CHAPTER 41 EXERCISES

For the following exercises, use the solid models that were created in Chapter 38 Exercises.

1. **Assigning Materials and Background**

   Open **CH38EX2-M** that you created in Chapter 38 Exercises. Assign the *Copper* material to the wheel. Set the background color to gray. *Render* the image using the *Gouraud* setting.

2. **Adding Lights**

   Using the same drawing as the previous exercise (CH38EX2-M), add a *Distant Light*. Use the *Sun Angle Calculator* and *Geographic Location* to set the *Longitude* and *Latitude* for your geographic location.

3. **Control Bracket**

   Open **CH38EX4-M** that you created in Chapter 38 Exercises. Change *VIEWRES* to **1000** and *FACETRES* to **1.0**. Make a solid *Box* using the *Center* option with *Length* of **600**, *Width* of **300**, and *Height* of **–20**. This box serves as the platform for the model to rest on. Create *a New Standard Material* with high *Reflection* **(.60)** and low *Roughness* **(.25)** and select a dark *Color* with a low Value **(.20).** *Attach* the new material to the platform. Experiment with different lights and locations. Render the drawing to a **.TIF** file named **CH41EX3-M**.

4. **Mounting Bracket**

   Open the mounting bracket from Chapter 38 Exercise 3. Experiment with different materials and *Render* to a **.BMP** or **.TIF** file named **CH41EX4-M.**