



## Module M2-1 Review Quiz

1. Which of the following is not a type of 3D object that progeCAD can create?

- a. 3D Face
- b. 3D Mesh
- c. 3D Sculpture
- d. 3D Solid

2. In which workspace can you find the 3D tools?

- a. Ribbon Beginner
- b. Ribbon Full
- c. CAD Classic
- d. 2D Drawing & Annotate

3. The widget in the upper left corner of the Drawing Editor that initially reads [Top] [2D Wireframe] is called what?

- a. Viewport Tools
- b. Visibility Tools
- c. 3D Views Menu
- d. Quick Access Tools

4. When using the View Cube, clicking on one of the corner box tiles will do what?

- a. Set the home view to the selected corner tile.
- b. Rotate your view 90° from the current Z axis.
- c. Toggle Parallel and Perspective modes.
- d. Display a top or bottom isometric projection view.

5. How can you access the Free Orbit tool without invoking the command?

- a. CTRL + ALT + DEL
- b. Windows key + O
- c. Shift key + Hold down the mouse wheel.
- d. Alt + F2

6. Clicking on the right side of the Viewport Tools that initially reads [2D Wireframe] will do what?

- a. Expand a menu to display the available Visual Style
- b. Switch to 2D Wireframe display.
- c. Toggle to 3D Wireframe display.
- d. Switch to a 3D Grid display.

7. What would the workflow be to be able to draw on a plane of an object that does not align with the current coordinate system?

- a. Right-click on the Snap icon in the Status Bar, display the Drafting Settings dialog, and select the *Isometric* option.
- b. Access the UCS command and select a method to define the custom coordinate system you need.
- c. Click on the corresponding face on the View Cube.
- d. Use CTRL + E to toggle between Isometric planes.