

Engineering CAD Final Review

1. When modelling a plastic pop bottle what tool would be best used to make the cap so it can twist onto the bottle?
2. When making a blueprint of your model what is the file type you need to work in?
3. Where can you find different textures, colors, and prints to apply to your object to make it look realistic?
4. Where will you find the different parts, sketches, and sub part modifications for the different assemblies and parts you model?
5. When creating an assembly what is the 1st thing you need to do?
6. If you needed to design a lunch box what command would best make the inside empty to allow for storage?
7. When duplicating features arranging them specifically what should you use to make this process 1 step instead of multiple?
8. When modifying two overlapping objects and you want to create a void in one of them, what is the best tool to use?
9. 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?
10. When positioning multiple parts in an assembly what is added to the parts so they are locked in place and restrict how the parts move together?