Chapter 1 Review

Introduction to Three-Dimensional 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. What are the three coordinates needed to locate any point in 3D space?

Click here and type your answer

 2. In a 2D drawing, what is the value for the Z coordinate?

 3. What purpose does the right-hand rule serve?

 4. Which three fingers are used in the right-hand rule?

 5. What is the definition of a viewpoint?

 6. What is the function of the ribbon and its panels?

 7. How do you turn the display of individual panels on or off in the ribbon?

 8. How can you quickly change the display from perspective projection to parallel projection, or vice versa?

 9. How many preset isometric viewpoints does AutoCAD have? List them.

 10. How does changing the UCS impact using one of the preset isometric viewpoints?

 11. List the six preset orthographic viewpoints.

 12. When selecting a preset orthographic viewpoint, what happens to the UCS?

 13. Which AutoCAD tool allows you to dynamically change your viewpoint using an on-screen cube icon?

 14. Define wireframe display.

 15. Define hidden display.

 16. Define surface model.

 17. Define solid model.

 18. Define primitive.

 19. Define mesh object.

 20. What is a visual style?