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| Title | **Modify solid faces** | | |
| Level | **3** | **Credits** | **4** |

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| Purpose | The competency standard is designed to learn the modification of the 3D solid faces. |

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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** |
| **I1:** Modify Solid Faces | **The trainee will be able to: P1.** Modify solids face using   * Taper * Extrude * Delete * Copy * Colour   **P2.** Apply “Imprint” facility on:   * Arcs * Circles * Lines * 2D and 3D polylines * Eclipses * Splines * Regions * Bodies * 3D solid object   **P3.** Create shell or a hollow thin wall with a specified thickness from 3D solid object. | **The trainee will be able to: K1.** Define Solid faces pattern.  **K2.** Explain how to run Imprint functionality.  **K3.** Identify shell (hollow) effects. |
| **I2: Edit Solids** | **The trainee will be able to:**  **P1.** Select and manipulate a selected set of more than | **The trainee will be able to:**  **K1.** Compare different methods to manipulate sub- |

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|  | one sub-object on any number of solids that include more than one type of sub-object using “CTRL” key to hold or toggle.  **P2.** Constrain the movement or rotation of a selection set of objects to an axis or a plane using “Move” or “Rotate” command.  **P3.** Press or pull bounded areas by pressing and holding CTRL +ALT, or by clicking the Presspull button on the dashboard and then picking the bounded area. | objects in solids.  **K2.** Explain how to use Grip tool.  **K3.** Describe how to pull and press the bounded areas. |