Chapter 18 Review

Lighting

**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. Compare and contrast ambient light, distant lights, point lights, spotlights, and weblights.

Click here and type your answer

2. Define angle of incidence.

3. Define angle of reflection.

4. A smooth surface has a(n) \_\_\_\_\_ specular factor.

5. Describe hotspot and falloff. Which lights have these properties?

6. What is attenuation?

7. What are the three types of lighting in AutoCAD?

8. Briefly describe photometric lighting.

9. If you want to use the GEOMAPIMAGE command to embed a portion of a geographically located map in the drawing, what view must you set?

10. What are the four types of light objects in AutoCAD?

11. What are light glyphs and which lights have them?

12. Which type of light object allows you to incorporate light distribution data from the Illuminating Engineering Society?

13. What are the four types of backgrounds in AutoCAD, other than the default background?

14. Why would you draw a line between the “from” point and “to” point of a distant light?

15. Describe how a gradient background can be used to represent a clear blue sky.