Chapter 9 Review

Mesh Modeling

**Name:** **Click here and type your name**

Click in the shaded area and type your answer for each question. Use the [Tab] key to move from one answer field to the next.

 1. Of what does a mesh model consist?

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 2. What is another term for mesh models?

 3. What are tessellation divisions?

 4. When creating a mesh primitive, when should mesh tessellation divisions be set?

 5. What are facets?

 6. For what is the Mesh Primitive Options dialog box used?

 7. How is a mesh box created?

 8. How is a mesh sphere created?

 9. How is a mesh torus created?

 10. What is the purpose of the DELOBJ system variable?

 11. Which command converts a mesh object to a surface object?

 12. Which command converts a mesh object to a solid object?

 13. How is the roundness of a mesh object increased?

 14. Which command is used to convert an existing solid or surface to a mesh object?

 15. Name the system variable that controls the maximum level of smoothness attained with the MESHSMOOTHMORE command.

 16. List two ways to decrease the smoothness of a mesh.

 17. What happens to the mesh when you refine it?

 18. How many types of subobjects does a mesh have? List them.

 19. Which keyboard key is used to select subobjects for editing?

 20. What is a context-sensitive panel?

 21. Name the three operations that can be performed with a gizmo.

 22. How do you cycle through the three different gizmos?

 23. Which command is used to extrude a mesh face?

 24. Briefly describe the process for extruding a mesh face.

 25. What is the process for splitting a mesh face?

 26. Why would you crease a mesh model?

 27. Which command is used to remove a crease?

 28. Explain why you would erase or delete a mesh face during the design process.

 29. Which command is used to close gaps in a mesh object?

 30. What is the purpose of collapsing a mesh face or edge?