## **Autodesk Certified Professional**

1. You can decrease the time taken by the rendering by setting Quality to a fast speed value in

| the Rendering dialog box.  |
|--|
| A. True  |
| B. False   |
| Answer(s): A   |
| 2. When you modify the building model in a drawing sheet viewport, the changes are automatically updated in the original view. |
| A. True  |
| B. False   |
| Answer(s): A   |
| 3. Which will you NOT use when editing a Titleblock?   |
| A. Text  |
| B. Images  |
| C. Lines   |
| D. Phases  |
| E. Labels  |
| Answer(s): D   |

| A. You can modify camera position and target points in a 3D view only                    |
|--|
| B. You can change the crop region by moving the top, bottom, right, and left clip planes |
| C. The camera target point defines the initial axis of rotation for a camera view        |
| D. You can modify detail level and ,model graphics style of camera views                 |
| Answer(s): A   |
| 5. What is the first step to create a filter in the Filters dialog box?                  |
| A. Under Categories, select the Parameter to be included in the filter                   |
| B. Select the filter tab in the Visibility/ Graphics dialog box                          |
| C. Under Categories, Select the category of the filter to be created                     |
| D. Click New to open the Filter Name dialog box  |
| Answer(s): D   |
| 6. Which viewport instance properly sets the display style to Hidden Line or Wireframe?  |
| A. View Scale  |
| B. Detail Level  |
| C. Model Graphics Style  |
| D. Detail Number   |
| Answer(s): C   |

**4.** Which statement about camera view is FALSE?

| tnickness projecting upward.   |
|--|
| A. False   |
| B. True  |
| Answer(s): A   |
| 8. Which TWO tools help you save steps while placing many window types in a project?   |
| ☐ A. Move  |
| ☐ B. Split Face  |
| ☐ C. Match Type  |
| ☐ D. Create Similar  |
| Answer(s): C D   |
| 9. Which key rotates a component counter clockwise by 90 degrees?                      |
| A. SPACEBAR  |
| B. CTRL  |
| C. ENTER   |
| D. ALT   |
| Answer(s): A   |
| 10. What is the first step that you perform to change a section view to a detail view? |

7. When you create a floor on a level, the bottom of the floor is placed on that level, with the

| A. Select the section or callout symbol  |
|--|
| B. On the View menu, click View Properties   |
| C. Create a new section or callout view  |
| D. Open the parent view  |
| Answer(s): A   |
| 11. You can create a walkthrough by placing keyframes to generate a camera path in a plan view.  |
| A. True  |
| B. False   |
| Answer(s): A   |
| 12. When a family with labeled dimensions as instance parameters is placed in a project, what controls display to help you work with it? |
| A. Shared Parameters   |
| B. Shape handles   |
| C. Place families  |
| D. Templates   |
| Answer(s): B   |
| 13. Which tool copies walls or lines at a numerically assigned distance?   |

| A. Align   |
|--|
| B. Trim  |
| C. Split   |
| D. Offset  |
| Answer(s): D   |
| 14. Which standard views are created by the default project template?                                  |
| ☐ A. Roof Plan   |
| ☐ B. North Elevation   |
| C. Site Plan   |
| ☐ D. Level 1 Floor Plan  |
| Answer(s): B C D   |
| <b>15.</b> What connects the keyframes that you place in a plan view while drawing a walkthrough path? |
| A. Line  |
| B. Field   |
| C. Spline  |
| D. Dashed line   |
| Answer(s): C   |

16. Which settings are included when you define a project environment?

| ☐ A. Line Styles  |
|---|
| ☐ B. Weather  |
| ☐ C. Display  |
| ☐ D. Colours  |
| Answer(s): A C D  |
| 17. You use the equality constraint of dimensions to align model elements with one another. |
| A. False  |
| B. True   |
| Answer(s): A  |
| 18. Which key flips the orientation of a compound wall in plan view?                        |
| A. tab  |
| B. spacebar   |
| C. ENTER  |
| D. SHIFT  |
| Answer(s): B  |
| 19. Which statement about Detail Views is FALSE?  |
| A. You can only delete them from the parent view  |
| B. By default they appear only in the parent view   |

| C. They automatically have a different view scale from the parent view |
|--|
| D. They appear in a separate section of the Project Brower             |
| E. You create them with the Callout or Section Tool                    |
| Answer(s): A   |
| 20. Which statement is true about generic walls?                       |
| A. They consist of panels divided by grid lines                        |
| B. They consist of basic wall types placed one over the other          |
| C. They are included in default project template                       |
| D. They are composed of parallel layers of materials                   |
| Answer(s): C   |
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