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4.500 Introduction to Design Computing  
Fall 2008

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## *Recitation #2*

### *INTRODUCTION TO COMPUTER MODELING* *Professor Larry Sass*

#### AutoCAD

- **Making a surface model**
  - >>un : Set Units
  - >>right mouse: scroll to bottom End snaps
  - Start drawing at 0,0
- **Making a model of shapes**
  - Layers
  - Lines (Plines)
  - Translations
    - Rotate
    - Trim
    - Shapes – Box, Circle
- **Editing Shapes**
  - Paper Space
    - Place Title Block
    - Printing Drawings
  - Model Space - Drawing

#### Commands to Remember

Extrude	ext	
Subtract		su
Slice		sl
Union		un
3dorbit		

UCS	Orient around objects for drawing on objects
UCS X2	Takes you back to the origin of the UCS

#### VIEWING

Shading	
Shade	sh
Hide	hi