

20. (T or F) You can change the number of M or N vertices of a 3D mesh using the Properties palette.
21. The major difference between the new tools discussed in this lesson and their 2-dimensional counterparts involves using an _____ rather than base or rotation points.
22. The correct value/function of the Projmode system variable in the Trim command is:
 - a) 0 / cutting edge and object to trim must actually intersect,
 - b) 1 / AutoCAD projects the cutting edge and object to trim onto the XY plane of the current UCS,
 - c) 2 / AutoCAD projects the cutting edge and object to trim onto the XY plane in the current view,
 - d) any of the above.
23. When using the Trim command, changing the Projmode to the UCS setting at the Enter a projection option prompt means that: 1) cutting edge and object to trim will be projected against the current view, 2) cutting edge and object to trim will be projected against the current UCS, 3) cutting edge and object to must actually intersect.
24. (T or F) When extending a line in Z-Space, it is not necessary to be concerned with the Edgemode system variable.
25. (T or F) A Projmode setting of one will permit you to extend lines that do not normally meet the designated boundary lines in 2D space.
26. (T or F) In aligning a three-dimensional object, you may scale the object to the alignment points as can be done with two-dimensional objects.
27. (T or F) The Properties palette may be docked or floated anywhere in the AutoCAD window.
28. (T or F) The area and perimeter of a region may be changed using the Properties palette.
29. For AutoCAD to change the vertex "X" of a 3D face using the Properties palette, you must: 1) hit enter after assigning a new value, 2) hold down the control and alt keys while pressing the delete key, or 3) type a question mark and hit enter.
30. (T or F) Using the Properties palette, you may modify a region, solid, or a 3D face.
31. (T or F) You must close the Properties palette before entering another command.
32. (T or F) Using PEdit, the position of several vertices on a 3D mesh may be modified at one time.

33. At the SurfType command prompt, set: 1) a low, medium, or high wave, 2) a number representing the type of curve that will result from the Smooth surface option of the PEdit command when working on a 3D mesh, or 3) the waviness of your screen.
34. (T or F) SurfU and SurfV are controlled by the SNAFU command.
35. (T or F) Like the Mirror command, Mirror3D requires that you identify a point about which it will revolve the selected objects.
36. (T or F) There are no hotkeys or toolbar buttons for the Mirror3D command.
37. (T or F) You can identify a Mirror3D axis by selecting an existing object.
38. (T or F) Prompts for the number and spacing of levels are the only differences between creation procedures for 2D and 3D rectangular arrays.
39. (T or F) You can select the 3DArray command from a toolbar.
40. (T or F) When creating a 3D Polar array, you must select a center point about which to revolve.
41. (T or F) When creating a Rectangular array, you must enter the number as well as the distance between rows, levels and columns.
42. (T or F) The most obvious difference between the Move command and the 3DMove command is the use of an icon called the grip tool.
43. (T or F) Like 3DMove, the 3DRotate command uses a grip tool.
44. (T or F) You can rotate an object with 3DRotate without ever entering a number at the command prompt.

Answers:

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|---------------------------|------------------------|-------|
| 1. Projmode | 14. Grips | 29. 1 |
| 2. Project | 15. Smooth Surface | 30. F |
| 3. 0 | 16. Quadratic B-Spline | 31. F |
| 4. 2 | 17. Cubic B-Spline | 32. F |
| 5. T | 18. Bezier | 33. 2 |
| 6. T | 19. Surftype | 34. F |
| 7. F | 20. F | 35. F |
| 8. T | 21. Axis | 36. T |
| 9. F | 22. D | 37. T |
| 10. Properties
Palette | 23. 2 | 38. T |
| 11. Properties
Palette | 24. F | 39. F |
| 12. Pedit | 25. T | 40. F |
| 13. Properties
Palette | 26. F | 41. T |
| | 27. T | 42. T |
| | 28. F | 43. T |
| | | 44. T |