

Quiz Answer Key

Module M2-3

1. Which one of the following is not a 3D Editing tool?
 - c. Add
2. What is the most common method for creating a hole in a solid object?
 - a. Subtract a cylinder from the solid object.
3. The Slice command allows you to keep either side, both, or enter a gap distance between the sides.
 - b. False
4. What tool would you use to create a solid object of the common volume of two or more solids?
 - b. Interfere
5. To apply a radius to the edge of a 3D solid object, what command could you use?
 - d. Fillet
6. What command would you use to turn one or more 3D solid objects into a single object?
 - a. Union