

ITEC185

Introduction to Digital Media

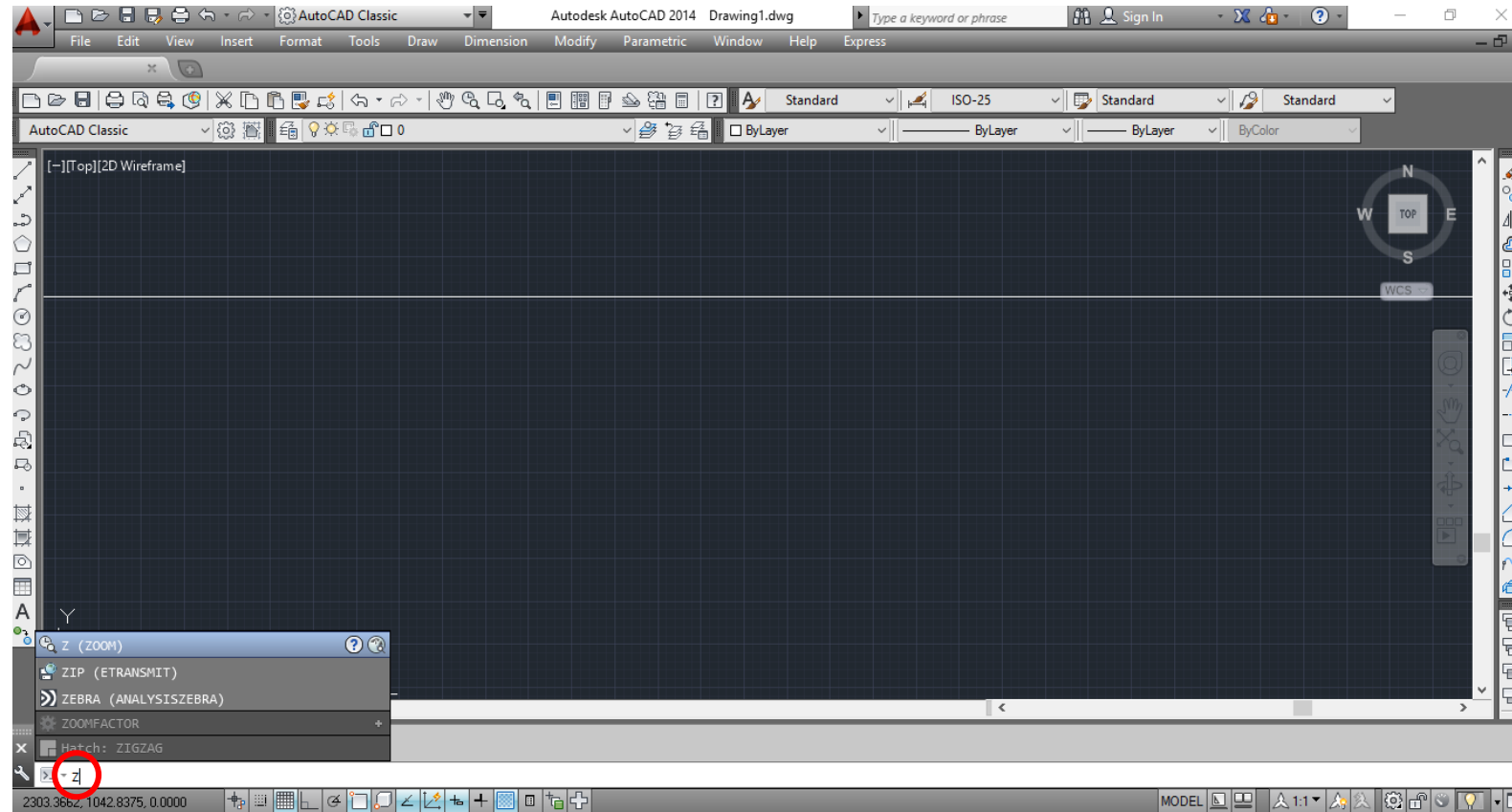
AUTODESK AUTOCAD 2014-II



Zoom (Command)

- **Zoom** increases or decreases the magnification of the view in the current viewport.
- You can change the magnification of a view by zooming in and out, which is similar to zooming in and out with a camera.
- Using **zoom** does not change the absolute size of objects in the drawing.
- It changes only the magnification of the view.
- To use zoom option, go to **Command line**, type **z** and press **Enter**.

Zoom (Command)

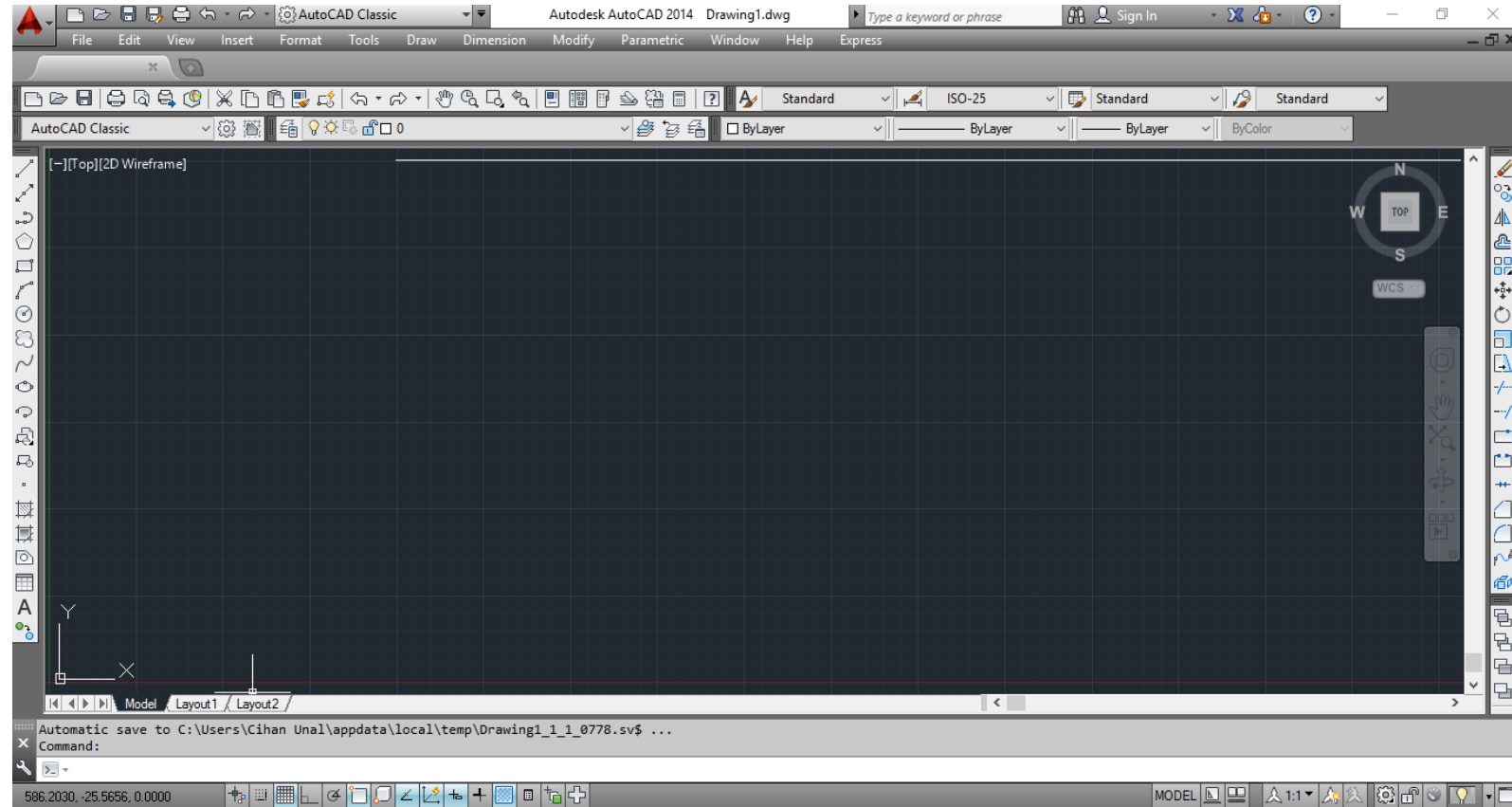


Zoom All (Command)

- **Zoom all** zooms to display all visible objects and visual aids.
- Adjusts the magnification of the drawing area to accommodate the extents of all visible objects in the drawing, or visual aids such as the grid limits (the LIMITS command), whichever is larger.
- To use zoom all option, go to **Command line**, type **a** and press **Enter**.

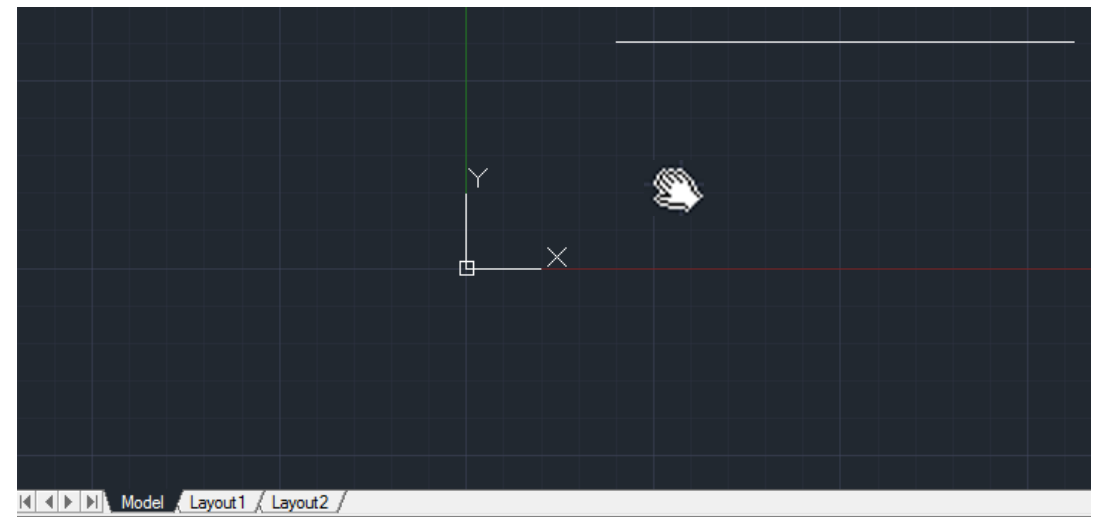
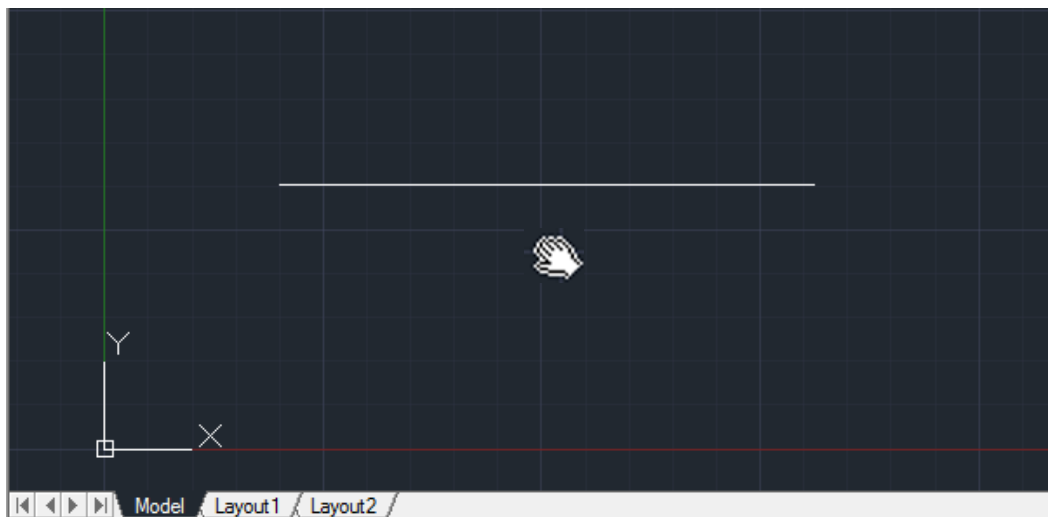
```
ZOOM
Specify corner of window, enter a scale factor (nX or nXP), or
Q ZOOM [All Center Dynamic Extents Previous Scale Window Object] <real time>: a
```

Zoom All (Command)



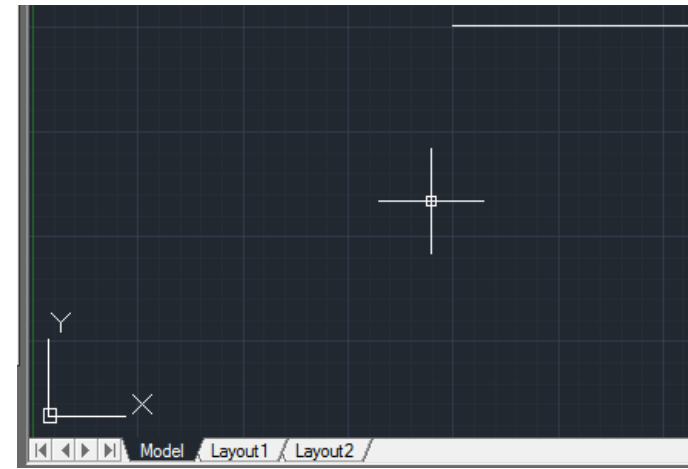
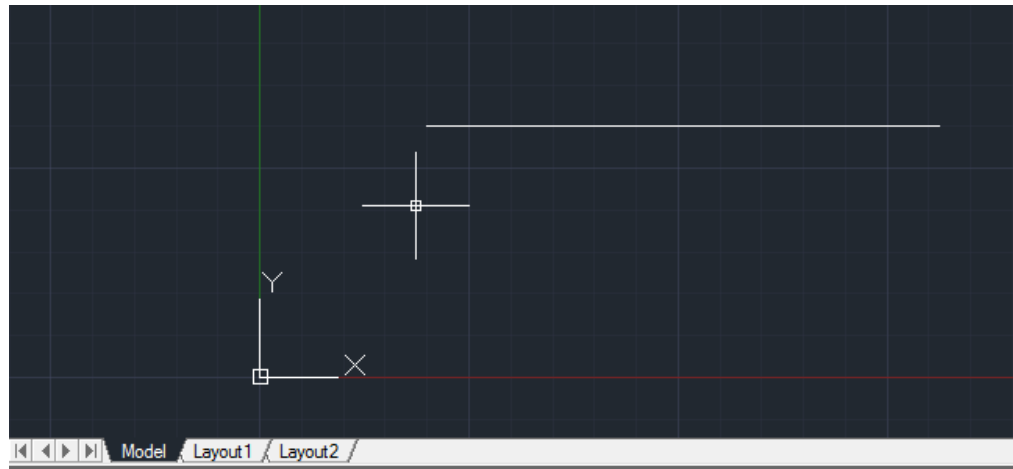
Pan (With Mouse Wheel)

- **Pan** shifts the view without changing the viewing direction or magnification.
- To do this, click on **mouse wheel** and move the cursor to the new position.



Zoom in & out (With Mouse Wheel)

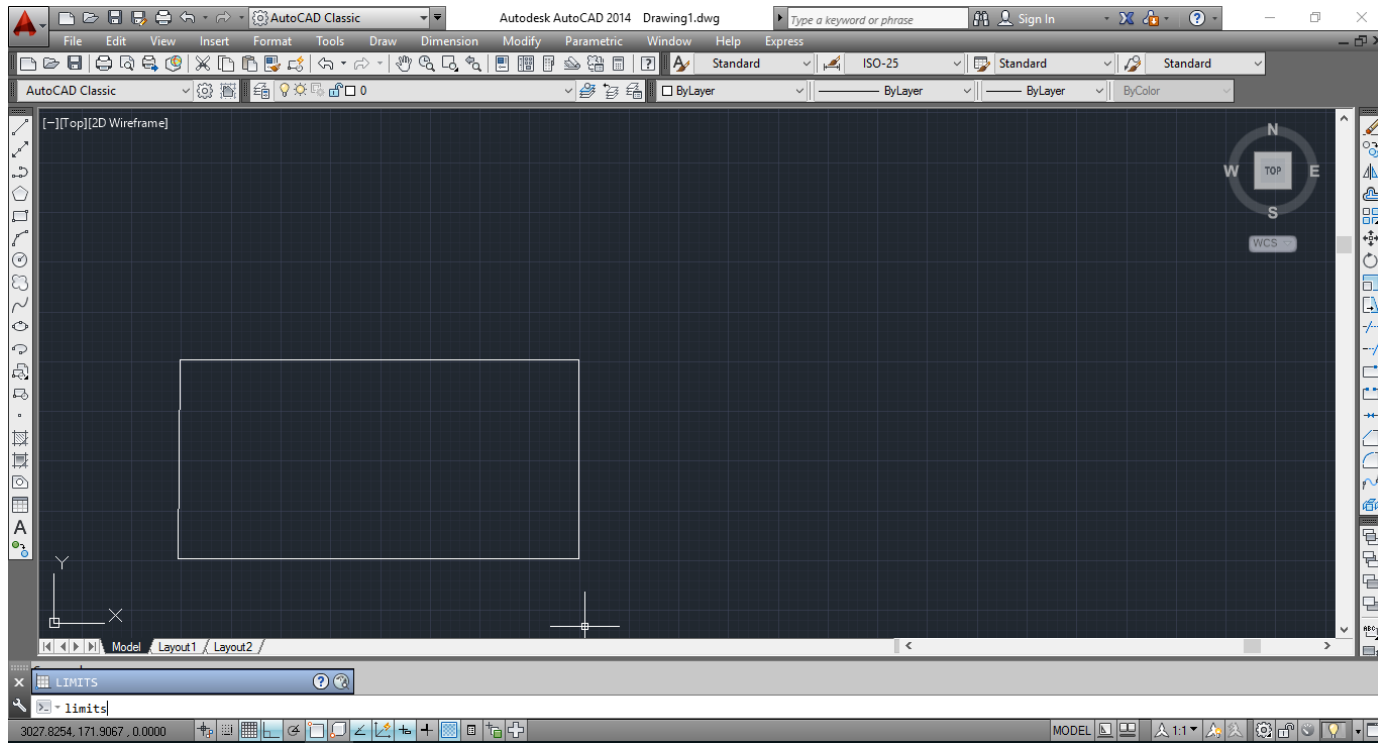
- To do this, scroll the **mouse wheel** up or down.
- The focused point by the cursor is used as the center of the zooming.



Limits

- Sets an invisible rectangular boundary in the drawing area that can limit the grid display and limit clicking or entering point locations.
- **Lower-Left Corner** specifies the lower-left corner for the drawing limits.
- **Upper-Right Corner** specifies a point in the drawing area that represents the opposite corner of the rectangular limits boundary.
- To define the limits of the drawing area;
 - First, lower-left corner,
 - Then, upper-right corner should be specified.
- In the following example, the **lower-left corner** is assigned to **(0,0)** and the **upper-right corner** is assigned to **(2000,2000)**.

Limits

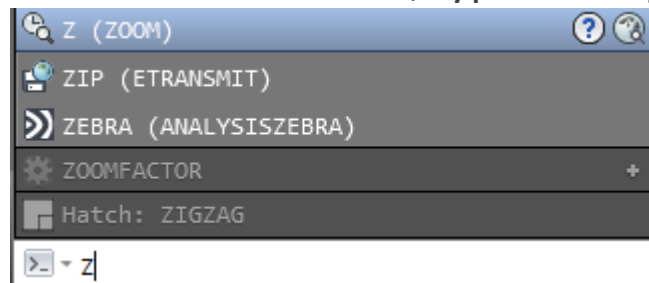


```
Command: LIMITS
Reset Model space limits:
LIMITS Specify lower left corner or [ON OFF] <0.0000,0.0000>: 0,0
```

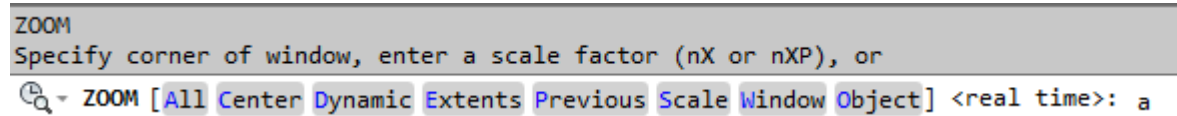
```
Reset Model space limits:
Specify lower left corner or [ON/OFF] <0.0000,0.0000>: 0,0
LIMITS Specify upper right corner <420.0000,297.0000>: 2000,2000
```

Limits

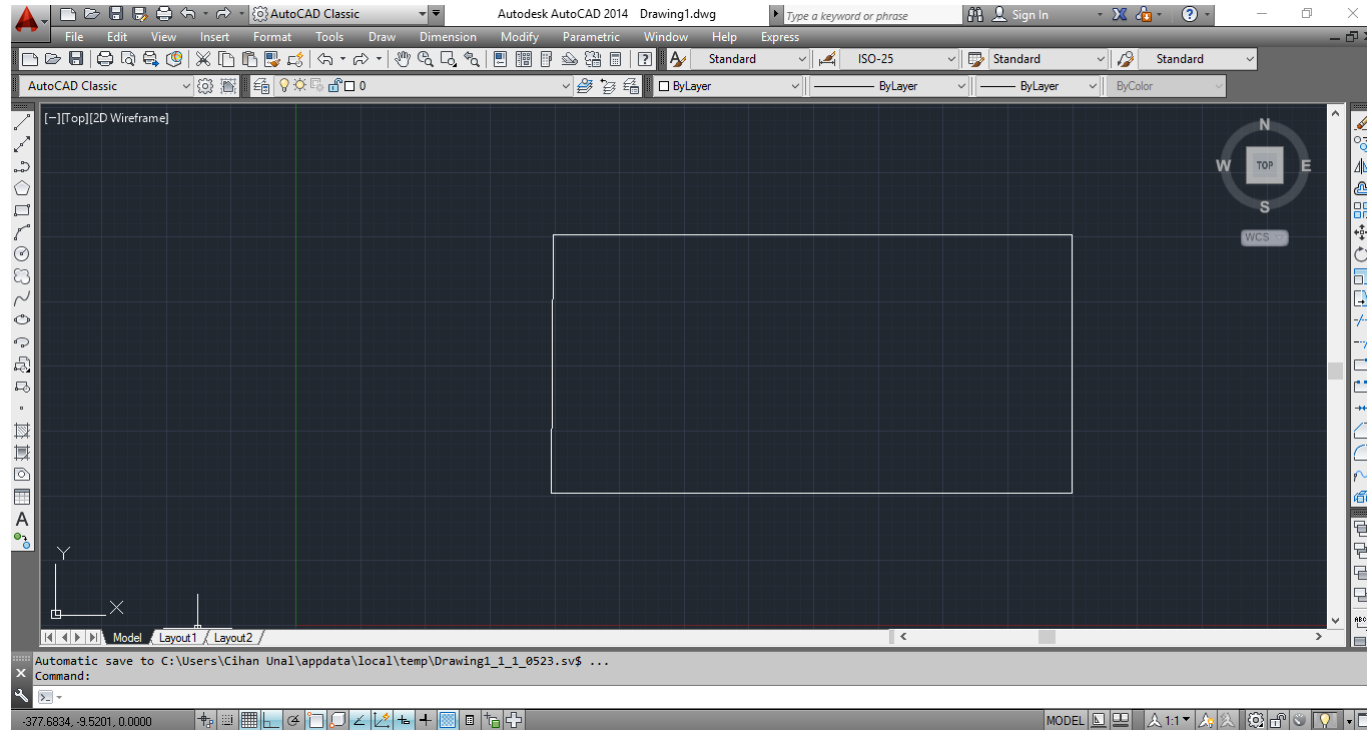
- To call (see) the limited area;
- Go to **Command line**, type **z** and press **Enter**.



- Go to **Command line**, type **a** and press **Enter**.



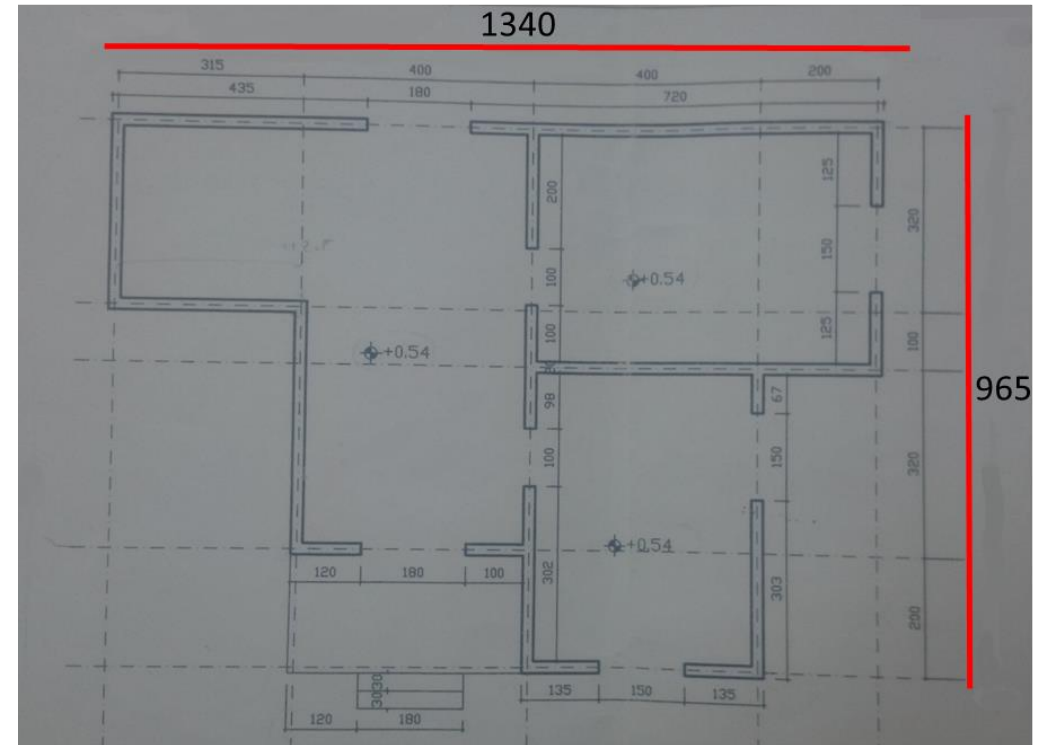
Limits



- Please **Note** that; the limits must be defined before starting to the drawing.

Limits

- The units of the example shown are given.
- According to this, the limits for this project can easily be measured.

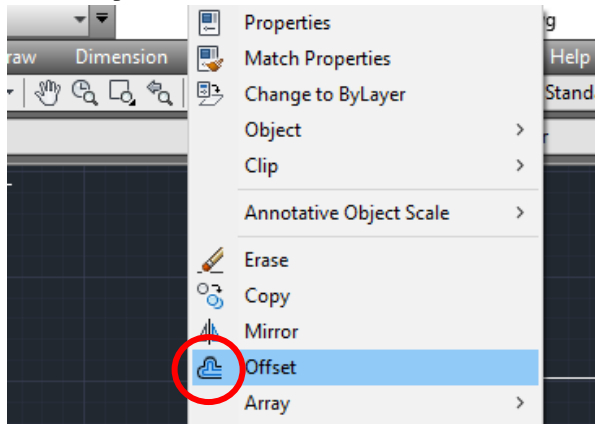


Offset

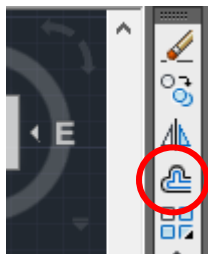
- **Offset** creates concentric circles, parallel lines, and parallel curves.
- You can **offset** an object at a specified distance or through a point.
- After you offset objects, you can **trim** and **extend** them as an efficient method to create drawings containing many parallel lines and curves.
- There are three different ways to select the **offset** command.

Offset

- There are three different ways to select the **offset** command.
- **1. way:** Go to **Menu** and select **Modify**. From the drop-down list, select **Offset**.

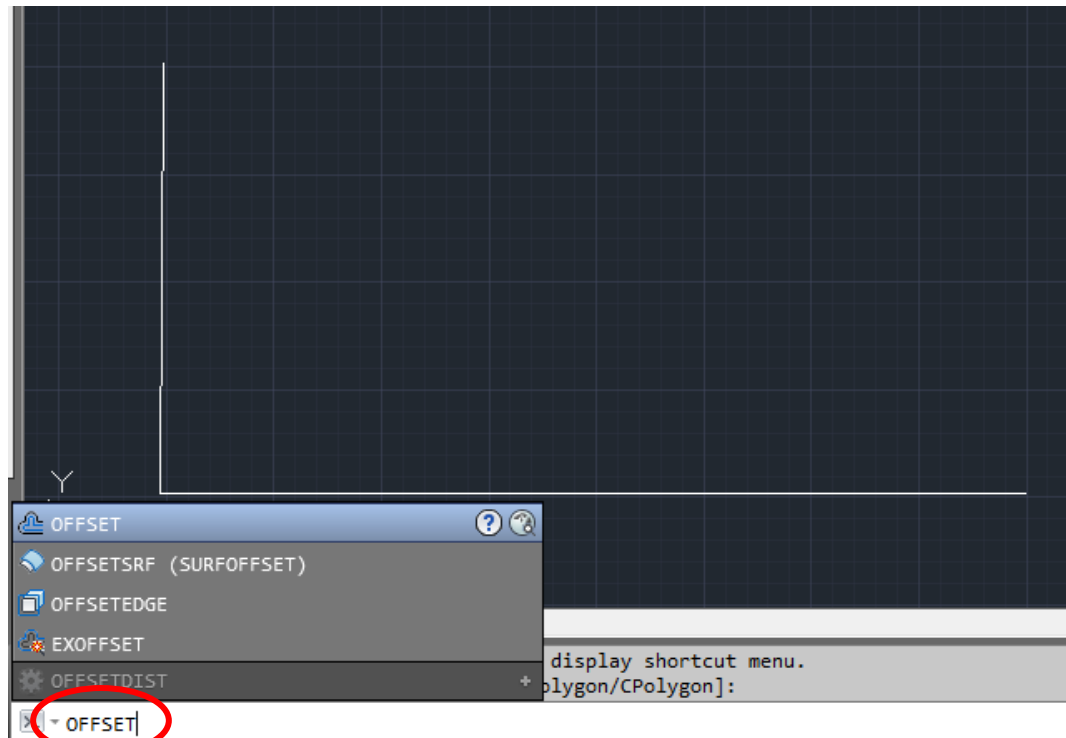


- **2. way:** Move the cursor over the **Modify Toolbar** and select **Offset** shortcut button.



Offset

- **3. way:** Go to **Command line**, type **offset** and press **Enter**.



Offset

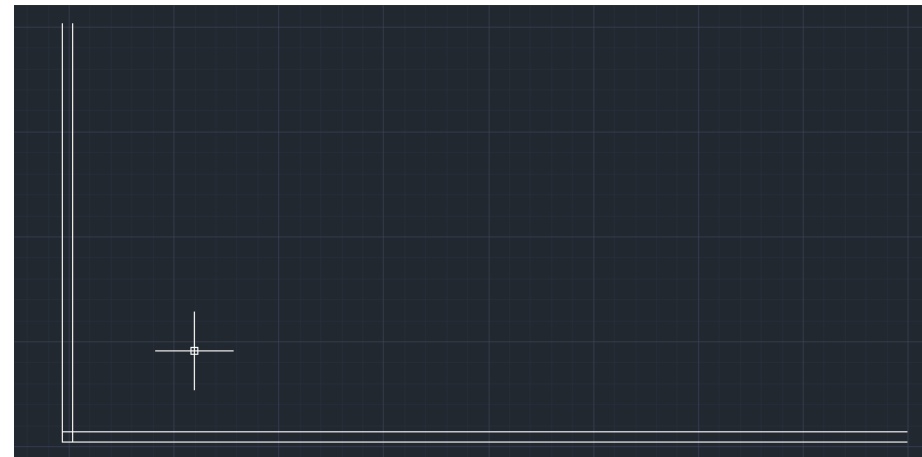
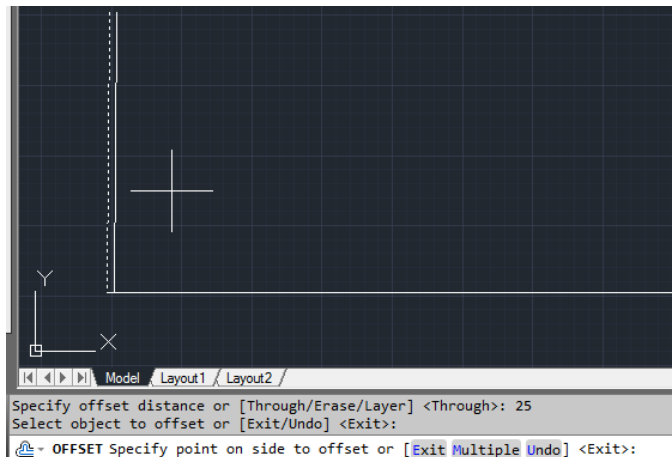
- Then, specify offset distance.

```
Command: OFFSET
Current settings: Erase source=No Layer=Source OFFSETGAPTYPE=0
 $\leftarrow$  OFFSET Specify offset distance or [Through Erase Layer] <Through>: 25
```

- Select object to offset.

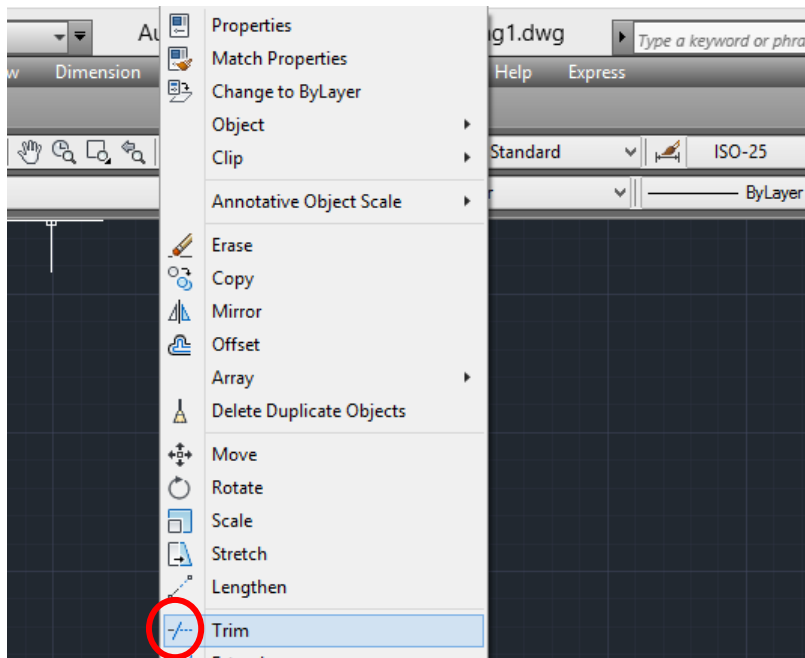
```
Current settings: Erase source=No Layer=Source OFFSETGAPTYPE=0
Specify offset distance or [Through/Eraser/Layer] <Through>: 25
 $\leftarrow$  OFFSET Select object to offset or [Exit Undo] <Exit>:
```

- Specify point on side to offset and left-click.



Trim

- **Trim** trims objects along specified objects.
- There are three different ways to select the **trim** command.
- **1. way:** Go to **Menu** and select **Modify**. From the drop-down list, select **Trim**.

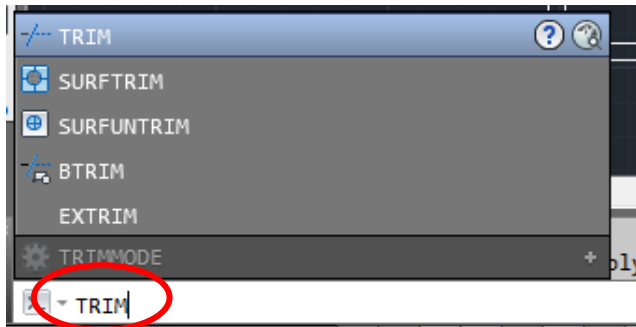


Trim

- **2. way:** Move the cursor over the **Modify Toolbar** and select **Trim** shortcut button.

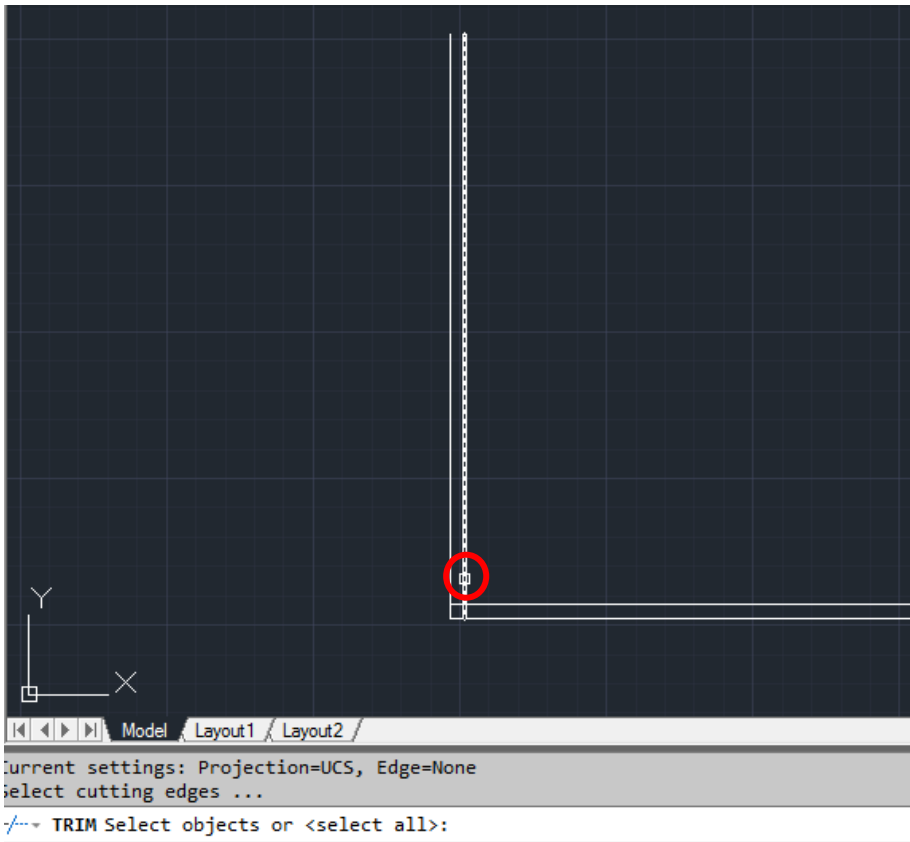


- **3. way:** Go to **Command line**, type **trim** and press **Enter**.



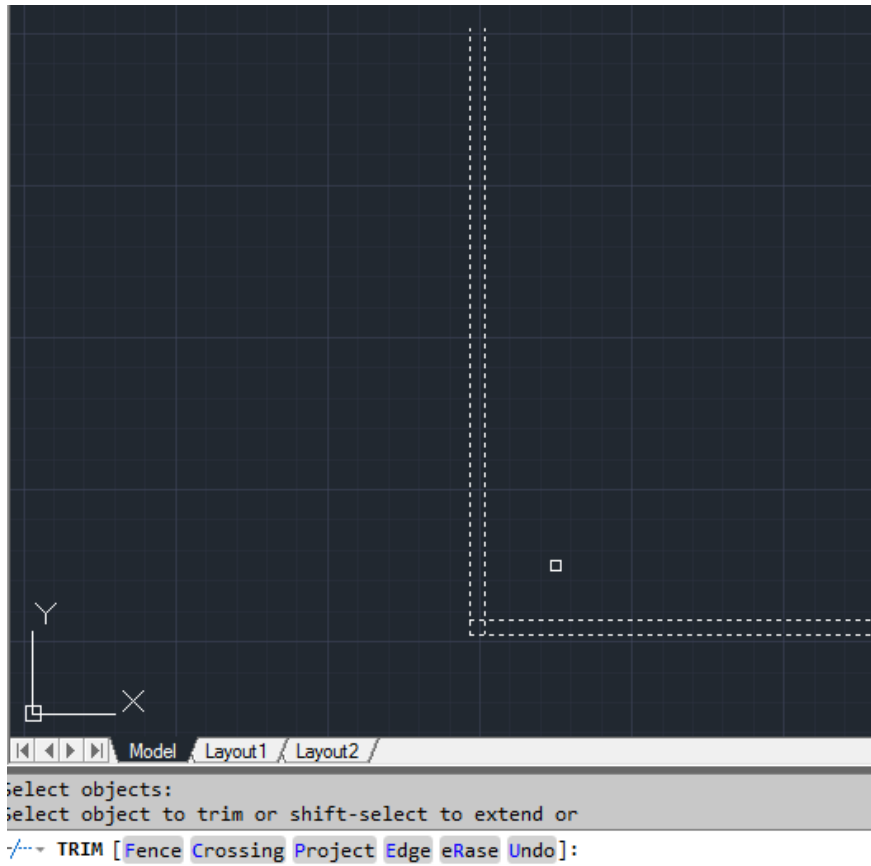
Trim

- Then, click on the objects to trim on the side that you want to erase (You can select multiple objects).



Trim

- After you finish selecting the object, press **Enter** (The selected lines are dashed-line in the figure).



Trim

- Then, select the lines (objects) that you want to erase and press **Esc**.

