

AutoCAD 2009: One Step at a Time
Lesson 11: Presentation Tools

09R11-3D

Review Questions

Please write your answers on a separate sheet of paper.

1. _____ is a procedure that takes the objects you've created and gives them properties to make them appear "real."

Access the Render Presets Manager by entering the (2) command at the command prompt or by selecting (3) from the Select Render Preset control box in the Render control panel.

2.

3.

4. _____ speeds the rendering process by rendering only a ratio of the pixels on your screen.

Shadow Modes include: (5) (random shadows), (6) (shadows generated in order from the object to the light), and (7) (generates shadows along the ray of light).

5.

6.

7.

8. Use the _____ command to access the Advanced Render Settings palette.

9. The (Advanced Render Settings palette, Render Presets Manager) is faster and simpler to use.

What are the five standard render presets?

10. _____ 13. _____

11. _____ 14. _____

12. _____

15. Adding _____ to an object can mean the difference between colorful cartoon images and images that come close to photographic realism.

16. Use the _____ command to attach materials by assigning them to a layer.

17. (T or F) It's not possible to create your own materials, but AutoCAD provides thousands with which you can work.

18. (T or F) Using the Material Editor, you can change glass from clear to mirror-reflective.

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.
- 21.
- 22.
- 23.
- 24.
- 25.
- 26.
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. (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!

Answers:

- | | |
|-------------------------------------|-----------------|
| 1. Rendering | 17. F |
| 2. RenderPresets | 18. T |
| 3. Manage Render Presets | 19. T |
| 4. Sampling | 20. Web |
| 5. Simple | 21. Point |
| 6. Sorted | 22. TargetPoint |
| 7. Segment | 23. Spot |
| 8. Rpref | 24. FreeSpot |
| 9. Advanced Render Settings palette | 25. Distant |
| 10. Draft | 26. FreeWeb |
| 11. Low | 27. Light |
| 12. Medium | 28. hotspot |
| 13. High | 29. Falloff |
| 14. Presentation | 30. Attenuation |
| 15. Materials | 31. T |
| 16. Materialattach | |