




27. Use the \_\_\_\_\_ command to turn the model (like a builder turns the object for examination in his hands).
28. The arcball is associated with what command?
29. If you wish to return to the view you had when you began the 3DOrbiter, select \_\_\_\_\_ from the cursor menu.
30. The \_\_\_\_\_ command allows the user to continually rotate the model without using the mouse or keyboard.
31. 3D Continuous Orbit spins the model like a) a planet on its axis or b) a planet around the sun.
32. (T or F) It is necessary to change the UCS of the model before changing the Thickness property of an object.

(32 to 39) 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) 
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<u>WHEN THE CURSOR IS:</u>	<u>DRAGGING THE CURSOR WILL:</u>	<u>THE CURSOR WILL BE A:</u>
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:**

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