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| Title | **Produce 2D solids and 3D faces** | | |
| Level | **3** | **Credits** | **5** |

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| Purpose | The competency standard is designed to explore the two dimensional solids and three dimensional faces with Edge and invisible Edge. |

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| Classification ISCED | 0611 Computer use |

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| Available grade | Competent / Not yet competent |

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| Modification history | N/A |

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| **Competency Unit** | **Performance Criteria** | **Knowledge and Understanding** |
| **F1:**  **Draw 2D Solids and 3D Faces** | **The trainee will be able to:**  **P1.** Execute “SOLID” command with points to be filled.  **P2.** Use “3D FACE” command with points to be filled.  **P3.** Create a three-dimensional polyface mesh vertex using “PFACE” command and pick points. | **The trainee will be able to:**  **K1.** Explain how to create solid-filled triangles and quadrilaterals.  **K2.** Define how to create four sided surface anywhere in 3D space |
| **F2: Draw Edges** | **The trainee will be able to:**  **P1.** Execute the “EDGE” command with:   * Toggle visibility * Hidden edges.   **P2.** Entering i or invisible before the first point of an edge makes the edge invisible. | **The trainee will be able to:**  **K1.** Explain how to create edges.  **K2.** Describe how to draw 3D faces with invisible edges. |