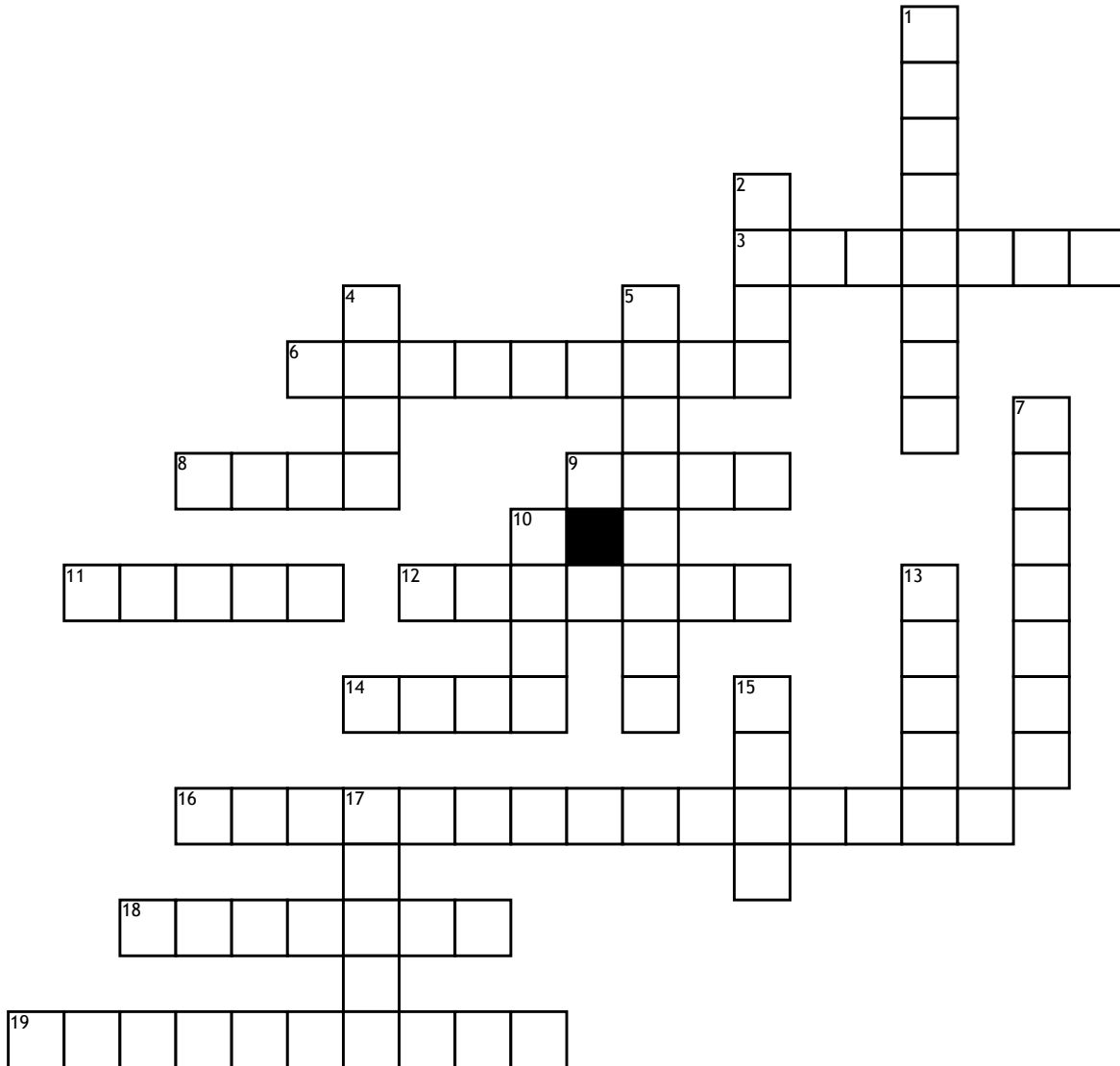# STEM - Sketch-up

Across

3. view a model or eDrawing in a dynamic manner

6. any part or subassembly within an assembly

8. straight line that can be used to create model geometry, features, or patterns

9. geometric relationship, such as coincident, perpendicular, tangent, and so, between parts in an assembly

11. tool that hollows out a part, leaving open the selected faces and thin walls on the remaining faces.

12. 2D representation of a 3D part or assembly

14. selectable area of a model or surface with boundaries that help define the shapoe of the model or surface

16. on the left side of the SolidWorks windo for dynamic editing of sketch entities and most features

18. typically used after changing a model dimension

19. an outline view of the active part, assembly, or drawing in SolidWorks

Down

1. document in which parts, features, and other subassemblies are mated together

2. a signle 3D object made up of features; it can be represented in 2D in a drawing

4. feathre that creates the base of a part, or adds material to a part, by extruding, revolving, sweeping, lofing a sketch, orby thickening a surface.

5. a geometric constraint between sketch entities or between a sketch entity and a plane, axis, edge, or vertex; can be added automatically or manually.

7. is a zero-thickness planar or 3D entity with edge boundaries; are also used to create solid features.

10. first solid featureof a part, created by boss

13. flat construction geometry; can be used for a 2D sketch, section view of a model, a neutral plan in a draft feature and others.

15. straight sketch entity with two endpoints

17. a singular location in a sketch, or a projection in a sketch at a single location of an extern entity.