Chapter 2 Review

Creating Primitives and Composites

**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 is a solid primitive?

Click here and type your answer

 2. How is a solid cube created?

 3. How is an elliptical cylinder created?

 4. Where is the center of a wedge located?

 5. What is a frustum pyramid?

 6. What is a polysolid?

 7. Name at least four AutoCAD 2D entities that can be converted to a polysolid.

 8. What type of entity does the HELIX command create and how can it be used to create a solid model?

 9. What is a composite solid?

 10. Which types of mathematical calculations are used in the construction of composite solids?

 11. How are two or more solids combined to make a composite solid?

 12. What is the function of the INTERSECT command?

 13. How does the INTERFERE command differ from INTERSECT and UNION?

 14. What is a region?

 15. How can a 2D section view be converted to a 3D solid model?