

## Exercise 9-1

In this exercise, you will make settings for the various mesh primitives and then create one example of each primitive.

1. Begin a new drawing and save it as EX9-1.dwg.
2. Open the **Mesh Primitive Options** dialog box.
3. Select the box primitive and set the tessellation divisions to length = 10, width = 5, and height = 5.
4. Select the cone primitive and set the tessellation divisions to axis = 10, height = 3, and base = 3.
5. Select the cylinder primitive and set the tessellation divisions to axis = 10, height = 3, and base = 3.
6. Select the pyramid primitive and set the tessellation divisions to length = 5, height = 3, and base = 3.
7. Select the sphere primitive and set the tessellation divisions to axis = 12 and height = 6.
8. Select the wedge primitive and set the tessellation divisions to length = 10, width = 5, height = 5, slope = 5, and base = 2.
9. Select the torus primitive and set the tessellation divisions to radius = 10 and sweep path = 10.
10. Close the **Mesh Primitive Options** dialog box.

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11. Draw one of each mesh primitive using the dimensions given below.
12. Save the drawing as EX9-1.

Primitive	Dimensions
Box	Length = 10 Width = 5 Height = 5
Cone	Radius = 4 Height = 8
Cylinder	Radius = 3 Height = 5
Pyramid	Radius = 5 Height = 8
Sphere	Radius = 4
Wedge	Length = 10 Width = 5 Height = 5
Torus	Radius = 3 Tube radius = 1