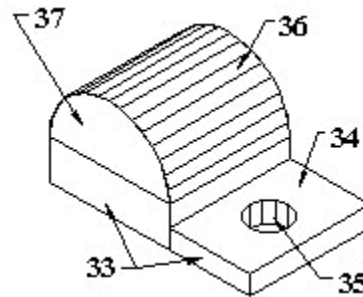


21. The term _____ refers to a family of solid objects including spheres, cones, and boxes.
22. Use a (Region, 3DFace) anywhere an arc, circle, or hole is required.
23. A (Region, 3DFace) can be drawn in 3-dimensions.
24. There are no edge concerns when drawing a (region, 3DFace).
25. The _____ command uses boundaries to create a region.
26. For the Boundary command to work properly, the objects forming the boundary must be on the _____ of the Z-Axis in the current UCS.
27. To create a Region using the Boundary command, the Object type (in the Boundary Creation dialog box) must be set to _____.

List the three modifying tools we discussed which are shared between Regions and 3DSolids.

28. _____
29. _____
30. _____
31. Restrictions to the 3D polyline are: 1) doesn't have width, 2) you can use only a continuous linetype, 3) 3DPoly can be Splined using Pedit, 4) all of the above.
32. (T or F) Nodes placed by the Divide command are always visible.

Refer to the figure at right. For numbers 33 through 37, identify what type of surface you would use and explain why.



38. (T or F) A Spline cannot be used to connect the intersection of the two roofs in Exercise 3.2.1 because a spline's smooth curves are not compatible with the 3DFace command.
39. (T or F) In order to place holes in a surface, the surface must be a 3DFace.
40. (T or F) The user is required to adjust the UCS in order to add a 3DFace to a model.
41. (T or F) Point filters are not required to add a 3DFace to a model.

42. (T or F) It is not necessary to have a 3D Wireframe Model prior to creating a 3D Surface Model.
43. (T or F) It is easier to make 3DFace edges invisible as the user draws the object.
44. The difference between a solid and a region is: 1) a solid is a filled 2-dimensional polygon, while a Region is an actual surface, 2) the user can create a solid from scratch but a region is created from an existing object, 3) both of the above.

Answers:

- | | | |
|---------------------|------------------------|--|
| 1. Wireframe | 15. Properties palette | 29. Union |
| 2. Surface | 16. F | 30. Intersect |
| 3. 3dpoly | 17. SPLFrame | 31. 1 and 2 |
| 4. T | 18. Solid | 32. F |
| 5. Spline | 19. Solid | 33. to 37. [Refer to Sect. 3.3.4 – p.80] |
| 6. Point Projection | 20. Region | 38. T |
| 7. PDMode | 21. 3DSolid | 39. F |
| 8. Regions | 22. Region | 40. F |
| 9. Solids | 23. 3DFace | 41. T |
| 10. 3DFaces | 24. Region | 42. T |
| 11. Region | 25. Boundary | 43. F |
| 12. Region | 26. Zero coordinate | 44. 3 |
| 13. 3DFace | 27. Region | |
| 14. Invisible | 28. Subtract | |