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?