

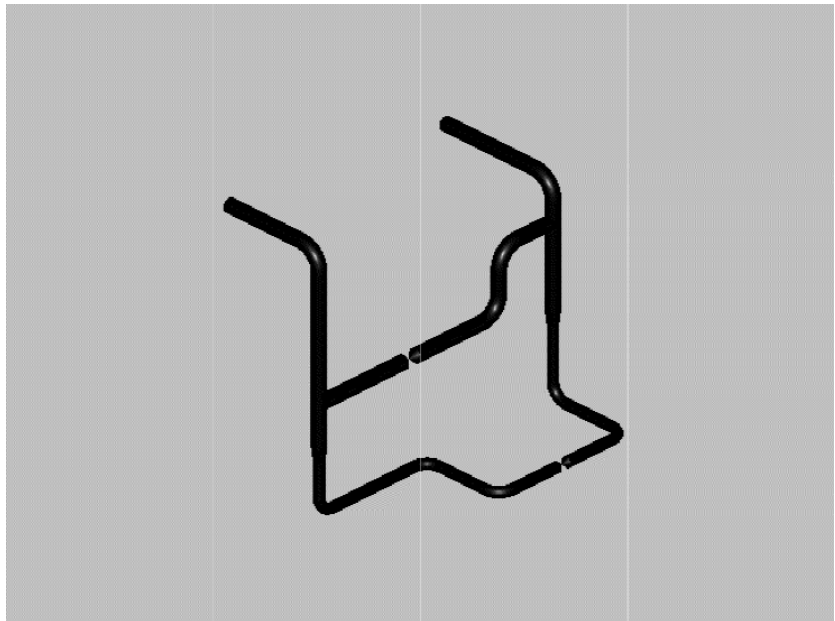
CHAPTER 41 EXERCISES

For the following exercises, use the **3DPIPES** drawing you created in the Chapter 40 exercises. You will be adjusting different rendering settings in each exercise. Once you have the adjustments you like, save the rendering to a file in the file type assigned by your instructor.

1. Assigning Materials and Background

Import the *Old Metal* material into the current drawing session using the *Matlib* command. Next, assign the *Old Metal* material to all of the objects in the drawing by using the *Rmat* command. Set the *Background* color to gray. *Render* the image using the *Gouraud* setting. See Figure CE41-1.

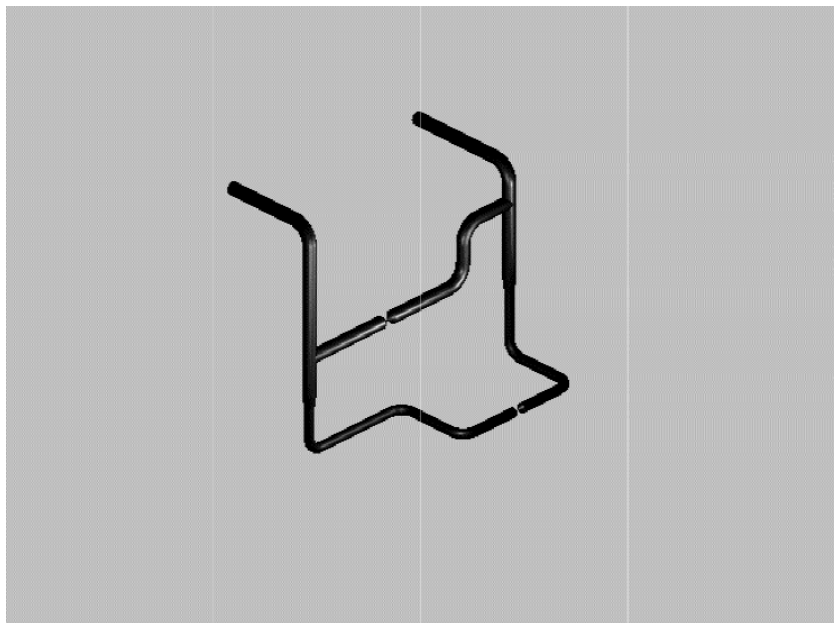
Figure CE41-1



2. Adding Lights

Add two *Spotlights*. One should be located in the upper left corner and the other in the upper right. If you have trouble positioning the *Lights*, create three *Vports* and set one to *Plan* view, one to elevation, and one to an isometric view. The *Light* icons may be visible in the drawing. Adjust the *Intensity* and *Position* of the *Lights* as necessary to achieve the desired effects. For an example, see Figure CE41-2.

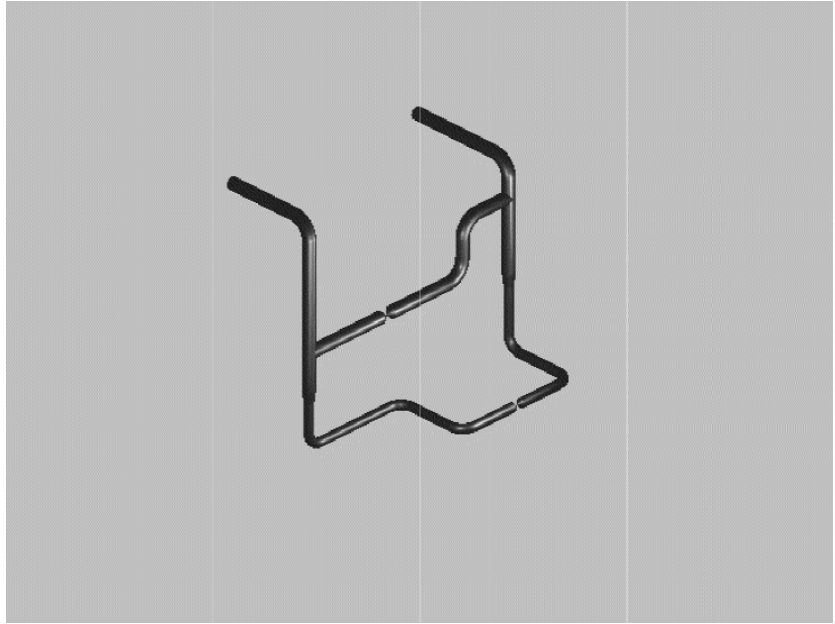
Figure CE41-2



3. Modifying Materials

Using the *Rmat* command, modify the *Old Metal* material to have a higher *Reflection*. This will enable you to better view the effects of the lights. See Figure CE41-3.

Figure CE41-3



4. Adding Ground

Draw a *Box 20'x20'x1"* and position it below the pipe layout. Assign the *Concrete Material* to the box to serve as the ground in the drawing. See Figure CE41-4. You may add shadows if you choose. *SaveAs CD41-4.*

Figure CE41-4

