

29. (T or F) You can use the fillet command to soften the edges of a surface box.
30. (T or F) You can create concentric spheres with the offset command.
31. (T or F) You can create multiple copies of a pyramid with the array command.
32. (T or F) You can remove part of a sphere by exploding it and erasing the 3DFaces.
33. (T or F) Predefined Surface Models may be accessed through the 3D command.
34. (T or F) Predefined Surface Models are solid models.
35. (T or F) There are ten geometric objects accessible through the 3D command: barrel, box, cone, dish, dome, mesh, pyramid, sphere, torus, and wedge.
36. (T or F) The creation of 3D Surface Domes, Dishes, and Spheres requires not only a radius, but the number of longitudinal and latitudinal segments for the surface of the 3D object.
37. (T or F) An exploded 3D face cannot be easily modified, trimmed, extended, filleted, chamfered, broken, lengthened, or (worst of all) offset.
38. (T or F) 3D Faces like 3D Meshes have wall thickness.
39. (T or F) OSNAPs will work on surface Models.
40. (T or F) Surface Models can't be mated together to form one object.

Answers:

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| 1. Box | 15. Four-sided | 29. F |
| 2. Wedge | 16. Ridge | 30. F |
| 3. Pyramid | 17. Tetrahedron | 31. T |
| 4. Cone | 18. Top | 32. T |
| 5. Sphere | 19. Tetrahedron | 33. T |
| 6. Dome | 20. Polyhedrons | 34. F |
| 7. Dish | 21. Apex | 35. F |
| 8. Torus | 22. Ridge | 36. T |
| 9. 3D meshes | 23. T | 37. T |
| 10. 3D faces | 24. F | 38. F |
| 11. Box | 25. F | 39. T |
| 12. 3D | 26. Dome | 40. T |
| 13. Cube | 27. Dish | |
| 14. UCS | 28. Torus | |