3D AutoCAD 2007: One Step at a Time

Review Questions – Lesson 2

07R2-3D	Review Questions

Please write your answer on a separate sheet of paper.

Identify the button and the toolbar or control panel on which you will find it.

Image:					
Button:	1	3	5	7	9
Toolbar:	2	4	6	8	10

11. Access the UCS from the command line with the _____ command.
12. Use the _____ option of the UCS command to restore the UCS to match the WCS's orientation.
13. & 14. One of the first things you should do when working with the UCS is to set the _____ to _____. This way, you will always know where 0,0,0 is.
15. (T or F) Viewpoints and Viewports are the same thing.
16. _____ are points from which you view the drawing.
17. _____ are like portholes in a ship through which you view the model.
18. The _____ orients the user on the model itself.
19. Save viewpoint views by using the _____ command.
20. (T or F) Each viewport can have a unique viewpoint and/or UCS assigned to it.
21. Use the _____ to keep track of the UCSs you have created.
22. How would I find the origin in WCS coordinates, as well as the X-, Y-, and Z-axes of a defined UCS?
23. (T or F) When drawing a 2-dimensional solid, the UCS must be aligned with the plane on which you wish to draw.
24. (T or F) When placing dimensions, the UCS must be aligned with the object you are dimensioning.
25. Making objects visible in one viewport but not others is accomplished by careful manipulation of _____.
26. Use the _____ command to turn the model (like a builder turns the object for examination in his hands).
27. The arcball is associated with what command?

28. If you wish to return to the view you had when you began the 3DOrbiter, select _____ from the cursor menu.
29. The _____ command allows the user to continually rotate the model without using the mouse or keyboard.
30. 3D Continuous Orbit spins the model like a) a planet on its axis or b) a planet around the sun.
31. (T or F) It is necessary to change the UCS of the model before changing the Thickness property of an object.

Use the answers provided to identify the cursor with its location and function.

a) perform a 2-dimensional rotation
b) rotate the model about the east/west axis of the arcball
c) manipulate the model freely about its center point
d) rotate the model about the north/south axis of the arcball

e) 	f) 	g) 	h) 

WHEN THE CURSOR IS:	DRAGGING THE CURSOR WILL:	THE CURSOR WILL BE A:
Inside the arcball	32.	33.
Outside the arcball	34.	35.
Inside the east or west quadrant circle	36.	37.
Inside the north or south quadrant circle	38.	39.

40. (T or F) It is necessary to change the UCS of the model to place text or hatching at an angle above or below the XY plane.
41. (T or F) To add dimensions to a three-dimensional drawing, simply dimension it as you would any other drawing.
42. In the working planes exercise (2.3.1), you used the direct hatch option to apply hatching to the roof after you: 1) left the UCS alone, 2) placed the UCS at the corner of the wall, 3) placed the UCS in the roof plane.
43. (T or F) The 3DFOrbit command permits the user to rotate the model three-dimensionally on the computer screen.
44. (T or F) Arcball is a neat game hidden in the AutoCAD program.
45. 3DFOrbit uses: 1) the UCS icon, 2) the 3D icon, 3) Paper Space icon, or 4) I am so confused.

46. (T or F) The 3DFOrbit command requires pre-selection of the object to rotate because everything within the drawing, except the object to be rotated, disappears during the manipulation.

Answers:

1. UCS
2. UCS
3. 3point UCS
4. UCS
5. Free Orbit
6. Orbit TB or Navigation CP
7. 3DCOrbit
8. Orbit TB or Navigation CP
9. X
10. UCS
11. UCS
12. World
13. UCS Icon
14. Origin
15. F
16. Viewpoints
17. Viewports
18. UCS
19. View
20. T
21. UCS Manager
22. Details button of the UCS Manager
23. T
24. T
25. Layers
26. 3DFOrbit
27. 3DFOrbit
28. Reset View
29. 3DCOrbit
30. A
31. F
32. c
33. g
34. a
35. e
36. d
37. h
38. b
39. f
40. T
41. F
42. 3
43. T
44. F
45. 2
46. F