

## Exercise 9-3

In this exercise, you will convert an existing mesh into solid and surface objects. The mesh object is a preliminary conceptual design for a game controller.

1. Open the drawing EX09\_03.dwg available on the companion website.
2. Set the **SMOOTHMESHCONVERT** system variable to 0 for smoothed, optimized faces.
3. Set the **DELOBJ** system variable to 0.
4. Using the **CONVTOSOLID** command, create a solid from the mesh model.
5. Move the solid model away from the mesh model. Notice the shape of both models.
6. Save the drawing as EX9-3A.
7. Open the drawing EX09\_03.dwg again from the companion website.
8. Set the **SMOOTHMESHCONVERT** system variable to 0 for smoothed, optimized faces.
9. Set the **DELOBJ** system variable to 0.
10. Using the **CONVTOSURFACE** command, create a surface from the mesh model.
11. Move the surface model away from the mesh model. Notice the shape of both models.
12. Save the drawing as EX9-3B.