

(Chapter-6)

Introduction to TUP 2DQues/Ans

Q1. Differentiate between Node selection tool and object selection tool?

Ans.

NODES SELECTION TOOLOBJECT SELECTION TOOL

① This tool helps to rearrange the nodes which were created while drawing an object.

② users can only use this if they've used line tool, polyli-
ne tool or pencil tool.

① we can select the objects which are created in different layers or frames using this tool.

② This tool helps the users to modify, flip or group objects as per their requirements.

Q2. Describe the 4 steps to use shape tool.

Ans. Steps to use shape tool :-

1. Click on shape tool.

2. Select the Rectangle shape.
3. Click on Brush Properties.
4. Click on the Cap option to choose line patterns.
5. Click on colour Palette button.
6. Select the colour from ~~even~~ contour option to change the outline colour of the rectangle.
7. Select colour from fill option to change colour that is to be filled inside the rectangle.
8. Move to workspace to draw shape, similarly, you can add more shape.

Q3 Explain the process to save a project in TUP1 2D.

Ans Steps to save a project in TUP1 2D:-

1. Click on the file menu.
2. Click on the save project option, The save as dialog box appears.
3. Enter a name for the project in the file name text box.
4. Click on the save button.

Q4 Write the steps to use polyline Tool.

- Ans
1. Click on the Polyline tool from the toolbox.
 2. Click on the Brush properties on the left sidebar.
 3. Change the settings of the line by modifying the stroke, thickness, pattern etc.
 4. Click on the colour palette button on the left sidebar.
 5. Choose the colour of the line from the colour palette.
 6. Draw the first line and then click at different points to draw connecting lines.