



Andhra Pradesh State Skill Development Corporation



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AutoCAD(CIVIL)

Draw Tools Part-2



DRAW PANEL

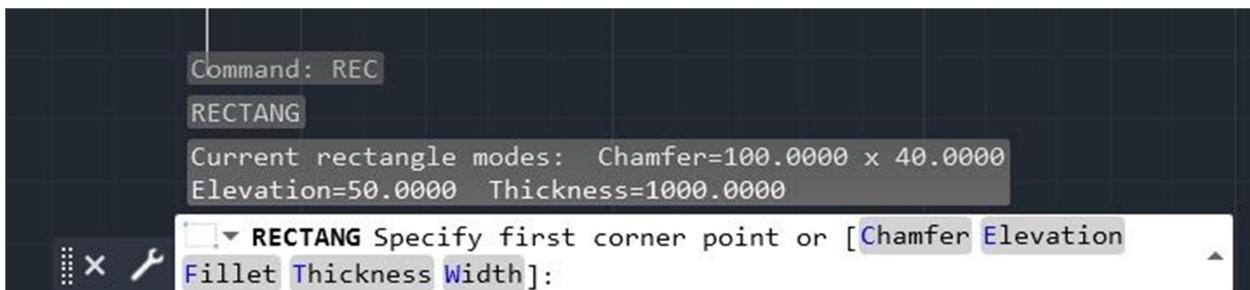
DRAW TOOLS PART-2

RECTANGLE

This command will make a rectangle in AutoCAD.

RECTANGLE :(REC Enter)

- Select rectangular from draw panel or REC--Enter
- Specify first corner point
- Specify other or end corner point
- Dimensions should be taken as per the requirement
- Enter



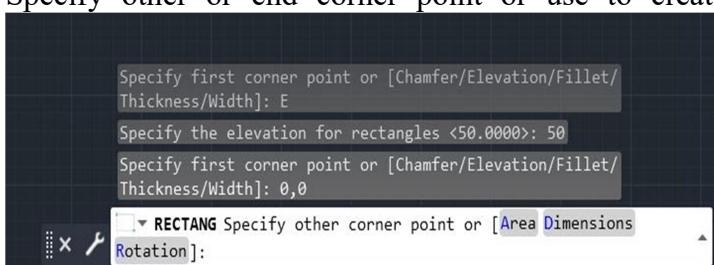
This allows you to quickly select the different type like,(chamfer, elevation, fillet, thickness, width):

Rectangle :(Chamfer)

- Select rectangular from draw panel or REC--Enter
- C--Enter for chamfer
- Specify first chamfer distance for rectangles
- Specify second chamfer distance for rectangles
- Specify first corner point
- Specify other or end corner point
- Dimensions should be taken as per the requirement
- Enter

Rectangle :(Elevation)

- Select rectangular from draw panel or REC--Enter
- E--Enter for Elevation
- Specify the elevation for rectangle
- Specify the first corner point
- Specify other or end corner point or use to create some sub options like



Area, Dimension, Rotation:



- If A--Enter for area
 - Enter area of rectangle at current units
 - Calculate rectangle dimension based on (length or width)
 - L--enter for length
 - Specify rectangle length
 - Dimensions should be taken as per the requirement
 - Enter
- If D--enter for dimension
 - Specify length for rectangles
 - Specify width for rectangle
 - Specify other corner point and then close
- If R--Enter for Rotation
 - Specify rotation angle or (pick point)
 - Specify other corner point and then close

Rectangle :(fillet)

- Select rectangular from draw panel or REC--Enter
- F--Enter for Fillet
- Specify fillet radius for rectangles
- Specify first corner point
- Specify other or end corner point
- Dimensions should be taken as per the requirement
- Enter

Rectangle :(Thickness)

- Select rectangular from draw panel or REC--Enter
- T--Enter for Thickness
- Specify thickness for rectangle
- Specify first corner point
- Specify other or end corner point
- Dimensions should be taken as per the requirement
- Enter

Rectangle :(width)

- Select rectangular from draw panel or REC--Enter
- W--Enter for Width
- Specify line width for rectangle
- Specify first corner point
- Specify other or end corner point
- Dimensions should be taken as per the requirement and then enter

POLYGON: (POL Enter)

This command can be used to make a polygon with a minimum of 3 sides and a maximum of 1024 sides.

- Enter Number of sides (as per the requirement)
- Enter an option (select inscribed in circle /circumscribed about circle)
- Specify radius
- Enter



ELLIPSE

The **AutoCAD Ellipse command** provides a straightforward way to draw an **ellipse**: You specify the two endpoints of one of its axes and then specify an endpoint on the other axis.

Sub commands of Ellipse are:

Center:

- Specify centre of ellipse
- Specify end point of axis
- Specify distance of other axis
- Enter

Axis, end:

- Specify centre of ellipse
- Specify end point of axis
- Specify distance of other axis
- Enter

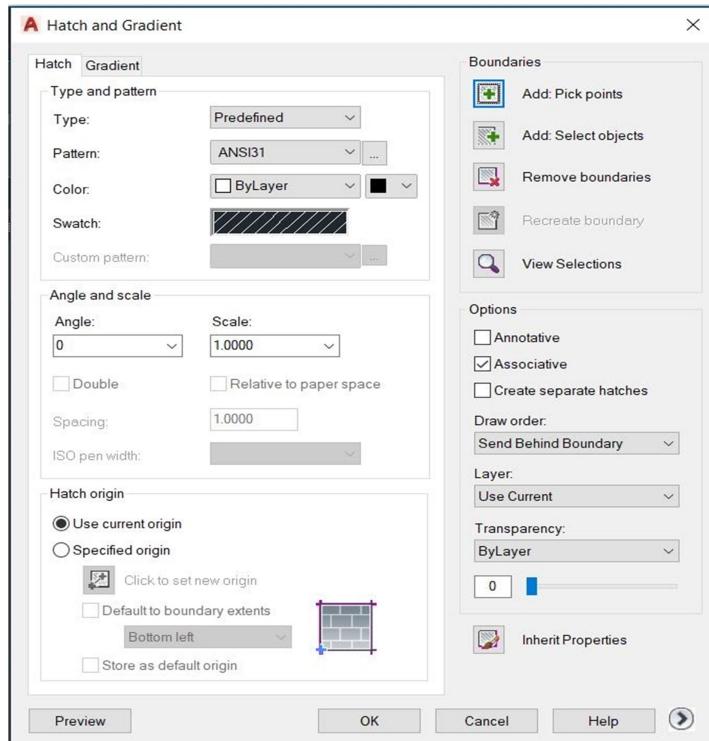
Elliptical arc:

- Specify axis end points of elliptical arc or (center)
- Specify other end point of axis
- Specify distance to other axis or (rotation)
- Enter

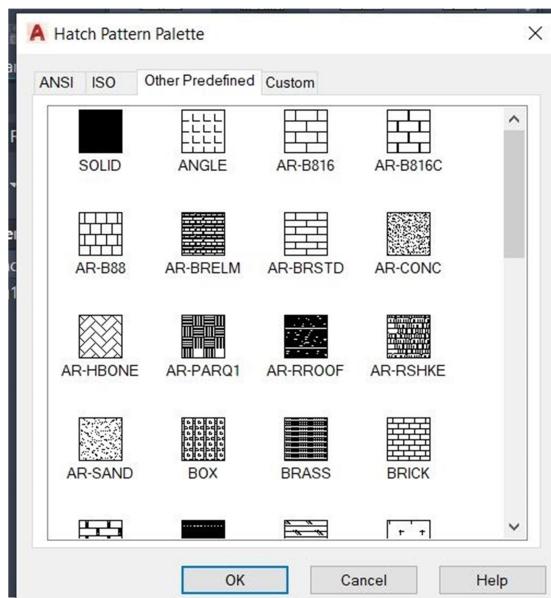
HATCH :(H Enter)

Fills an enclosed area or selected objects with a **hatch** pattern, solid fill, or gradient fill.

- Select hatch from draw panel or H--enter for Hatch
- Hatch must be used in closed loop
- Select object and pick internal point
- Again T--enter for settings
- Select predefined option
- Specify pattern based on the code which is required
- Choose colour for pattern
- Select pattern shape which is required in the object
- Use to select current origin
- Select add pick points option
- Pick internal point and place it in a closed loop
- An shaded part is visible in closed loop and then enter



This allows you to quickly select the different type like, (type, pattern, colour, angle & scale):



Options:

Associative

- Specifies that the hatch or fill is associative. A hatch or fill that is associative is updated when you modify its boundary objects.

Create separate hatches

- Controls whether a single hatch object or multiple hatch objects are created when several separate closed boundaries are specified



Draw order

- Assigns a draw order to a hatch or fill. You can place a hatch or fill behind all other objects, in front of all objects, behind the hatch boundaries. Or in front of the hatch boundary

Layer

- Assigns new hatch objects to the specified layer ,overriding the current layer, select use current to use the current layer

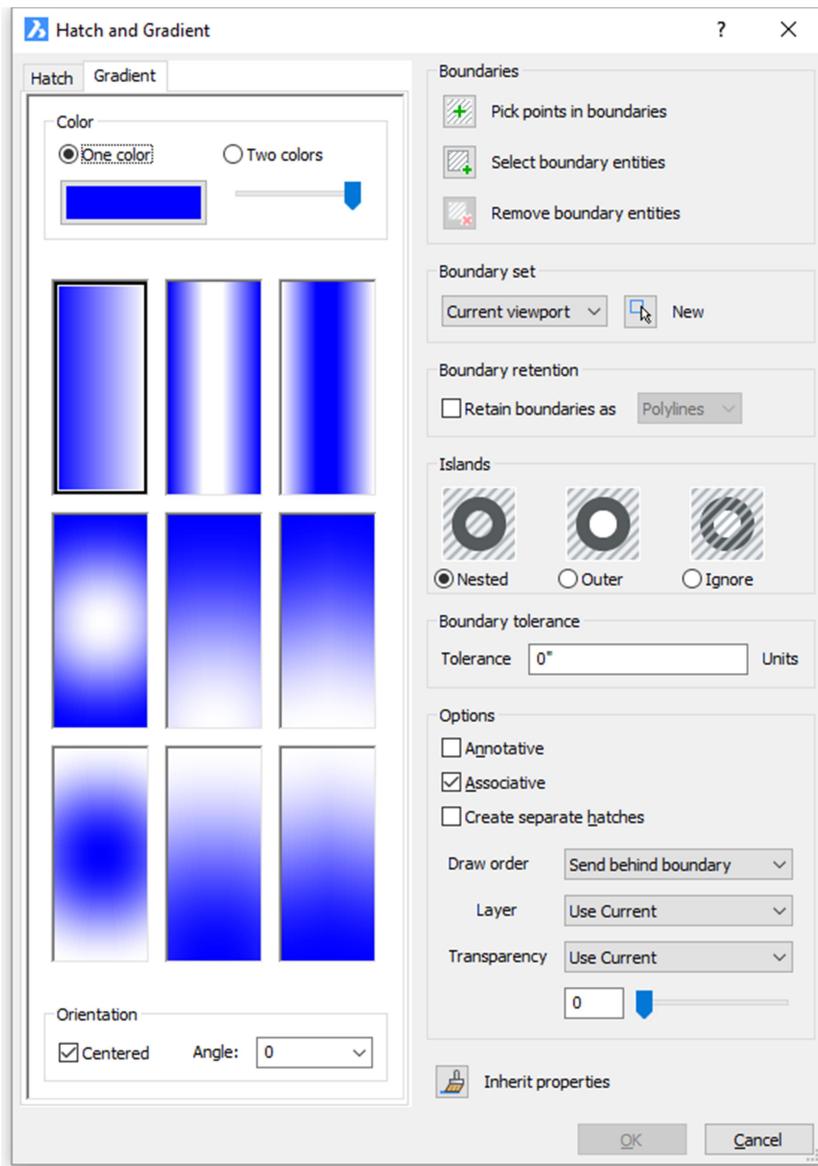
Transparency

- Set the transparency level for new hatch or fills, overriding the current object transparent, select use current to use the current object transparency settings

Gradient :(GRA Enter)

Gradient must also draw in closed loop

- On the Hatch and Gradient dialog click the Gradient tab.



- (option) Click the **One color** radio button to create a 'color to white' or 'color to black' gradient fill.



- Click the colored tile to open the Select color dialog, to pick a different base color.
- The color slider sets the transition from color to white or black.

Press and hold the left mouse button to move the color slider ().

Move the slider to the far right to create a 'color to white' gradient fill.

Move the slider to the far left to create a 'color to black' gradient fill.

3. (option) Click the Two color radio button to create 'two color' gradient fill.
Click the colored tiles to open the Select color dialog to pick the base colors.
4. Select one of the 9 gradient patterns.
The options are: linear, cylindrical, and inverted cylindrical, spherical, hemispherical, curved, and inverted spherical, inverted hemispherical and inverted curved.
5. (option) **Centered:** If centered, the gradient fill is created symmetrical; if not centered, the gradient fill is built up from the left of the boundary.
6. (option) **Angle:** Specifies the angle of the gradient fill, relative to the current UCS.

Boundary :(Bo --Enter)

Using this command you can extract closed boundaries from any enclosed area. This boundary can be used to find the area of the enclosed region or for many other applications.

- Select command from the draw panel or bo --enter
- Pick internal point or Select object
- Enter