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4.500 Introduction to Design Computing
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Recitation #2

INTRODUCTION TO COMPUTER MODELING
Professor Larry Sass

AutoCAD

• Making a surface model
  o >>un : Set Units
  o >>right mouse: scroll to bottom End snaps
  o Start drawing at 0,0

• Making a model of shapes
  o Layers
  o Lines (Plines)
  o Translations
    ▪ Rotate
    ▪ Trim
    ▪ Shapes – Box, Circle

• Editing Shapes
  o Paper Space
    ▪ Place Title Block
    ▪ Printing Drawings
  o 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