

Day1

Machine Shop Workshop Handout/hw

Quick notes about the drawing and the commands I used in bold

rectangle centered at zero width of 3.

Corners at (-1.5,1.5) and (1.5,-1.5)

presspulled up to $z = .75$

rectangle of width 2 centered at zero

Corners at (-1,1,.75) and (1,1)

presspulled up .5 to $z = 1.25$

cylinder centered at zero, extruded up to $z = 1.25$

subtracted cylinder from other object.

Things you need to know about autocad

In the bottom right hand corner of your screen there should be a ribbon of icons. One of the icons is labeled **workspace switching**. You will be using this button to toggle between using autocad commands that are meant to be used to do basic 3d commands, drafting and 2d commands, and complex 3d commands we probably won't be touching on.

Once you've made your model you will need to export it as a pdf. You need to be in workspace **3d modeling**. Now if you look at the bottom left hand corner of your screen there should be 3 tabs named; Model, Layout1, Layout2. Every time you want to change your model you need to be in the **Model** tab and whenever you want to make a drawing (where all the dimensions and notes are) of your model you need to be in the layout tabs. You can delete whatever is in the layout tabs because you'll be adding your own. Go to a layout tab and then in the main command ribbon on the top of your screen go to the tab named **layout**. It should be between **annotate** and **view**. You will be using the command called **base** in the layout ribbon. After you get the different views of your model in the drawing sheet you'll need to use the **annotate** ribbon to add annotations and dimensions.

Object snaps (osnaps) are your friends in modeling and annotations.