Chapter 10 Review

Advanced Surface 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. Name the two basic types of surface models in AutoCAD.

Click here and type your answer

2. Which type of surface is created when the SURFACEMODELINGMODE system variable is set to 0?

3. What is an associative surface?

4. Which system variable determines whether a surface model is associative when created?

5. When editing the shape of an associative surface, what should be selected to maintain the surface associativity?

6. What is a network surface?

7. What two system variables set the number of isolines displayed in the U and V directions of a surface model?

8. What is the purpose of the SURFBLEND command?

9. What are the three options used to define surface continuity? What is the result of using each option?

10. Define bulge magnitude.

11. What is the purpose of the SURFPATCH command?

12. What is the purpose of the SURFOFFSET command?

13. How do you create a new solid when using the SURFOFFSET command?

14. What are the two creation type options available when using the SURFEXTEND command? What is the purpose of each option?

15. What are the three object types that can be used as cutting objects when trimming a surface?

16. What are the two basic ways to create a NURBS surface?

17. What command is used to display control vertices on a NURBS surface?

18. What command can be used to convert a 2D line or polyline into a surface model?

19. What is the purpose of the THICKEN command and which type of object does it create?

20. What is the preferred command to convert a watertight series of surfaces into a solid?

21. Name three objects you can use to extract isoline curves when using the SURFEXTRACTCURVE command.

22. What is the default direction used for extracting isoline curves with the SURFEXTRACTCURVE command?