

## 3D AutoCAD 2010: One Step at a Time






### Lesson 2: More of Z Basics

**10R2-3D**

#### **Review Questions**

Please write your answer on a separate sheet of paper.

Identify the button and the ribbon tab/panel, status bar, or toolbar on which you will find it.

Image:					
<b>Button:</b>	1	3	5	7	9
<b>Panel:</b>	2	4	6	8	10

11. Access the UCS from the command line with the \_\_\_\_\_ command.
12. Use the \_\_\_\_\_ option of the UCS command to restore the UCS to match the WCS's orientation.

One of the first things you should do when working with the UCS is to set the (13) to (14) This way, you will always know where 0,0,0 is.

13.

14.

15. (T or F) Viewpoints and Viewports are the same thing.

16. \_\_\_\_\_ are points from which you view the drawing.

17. \_\_\_\_\_ are like portholes in a ship through which you view the model.

18. The \_\_\_\_\_ orients the user on the model itself.

19. Save viewpoint views by using the \_\_\_\_\_ command.

20. (T or F) Each viewport can have a unique viewpoint and/or UCS assigned to it.

21. Use the \_\_\_\_\_ to keep track of the UCSs you have created.

22. How would I find the origin in WCS coordinates, as well as the X-, Y-, and Z-axes of a defined UCS?

23. (T or F) When drawing a 2-dimensional solid, the UCS must be aligned with the plane on which you wish to draw.

24. (T or F) When placing dimensions, the UCS must be aligned with the object you are dimensioning.

Making objects visible in one viewport but not others is accomplished by careful manipulation of (25) or the (26) scale.

25.

26.

27. Use the \_\_\_\_\_ button on the Full Navigation Wheel to turn the model.

28. Use the \_\_\_\_\_ button on the Full Navigation Wheel to work back through previous views.

29. The orbit button on the Full Navigation Wheel orbits about the \_\_\_\_\_ point.

30. Use the \_\_\_\_\_ command to adjust the view as though a camera were turning on a tripod.

31. (T or F) It is necessary to change the UCS of the model before changing the Thickness property of an object.

32. (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.

33. (T or F) To add dimensions to a three-dimensional drawing, simply dimension it as you would any other drawing.

34. In the working planes exercise (2.3A, p. 42), you used the direct hatch option to apply hatching to the roof after you:

- a) left the UCS alone,
- b) placed the UCS at the corner of the wall,
- c) placed the UCS in the roof plane.

35. When in a perspective view, use the \_\_\_\_\_ command rather than the zoom command.

36. Use the \_\_\_\_\_ command rather than a zoom command when actually want to change the distance between you and the model.

**Answers:**

- |                                  |                                  |                |
|----------------------------------|----------------------------------|----------------|
| 1. UCS                           | 13. UCS Icon                     | 24. T          |
| 2. UCS                           | 14. Origin                       | 25. Layers     |
| 3. 3point UCS                    | 15. F                            | 26. Annotation |
| 4. UCS                           | 16. Viewpoints                   | 27. Orbit      |
| 5. Steering Wheel<br>(NavSWheel) | 17. Viewports                    | 28. Rewind     |
| 6. Status Bar                    | 18. UCS                          | 29. Pivot      |
| 7. UCS Manager                   | 19. View                         | 30. 3DSwivel   |
| 8. UCS                           | 20. T                            | 31. F          |
| 9. X (or X-rotate)               | 21. UCS Manager                  | 32. T          |
| 10. UCS                          | 22. Details button of<br>the UCS | 33. F          |
| 11. UCS                          | Manager                          | 34. c          |
| 12. World                        | 23. T                            | 35. 3DZoom     |
|                                  |                                  | 36. 3DDistance |