

Due on Wednesday, September 3rd, 2014.

1. What sort of primitive shape best represents a wine glass? (At 00:22 in the video tutorial)
2. He shades it (the object created from the Create menu to start to model a wine glass) by hitting what key?
3. Jump out of that and into our four view by hitting what key? (00:38)
4. TSI – Transform, Shapes and Inputs are seen in the Channel Box. Steven Murdoch goes to the Inputs for the Polygonal object he is going to model into a wine glass and changes what Input attribute from what value to what value? (00:48 to 01:02 in the video tutorial).
5. Which view does he say we are going to work in for this project? What are the names of the other 3 views? (01:03)
6. Right click, and we're going to go into component mode here to adjust the components of it. What choice (type of component) does he select from the pop-up or the marking menu? (At 01:21)
7. What are the 5 other choices (buttons you see) of the 6 choices that the marking menu shows? (At 01:21)
8. Using the Selection tool (Q is the keyboard shortcut to choose that tool), describe what components from the Polygon he selects? (At about 01:27)
9. What is the first thing he does with those components? What tool does he use to do this? How does he choose that tool? (01:33)
10. What is the 2nd thing he does with those components? What tool does he use to do this change to the components? What keyboard shortcut does he use to make this tool the active tool? (01:37)
11. Now, still in component mode, I'm gonna right-click and I'm going to select _____. What does he say he is going to select this time, i.e. what type of component? (03:07)
12. To make the inside of the wine glass, Steven Murdoch says we are going to choose one single component here and use what polygonal modeling command on that selected component? He says the following: "and this is where we're going to _____ that _____ down to make the inside of the glass." (03:18)