

19. (T or F) AutoCAD doesn't really create materials; it simply attaches a bitmap to an object to make it look like a certain material (wood, marble, etc.)

What are the seven types of lighting (aside from the sun) available in AutoCAD?

20. _____ 24. _____
21. _____ 25. _____
22. _____ 26. _____
23. _____
27. What is the single command you use to access the various lights?
28. The _____ is the focal angle of a spotlight – in other words, it's the center of the spotlight's cone.
29. _____ determines the actual size of the focal point of the spotlight.
30. _____ refers to how light dissipates over distance.
31. If your screen doesn't reflect attenuation properly, you may be using an _____ video driver.
32. (T or F) AutoCAD is so flexible that you can locate shadows in your drawing by controlling where you are on the surface of the earth!
33. What's the difference between 3DWalk and 3DFly?
34. (T or F) You can show a client a walk through only as long as he has the full AutoCAD release.
35. (T or F) When creating animations, the larger the frame rate, the better the video but the longer it takes to create it.
36. (T or F) When creating an animation, you can assign a path to either the camera or the target, but not both.

Answers:

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| 1. Rendering | 19. T |
| 2. RenderPresets | 20. Web |
| 3. Manage Render Presets | 21. Point |
| 4. Sampling | 22. TargetPoint |
| 5. Simple | 23. Spot |
| 6. Sorted | 24. FreeSpot |
| 7. Segment | 25. Distant |
| 8. Rpref | 26. FreeWeb |
| 9. Advanced Render Settings
palette | 27. Light |
| 10. Draft | 28. hotspot |
| 11. Low | 29. Falloff |
| 12. Medium | 30. Attenuation |
| 13. High | 31. OpenGL |
| 14. Presentation | 32. T |
| 15. Materials | 33. You walk on the ground; you fly
in the air. |
| 16. Materialattach | 34. F |
| 17. F | 35. T |
| 18. T | 36. F |