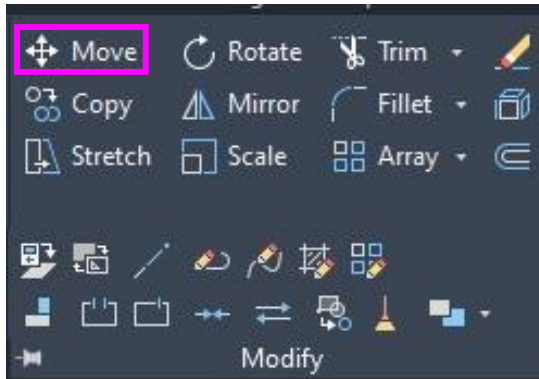


# Digital Drawing with Autocad

## Lesson 2

Stefano Bordoni

# Modifying commands



Move

Rotate

Trim

Cancel

Copy

Mirror

Explode

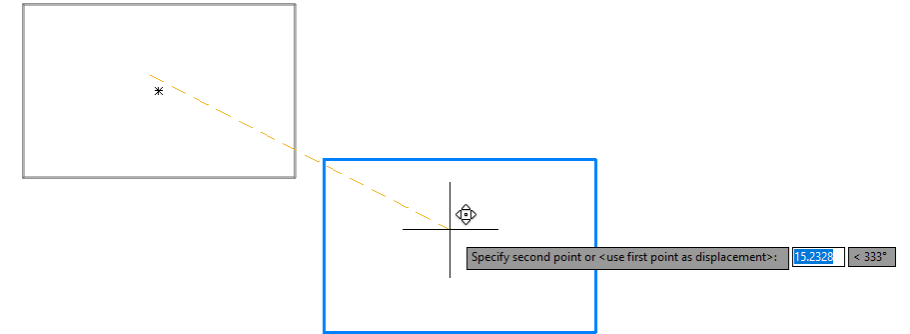
Scale

Array

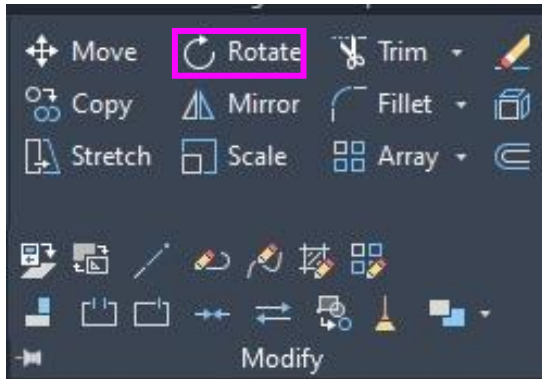
Offset

Break

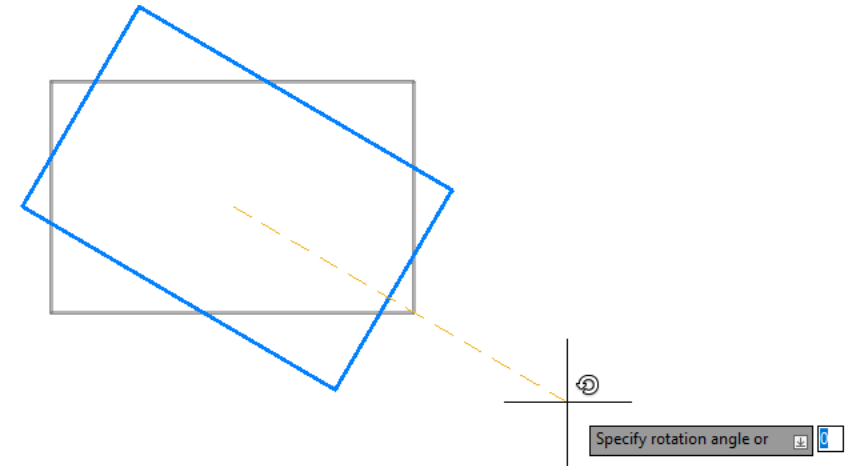
Bring



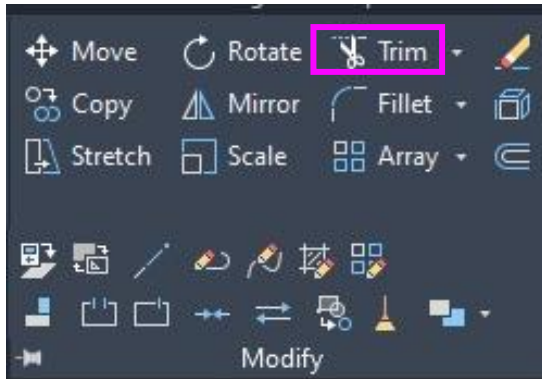
# Modifying commands



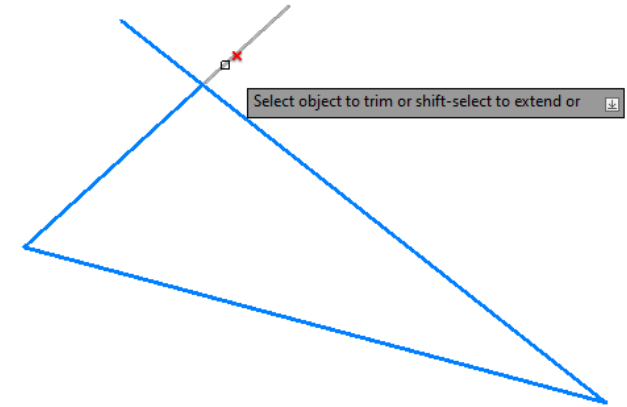
Move  
Rotate  
Trim  
Cancel  
Copy  
Mirror  
Explode  
Scale  
Array  
Offset  
Break  
Bring



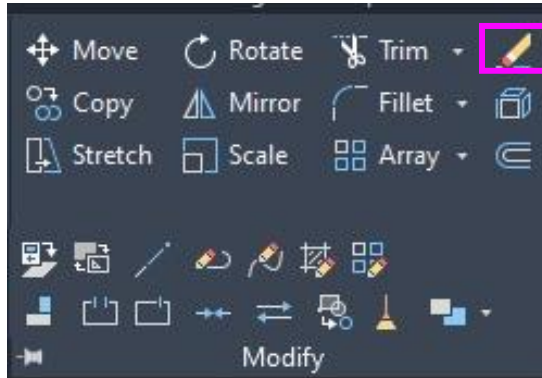
# Modifying commands



Move  
Rotate  
Trim  
Cancel  
Copy  
Mirror  
Explode  
Scale  
Array  
Offset  
Break  
Bring



## Modifying commands



Move

Rotate

Trim

Cancel

Copy

Mirror

Explode

Scale

Array

Offset

Break

Bring

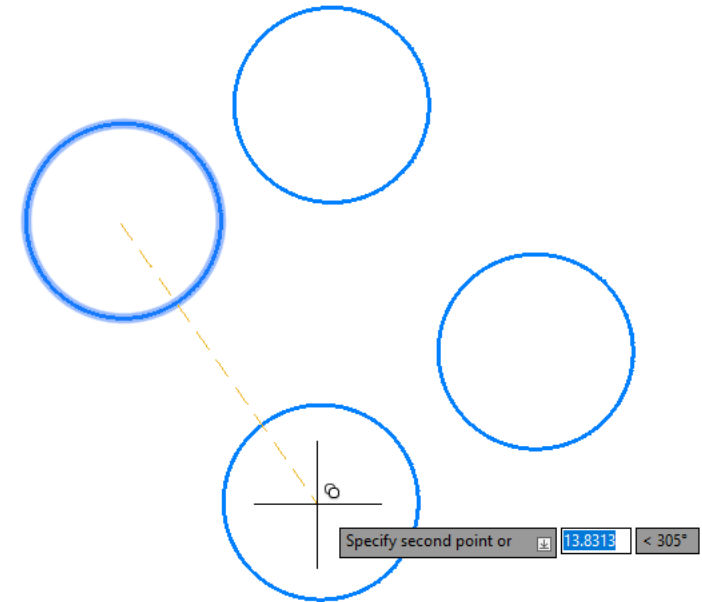
...or simply select an object with your mouse and push the 'delete' button on your keyboard...



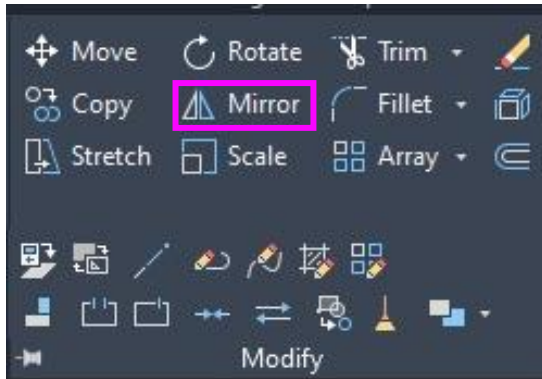
## Modifying commands



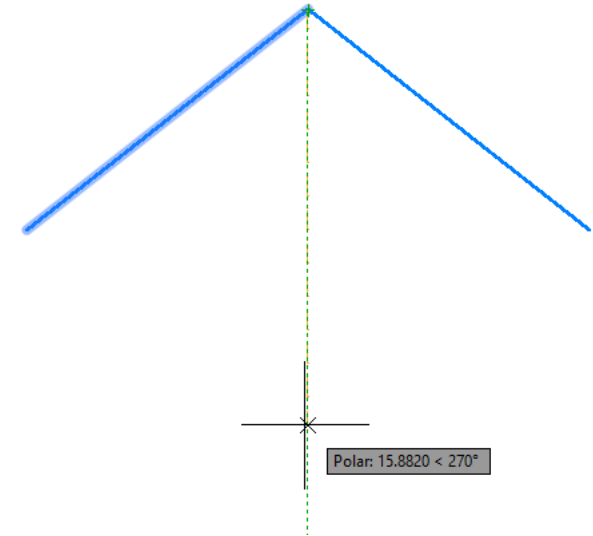
Move  
Rotate  
Trim  
Cancel  
Copy  
Mirror  
Explode  
Scale  
Array  
Offset  
Break  
Bring



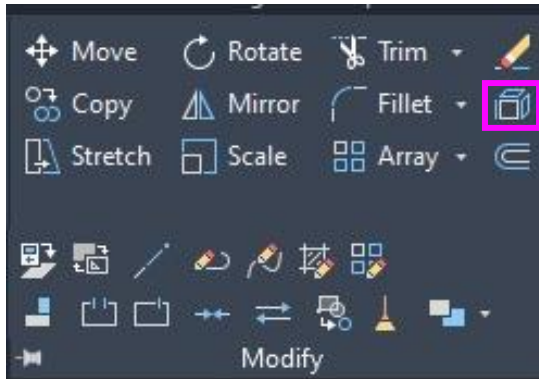
# Modifying commands



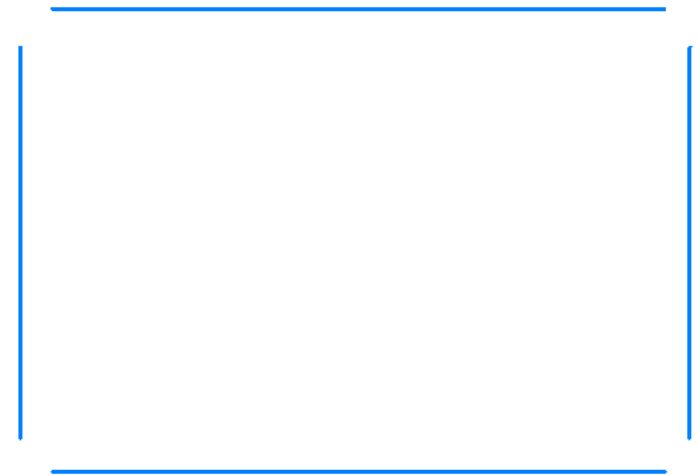
Move  
Rotate  
Trim  
Cancel  
Copy  
Mirror  
Explode  
Scale  
Array  
Offset  
Break  
Bring



# Modifying commands



Move  
Rotate  
Trim  
Cancel  
Copy  
Mirror  
Explode  
Scale  
Array  
Offset  
Break  
Bring



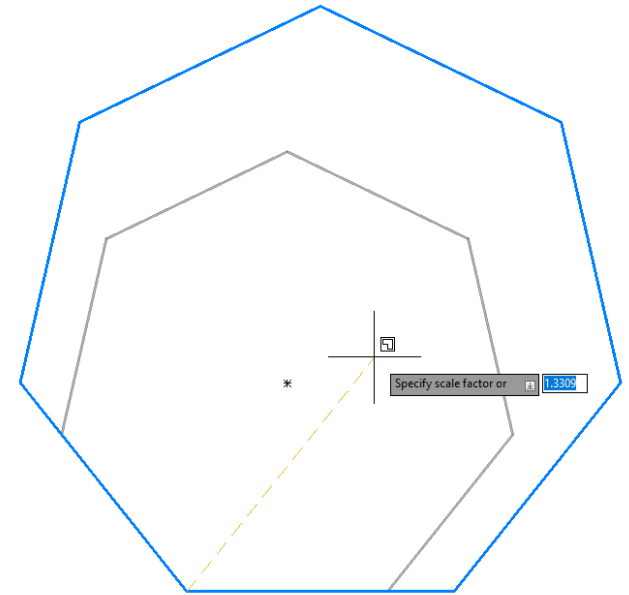
To unify objects, instead, type 'UNITE'



# Modifying commands

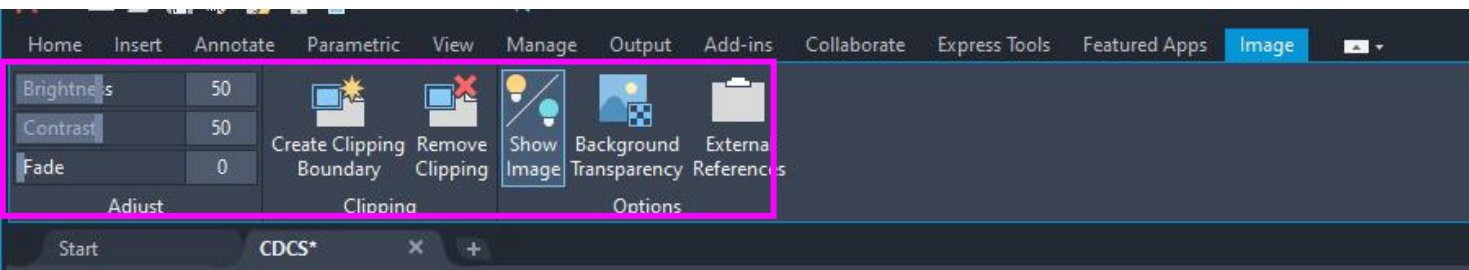


Move  
Rotate  
Trim  
Cancel  
Copy  
Mirror  
Explode  
**Scale**  
Array  
Offset  
Break  
Bring

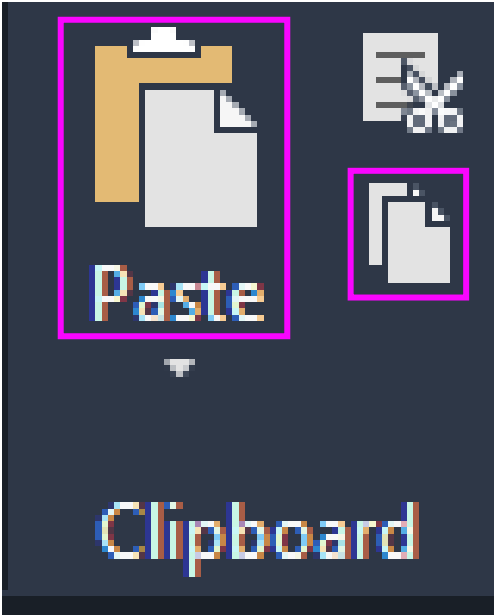


...also through a reference...

# Paste / Import / Managing raster data

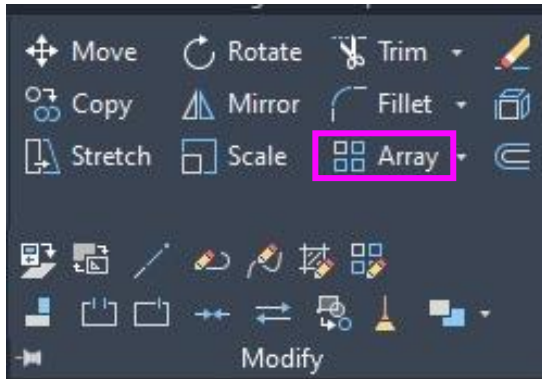


[ - ] [ Top ] [ Shades of Gray ]

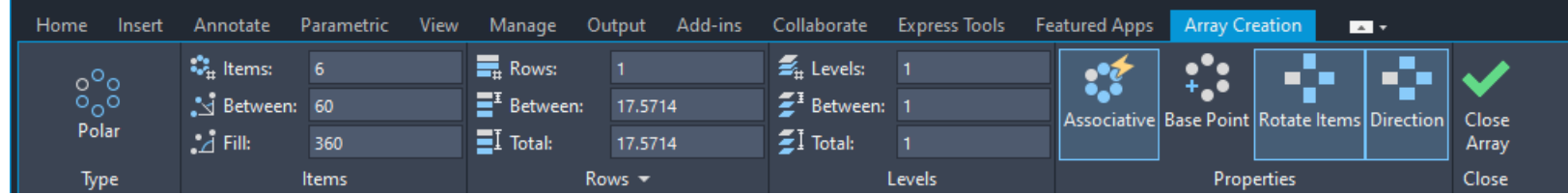
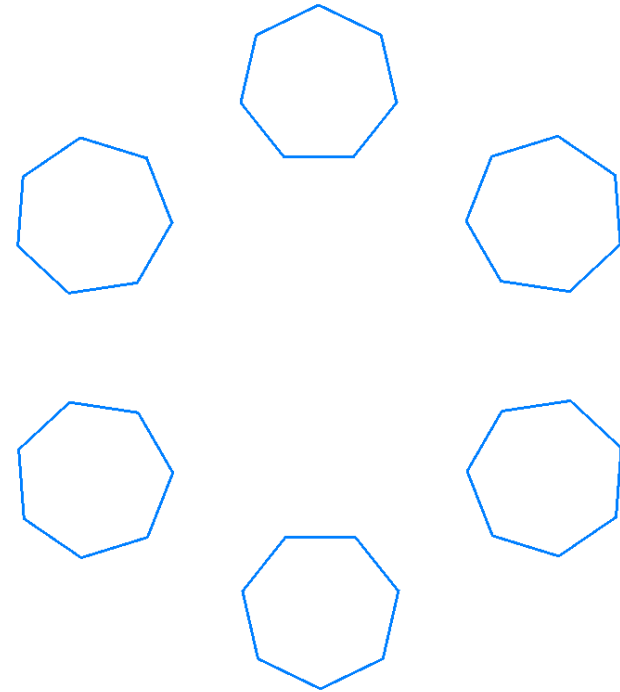


Copy clip

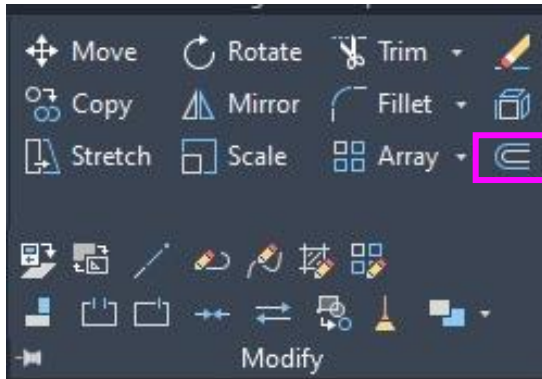
# Modifying commands



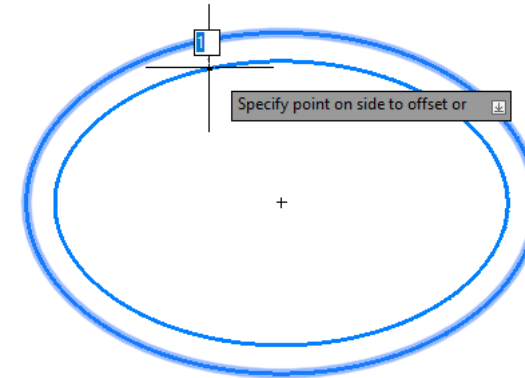
Move  
Rotate  
Trim  
Cancel  
Copy  
Mirror  
Explode  
Scale  
Array  
Offset  
Break  
Bring



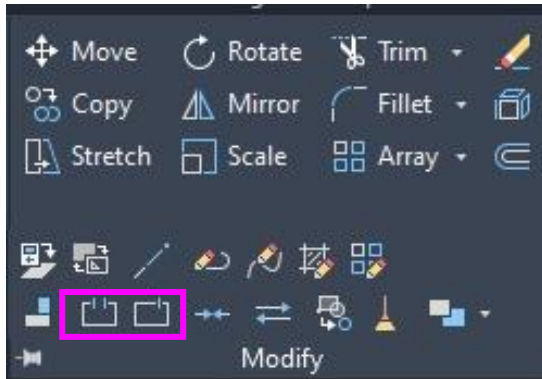
# Modifying commands



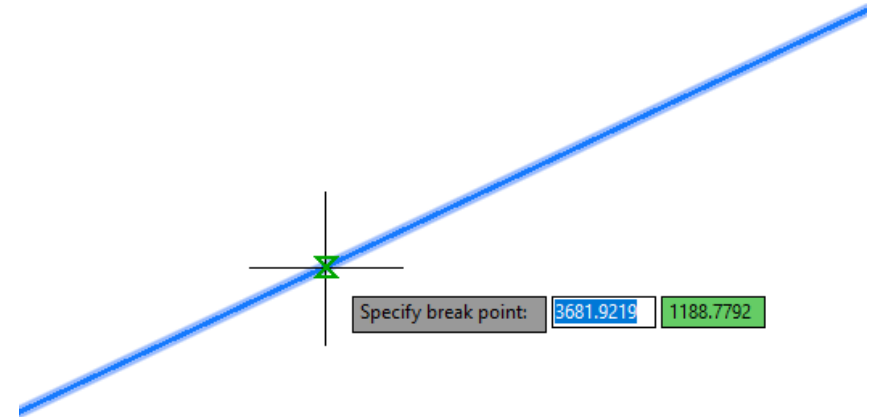
Move  
Rotate  
Trim  
Cancel  
Copy  
Mirror  
Explode  
Scale  
Array  
Offset  
Break  
Bring



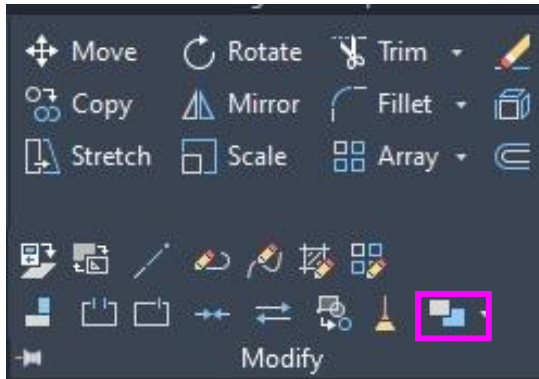
# Modifying commands



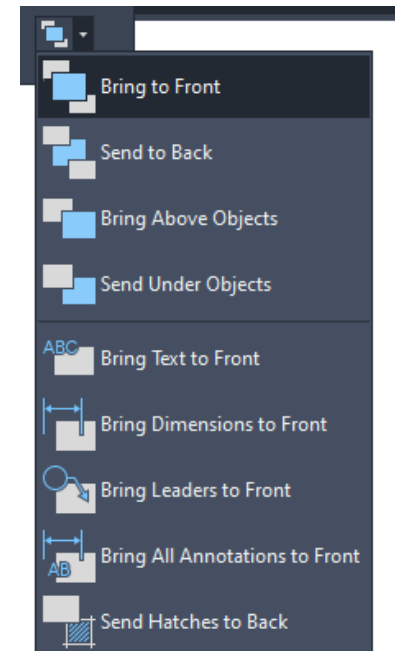
Move  
Rotate  
Trim  
Cancel  
Copy  
Mirror  
Explode  
Scale  
Array  
Offset  
**Break**  
Bring



# Modifying commands

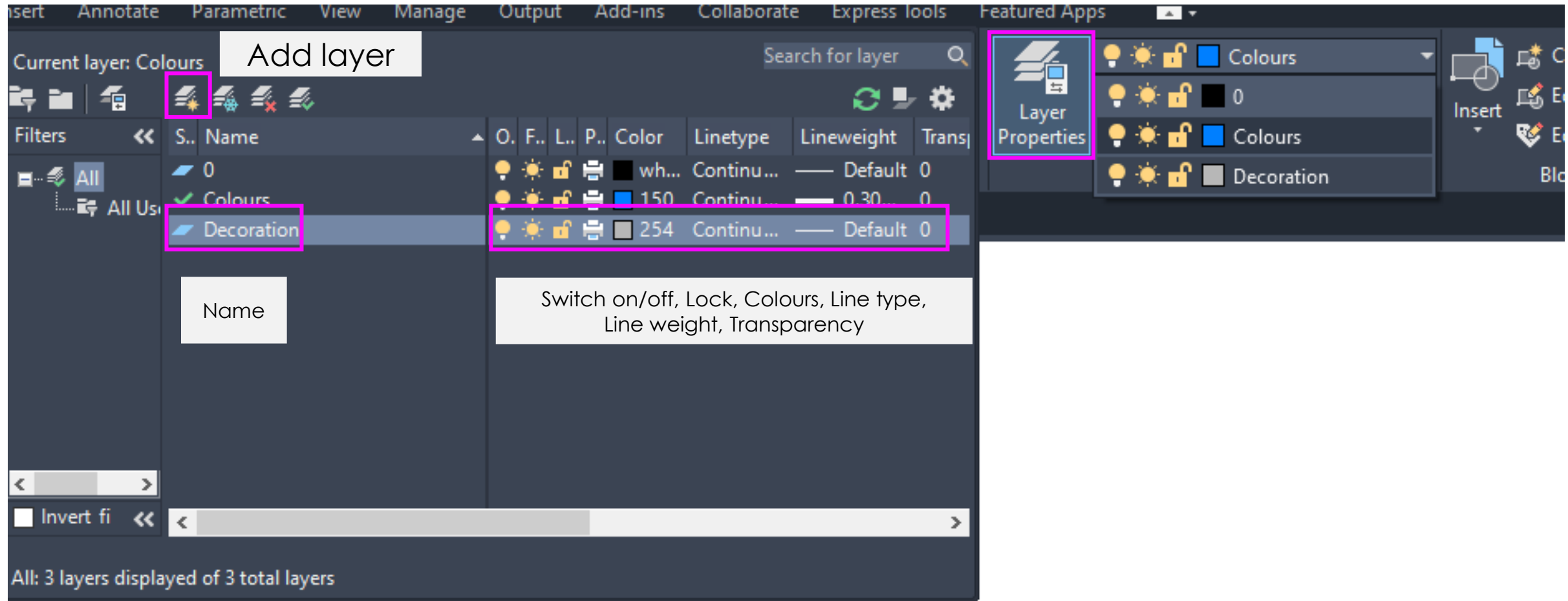


Move  
Rotate  
Trim  
Cancel  
Copy  
Mirror  
Explode  
Scale  
Array  
Offset  
Break  
Bring

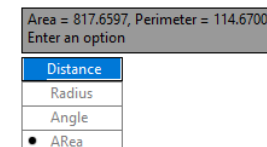
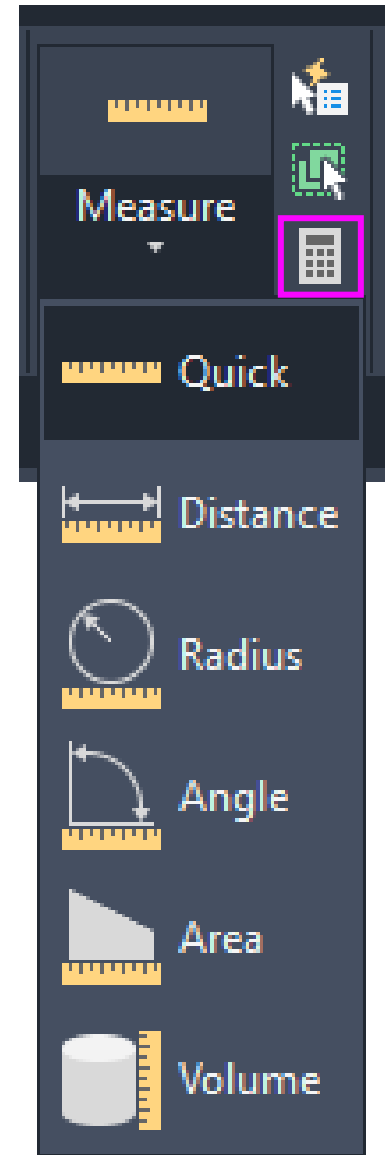
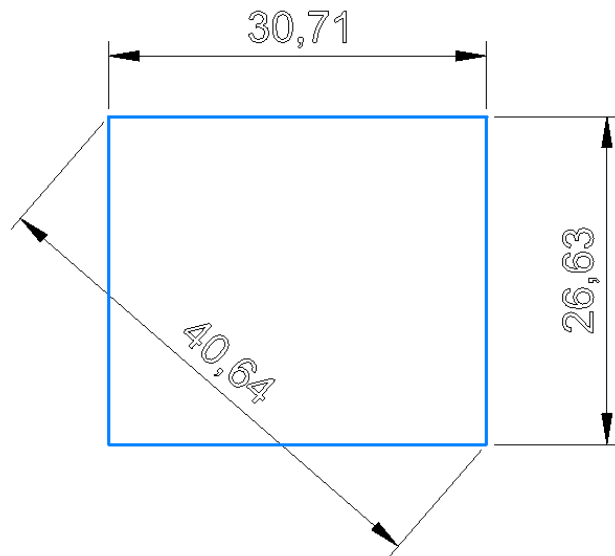
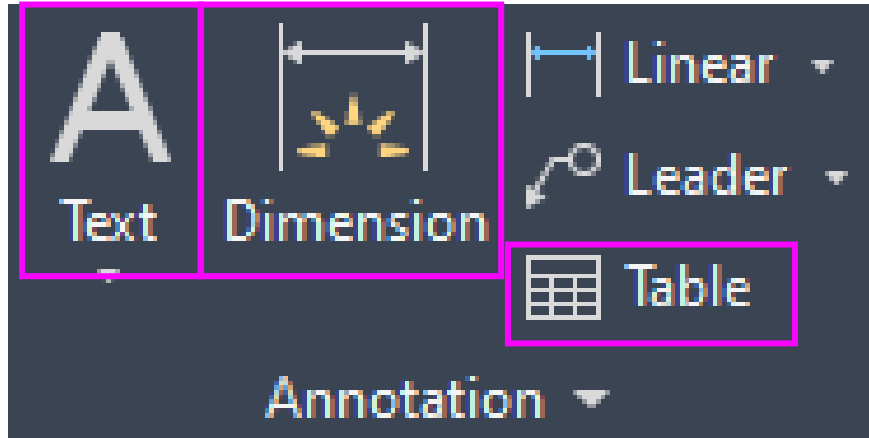




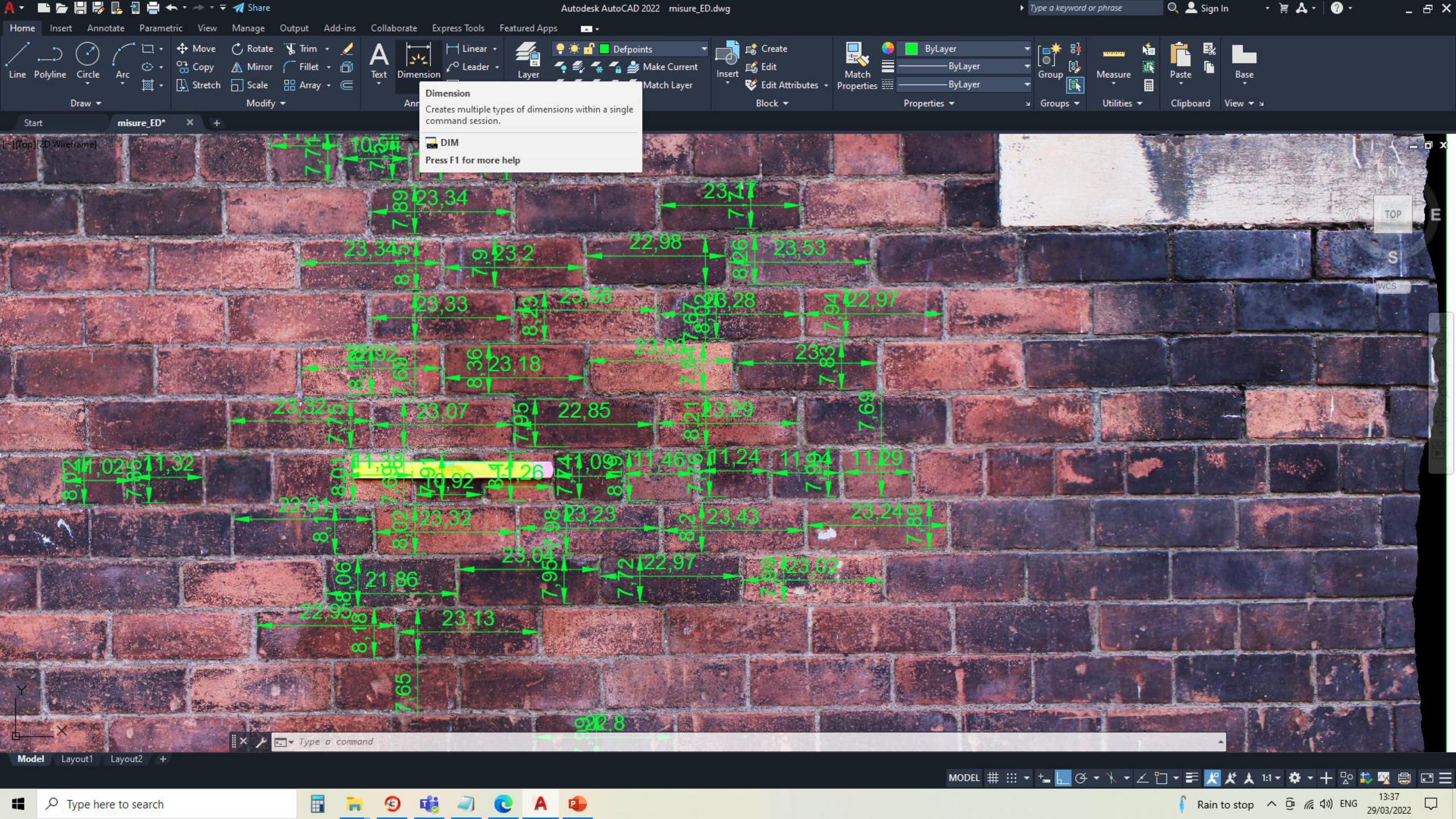
# Managing layers



# Measuring / Writing / Noting









# Managing properties

