



Chapter Review

Answer the following questions. Write your answers on a separate sheet of paper or complete the electronic chapter test on the companion website.

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1. Define *material*.
2. Define *materials library*.
3. What is the Favorites section of the **Libraries** area of the materials browser used for?
4. Describe how to attach a material using the materials browser.
5. How can materials be attached to layers?
6. By default, which material is attached to newly created objects?
7. Which material is used as the base material for creating new materials?
8. Name the 12 shapes that can be used to display the material in the preview in the materials editor.
9. How do you know if a material in the materials browser is being used in the drawing?
10. How can the name of an existing material be changed?
11. Name the 14 basic material types.
12. When creating a material to look like plastic, what is the benefit of using the plastic material type instead of starting from scratch using the generic material?
13. In the **Reflectivity** category of the generic material, there are Direct and Oblique properties. What are these used for?
14. An image mapped to a material property will normally repeat itself to cover the entire object. What is this called and how do you turn it off?
15. Describe the difference between a transparent material and a translucent material.
16. How much illumination does a self illuminated material add to a scene?
17. How is a marble material created?
18. Explain how black and white areas of a map applied to the Transparency property affect the transparency of a material.
19. Explain what the nodes in the ramp of a gradient map are for.
20. Name the four types of mapping available for adjusting texture maps at the object level.