

**3D AutoCAD 2011: One Step at a Time**  
**Lesson 6: Z Space Editing**

**11R6-3D**

**Review Questions**

Answer the following questions on a separate sheet of paper.

1. \_\_\_\_\_ controls how the Trim and Extend commands behave in Z-Space.
2. You can set the above system variable by selecting the \_\_\_\_\_ option at either the Trim or Extend command's prompt.
3. What is the true 3D setting for the Projmode system variable?
4. Setting the Projmode system variable to \_\_\_\_\_ means that AutoCAD will look at cutting edges and objects to trim in a 2-dimensional projection of the current UCS.
5. (T or F) You cannot trim or extend part of a 3DMesh.
6. (T or F) You cannot use a 3DFace as a cutting edge.
7. (T or F) You cannot use a region as a boundary when extending.
8. (T or F) You cannot scale 3-dimensional objects as part of the Align command.
9. 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.
10. 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.
11. When using the Trim command, changing the Projmode to the UCS setting at the Enter a projection option prompt means that:
  - a) cutting edge and object to trim will be projected against the current view,
  - b) cutting edge and object to trim will be projected against the current UCS,
  - c) cutting edge and object to must actually intersect.
12. (T or F) When extending a line in Z-Space, it is not necessary to be concerned with the Edgemode system variable.
13. (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.
14. (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.

15. (T or F) Like the Mirror command, Mirror3D requires that you identify a point about which it will revolve the selected objects.
16. (T or F) There are no hotkeys or ribbon buttons for the Mirror3D command.
17. (T or F) You can identify a Mirror3D axis by selecting an existing object.
18. (T or F) Prompts for the number and spacing of levels are the only differences between creation procedures for 2D and 3D rectangular arrays.
19. (T or F) You can select the 3DArray command from a ribbon panel.
20. (T or F) When creating a 3D Polar array, you must select a center point about which to revolve.
21. (T or F) When creating a Rectangular array, you must enter the number as well as the distance between rows, levels and columns.
22. (T or F) The most obvious difference between the Move command and the 3DMove command is the use of an icon called the gizmo.
23. (T or F) Like 3DMove, the 3DRotate command uses a gizmo.
24. (T or F) You can rotate an object with 3DRotate without ever entering a number at the command prompt.
25. (T or F) You can use the (2D) Align command on a 3-dimensional object.

Answers:

1. Projmode
2. Project
3. 0
4. 2
5. T
6. T
7. F
8. T
9. Axis

10. d
11. b
12. F
13. T
14. F
15. F
16. F
17. T
18. T

19. T
20. F
21. T
22. T
23. T
24. T
25. T