





46. (T or F) The Elev command will permit the user to set both the elevation and thickness as will the Thickness command.
47. (T or F) When the user is finished with the Thickness and Elevation commands, they should be reset to 0.
48. (T or F) After the Elevation system variable is set, a Z axis location is still required even if the Z value is the same as the Elevation setting.
49. (T or F) When Start Z is selected from the Geometry section of the Properties Manager, a pick button appears making it possible to select and redefine the location of selected objects.
50. (T or F) Use the 3D wireframe option to clear the Shademode settings and redisplay the UCS icon.
51. Use the \_\_\_\_\_ command to change the workspace from AutoCAD's classic screen to the 3D Modeling workspace.
52. In the 3D Modeling workspace, AutoCAD replaces toolbars with the \_\_\_\_\_.

List the seven default control panels available on the dashboard.

53. \_\_\_\_\_
54. \_\_\_\_\_
55. \_\_\_\_\_
56. \_\_\_\_\_
57. \_\_\_\_\_
58. \_\_\_\_\_
59. \_\_\_\_\_

When using the camera approach to adjusting your view, you must first identify which two locations?

60. \_\_\_\_\_
61. \_\_\_\_\_

List the five default visual styles.

62. \_\_\_\_\_
63. \_\_\_\_\_
64. \_\_\_\_\_
65. \_\_\_\_\_
66. \_\_\_\_\_

67. Use the \_\_\_\_\_ command to save the current visual style setup.
68. The \_\_\_\_\_ system variable controls the opacity of objects.
69. The \_\_\_\_\_ system variable controls shadows in a drawing.

## Answers:

- |                              |                  |                    |
|------------------------------|------------------|--------------------|
| 1. Cartoon                   | 21. $+x+y+z$     | 47. T              |
| professor who                | 22. $+x-y+z$     | 48. F              |
| helped                       | 23. $-x-y+z$     | 49. T              |
| Tennessee                    | 24. $-x+y+z$     | 50. F              |
| Tuxedo                       | 25. $+x+y-z$     | 51. WSCurrent      |
| 2. Z-space                   | 26. $+x-y-z$     | 52. dashboard      |
| 3. Ucs                       | 27. $-x-y-z$     | 53. 3D Make        |
| 4. Origin                    | 28. $-x+y-z$     | 54. 3D Navigate    |
| 5. Ucsicon                   | 29. South Pole   | 55. Visual Styles  |
| 6. All                       | 30. Equator      | 56. Light          |
| 7. Isometric                 | 31. North Pole   | 57. Materials      |
| 8. plan                      | 32. thickness    | 58. Render         |
| 9. 0,0,1                     | 33. elev         | 59. Layers         |
| 10. 0,1,0                    | 34. property     | 60. Camera         |
| 11. command line             | 35. F            | 61. Target         |
| 12. compass                  | 36. 2D Wireframe | 62. 2D Wireframe   |
| 13. dialog box               | 37. F            | 63. 3D Hidden      |
| 14. tripod                   | 38. T            | 64. 3D Wireframe   |
| 15. plan                     | 39. T            | 65. Conceptual     |
| 16. @dist<Xyangle<<br>Zangle | 40. T            | 66. Realistic      |
| 17. @dist<Xyangle,<br>X-dist | 41. T            | 67. VSSave         |
| 18. F                        | 42. T            | 68. VSFaceCapacity |
| 19. F                        | 43. T            | 69. VSShadows      |
| 20. F                        | 44. T            |                    |
|                              | 45. F            |                    |
|                              | 46. F            |                    |