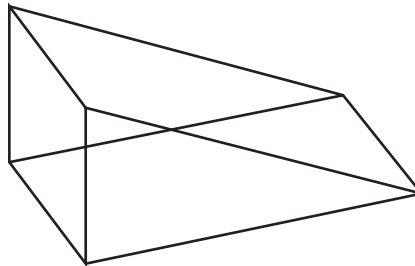


AutoCAD Problem 14-1

Chapter 14: Basic 3D CAD

Wooden Wedge

Create a solid model of a wedge. Make the wedge 2.00" long, 1.00" high, and 1.20" deep. Change the viewpoint so that the wedge is positioned approximately as shown below. Then use the Render toolbar to add a wood-like appearance. Print the final file.



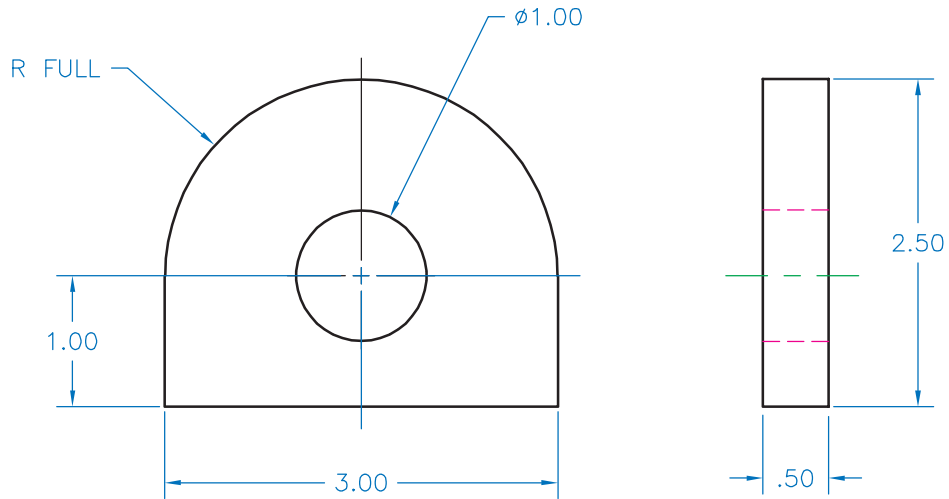


AutoCAD Problem 14-2

Chapter 14: Basic 3D CAD

Pole Spacer

Create a solid model of the pole spacer shown in the two-view drawing below.



AutoCAD Problem 14-3

Chapter 14: Basic 3D CAD

O-Ring

Create a solid model of the O-ring shown below. Begin by creating a $\varnothing.25$ circle for the profile. Specify a vertical path 1.50 to the left of the center of the circle. Then use the REVOLVE command to create the O-ring.

