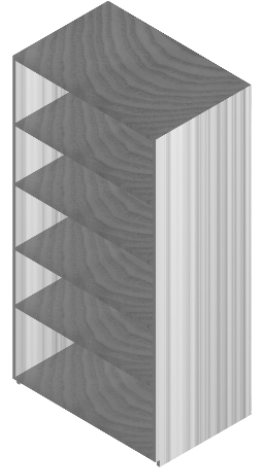## CHAPTER 41 EXERCISES

1. *Rmat, Render*

   Figure AR41-1 ——

   Open the **BOOKCASE** drawing from Chapter 38 Exercises. Use the
   Rmat command to assign a wood material to the drawing. Render the
   drawing using the *Photo Real* (*Rendering Type*) option. Your finished
   rendering should look similar to that in Figure AR41-1.

2. *Rmat, Render*

   Figure AR41-2 ——

   Open the **SPINDLE** drawing from Chapter 38 Exercises. Use *Rmat* to
   apply a material to the drawing. Try to create a rendering similar to
   that shown in Figure AR41-2. When you achieve the desired results,
   save the rendering to a file.

3. *Rmat, Render, Lights, Background*

   Figure AR41-3 ——————

   Open the **BUNKBED** drawing from the Chapter 39 Exercises.
   Use *Rmat* to attach wood material to the four posts and the
   vertical panels. Attach a solid material to the component rep-
   resenting the mattress. Place a *Distant Light* in the upper left
   of the model. Use a light blue *Background*. Your finished ren-
   dering should look similar to Figure AR41-3.