

## Exercise 5-3

1. Start a new drawing.
2. Create a viewport configuration with two viewports arranged horizontally. Save it as TWO. Display the top view in the upper viewport and a 3D viewpoint in the lower viewport.
3. Construct the object shown in the illustration below as a solid. Draw a top view in the upper viewport. Draw the vertical leg in the 3D view. Move the UCS as needed, or use a dynamic UCS. The result should be a single object.
4. Save the drawing as EX5-3.

