

3D / Solid Modelling Final Review

1. When modifying two overlapping objects and you want to create a void in one of them, what is the best tool to use?
2. What command would you use to stretch a 2D polyline and make it 3D?
3. If your 2D sketch does not create a solid 3D part it is because your 2D sketch was not a solid closed polyline. What tool would best allow you to modify your 2D sketch so that you can create a solid 3D object?
4. When modifying two objects that are overlapping and you want to make them one solid object which tool would you use?
5. Where can you find different textures, colors, and prints to apply to your object to make it look realistic?
6. When duplicating multiple objects along a circle what is the best tool to use within AutoCAD?
7. If you needed to design a lunch box what command would best make the inside empty to allow for storage?
8. What is 3DS Max software best used for?
9. When modifying two overlapping 3D objects and you want to keep only the parts that overlap which command would be used?
10. If you wanted to create a tire rim based off of a 2D sketch which of these tools would best create the rim in one step?