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| Nota di contenuto | Cover -- Title -- Copyright -- Contents -- Preface -- About the Book -- Chapter 1 AutoCAD 3D Basics -- 1.1 Regcognizng the 3D Environment -- 1.2 Looking to Your Model in the 3D Environment -- 1.2.1 Using Preset Views -- 1.2.2 Using ViewCube -- Practice 1-1: AutoCAD 3D Basics -- 1.3 Orbiting in AutoCAD -- 1.3.1 Orbit Command -- 1.3.2 Free Orbit -- 1.3.3 Continuous Orbit -- 1.4 Steering Wheel -- 1.4.1 Zoom Command -- 1.4.2 Orbit Command -- 1.4.3 Pan Command -- 1.4.4 Rewind Command -- 1.4.5 Center Command -- 1.4.6 Look Command -- 1.4.7 Up/Down Command -- 1.4.8 Walk Command -- 1.5 Visual Styles -- Practice 1-2 Orbit, Steering Wheel, and Visual Styles -- 1.6 What Is the User Coordinate System (UCS)? -- 1.7 Creating a New UCS by Manipulating the UCS Icon -- 1.8 Creating a New UCS Using UCS Command -- 1.8.1 3-Point Option -- 1.8.2 Origin Option -- 1.8.3 X / Y / Z Options -- 1.8.4 Named Option -- 1.8.5 The Rest of the Options -- 1.8.6 UCS Icon -- 1.9 DUCS Command -- 1.10 Two Facts About UCS and DUCS -- Practice 1-3: User Coordinate System -- Chapter Review -- Chapter Review Answers -- Chapter 2 Creating Solids -- 2.1 Introduction to Solids -- 2.2 Creating Solids Using Basic Shapes -- 2.2.1 Box Command -- 2.2.2 Cylinder Command -- 2.2.3 Cone Command -- 2.2.4 Sphere Command -- 2.2.5 Pyramid Command -- 2.2.6 Wedge Command -- 2.2.7 Torus Command -- 2.3 Editing Basic Solid Shapes Using Grips -- 2.4 Editing Basic Solid Shapes Using Quick Properties and Properties -- 2.5 3D Object Snap -- Practice 2-1: Basic Solid |

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10.3.1 Camera Preview Dialog Box.

Sommario/riassunto

This book provides new and seasoned users with step-by-step procedures on creating and modifying 3D models, working with cameras and lights, assigning materials to objects, rendering, and printing. Unlike many AutoCAD competitors, it uses both metric and imperial units to illustrate the myriad tools for this popular application. Use the companion CD to set up drawing exercises and projects and see all of the book's figures including color. AutoCAD 2024 3D Modeling includes 50 "mini-workshops," that complete small projects from concept through actual plotting. Solving all of the workshops will simulate the creation of full projects (architectural and mechanical) from beginning to end, without overlooking any of the basic commands and functions in AutoCAD 2024. FEATURES: Provides new and seasoned users with step-by-step procedures on creating and modifying 3D models in both metric and imperial units Companion files can be used to set up in-text drawing exercises and projects and to see the book's figures in color
