

# 4th lesson - Autocad

11<sup>th</sup> October, 2022

## Blocks

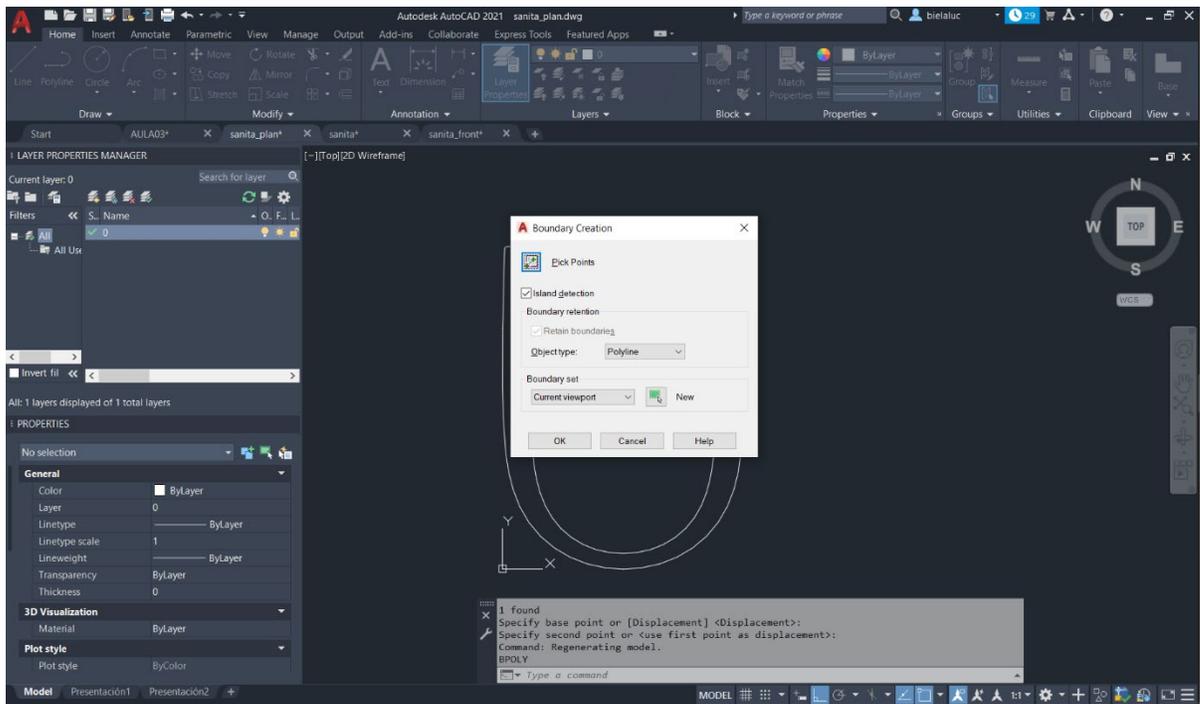
- Put all the files in a folder
- They should be made out of polylines → if not, we should clean them
- Use BPOLY - creates boundary, then move it 1 m, so we know where we put it and then erase the small lines the drawing is created from, then move it back the 1 m (viz. picture 1)
- Create the blocks smartly - than it's easy to replace them in the whole project
- Use BLOCK to create them from the downloaded drawings (viz. picture 2)
  - Name
  - Base point - select point, the one that is important for the placement of the object (for ex.: toilet - middle of the toilet, where the savage is (important for plumber)
  - Select object - check "convert to block"
  - Check "allow to explode"
- Help yourself with using xlines to create defined points we can use for insertion, moving the object,..

- We used different views to show the design of the bathroom - always changing the orientation by command USC
- When drawing - important to use different types of lines and the right layer
  - Showing through what a section goes, which lines are not visible ( for ex.: different layers of the wall) (viz. picture 3)

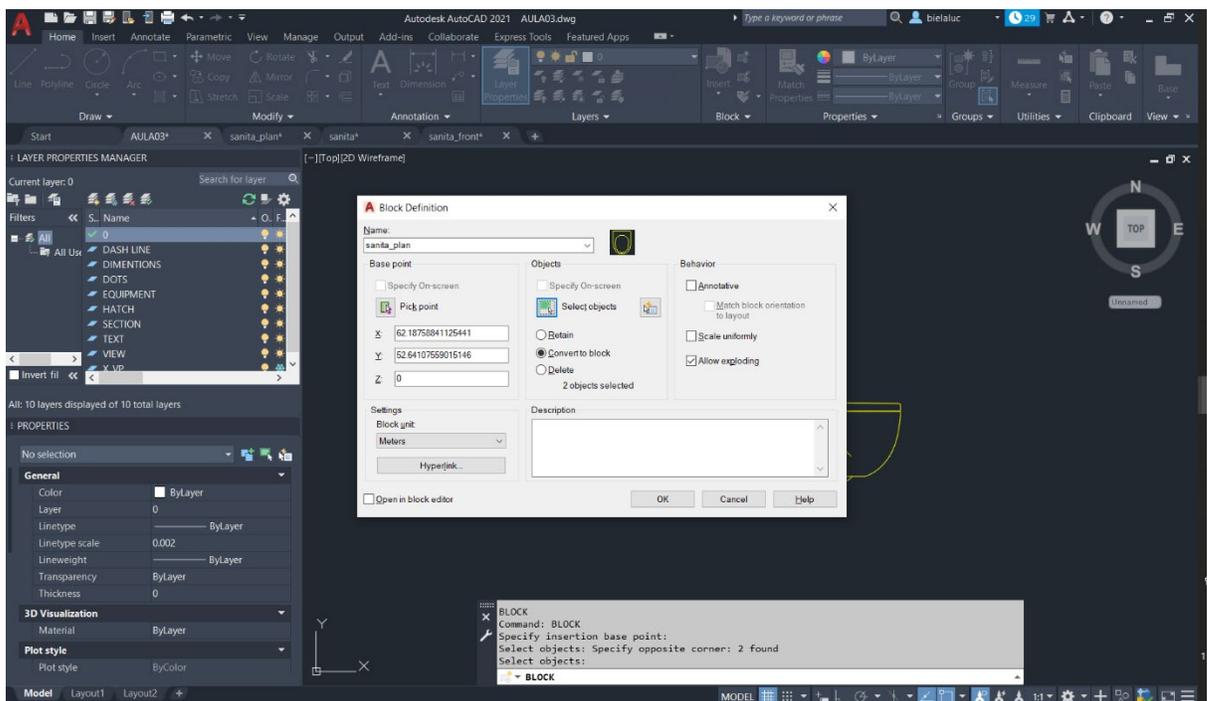
## Commands:

- BPOLY - boundary creation → click pick points (click inside the object we want the boundary of)
- COPY BASE - select base point + select object
- J=JOIN - select all lines we want to join (viz. picture )
- BLOCK - viz. higher in text
- X=EXPLODE - breaks the block/object in parts
- UCS=UNIT COORDINATES SYSTEM - can change the orientation of the coordinate system, we select base point, direction of X and direction of Y
  - to change it back to the world coordinates - type W
- PLAN - to change the orientation of the view according to the coordinate system (just click enter twice)
- INSERT - we can select an object from a library
- RE=REGEN - regeneration

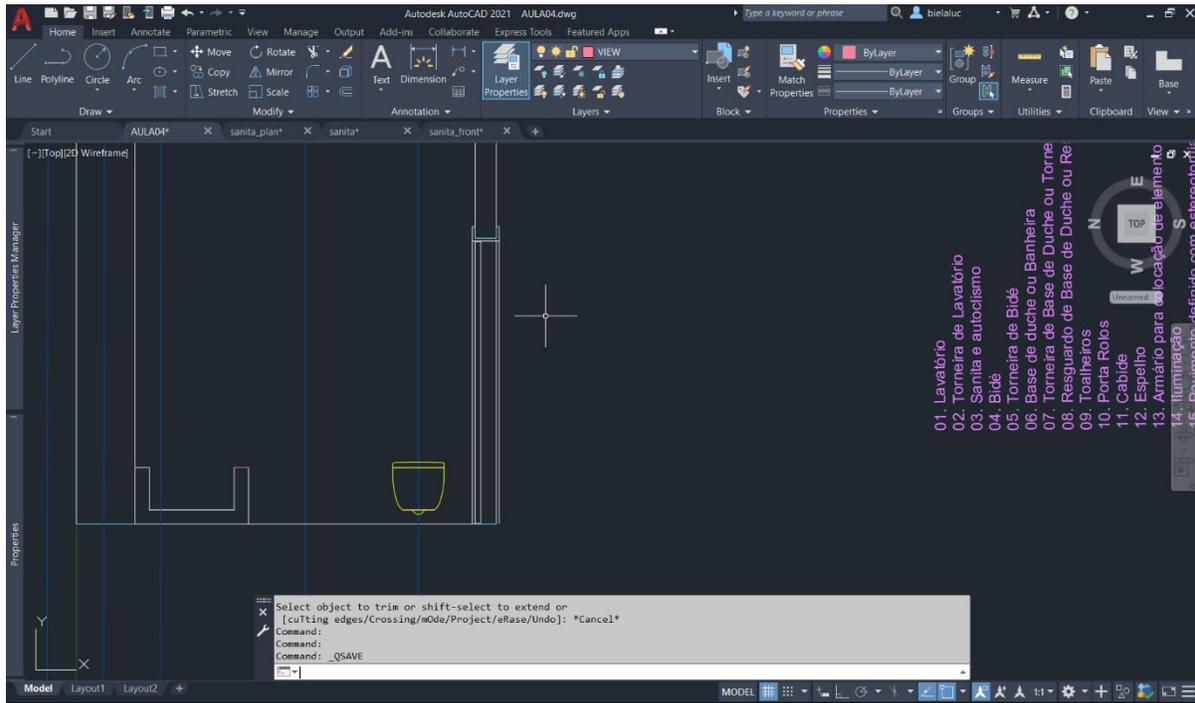
Picture 1:



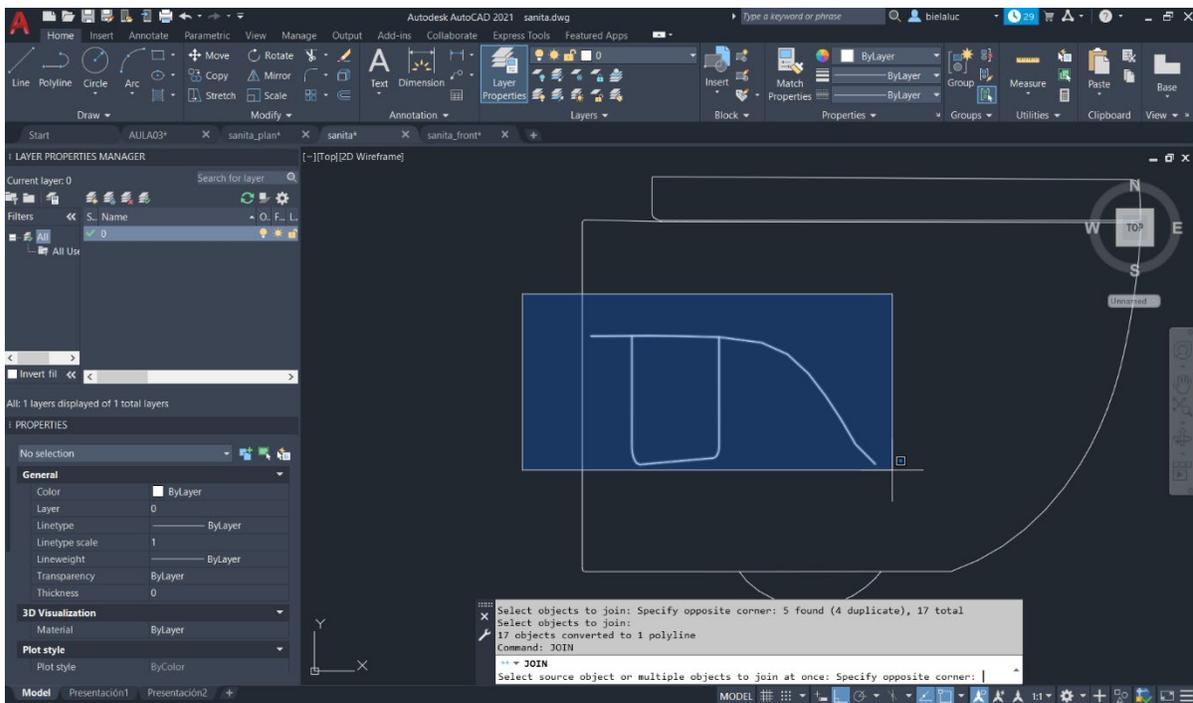
Picture 2:



Picture 3:



Picture 4:



Picture 5:

