# Table of Contents

## Preface

## Acknowledgments

### Chapter 1

**Getting Started**

- Introduction 1-2
- Development of Computer Aided Design 1-2
- Why Use AutoCAD® 2009 1-5
- Getting Started with AutoCAD® 2009 1-7
- AutoCAD® 2009 Screen Layout 1-8
- Menu Browser 1-9
- Quick Access Toolbar 1-9
- Graphics Window 1-9
- Graphics Cursor or Crosshairs 1-9
- Command prompt Area 1-9
- Cursor Coordinates 1-10
- Status Toolbar 1-10
- Ribbon Tabs and Panels 1-10
- Draw and Modify Toolbar Panel 1-10
- Layers Control Toolbar Panel 1-11
-Annotation Toolbar Panel 1-11
- Layout/Model Toolbar 1-11
- Viewing Toolbar 1-11
- Workspace switching 1-11
- Mouse Buttons 1-12
- [Esc] - Canceling commands 1-12
- On-Line Help 1-13
- Leaving AutoCAD® 2009 1-14
- Creating a CAD file folder 1-15

### Chapter 2

**User Coordinate System and the Z-Axis**

- Introduction 2-2
- The Floor Plan Design 2-2
- Starting Up AutoCAD 2-3
- 3D Modeling WorkSpace 2-4
- Drawing Units Setup 2-5
- Drawing Area Setup 2-6
- GRID and SNAP Intervals Setup 2-7
- Drawing and Modify Toolbars 2-8
- Drawing Polylines 2-9
Creating an Offset Polyline 2-10
Creating Interior Walls 2-11
Completing the Doorway Using the TRIM Command 2-14
User Coordinate System – It is an XY CRT, but an XYZ World 2-16
Viewing the 2D Design in 3D Space 2-17
Adding the 3rd Dimension to the Floor Plan Design 2-18
Viewing the Design Using the Hide Option 2-20
Adding New Layers 2-21
Moving Entities to a Different Layer 2-22
Moving the UCS 2-22
Creating the Roof 2-24
Rotating the UCS 2-26
Sketching on the Rotated UCS 2-27
Viewing the Design Using the Hidden Option 2-28
Questions 2-29
Exercises 2-30

Chapter 3
3D Wireframe Modeling

Introduction 3-2
The Locator Design 3-3
Starting Up AutoCAD 3-4
Using the Startup Options 3-4
Creating the Rectangular Base of the Design 3-6
Create a 3D Box 3-7
Object Snap Toolbar 3-10
Using the Snap Options to Locate the Top Corners 3-10
Using the Copy Option to Create Additional Edges 3-12
Using the TRIM Command 3-14
Using the View Toolbar 3-16
Dynamic Rotation – Free Orbit 3-16
Using the OFFSET Command to Create Parallel Edges 3-17
Creating a Circle Above the UCS Sketch Plane 3-19
Completing the Wireframe Model 3-20
Questions 3-22
Exercises 3-23

Chapter 4
UCS, Viewports and Wireframe Modeling

Introduction 4-2
The V-block Design 4-2
Starting Up AutoCAD 4-3
Layers Setup 4-4
<table>
<thead>
<tr>
<th>Table of Contents</th>
<th>v</th>
</tr>
</thead>
<tbody>
<tr>
<td>Creating the Rectangular Base of the Design</td>
<td>4-5</td>
</tr>
<tr>
<td>Creating a Wireframe Box</td>
<td>4-6</td>
</tr>
<tr>
<td>Using the View and the UCS Toolbars</td>
<td>4-7</td>
</tr>
<tr>
<td>Creating Construction Lines in the Front View</td>
<td>4-8</td>
</tr>
<tr>
<td>Copying in the Negative Z Direction</td>
<td>4-10</td>
</tr>
<tr>
<td>Creating an Inclined Line at the Base of the Model</td>
<td>4-11</td>
</tr>
<tr>
<td>Creating Object Lines</td>
<td>4-12</td>
</tr>
<tr>
<td>Multiple Viewports</td>
<td>4-14</td>
</tr>
<tr>
<td>Using the <code>MIRROR</code> Command</td>
<td>4-15</td>
</tr>
<tr>
<td>Turn <code>OFF</code> the Construction Lines</td>
<td>4-17</td>
</tr>
<tr>
<td>Creating a NEW UCS</td>
<td>4-18</td>
</tr>
<tr>
<td>Creating a New Named View</td>
<td>4-20</td>
</tr>
<tr>
<td>Creating the V-Cut Feature on the Inclined Plane</td>
<td>4-22</td>
</tr>
<tr>
<td>Extend the Cut and GRIP Editing</td>
<td>4-23</td>
</tr>
<tr>
<td>Questions</td>
<td>4-25</td>
</tr>
<tr>
<td>Exercises</td>
<td>4-26</td>
</tr>
<tr>
<td><strong>Chapter 5</strong></td>
<td></td>
</tr>
<tr>
<td><strong>3D Surface Modeling</strong></td>
<td></td>
</tr>
<tr>
<td>Introduction</td>
<td>5-2</td>
</tr>
<tr>
<td>Starting Up AutoCAD</td>
<td>5-4</td>
</tr>
<tr>
<td>Using the UCS and Surfaces Toolbars</td>
<td>5-5</td>
</tr>
<tr>
<td>Creating a surface using the <code>2D SOLID</code> Command</td>
<td>5-5</td>
</tr>
<tr>
<td>Using the Visual Styles Toolbar</td>
<td>5-8</td>
</tr>
<tr>
<td>Creating a Surface Using the <code>3D FACE</code> Command</td>
<td>5-9</td>
</tr>
<tr>
<td>The ViewCube</td>
<td>5-10</td>
</tr>
<tr>
<td>Creating a Surface of Irregular Shape</td>
<td>5-13</td>
</tr>
<tr>
<td>Using the <code>Invisible Edge</code> Option</td>
<td>5-16</td>
</tr>
<tr>
<td>Moving with the Grip Editing Tools</td>
<td>5-17</td>
</tr>
<tr>
<td>The <code>Locator</code> Wireframe Model</td>
<td>5-18</td>
</tr>
<tr>
<td>Moving Objects to a Different Layer</td>
<td>5-18</td>
</tr>
<tr>
<td>Advanced Surface Modeling Commands</td>
<td>5-20</td>
</tr>
<tr>
<td>Using the <code>Tabulated Surface</code> Option</td>
<td>5-23</td>
</tr>
<tr>
<td>Using the <code>Ruled Surface</code> Option</td>
<td>5-24</td>
</tr>
<tr>
<td>Questions</td>
<td>5-27</td>
</tr>
<tr>
<td>Exercises</td>
<td>5-28</td>
</tr>
<tr>
<td><strong>Chapter 6</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Solid Modeling - Constructive Solid Geometry</strong></td>
<td></td>
</tr>
<tr>
<td>Introduction</td>
<td>6-2</td>
</tr>
<tr>
<td>The Guide-Block Design</td>
<td>6-2</td>
</tr>
<tr>
<td><em>Constructive Solid Geometry</em> Concept</td>
<td>6-3</td>
</tr>
<tr>
<td>Binary Tree</td>
<td>6-4</td>
</tr>
</tbody>
</table>
The Guide-Block CSG Binary Tree  
Starting Up AutoCAD® 2009  
Creating the First 3-D object  
Viewing the 3-D Block  
Creating the Second Solid Feature  
Boolean Operation - *UNION*  
Creating the Second Cylinder Feature  
Boolean Operation - *SUBTRACT*  
Creating Another Solid Feature  
Visual Styles Options  
Creating the Final Feature  
Rotating the Rectangular Block  
Moving the Rectangular Block  
The SteeringWheels  
Questions  
Exercises

## Chapter 7  
**Regions, Extrude and Solid Modeling**

Introduction  
The V-block Design  
Starting Up AutoCAD  
Layers Setup  
Setting Up a 2D Sketch  
Defining the Front Edges of the Design  
Creating a Region  
Modeling Toolbar  
Creating a 2D Sketch at the Base of the Model  
Creating a Copy of the 2D Sketch  
Creating the Cutter Solids  
Boolean Operation - *Subtract*  
Mass Properties of the Solid Model  
Align the UCS to the Inclined Face  
Creating the V-cut  
Questions  
Exercises

## Chapter 8  
**Multiview Drawings from 3D Models**

Introduction  
The V-block Design  
Starting Up AutoCAD  
AutoCAD Paper Space
Deleting the Displayed Viewport 8-5
Adding Borders and Title Block in the Layout 8-6
Setting Up Viewports Inside the Titleblock 8-7
Setting Up the Standard Views 8-8
Determining the Necessary 2D Views 8-10
Establishing an Auxiliary View in Model Mode 8-11
Adding a Viewport for an Auxiliary View 8-13
Using the DVIEW Command 8-16
Adjusting the Viewport Scale 8-17
Locking the Base View 8-18
Aligning the 2D Views 8-18
Creating 2D Projected Entities - SOLPROF 8-21
Completing the 2D Drawing 8-23
Questions 8-25
Exercises 8-26

Chapter 9
Symmetrical Features in Designs

Introduction 9-2
A Revolved Design: PULLEY 9-2
Modeling Strategy - A Revolved Design 9-3
Starting Up AutoCAD 9-4
Layers Setup 9-5
Setting Up a 2D Sketch for the Revolved Feature 9-6
Perform 2D Boolean Operations 9-8
Creating the Revolved Feature 9-12
Mirroring Part 9-13
Combining Parts 9-14
3D Array 9-15
Position and Perform the Cut 9-18
Questions 9-20
Exercises 9-21

Chapter 10
Advanced Modeling Tools & Techniques

Introduction 10-2
A Thin-walled Design: OIL SINK 10-2
Modeling Strategy 10-3
Starting Up AutoCAD 10-4
Layers Setup 10-5
The First Extruded Feature 10-6
Create an Offset Geometry from an Extracted Surface 10-8
Extrude with Draft Angle 10-10
Index