

Exercise 16-2

1. Open drawing EX16-1 created in Exercise 16-1.
 2. Draw a planar surface, cone, box, cylinder, and sphere.
 3. Open the materials browser.
 4. Display any material.
 5. Pick and drag the material to one of the objects to attach the material to it.
 6. Set the **Realistic** visual style current, if it is not already. If it is not set to display materials and textures, set it to do so.
 7. Attach a different material to each of the remaining objects in the drawing.
 8. Save the drawing as EX16-2.
- To continue practicing applying materials, complete act16-02.dwg available on the companion website.