

Dean Muccio

# AutoCAD® 2020

for the Interior Designer

AutoCAD® for Mac and PC



Visit the following websites to learn more about this book:



[amazon.com](https://www.amazon.com)

[Google books](https://books.google.com)

[BARNES & NOBLE](https://www.barnesandnoble.com)

# Table of Contents

<b>Chapter 1</b>	<b>Getting Comfortable with AutoCAD</b>	
	Introduction to AutoCAD	1-2
	Hand Drawing vs. AutoCAD	1-3
	Clarification and Ground Rules	1-3
	The AutoCAD Screen	1-5
	Status Bar icons	1-7
	Toolbars	1-8
	Toolbars on Mac	1-8
	Command Line	1-8
	Options – Screen Color & Right-Click	1-10
	Customizing Screen Background Color	1-10
	Customizing Screen Background Color for Mac	1-11
	Customizing Right-Click	1-13
	Customizing Right-Click for Mac	1-15
	Navigation Controls:	
	UCS Icon, Navigation Bar, and View Cube	1-15
	Navigation Controls on the Mac	1-16
	AutoCAD Help	1-16
	Opening & Saving Drawings	1-16
	Using the Pull-Down Menu	1-17
	Selecting New...	1-18
	Selecting Open	1-19
	Selecting Close	1-20
	Selecting Save	1-21
	Selecting Save As...	1-21
	File types	1-21
	Look in:/Save in:	
	and Favorites/Where: for Mac	1-21
<b>Chapter 2</b>	<b>Setting-up and Intro to AutoCAD</b>	
	Units	2-2
	Three Easy Commands to Help Get You Started	2-5
	Line	2-5
	Circle	2-7
	Erase	2-8
	Methods of Selecting Objects	2-9
	Selection Window (LEFT to RIGHT)	2-10
	Crossing Window (RIGHT to LEFT)	2-10
	Removing Objects from the Selection Set	2-11
	Grips	2-11
	Zoom & Pan	2-12

	Zoom and Pan Using the Wheel Mouse	2-12
	Typing the Zoom Command	2-13
<b>Chapter 3</b>	<b>Commands – Set 1: Drawing Construction - Getting Started</b>	
	Rectangle	3-2
	Explode	3-5
	Offset	3-7
	Construction Line	3-9
	Construction Line Options	3-10
	Horizontal and Vertical Construction Lines	3-10
	Angled Construction Lines	3-11
	Offset Option	3-11
	Changing Object Limits	3-14
	Trim	3-14
	Extend	3-19
	Lengthen	3-21
	Object Snap – OSNAP	3-23
	OSNAP icon	3-24
	Using the OSNAP Feature	3-25
	Object Snaps – Override	3-27
	Object Snap Command Alias	3-27
<b>Chapter 4</b>	<b>Hotel Suite Project – Tutorial 1</b>	
	Create the basic shell of the suite	4-5
<b>Chapter 5</b>	<b>Commands – Set 2: Working with Your Drawing</b>	
	Getting Information from Your Drawing	5-2
	Measure	5-2
	Distance	5-3
	Radius	5-5
	Angle	5-6
	List	5-9
	Fillet – Creating Round or Sharp Corners	5-10
	Setting the Fillet Radius	5-11
	Trim Option	5-11
	Selecting Objects to Fillet	5-11
	Importance of Pick Location	5-12
	Chamfer – Creating Beveled Edges	5-15
	Setting the Chamfer Distance	5-15
	Manipulating Existing Objects	5-17
	Move	5-18
	Copy	5-19
	Rotate	5-20
	Mirror	5-22
	Array Commands	5-24

	Rectangular Array	5-24
	Count Option	5-26
	Spacing Option	5-26
	Polar Array	5-30
<b>Chapter 6</b>	<b>Hotel Suite Project – Tutorial 2</b>	
	Create the Bathroom Walls	6-3
	Create the Closet Walls	6-13
	Create the Doors and Windows	6-20
<b>Chapter 7</b>	<b>Commands – Set 3: Laying-out Your Drawing for Printing</b>	
	Model Space & Paper Space	7-2
	Model Space	7-2
	Paper Space	7-3
	Viewports	7-3
	Viewports Tool	7-4
	Re-Sizing a Viewport	7-7
	Access Model Space while in a Layout	7-7
	Create and Modify Model Space Objects in a Layout	7-8
	Adjust the Position and Scale of	
	Model Space Objects in a Viewport	7-8
	Lock the Scale of Layout Viewports	7-9
	Plotting from Paper Space	7-10
	Page Setup Manager	7-10
	Plotting/Printing Your Drawing	7-15
	Model & Layout Tabs	7-15
	Renaming a Layout	7-16
	Renaming Layouts for Mac	7-16
	Adding a Layout	7-17
	Adding a Layout for Mac	7-19
	Add Layout from Template	7-20
	Add Layout from Template for Mac	7-22
	Deleting Layouts	7-23
<b>Chapter 8</b>	<b>Hotel Suite Project – Tutorial 3</b>	
	Create a Layout for Plotting	8-3
	Create a Drawing Format	8-9
	Create a Template Drawing	8-11
<b>Chapter 9</b>	<b>Commands – Set 4: Re-Using Objects and Getting Organized</b>	
	Blocks – Treating Multiple Objects as One	9-2
	Making Blocks	9-2
	Inserting Blocks	9-5
	Design Center	9-7
	Using Design Center	9-9

Bring Blocks into Your Drawing	9-9
Bring Styles, etc. into Your Drawing	9-10
Content Palette for Mac	9-11
Manage Libraries: Adding Content	9-11
Bring Blocks into the Drawing on Mac	9-13
Xrefs	9-14
Attaching a drawing as a Reference	9-14
Clipping the visible area of a Reference	9-16
Editing a Reference	9-18
External Reference Manager – Detach and Reload	9-21
Layers	9-22
Layer Properties Manager	9-23
Creating a New Layer	9-23
Visibility of Layers	9-25
Assigning a Color to the Layer	9-25
Assigning a Linetype to the Layer	9-27
Linetype Scale	9-29
Current Layer	9-30
Properties	9-31
Changing Object Properties	9-32
Lineweight	9-34

## **Chapter 10 Hotel Suite Project – Tutorial 4**

Placing Furniture/Fixtures on the Floor Plan	10-3
Adding the Blocks to the Drawing	10-8
Create Content Library for Mac	10-8
Adding Blocks to the Bedroom	10-10
Adding Blocks to the Bathroom	10-14
Adding Blocks to the Living Room	10-16
Creating Layers	10-19
Adding Layers to Template	10-25

## **Chapter 11 Commands – Set 5: Annotating Your Drawing**

Text	11-2
Text Style	11-2
Multiline Text	11-5
Single Line Text	11-6
Editing Text	11-7
Relocating Text	11-8
Special Characters	11-8
Scaling Text	11-9
Dimensions	11-10
Dimension Style	11-10
Using Dimensions	11-18
Linear Dimension	11-18

	Aligned Dimension	11-19
	Radius Dimension	11-20
	Angular Dimension	11-21
	Diameter Dimension	11-22
	Modifying Existing Dimensions	11-25
	Multileader	11-25
	Multileader Style	11-25
	Inserting a Multileader on Your Drawing	11-30
<b>Chapter 12</b>	<b>Hotel Suite Project – Tutorial 5</b>	
	Create an Elevation View	12-3
	Adding the Blocks to the Drawing	12-5
	Adding Blocks to the Bedroom Elevation	12-5
	Layout the Drawing	12-14
	Annotating the Drawing	12-19
	Creating a View Symbol Block	12-20
	Add a Block and Text, Dimension, and Multileader Styles to Template	12-24
<b>Chapter 13</b>	<b>Commands – Set 6: Creating and Editing Schedules</b>	
	Tables – Creating a Schedule	13-2
	Creating a Table Style	13-2
	Table Title	13-4
	Table Header	13-5
	Table Data	13-6
	Inserting Tables on the Drawing	13-7
	Editing an Existing Table	13-9
<b>Chapter 14</b>	<b>Commands – Set 7: Creating Curves and Rendering</b>	
	Arc	14-2
	Ellipse	14-5
	Polyline	14-7
	Spline	14-10
	Hatch	14-14
	Section Views	14-19
	Rendering	14-20
	Gradient Hatch	14-20
<b>Chapter 15</b>	<b>Miscellaneous – Techniques, Commands, and Options</b>	
	Helpful Hints	15-2
	Finding the Center of a Rectangle	15-3
	Divide	15-4
	Break & Break at Point	15-6
	Polygon	15-7

Stretch	15-8
Scale	15-11
Reference Option	15-12
Cut (or Copy)/Paste – Using the Clipboard	15-13
Changing Objects from Model Space to Paper Space	15-13
Tracing Pictures	15-14
Circle Options	15-19
Define the Circle with 3 points	15-19
Define the Circle with 2 points	15-20
Tan Tan Radius	15-21
Rectangle Options	15-21
Chamfered Corner Rectangle	15-22
Filletted Corner Rectangle	15-22
Offset Options	15-22
AutoCAD Calculates Distance	15-22
Through Option	15-23
Trim/Extend Options	15-23
Edge	15-23
Drafting Settings	15-24
Snap and Grid	15-25
Ortho and Polar	15-25
Customize User Interface - PC	15-26
Customize User Interface - Mac	15-31

## Index