1. Record Nr. UNINA9910828882903321 Autore Omura George Titolo Just enough AutoCAD 2006 [[electronic resource] /] / George Omura San Francisco, : SYBEX, c2005 Pubbl/distr/stampa **ISBN** 1-280-64979-8 9786610649792 1-4294-0892-8 0-470-11326-X Edizione [1st ed.] Descrizione fisica 1 online resource (399 p.) 620.00420285536 Disciplina Soggetti Computer graphics Computer-aided design Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Note generali Includes index. Just Enough AutoCAD 2006; Acknowledgments; Contents at a Glance; Nota di contenuto Contents; Introduction; Chapter 1: Getting Familiar with AutoCAD; Understanding the AutoCAD Window; Starting a Drawing; Panning and Zooming to Adjust Your View; Understanding the Layout Tabs; Understanding How Command Options Work; Getting Help; Just Enough Summary: Chapter 2: Understanding the Drafting Tools: Understanding the AutoCAD Coordinate System; Setting Up a Drawing; Using a Digital T Square and Triangle; Getting a Visual Reference with the Grid Mode; Snapping to the Grid or Other Regular Intervals Changing the Grid and Snap SettingsSelecting Exact Locations on Objects; Aligning Objects Using Object Snap Tracking and Tracking Points: Using the Temporary Tracking Point Feature: Just Enough Summary: Chapter 3: Drawing 2D Objects: Drawing Straight Lines: Drawing Circles and Arcs; Drawing Curves; Drawing Parallel Lines; Drawing Revision Clouds: Working with Hatch Patterns and Solid Fills: Drawing Regular Polygons; Using Objects to Lay Out Your Drawing; Just Enough Summary; Chapter 4: Editing AutoCAD Objects; Selecting

Objects: Editing the Windows Way

Changing Objects with Grips and Dynamic InputControlling Objects Using the Properties Palette; Just Enough Summary; Chapter 5: Editing with the Modify Toolbar; Selecting Objects; Erasing Objects; Joining Objects: Moving and Copying: Scaling, Stretching, and Rotating: Breaking an Object into Two; Editing Xrefs and Blocks; Editing Polylines; Just Enough Summary; Chapter 6: Creating 3D Drawings; Understanding the Modeling Methods; Surface Modeling Tools; Using 3D Solids; Manipulating Objects in 3D Space; Understanding Your 3D Viewing Options; Saving and Restoring Your 3D Views Just Enough SummaryChapter 7: Getting Organized with Layers; Creating and Assigning Layers: Setting the Current Layer: Controlling Layer Visibility; Locking Layers from Printing and Editing; Finding the Layers You Want; Taming an Unwieldy List of Layers; Saving and Recalling Layer Settings; Express Tools Layer Options for Managing Layers; Organizing Visual Content through Properties; Just Enough Summary; Chapter 8: Blocks, Groups, Xrefs, and DesignCenter; Using Blocks to Organize Objects: Organizing Objects Using Groups: Getting Multiple Uses from Drawings Using External References Keeping Track of Drawing Components with DesignCenterKeeping Tools on Hand with Tool Palettes; Just Enough Summary; Chapter 9: Creating Text; Adding and Formatting Text; Understanding Text and Scale; Using Styles to Organize Your Fonts; Adding Single Words with the Single-Line Text Object: Adding Tables to Your Drawing: Just Enough Summary; Chapter 10: Using Dimensions; Understanding the Parts of an AutoCAD Dimension; Dimensioning in the Model or Layout Tab; Drawing Linear Dimensions; Dimensioning Nonorthogonal Objects; Adding a Note with an Arrow Using the Leader Tool **Using Ordinate Dimensions** 

## Sommario/riassunto

Your Guide to Essential AutoCAD Techniques Award-winning and best-selling AutoCAD author George Omura has developed this practical reference to help you learn AutoCAD basics easily and efficiently. His straightforward explanations and realistic exercises focus squarely on accomplishing vital tasks. Whether you're completely new to AutoCAD or you're looking for a quick refresher to perform a particular task, Just Enough AutoCAD 2006 provides the authoritative instruction you need. You'll become familiar with the drafting tools of AutoCAD and AutoCAD LT and learn how to:I