

3D AutoCAD 2006: One Step at a Time

Review Questions – Lesson 11

11.10

Review Questions

Please write your answers on a separate sheet of paper.

1. _____ is a procedure that takes the objects you have created and gives them properties to make them appear “real.”
2. The Render, Lights, and Scenes buttons are located on the _____ toolbar.

Place these three Rendering Types in order from lowest quality to highest: Photo Real, Render, Photo Raytrace.

- 3.
- 4.
- 5.
6. (T or F) AutoCAD allows the user to render just one or two objects without having to render the entire drawing.
7. What is the command to access the Render Preferences dialog box?
8. (T or F) It is not possible to change the size or location of the light icon.
9. When you do not want objects that are oriented at 40° to each other to be rendered as though they are a single object, change the _____ setting on the Render dialog box.
10. If your rendering does not show assigned materials, check the _____ box on the Render dialog box.
11. (T or F) Shadows are not available for all types of rendering.
12. (Gouraud, Phong) rendering produces a more realistic rendering.
13. and 14. When using the Photo Real type of rendering, minimize the jagged edges by setting the _____ frame to _____.
15. When controlling Depth Map Shadows, the difference between minimum and maximum bias should be no more than _____.
16. A texture map is _____.

List the three places AutoCAD can place a rendering.

- 17.
- 18.
- 19.

List the five types of files to which you can save a rendering.

20.

21.

22.

23.

24.

25. If your rendering includes only 1 out of every 4 pixels, your Sub Sampling is set to _____.

26. To use a two-color graduated background in your rendering, set the background type to _____.

27. Access the _____ dialog box to tint a drawing.

28. Which command will “un-render” a drawing?

29. and 30. To close the Render dialog box, use the _____ command to unload the _____ .arx.

List the four categories of materials available for rendering.

31.

32.

33.

34.

35. The _____ command calls the Materials dialog box.

36. and 37. What are the two shapes against which you may preview a material?

38. To determine which material is currently attached to an object, use the _____ button on the Materials dialog box.

39. To determine to which objects the highlighted material is currently attached, use the _____ button.

40. (T or F) You can attach materials to objects according to the layer on which the object resides.

41. You do not have to attach (materials, landscaping) to an object.

List the four types of light available in a rendering.

42.

43.

44.

45.

46. _____ light lights all surfaces with equal intensity. It casts no shadows.
47. Use a _____ light works to simulate a light bulb.
48. _____ refers to how light dissipates over distance.
49. Use the _____ to locate the sun according to city and time of day.
50. You must create a _____ to use the lights you have created when you render your drawing.
51. (T or F) The Gouraud option is found in two commands, Render in the Render Quality frames, and in Shademode.
52. (T or F) It is possible to work on a rendered drawing just as the user is able to work on a shaded drawing.
53. (T or F) In the Query for Selections of the Render command the Sub Sampling-setting affects the speed of the rendering.
54. Materials may be both loaded and assigned by:
 - a) picking Materials Library button
 - b) typing Matlib at the prompt
 - c) picking the Materials Library on the Render toolbar.
55. Should the Amoeba Pattern be missing the user may:
 - a) kick the Coke machine - you might get a free soda to drown frustrations
 - b) suffer in silence
 - c) find and open the Render Library.
56. (T or F) To use a specific render pattern, the user should pick the Import button to copy the pattern into the current drawing.
57. (T or F) Graphic images inserted via AutoCAD's Landscape procedures are immediately visible in a drawing.
58. (T or F) The modify button in the LSLib command calls up a different dialog box from the New button.
59. (T or F) Both LSEdit and LSNew use the same dialog box
60. (T or F) In order to use or view an image in the Rendering Project drawing it must have the extension .gif.
61. To view an image at any angle within a frame, the user must
 - a) pick the position button
 - b) remove the check from the View Aligned box
 - c) select the Geometry frame.

Answers:

- | | | |
|---|---------------------|-------------------|
| 1. Rendering | 21. .PCX | 43. Point Light |
| 2. Render | 22. PostScript | 44. Spotlight |
| 3. Render | 23. .TGA | 45. Distant Light |
| 4. Photo Real | 24. .TIF | 46. Ambient |
| 5. Photo Raytrace | 25. 4:1 | 47. Point |
| 6. T | 26. Gradient | 48. Attenuation |
| 7. RPref | 27. Fog / Depth Cue | 49. Sun Angle |
| 8. F | 28. Regen | Calculator |
| 9. Smoothing Angle | 29. Appload | 50. Scene |
| 10. Show Materials | 30. ACRender | 51. T |
| 11. T | 31. Standard | 52. F |
| 12. Phong | 32. Granite | 53. T |
| 13. Anti-Aliasing | 33. Marble | 54. b & c |
| 14. High | 34. Wood | 55. c |
| 15. 10 | 35. RMat | 56. T |
| 16. an image
projected onto an
object | 36. Cube | 57. F |
| 17. Current Viewport | 37. Sphere | 58. F |
| 18. Render Window | 38. Select | 59. T |
| 19. File | 39. Attach | 60. F |
| 20. .BMP | 40. T | 61. b |
| | 41. Landscaping | |
| | 42. Ambient | |