Chapter 12 Review

Solid Model Editing

**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. What three components of a solid model can be edited using the SOLIDEDIT command?

Click here and type your answer

 2. When using the SOLIDEDIT command, how many faces are highlighted if you pick an edge?

 3. How do you deselect a face that is part of the selection set when using the SOLIDEDIT command?

 4. How can you select a single face?

 5. Name the objects that can be used as the path of extrusion when extruding a face.

 6. What is one of the most useful aspects of the Offset Faces option?

 7. How do positive and negative offset distance values affect the volume of the solid?

 8. How is a single object, such as a cylinder, affected by entering a positive taper angle when using the Taper Faces option?

 9. When a shape is imprinted onto a solid body, which component of the solid does the imprinted object become and how can it be used?

 10. What is the purpose of the XEDGES command?

 11. How does the Shell option affect a solid that contains internal features such as holes, grooves, and slots?

 12. How can you determine if an object is a valid 3D solid?

 13. Describe two ways to change the view of your model while you are inside of a command.

 14. How can you extrude a face in a straight line, but not perpendicular to the face?