

ITEC185

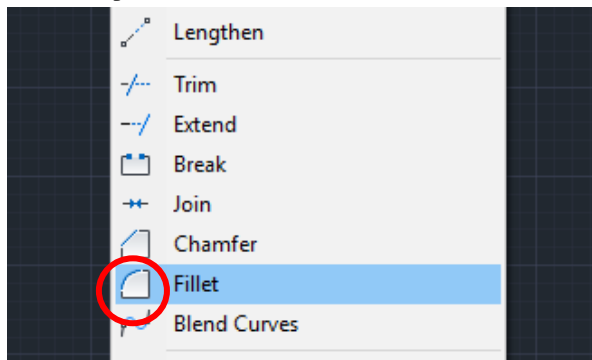
Introduction to Digital Media

AUTODESK AUTOCAD 2014-III

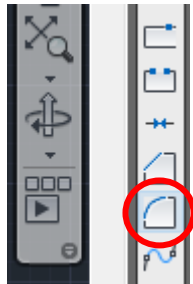


Fillet

- Fillet rounds or fillets the edges of two 2D objects or the adjacent faces of a 3D solid.
- There are three different ways to select the **fillet** command.
- **1. way:** Go to **Menu** and select **Modify**. From the drop-down list, select **Fillet**.

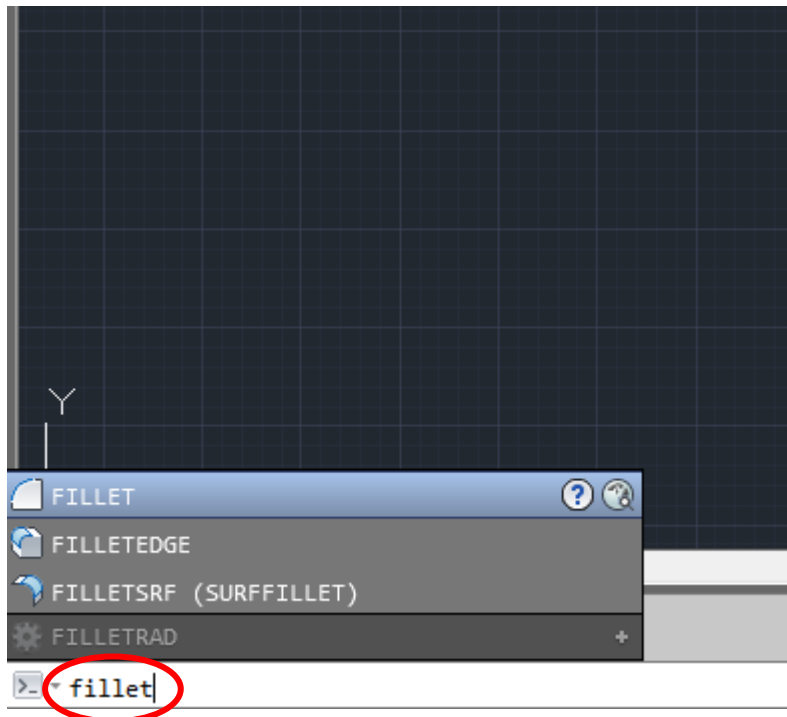


- **2. way:** Move the cursor over the **Modify Toolbar** and select **Fillet** shortcut button.



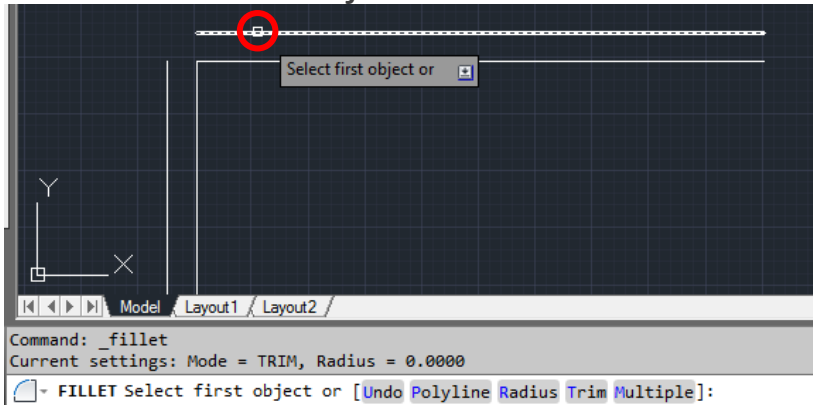
Fillet

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

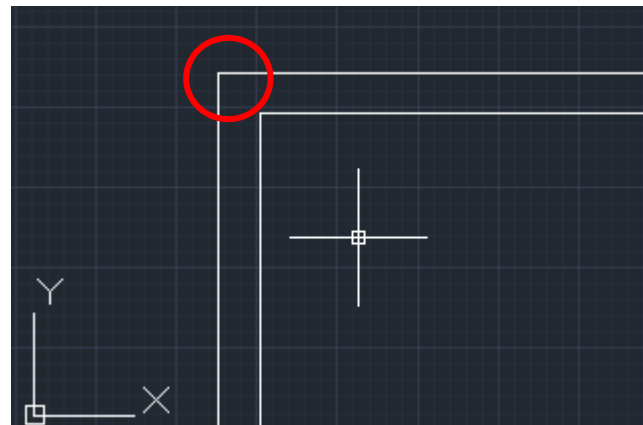
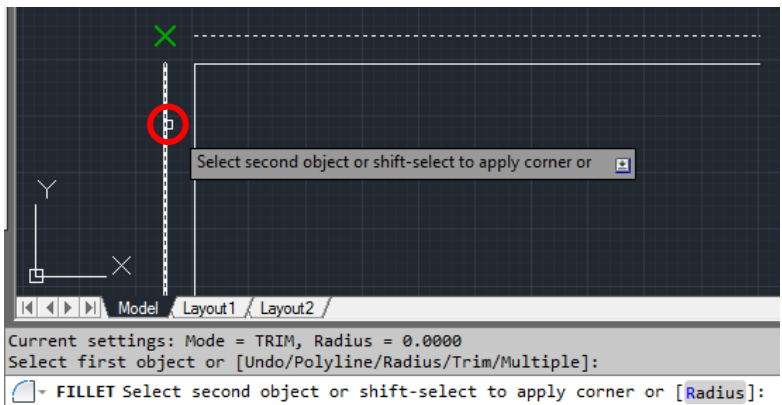


Fillet

- Select the first object.

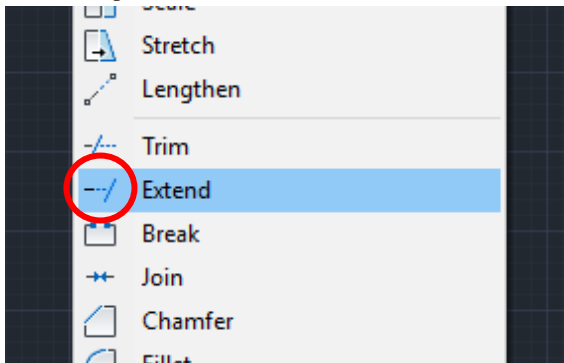


- Then, select the second object.



Extend

- Extend extends objects to meet the edges of other objects.
- There are three different ways to select the **extend** command.
- **1. way:** Go to **Menu** and select **Modify**. From the drop-down list, select **Extend**.

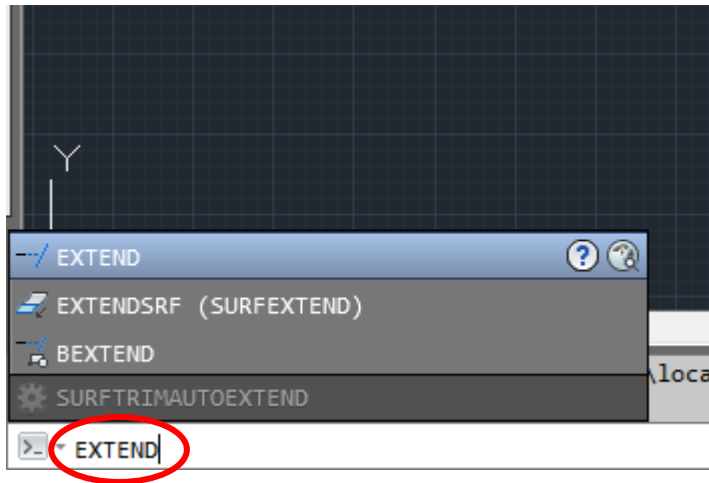


- **2. way:** Move the cursor over the **Modify Toolbar** and select **Extend** shortcut button.



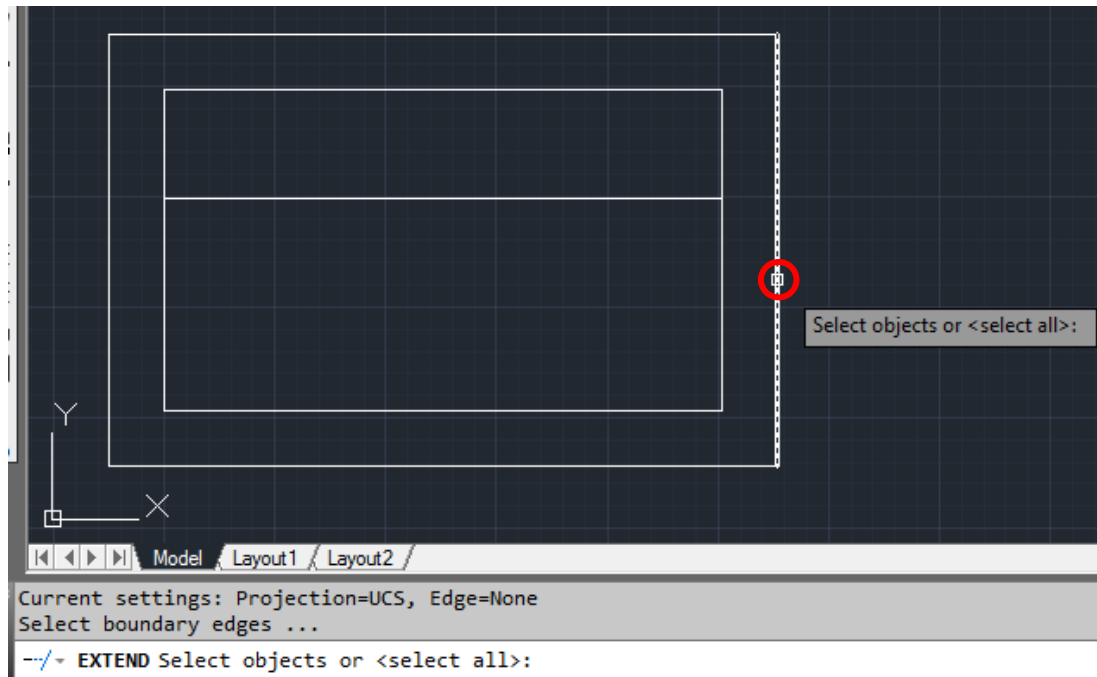
Extend

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



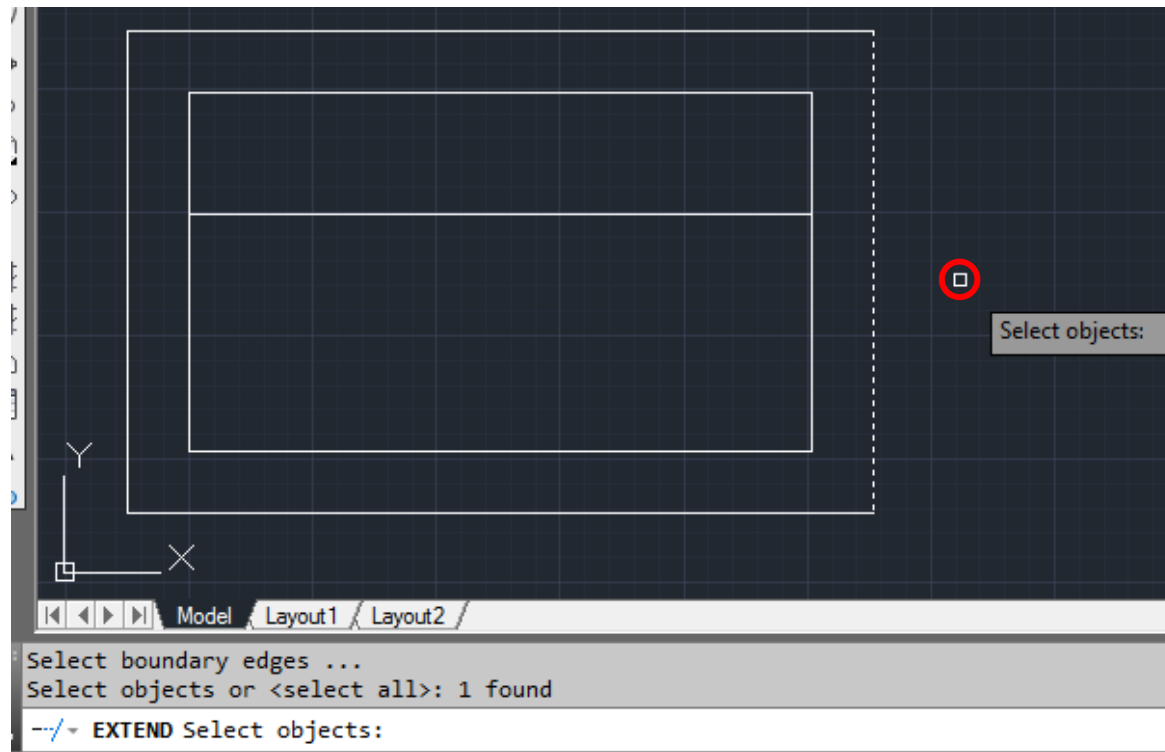
Extend

- Select the object which is going to be the end (border) of the extended line.



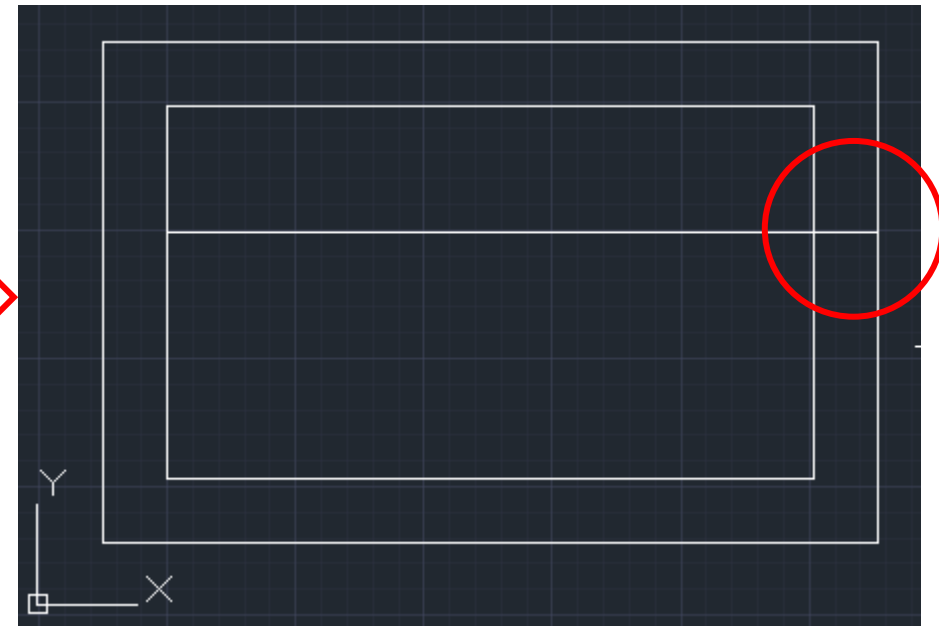
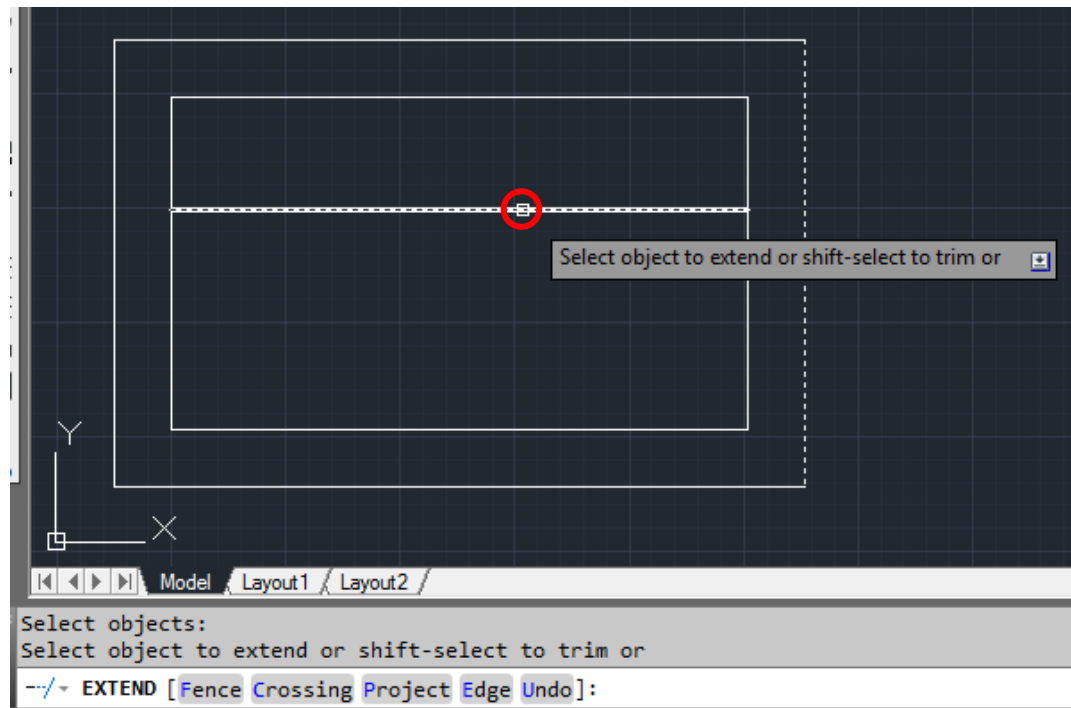
Extend

- **Right-click** on anywhere inside the drawing area to confirm the ending point.



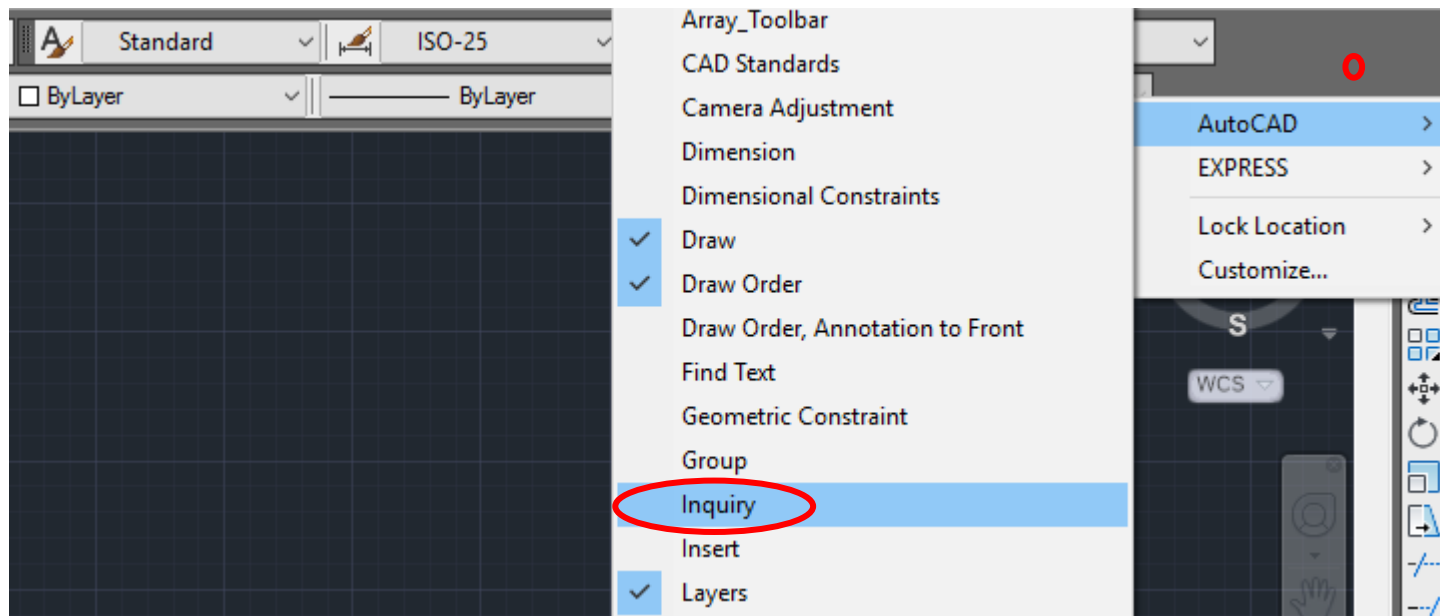
Extend

- Then, select the object to extend.



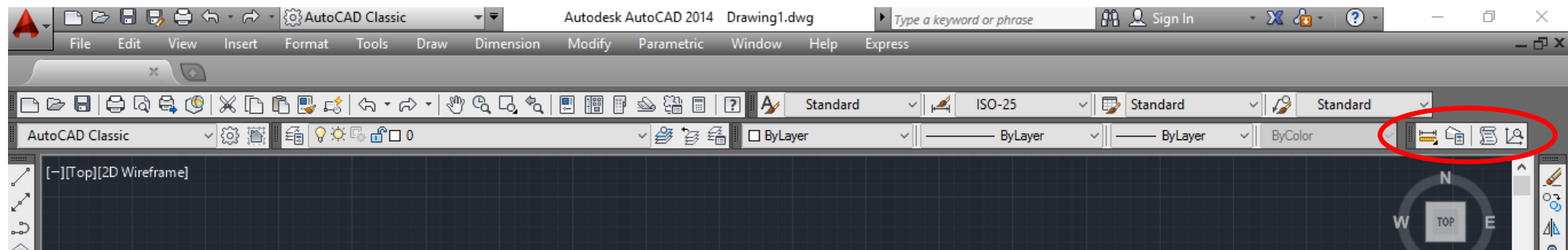
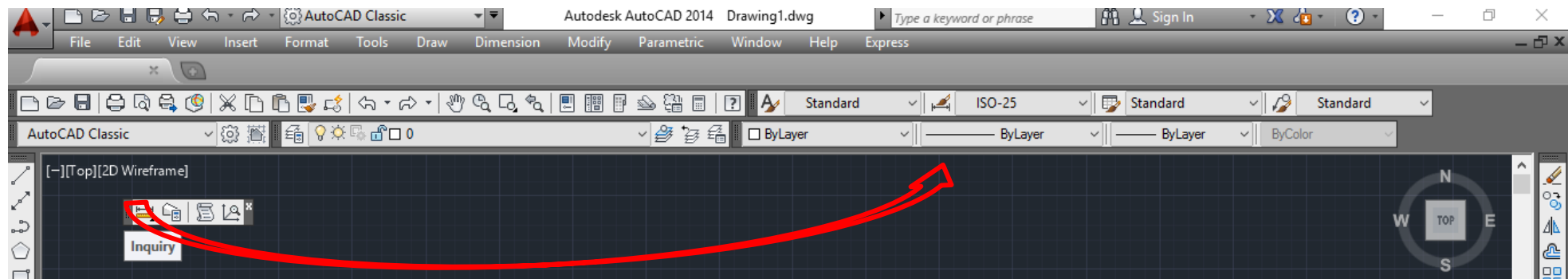
Inquiry

- The distance between two points can be measured by the help of **Inquiry** tool.
- **Right-click** on the grey part of the menu bar.
- From the menu, Go to **AutoCAD** and select **Inquiry**.



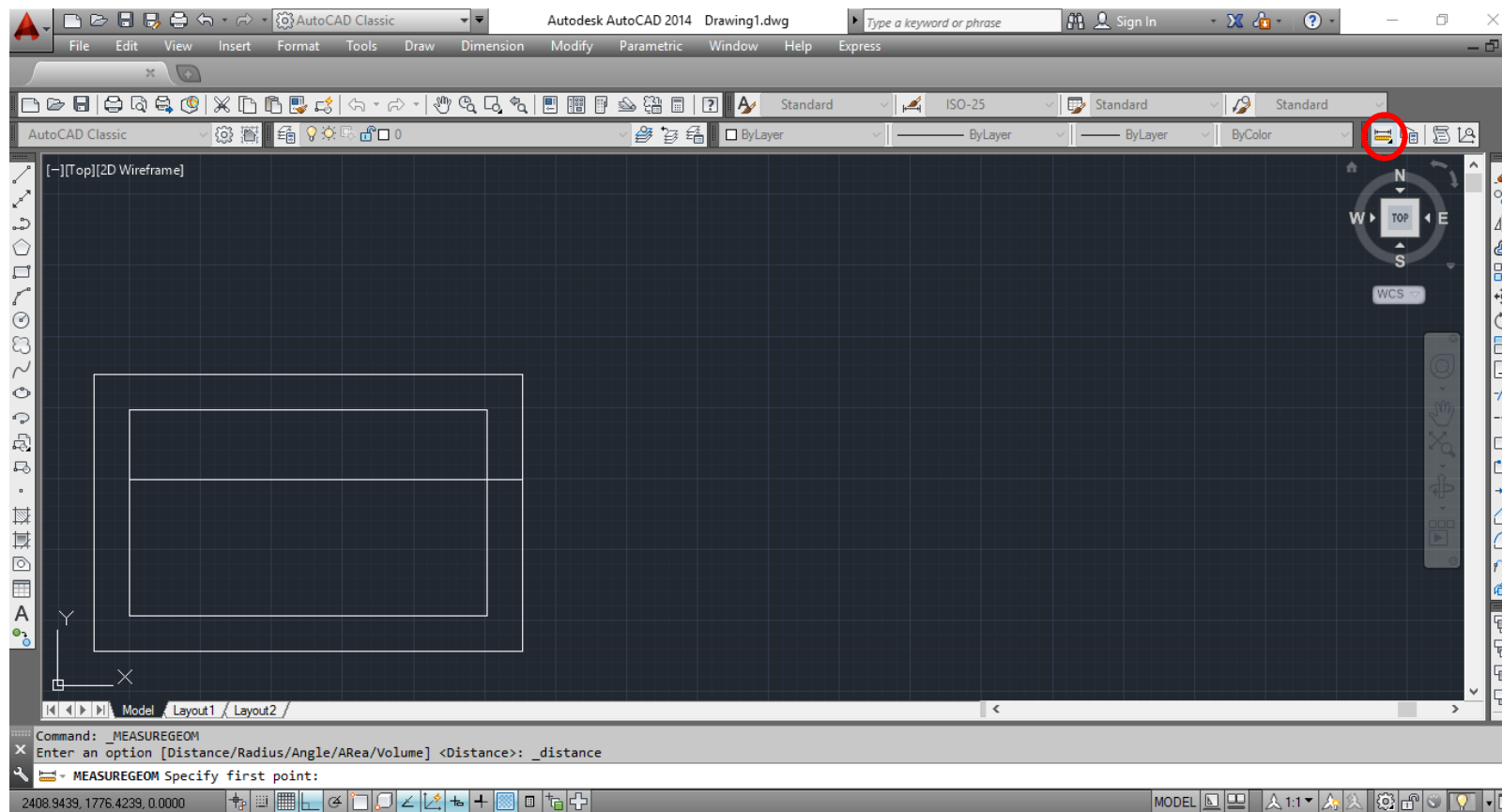
Inquiry

- Then, move the inquiry tool somewhere over the grey area.



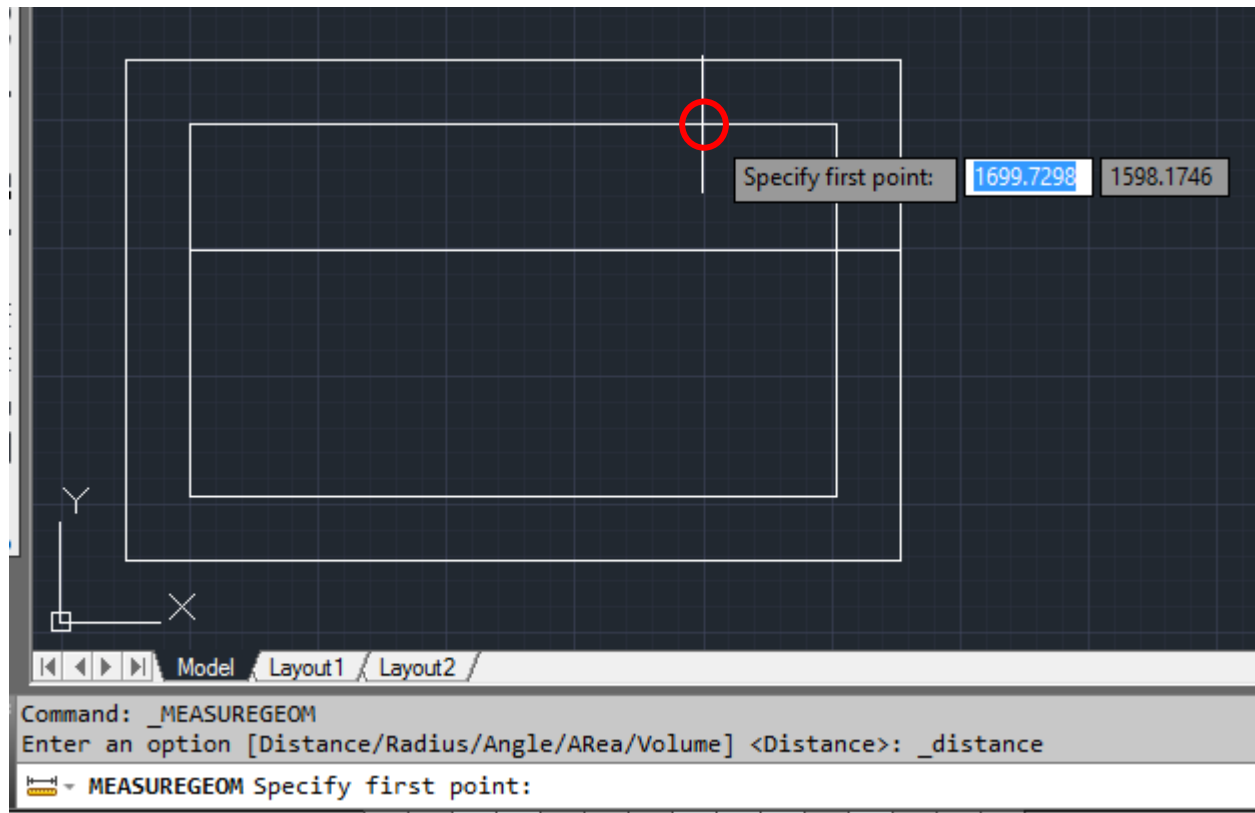
Inquiry

- Select the **measurement** from the Inquiry toolbar.



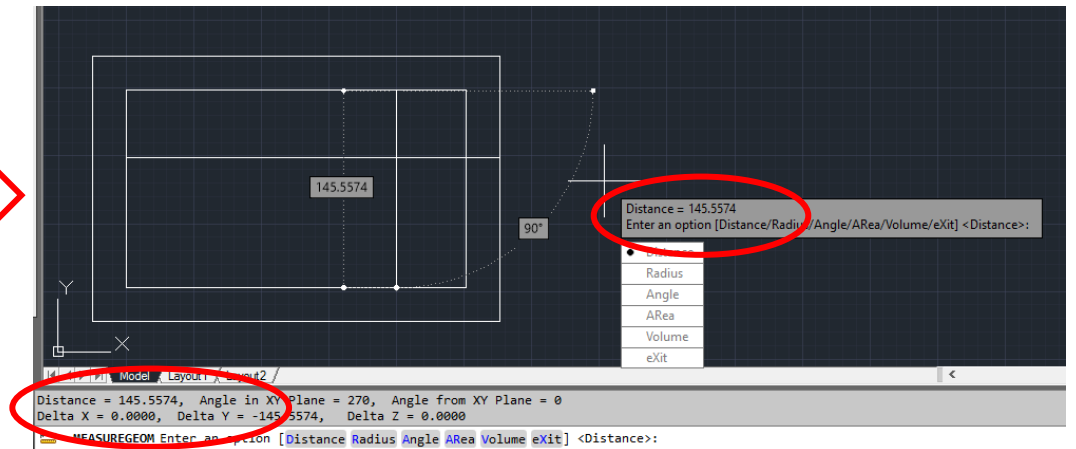
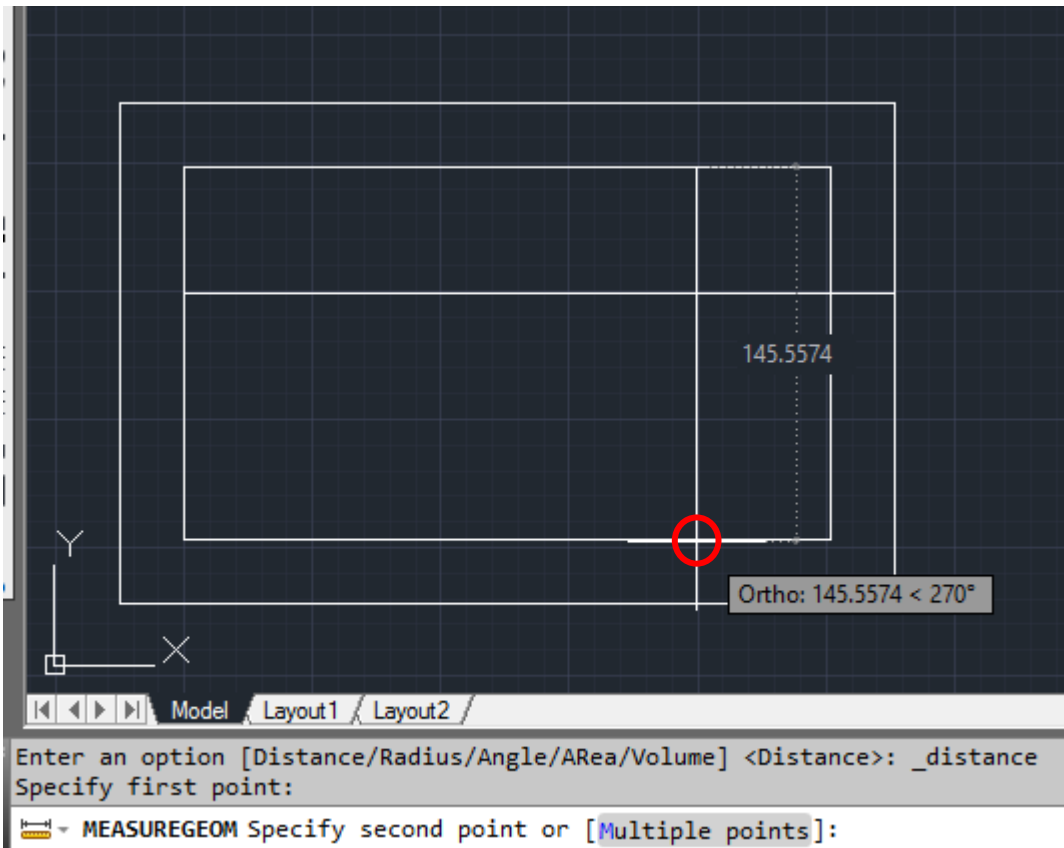
Inquiry

- Specify the first point.



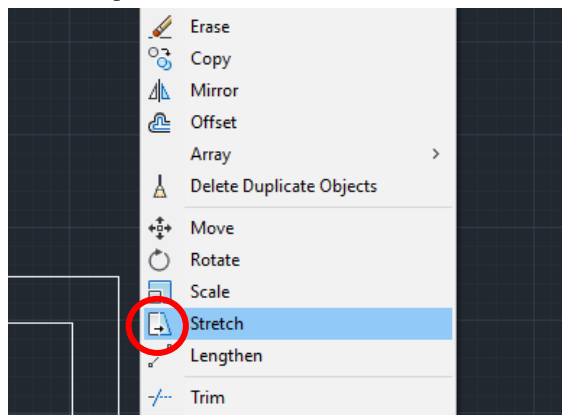
Inquiry

- Specify the second point.



Stretch

- Stretch stretches the objects crossed by a selection window or polygon.
- There are three different ways to select the **stretch** command.
- **1. way:** Go to **Menu** and select **Modify**. From the drop-down list, select **Stretch**.

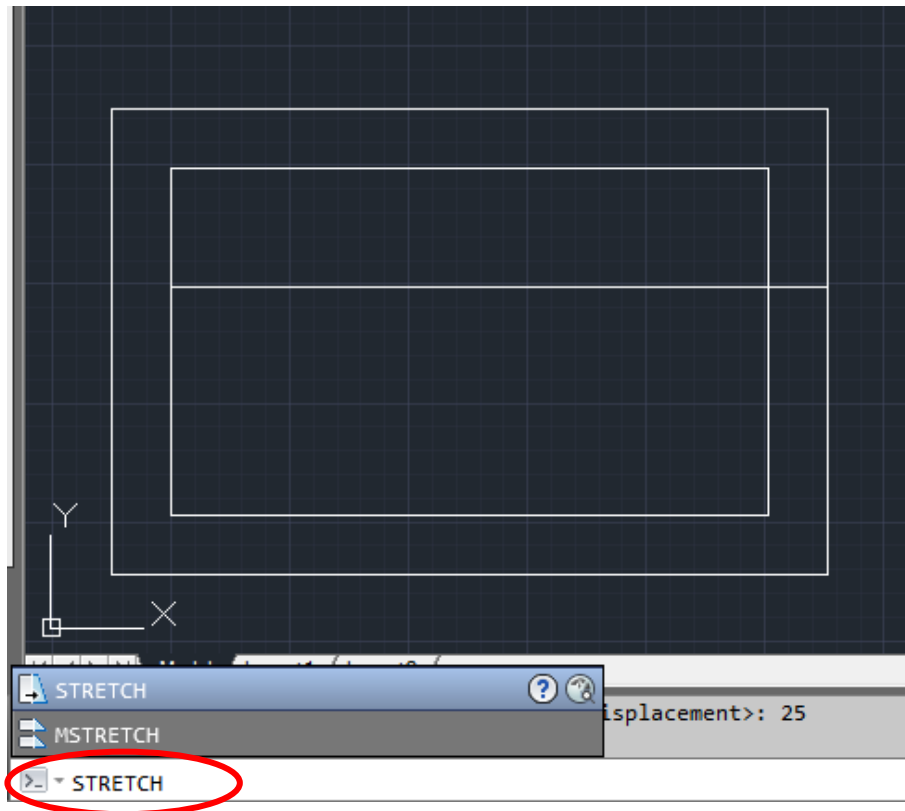


- **2. way:** Move the cursor over the **Modify Toolbar** and select **Stretch** shortcut button.



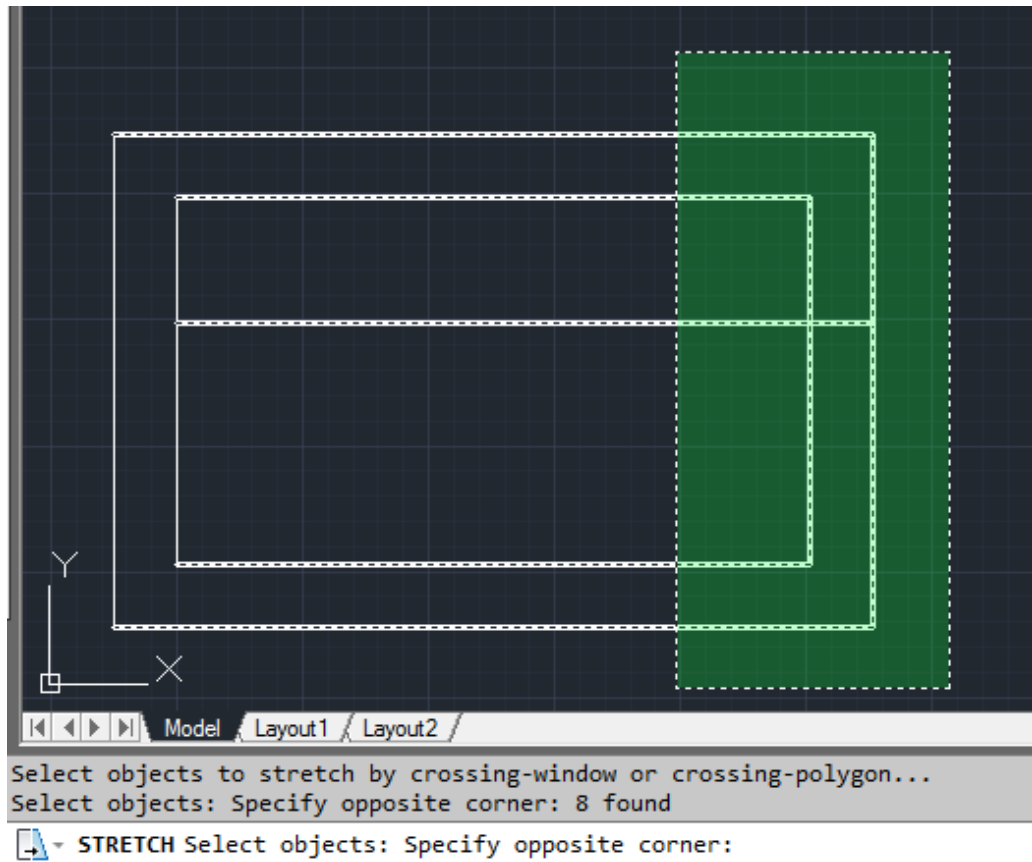
Stretch

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



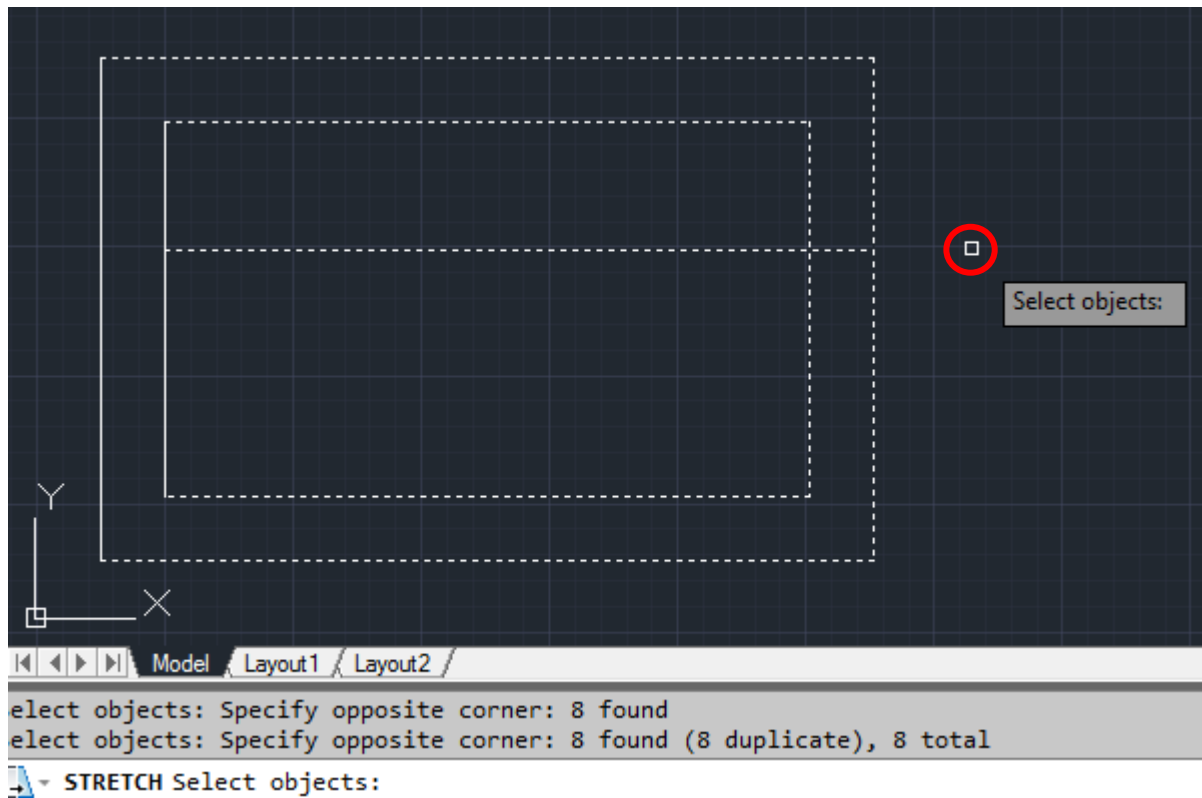
Stretch

- Then, select the object to stretch.



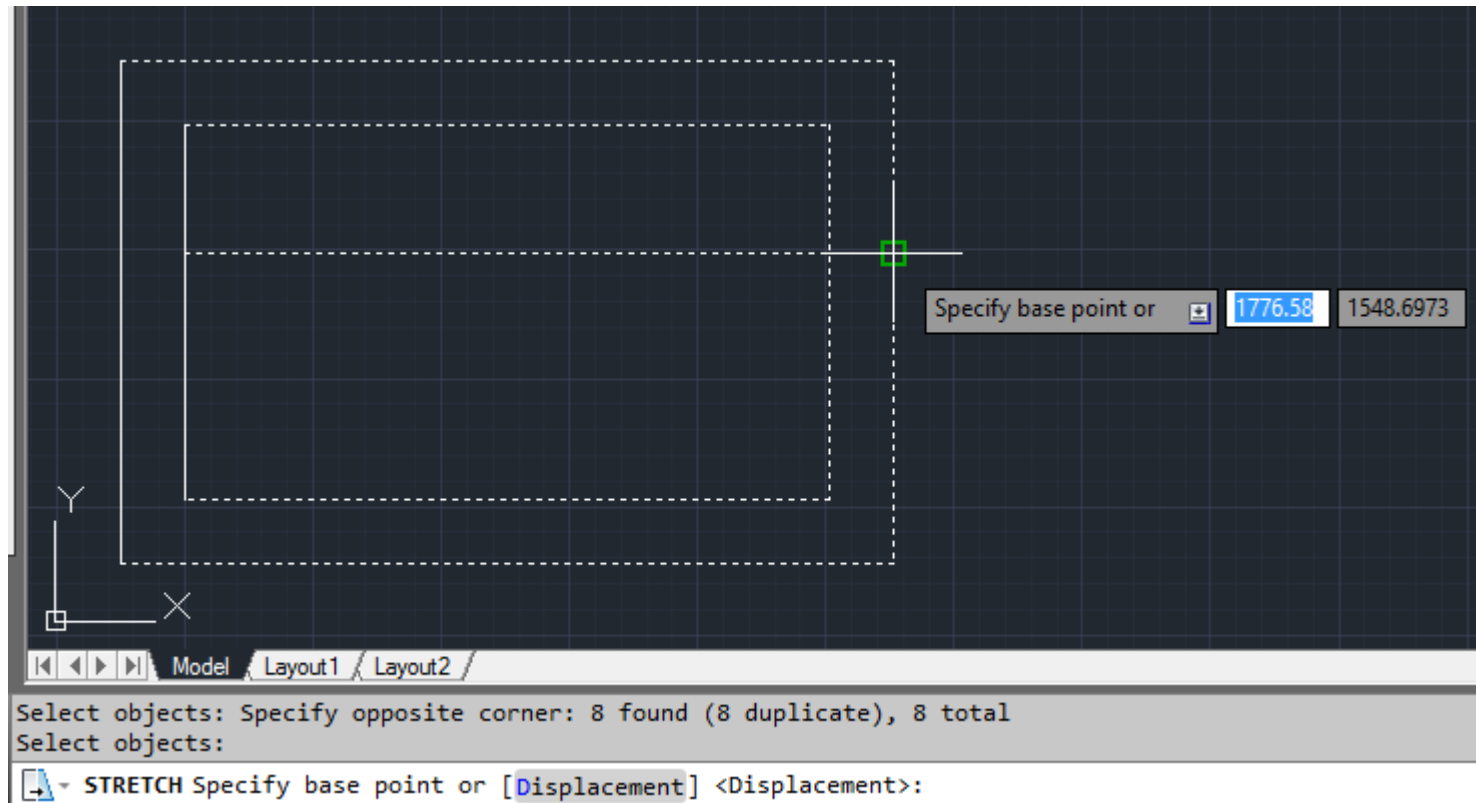
Stretch

- **Right-click** on anywhere inside the drawing area to confirm the selection.



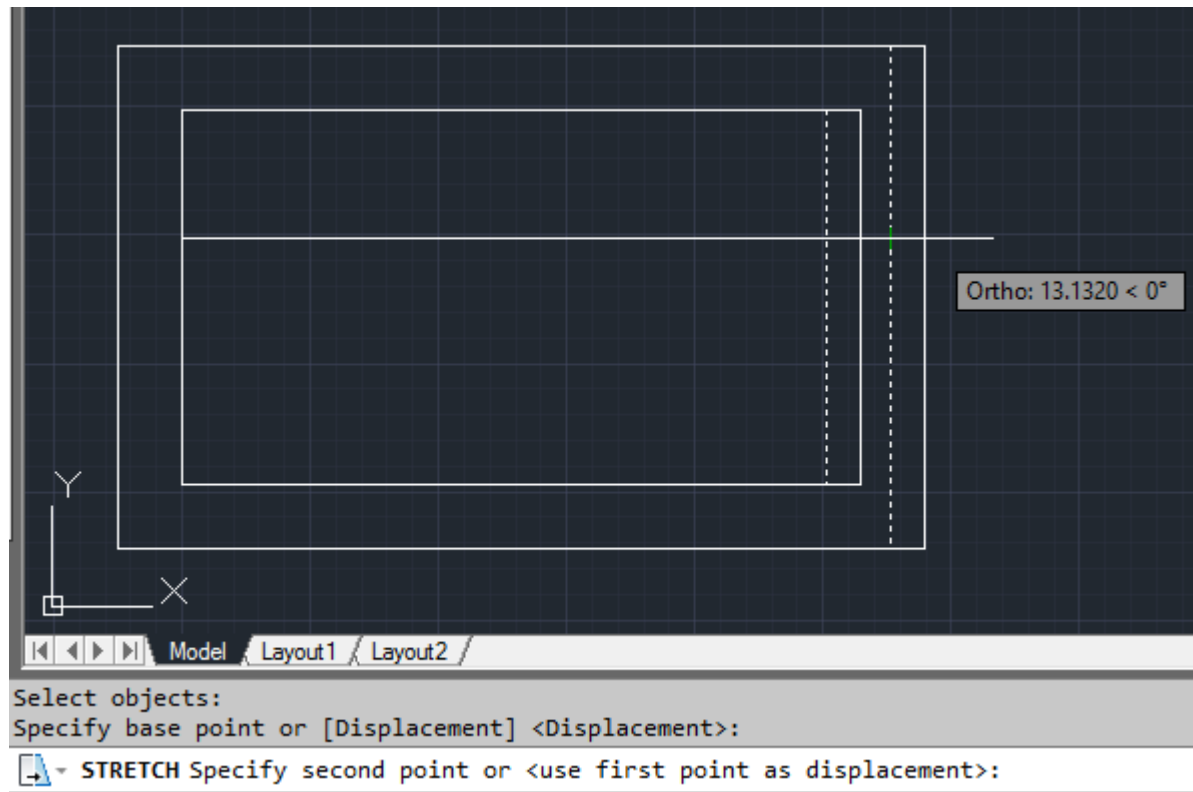
Stretch

- Specify the base point.



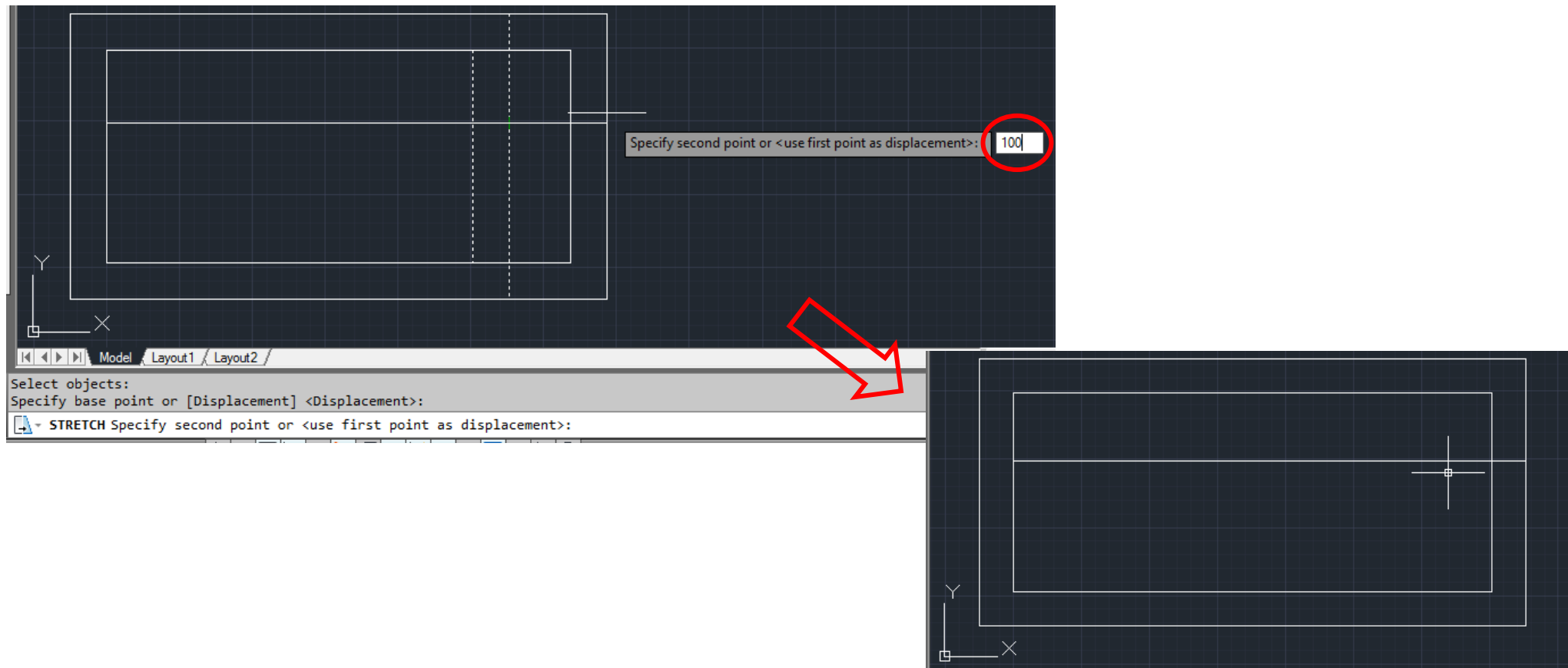
Stretch

- Specify the direction and enter a value or specify the second point on the drawing area.



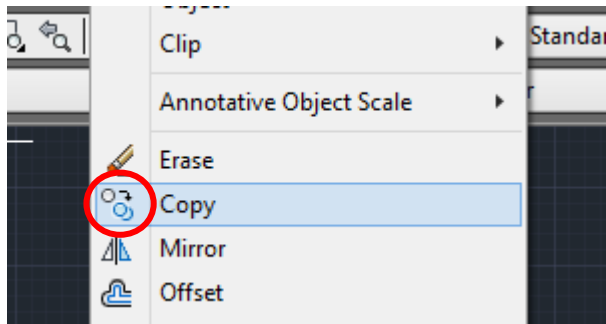
Stretch

- Specify the direction and enter a value or specify the second point on the drawing area.

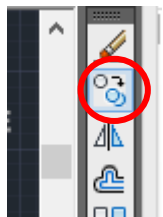


Copy

- Copy copies the selected objects from one place to another.
- There are three different ways to select the **copy** command.
- **1. way:** Go to **Menu** and select **Modify**. From the drop-down list, select **Copy**.

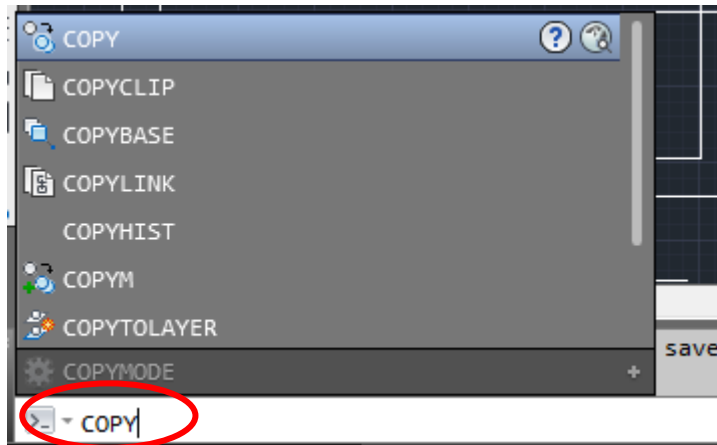


- **2. way:** Move the cursor over the **Modify Toolbar** and select **Copy** shortcut button.



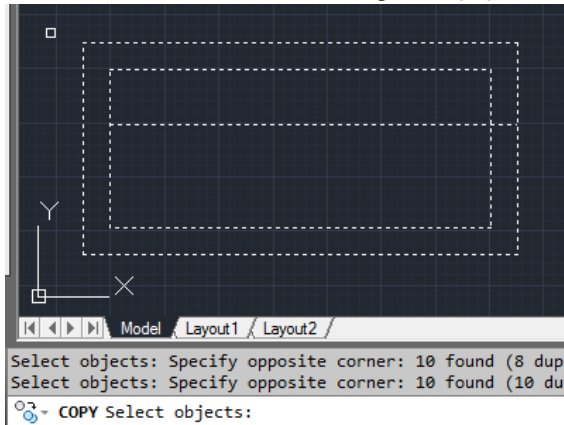
Copy

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

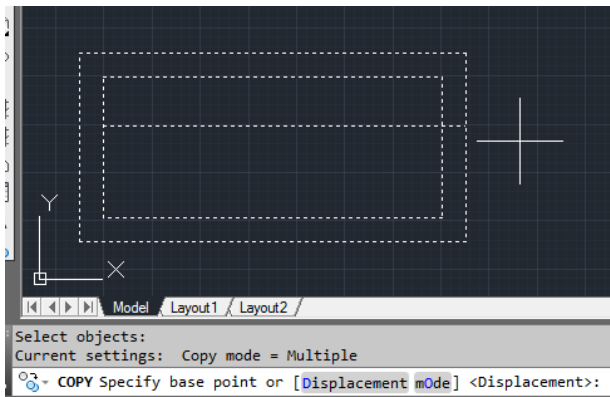


Copy

- Then, select the object(s) to copy.

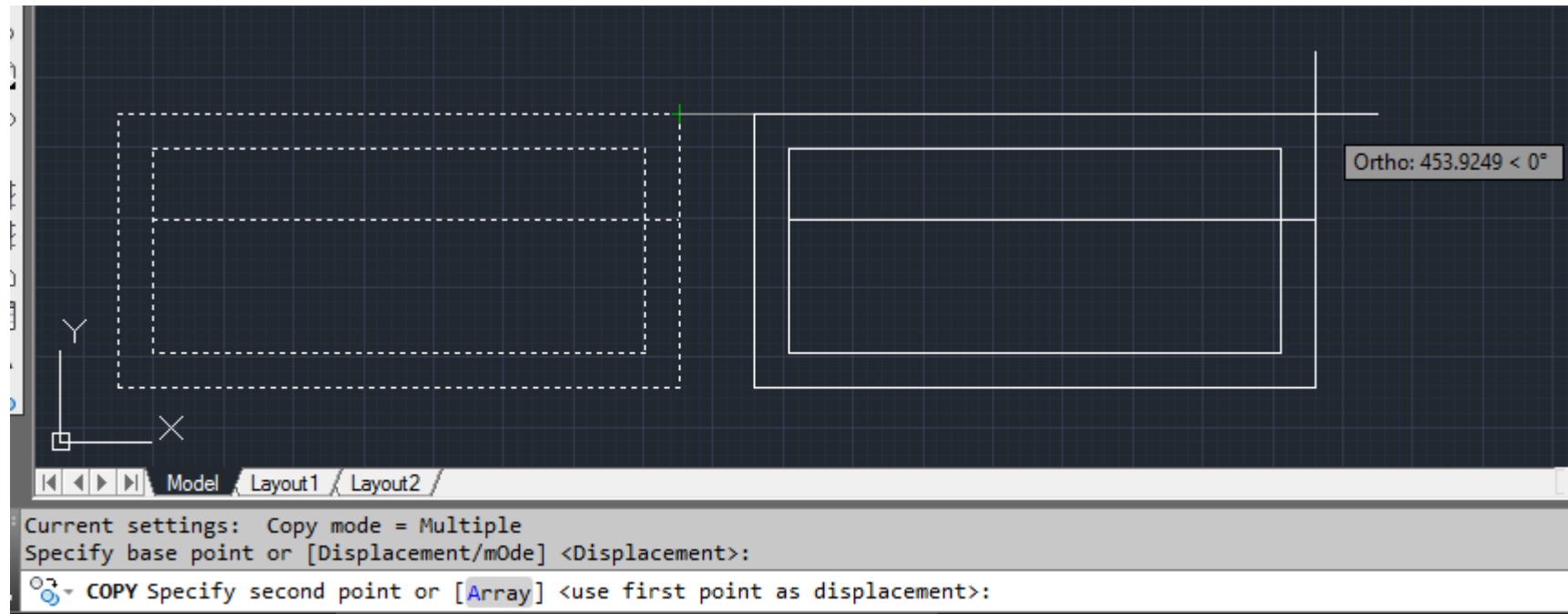


- And, **right-click** to confirm the selection.



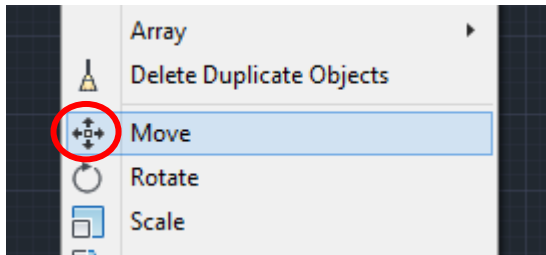
Copy

- Select the object(s) again, move the copied object to the new position and click the mouse to place the object (You can create more than one copy).
- When you satisfy, press **Esc** button.

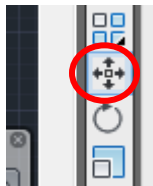


Move

- Move moves the selected objects from one place to another.
- There are three different ways to select the **move** command.
- **1. way:** Go to **Menu** and select **Modify**. From the drop-down list, select **Move**.

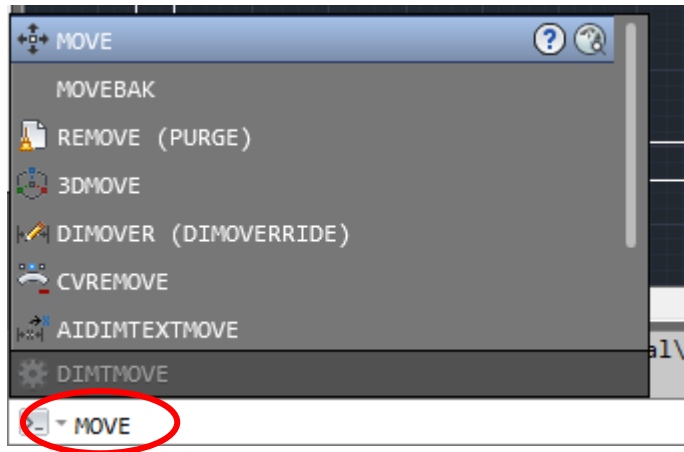


- **2. way:** Move the cursor over the **Modify Toolbar** and select **Move** shortcut button.



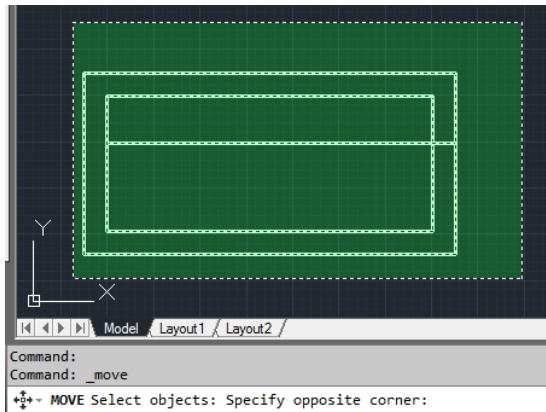
Move

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

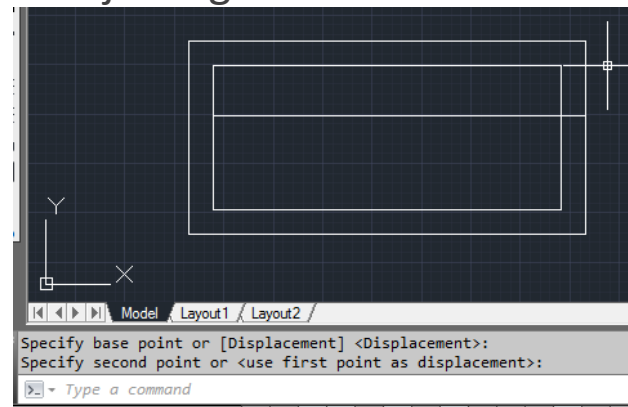
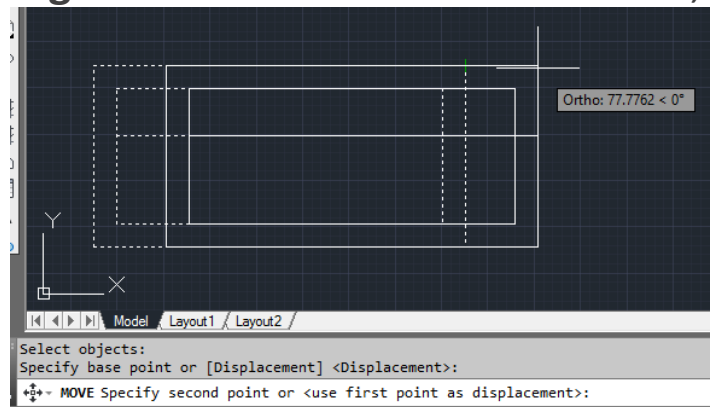


Move

- Then, select the object(s) to move.

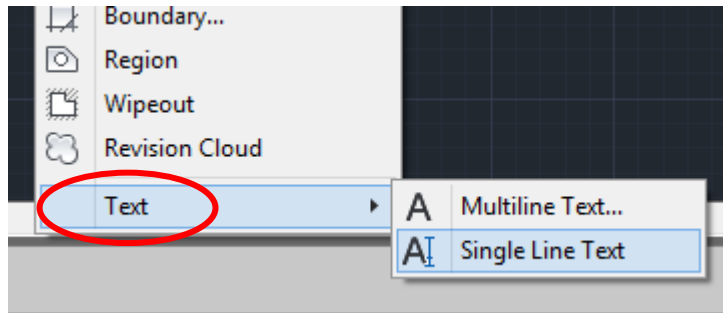


- Right-click** to confirm the selection, select the object again and move it to the new position.



Text

- There are three different ways to select the **text** editor.
- **1. way:** Go to **Menu** and select **Draw**. From the drop-down list, select **Text**.

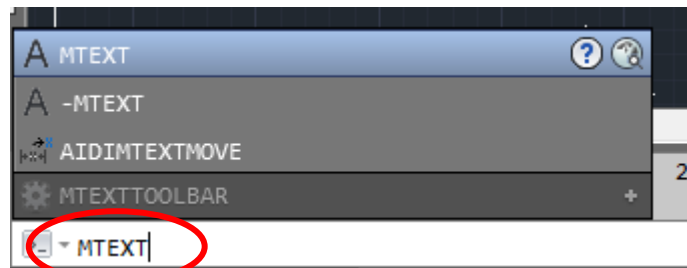


- **2. way:** Move the cursor over the **Draw Toolbar** and select **Text** shortcut button.

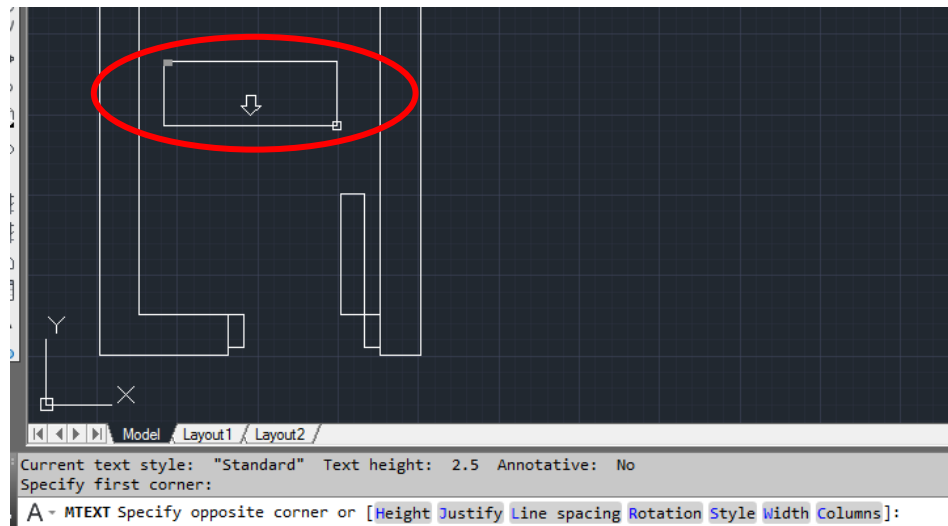


Text

- **3. way:** Go to **Command line**, type **text** (single line) or **mtext** (multi-line) and press **Enter**.

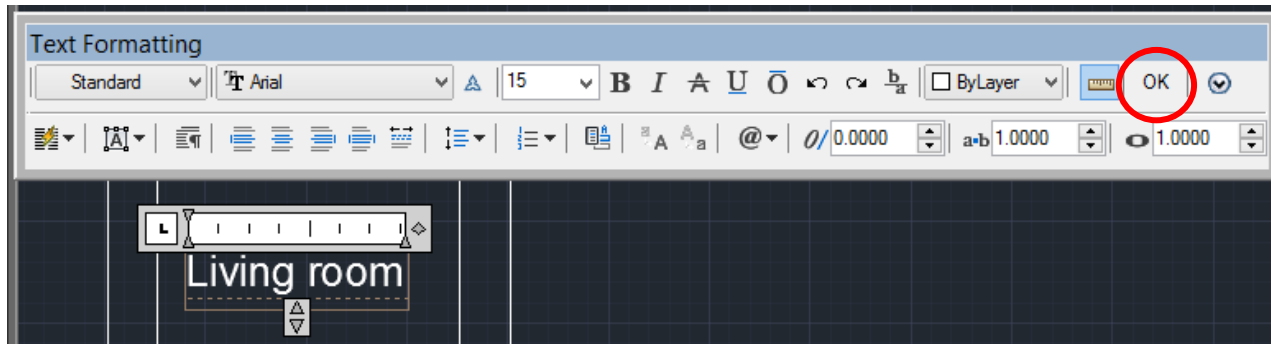


- After the text is selected, **click** somewhere on the drawing area and draw a rectangle to add the text.

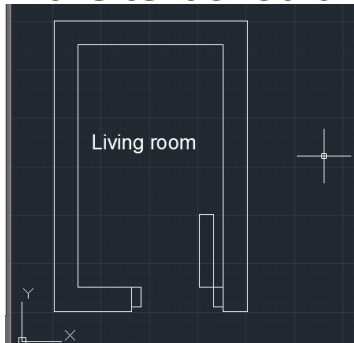


Text

- The text editor is opened.
- After the text properties are applied, the text can be written.

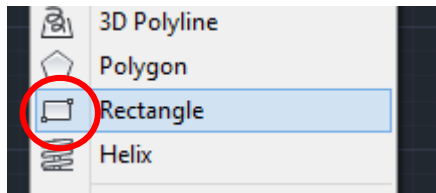


- Then, **click on OK** to confirm the changes.
- If the text should be edited, simply **double-click** on the text and editor appears again.

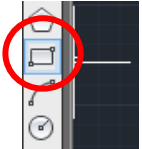


Rectangle

- Rectangle draws a rectangle by defining two corners.
- There are three different ways to select the **rectangle** command.
- **1. way:** Go to **Menu** and select **Draw**. From the drop-down list, select **Rectangle**.



- **2. way:** Move the cursor over the **Draw Toolbar** and select **Rectangle** shortcut button.

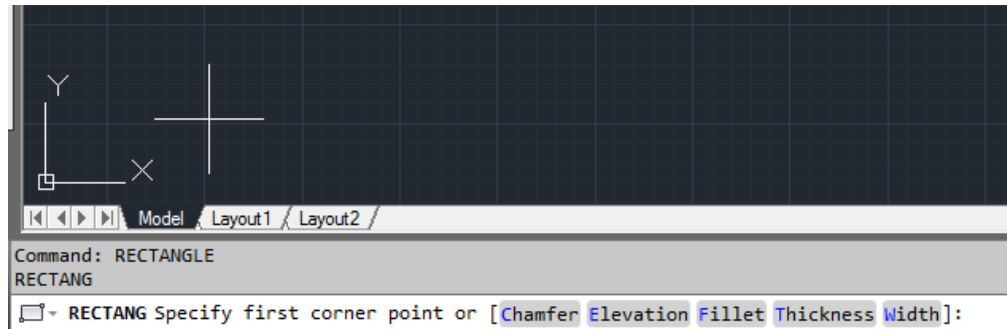


- **3. way:** Go to **Command line**, type **rectangle** and press **Enter**.

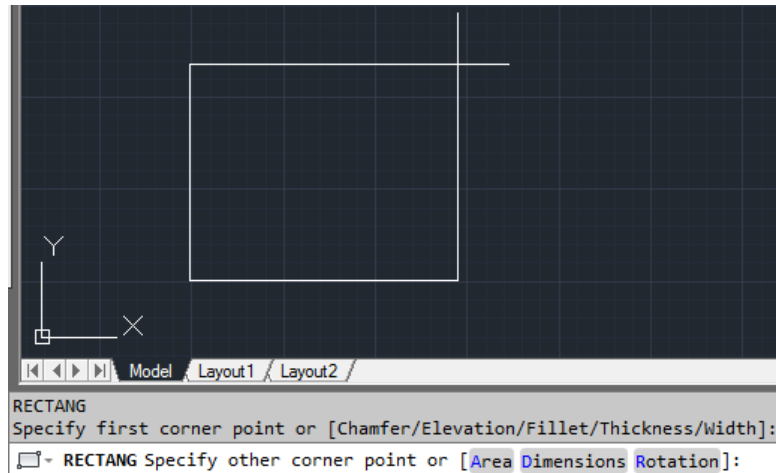


Rectangle

- After the rectangle is selected, the first corner should be specified.



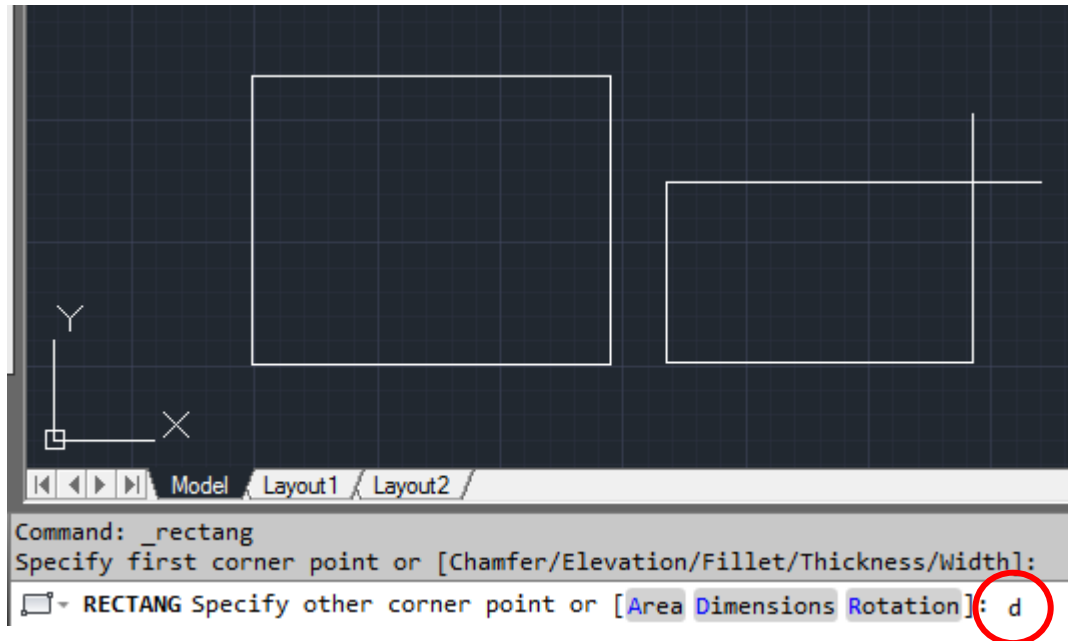
- Then, other corner should be specified.



Rectangle

OR!

- After the rectangle is selected, the first corner should be specified.
- Then, to enter the **length** and **width** values from keyboard, **dimensions** should be selected.
- Type **d** and press **Enter**.



Rectangle

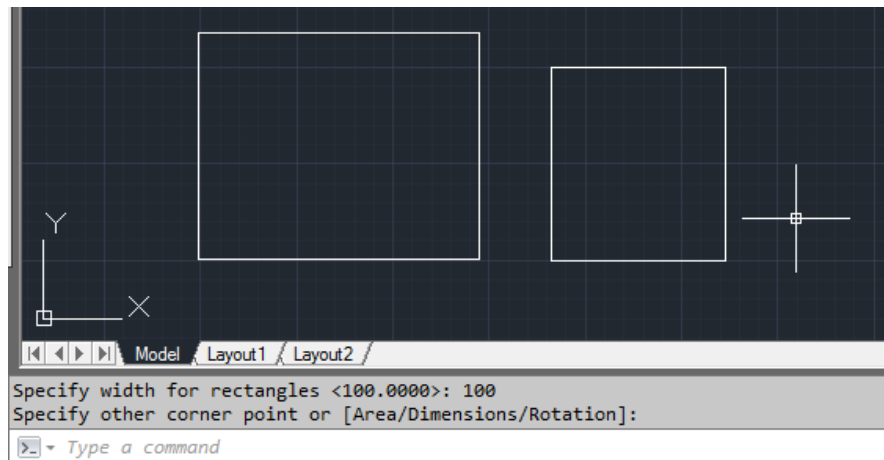
- The length value should be specified.

```
Specify first corner point or [Chamfer/Elevation/Fillet/Thickness/Width]:  
Specify other corner point or [Area/Dimensions/Rotation]: d  
□ ▾ RECTANG Specify length for rectangles <10.0000>: 90
```

- The width value should be specified.

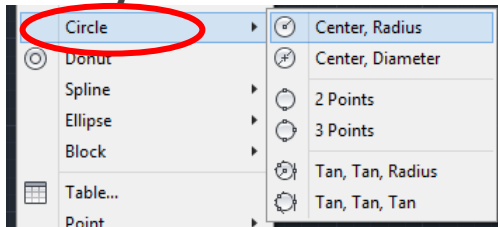
```
Specify other corner point or [Area/Dimensions/Rotation]: d  
Specify length for rectangles <10.0000>: 90  
□ ▾ RECTANG Specify width for rectangles <10.0000>: 100
```

- Then, **click** somewhere on the drawing area to confirm the drawing.



Circle

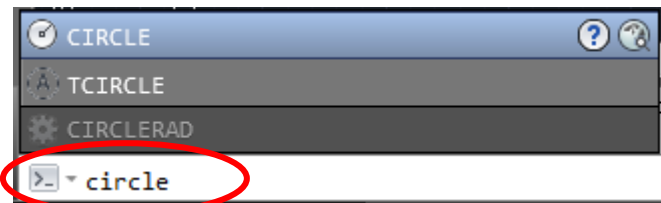
- Circle draws a circle.
- There are three different ways to select the **circle** command.
- **1. way:** Go to **Menu** and select **Draw**. From the drop-down list, select **Circle**.



- **2. way:** Move the cursor over the **Draw Toolbar** and select **Circle** shortcut button.

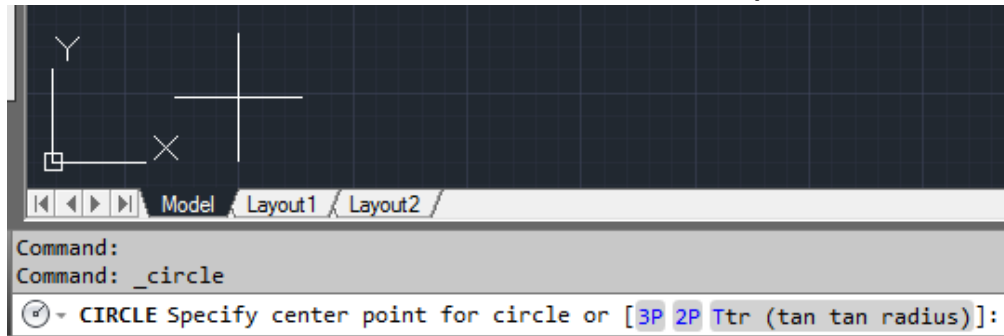


- **3. way:** Go to **Command line**, type **circle** and press **Enter**.

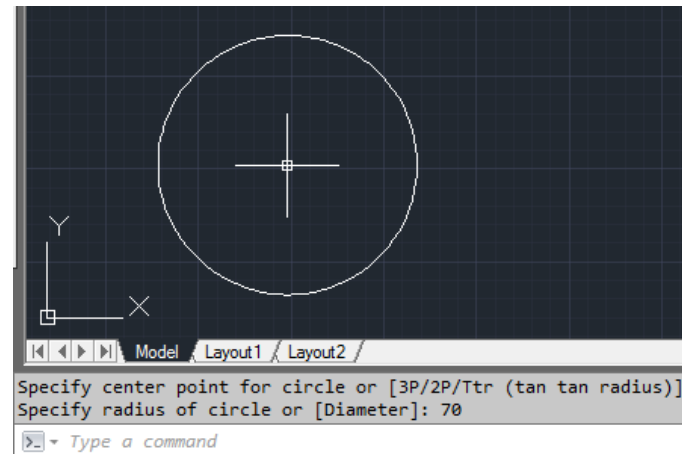
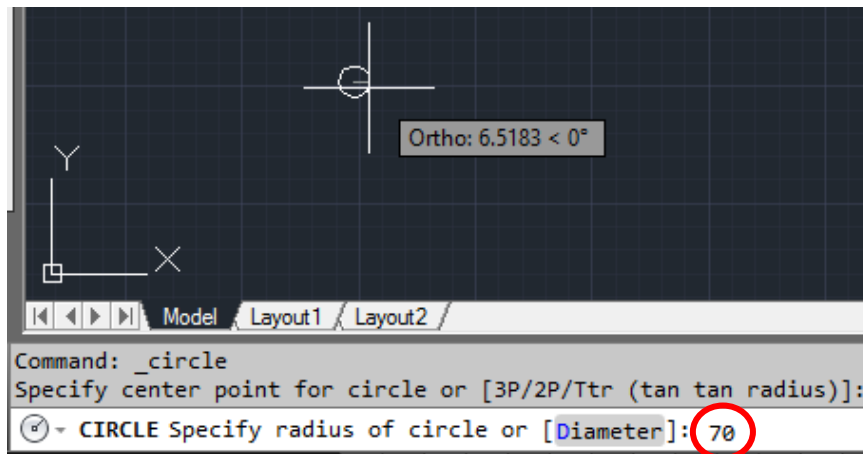


Circle

- After the circle is selected, the **center** point should be specified. **Click** somewhere on the drawing area.



- Then, enter **radius** value and press **Enter**.

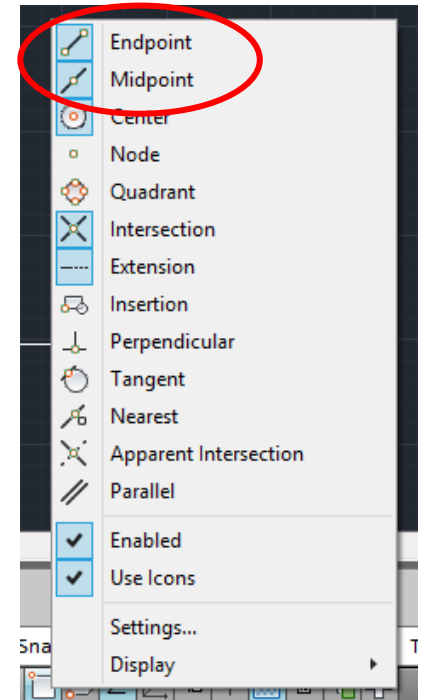
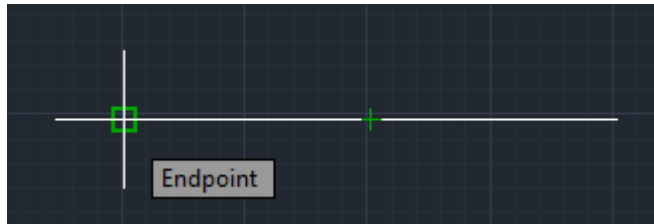


Object Snap

- Object Snap snaps to existing objects on the screen.
- You can also activate specific object snap during drawing/inquiry operations by right clicking and selecting snap overrides.

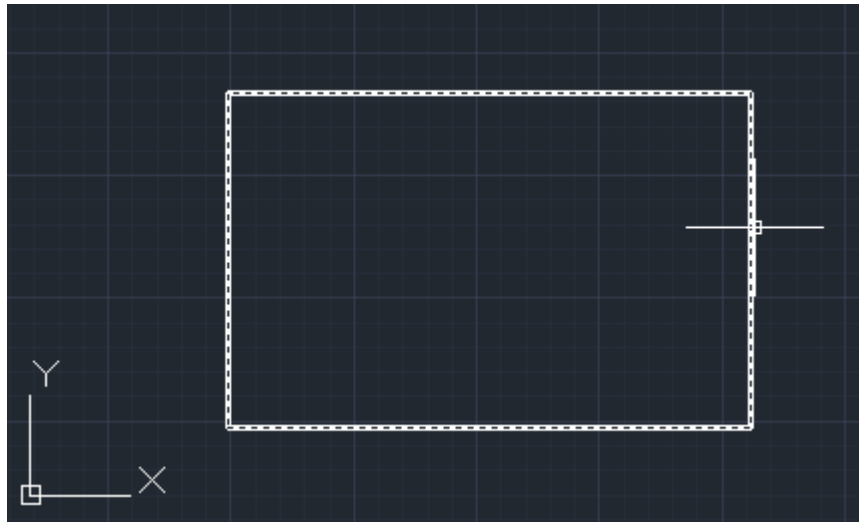


- First of all, object snap should be activated.
- Then, **right-click** on object snap to display the options.
- In order to find the **end** and **mid** points, first two options should be activated.



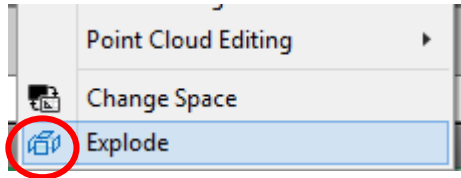
Explode

- Explode breaks the selected complex objects such as blocks and polylines down to lines and arcs.
- For example, there is a rectangle that we want to modify one of the walls.
- However, it is not possible to select the lines one by one.
- For this reason, explode command should be used.



Explode

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



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

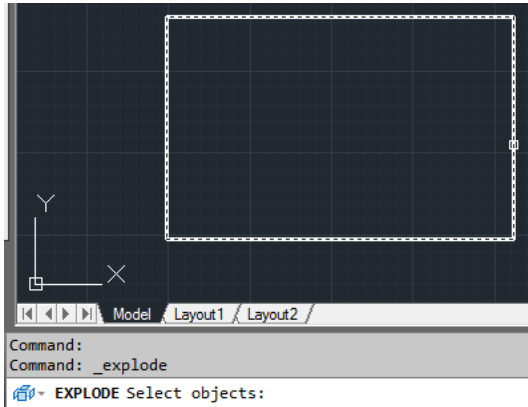


- **3. way:** Go to **Command line**, type **explode** and press **Enter**.



Explode

- Then, select the object to explode.



- **Right-click** to confirm the selection and the object is exploded.

