

# 3D AutoCAD 2006: One Step at a Time

## Review Questions – Lesson 3

3.7

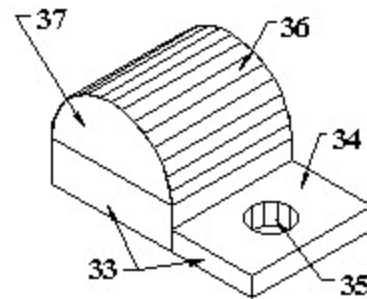
### Review Questions

Please write your answers on a separate sheet of paper.

1. A \_\_\_\_\_ model is a skeleton drawing (a stick figure).
2. A \_\_\_\_\_ model stretches some skin over the skeleton.
3. Use the (pline, 3dpoly) command to draw a polyline with different z-coordinates.
4. (T or F) A 3DPoly has no width property.
5. Use the \_\_\_\_\_ command to create a curved line in Z-Space.
6. Use the \_\_\_\_\_ technique to identify points by intersecting lines in Z-Space.
7. When you cannot see points on a drawing, reset the \_\_\_\_\_ system variable.
8. (T or F) Hide and Shademode commands have no affect on a Wireframe Model.
9. To 11. Name the three types of surfaces used in Surface Modeling.
12. Which of the above allows for removal of part of the surface?
13. Which converts an existing object into a region?
14. Which can be drawn without concern for the current UCS?
15. & 16. You can use the \_\_\_\_\_ option of the 3DFace command to hide some edges, or you can wait and use the \_\_\_\_\_ command to remove them after the 3DFace has been drawn.
17. (T or F) A wireframe Model is required when drawing a Surface Model (over which you will stretch the “skin”).
18. To temporarily view invisible edges of a 3DFace, use the \_\_\_\_\_ option of the Edge command.
19. To keep invisible edges of a 3DFace visible, set the \_\_\_\_\_ system variable to 1.
20. A \_\_\_\_\_ is a filled, 2-dimensional polygon.
21. & 22. In surfaces, a \_\_\_\_\_ can be created from scratch, but a \_\_\_\_\_ requires an existing, closed object.
23. The term \_\_\_\_\_ refers to a family of solid objects including spheres, cones, and boxes.

24. Use a (Region, 3DFace) anywhere an arc, circle, or hole is required.
25. A (Region, 3DFace) can be drawn in 3-dimensions.
26. There are no edge concerns when drawing a (region, 3DFace).
27. The \_\_\_\_\_ command uses boundaries to create a region.
28. For the Boundary command to work properly, the objects forming the boundary must be on the \_\_\_\_\_ of the Z-Axis in the current UCS.
29. To create a Region using the Boundary command, the Object type (in the Boundary Creation dialog box) must be set to \_\_\_\_\_.
30. To 32. List the three modifying tools we discussed which are shared between Regions and 3DSolids.

Refer to the figure at right. For numbers 33 through 37, identify what type of surface you would use and explain why.



38. Restrictions to the 3D polyline are: 1) doesn't have width, 2) you can use only a continuous linetype, 3) 3DPoly can be Splined using Pedit, 4) all of the above.
39. (T or F) Nodes placed by the Divide command are always visible.
40. (T or F) The user can use Shademode or Hide to make a wireframe object appear solid.
41. (T or F) A Spline cannot be used to connect the intersection of the two roofs in Exercise 5.2.1 because a spline's smooth curves are not compatible with the 3DFace command.
42. (T or F) In order to place holes in a surface, the surface must be a 3DFace.
43. (T or F) The user is required to adjust the UCS in order to add a 3DFace to a model.
44. (T or F) Point filters are not required to add a 3DFace to a model.
45. (T or F) It is not necessary to have a 3D Wireframe Model prior to creating a 3D Surface Model.
46. (T or F) It is easier to make 3DFace edges invisible as the user draws the object.
47. (T or F) To access the Edge command, the user may use a button on the Surface toolbar or use the Draw pull down menu.

48. The difference between a solid and a region is: 1) a solid is a filled 2-dimensional polygon, while a Region is an actual surface, 2) the user can create a solid from scratch but a region is created from an existing object, 3) both of the above.

**Answers:**

- |                     |                     |                                     |
|---------------------|---------------------|-------------------------------------|
| 1. Wireframe        | 16. Edge            | 31. Union                           |
| 2. Surface          | 17. F               | 32. Intersect                       |
| 3. 3dpoly           | 18. Display         | 33. [Refer to p. 93,<br>Fig. 3.020] |
| 4. T                | 19. SPLFrame        | 38. 1 and 2                         |
| 5. Spline           | 20. Solid           | 39. F                               |
| 6. Point Projection | 21. Solid           | 40. F                               |
| 7. PDMode           | 22. Region          | 41. T                               |
| 8. T                | 23. 3DSolid         | 42. F                               |
| 9. Regions          | 24. Region          | 43. F                               |
| 10. Solids          | 25. Region          | 44. T                               |
| 11. 3DFaces         | 26. 3DFace          | 45. T                               |
| 12. Region          | 27. Boundary        | 46. F                               |
| 13. Region          | 28. Zero coordinate | 47. T                               |
| 14. 3DFace          | 29. Region          | 48. 3                               |
| 15. Invisible       | 30. Subtract        |                                     |