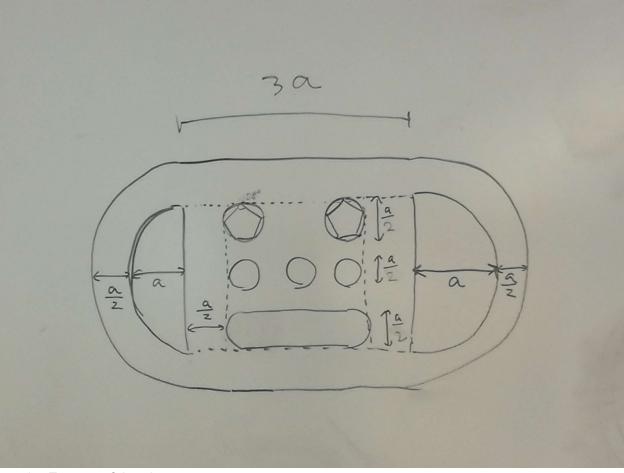EP AUTOCAD WORKSHOP – 11/02/2019

Link to access school computer: https://coe-it-ssnew2.engr.ucdavis.edu
Useful YouTube video tutorial: https://www.youtube.com/watch?v=tHrfxjgFQt8

1. Basic drawings
    a. Line
    b. Polyline
    c. Circle
2. Recommended input style:
    a. Dynamic (little box shows up next to lines you are drawing)
    b. Polar coordinate (define length and angle)
3. Object modification (Try pressing "tab" if you want to enter dimensions/angles!!)
    a. Copy
        i. Type "A" for array (multiple copies with the same distance in between them)
    b. Move
        i. Specifying a base point is very important!
    c. Offset (allows you to draw exact the same shape with different scaling inside/outside of that shape)
        i. "Multiple" allows you to create multiple shapes with single click
        ii. "Through" allows you to draw a line that is adjacent to different points on a shape (commonly used to draw lines for dimensions)
    d. Trim
        i. Cross
            1. select shapes, "cross" and select parts that are crossing the selected shapes.
        ii. Edge
            1. Select shapes, "edge" and select parts that are on the edges of selected shapes.
        iii. Extend
            1. Select two lines with some space in between. Extend will trim the part of line that will be intersecting an imaginary line extended from the original line.
    e. Mirror line
        i. Select object to mirror. Find a base point (this will be the location of the "mirror"), then click anywhere along the direction parallel to the "mirror" surface.
    f. Fillet
        i. This will turn corners into arcs.
        ii. Make sure to select radius before selecting lines that create a corner.
        iii. If using this on polyline, make sure to enter "cl" before connecting the first and the last line so the polyline "closes", allowing you to turn all the corners into arcs with some radius.

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4. Extra useful tools
   a. Command "xref"
      i. allows you to cross reference external files (pdf, jpg, maps etc). You can assign properties to this just like an object.
   b. Layers
      i. VERY important!! You can assign different properties to different layers (color, line weight, transparency, etc)
      ii. Annotation and scaling
          a. Can be found in the bottom right corner, with an icon that looks like Mitsubishi logo.
          b. Select shape, then turn annotation on if you want them to change size accordingly to scaling of your layout.