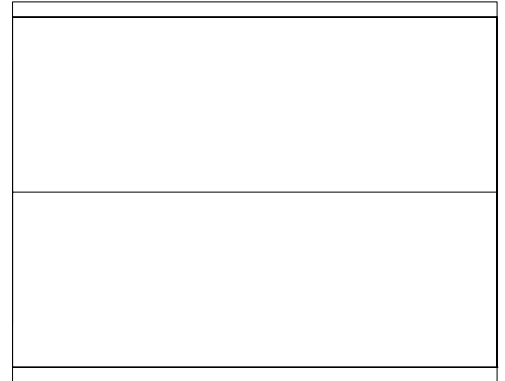


## CHAPTER 35 EXERCISES

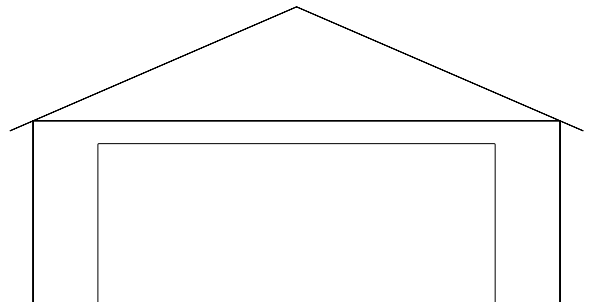
1. *Open* the **AR34-1.DWG** drawing that you used for exercises in the last chapter. *Freeze* layer **TEXT**. To generate a top view, change the *UCS* to the World Coordinate System by typing **UCS** and entering **W** for the *World* option. Next change to the top view of the house by typing **Plan** and pressing **Enter**. See figure AR35-1.

Figure AR35-1



2. Now change **UCSORTHO** to **0**. Next change to the left view by selecting the *View* pull-down menu, then **3D Views**, then **Left**. Your view should look like Figure AR35-2. Notice the icon changes to a broken pencil which indicates that it is not a good idea to draw from this viewpoint since you cannot see the current XY plane.

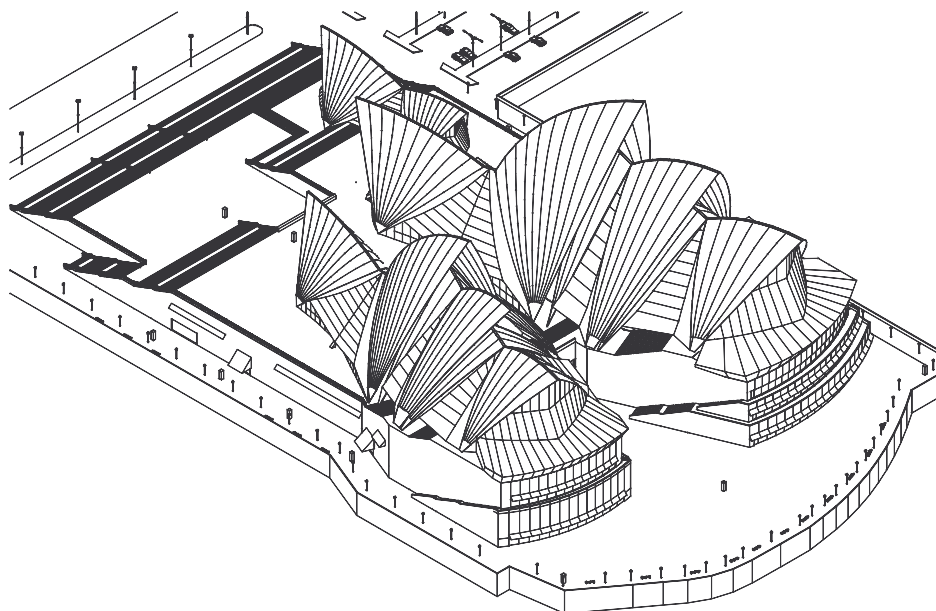
Figure AR35-2



3. *Shademode*

- A. *Open* the **OPERA** drawing from the Acad2000 Sample folder. Select the *Model* tab. This action should display the opera house from the top, or plan, view. Select the *View* pull-down menu and experiment with several options of **3D Views** such as **SE Isometric** and **SW Isometric**. Finally, select **NW Isometric** and **Zoom** with a window to display only the opera house (see Figure AR35-3). Notice that the opera house is displayed in the *Hidden* representation in the *Shademode*.

Figure AR35-3



- B. Select each of the *Shademode* options and examine the results. Note that this model does not adequately display the differences between the *Gouraud* and *Flat* options because the roof segments are faceted and not smooth. Do not close the OPERA drawing and do not save any changes to this drawing.
4. *3D Orbit*
- A. Using the OPERA drawing from the display last generated in the previous exercise, change your *Shademode* display to *3D Wireframe*. Then invoke *3D Orbit*. Placing the cursor inside the arc ball, change your display to view the opera house from the front and from a lower viewpoint. Right-click to produce the shortcut menu and select *Gouraud Shaded* from the *Shading Modes*.
- B. Next, change the display back to *3D Wireframe*. Then place the cursor inside the small circles at the left or right of the arc ball to pivot the display on its vertical axis. Do the same for the small circles at the top or bottom to pivot the display about the horizontal axis. When you have achieved a pleasing display of the opera house, right-click to produce a *Perspective Projection* and a *Flat* or *Gouraud Shademode*.
- C. Finally, right-click and select *More*, then *Continuous Orbit*. Set the display into continuous orbit. While the opera house is in continuous orbit, change the *Shademode* to *Wireframe* and notice how the orbit speeds up. *Exit* the command, *Close* the drawing, but do not save changes.