

1. Planes of intersect
2. Edges of a curve
3. Edge view of surface

What to know when scaling between printing out and reality

1. always draw full size at first
 2. single model theory drafting
 - 2-Dimensional, each view is drafted one time
 - 3-dimensional, entire structure is drawn once
- Layers- Viewports (enable visibility)
 Lightbulb- Visible (still can be drawn in)
 Sun- frozen (cannot be drawn on)

Type LA (Layer Manager)

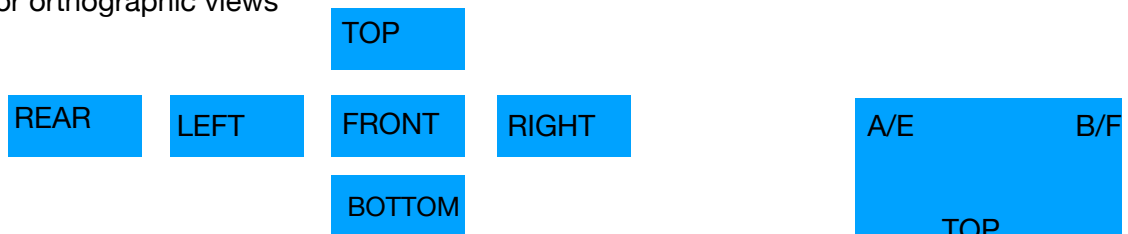
small stack with yellow icon (new layer)

Name each layer in order to decipher

layers can alternate what is visible, switching between alters the draft for easier forms of communicating with others

AutoCAD drafting and hand drawing take about the same amount of time but AutoCAD allows the opportunity to edit and change drawings more conveniently.

Alignment for orthographic views



Labelling points helps with correspondence in the draft

Tool Bar is referred "Ribbon"

Drawing area

Command Bar

Dynamic Input- typed next to cursor

- becomes command

-reduce command bar for more drawing

space

Control + F9 (brings back command bar)

X-intersection (Object Snap)

Polar tracking- 180 degree arc (dotted line)

DELETNG

Left to Right (everything, including partially touched upon lines)

Right to left (only components that are completely covered)

Object snap degree settings

F10 turns it on and off





Object Snap settings require individual selection to create markers on a draft

(CO)-copy

(XL)-x-line; asks for first point and goes infinite

XL in command enables arrow keys



or



XL in command scroll down and

change selection

When you click on part of a draft it becomes outlined in blue with bold points in usually the center and endpoints, those are grips to adjust or move that part of the draft.