R13

Code: 13A03504

B.Tech III Year I Semester (R13) Regular & Supplementary Examinations November/December 2016

METAL FORMING PROCESSES

(Mechanical Engineering)

Time: 3 hours Max. Marks: 70

PART - A

(Compulsory Question)

- 1 Answer the following: $(10 \times 02 = 20 \text{ Marks})$
 - (a) What is theory of Plasticity?
 - (b) Write the difference between engineering Strain and True strain.
 - (c) What is thread Rolling?
 - (d) Write the formula to calculate Forging force.
 - (e) Mention any two advantages of Cold Extrusion.
 - (f) Name the die materials which are used for Drawing operation.
 - (g) Define Spinning operation.
 - (h) What is bend allowance?
 - (i) Define Thermoforming process.
 - (j) Write the types of Rapid prototyping processes.

PART - B

(Answer all five units, 5 X 10 = 50 Marks)

[UNIT - I]

Write the differences between Hot working and Cold working processes.

OR

Write a note on recovery, re crystallisation and grain growth.

[UNIT - II]

4 Write a note on Rolling stand arrangements in a Rolling operation.

OR

5 Enumerate the various types of Forging defects that occur in Forging operation.

UNIT – III

6 Describe the process of Hydrostatic extrusion with a neat sketch.

OR

7 Explain the Wire drawing operation with a schematic diagram.

[UNIT - IV]

A hole 100 mm diameter is to be punched in a steel plate of 6 mm thick. The material is cold rolled C40 steel for which the maximum shear strength can be taken as 550 MPa. With normal clearance on the tools, cutting is complete at 40% penetration of the punch. Give suitable diameters for the punch and die, and shear angle on the punch in order to bring the work within the capacity of a 200 kN press available in the shop.

OR

- 9 Write a note on the following operations which are carried out in sheet metal work:
 - (a) Stretch forming.
 - (b) Embossing.

UNIT – V

10 Explain the Transfer moulding process in detail.

OR

11 What do you understand about the Stereolithography technique, explain the technique with a neat sketch? WWW . MANARESULTS . CO . IN