

3D AutoCAD 2006: One Step at a Time

Review Questions – Lesson 7

7.8

Review Questions

Answer these questions on a separate sheet of paper.

1. A _____ is a cone with equal radii at both ends.
2. The _____ command creates 3D Solids from 2-dimensional regions and solids.
3. _____ are solid shapes – predefined and user-defined – with which you build your model.
4. Control the number of lines used to draw a rounded object with the _____ system variable.
5. To draw a solid pyramid, use the _____ option of the Extrude command.
6. (T or F) It is necessary to redraw an object to view changes in the Isolines display.
7. (T or F) It is necessary to regenerate an object to view changes in the Isolines display.
8. (T or F) The Cube option of the Box command prompts only for the length of the box.
9. The Center option of the Box command identifies the center of the box along (the X- and Y-Axes, the X-, Y- and Z-Axes).
10. Which prompt of the Wedge command identifies the location of the right angle?
11. Orient the solid wedge using the Rotate (command, option).
12. Use the _____ command to draw a solid cylinder.
13. (T or F) Unlike the AI_Cone command, you can draw an elliptical cone using the Cone command.
14. (T or F) There is no command to create a solid Dome or Dish.
15. Using the AI_Torus command, the size of the torus refers to the (distance from the center to the outer edge, distance from the center to the center of the tube).
16. Using the Torus command, the size of the torus refers to the (distance from the center to the outer edge, distance from the center to the center of the tube).

17. The Surface Modeling command that most closely resembles the solid Revolve command is _____.
18. When using the Object option to define the axis of revolution of the Revolve command, the object selected (must, does not have to) exist in the current X-Y plane.
19. Unlike the shape selected during the Revsurf command, the shape selected during the Revolve command must be _____.
20. (T or F) Unlike the Revsurf command, the Revolve command does not allow the user to control the angle of revolution.
21. The _____ command forms the basis for most 2D to 3D conversion packages.
22. (T or F) In Solid Modeling, the building blocks are not only the box, wedge, cone, cylinder, sphere, and torus but any three dimensional object created by extrusion as well.
23. To control the smoothness or shape of a solid primitive, you should set which system variable:
 - a) Surftab1
 - b) Surftab2
 - c) Isolines.
24. To extrude, you can
 - a) pick the Extrude button on the Solids toolbar
 - b) type Extrude or ext at the command prompt
 - c) access the Extrude command from the draw pull down menu
 - d) all of the above.
25. (T or F) The Path of extrusion does not determine height.
26. (T or F) If a figure has already been drawn but the shape does not look right, the user can reset the isolines system variable to give a more accurate and pleasing view of the object.
27. When creating a solid object with the Revolve command, the object to be revolved must be closed.
28. (T or F) Revolve, like Revsurf, creates objects regardless of the UCS location.
29. (T or F) When using the Revolve command, there is never a need to use OSNAPs when selecting the starting point.

Answers:

1. Cylinder
2. Extrude
3. Solid Modeling Building Blocks
4. Isolines
5. Taper for extrusion
6. F
7. T
8. T
9. the X-, Y- and Z-Axes
10. Specify first corner
11. Command
12. Cylinder
13. T
14. T
15. Distance from the center to the outer edge
16. Distance from the center to the center of the tube
17. Revsurf
18. Must
19. Closed
20. F
21. Extrude
22. T
23. c
24. d
25. F
26. T
27. T
28. F
29. F