Skills Learned in Weeks 1 & 2

- AutoCAD Environment
  - Model space and Paper space
  - Executing AutoCAD commands using 1) pull-down menus, 2) toolbars, or 3) command line
- Using layers
  - Absolute and relative positioning
- Cartesian and polar coordinates
- Printing scaled drawings
- Scaling line types
- Creating and working with multiple layouts
- AutoCAD Drawing Commands
  - line, arc, circle,pline, hatch/bhatch, polygon, rectangle
- AutoCAD Construction / Drawing Techniques
  - pedit, trim, offset, break, copy

Blocks

- Set of objects combined to form a compound object
  - Block name
  - Specify objects
- Treated as a single entity
  - Move
  - Rotate
  - Scale
  - Copy

Block: exceptions

- Objects drawn on layer 0 take on characteristics of the current layer in which they are inserted
- Objects drawn with color/linetype BYBLOCK inherit property of block:
  - Property of current layer or
  - Property of current drawing

Suggested

- Draw Blocks on 0 layer
- Set block object properties to BYBLOCK
- Explode and redistribute amongst layers after insertion
Block/Wblock
- Block: create temporary blocks available only within current drawing
- Wblock: create blocks that are available globally in the AutoCAD environment
  - Build Block libraries using wblock

Dimensioning
- Styles
  - Dimensioning styles
- Scaling
  - Set scale factor in the Fit tab while creating dimension style