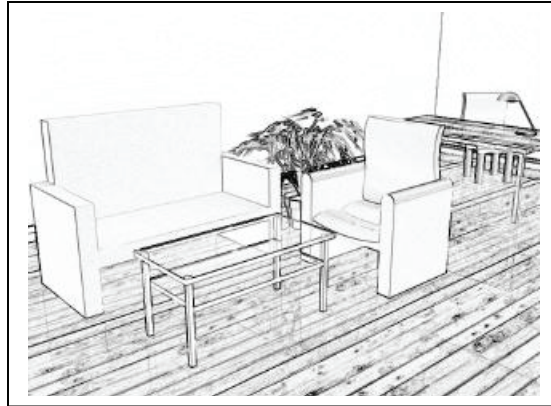


Preface



The primary goal of AutoCAD in 3D is to focus on one of the most exciting areas of CAD– the creation of three dimensional drawings. This text is designed to meet the needs of a new generation of architects, mechanical designers and other design professionals who need to create 3D models. The text begins with creation of wire frame models, and evolves into complex creation of solid models in later units. You will learn how to view, rotate and shade your 3D models along with plotting them.

As you work through the exercises execute them with careful thought. The intention of this book is not to teach you how to read or follow instructions but rather to make you think in 3D and how the AutoCAD 3D drawing tools work. These exercises are tested and work if you follow the steps carefully. Take the time to think and take notes on the various processes so you can apply them to your own work.

The book is basically divided into three sections. In Units 1-3 you will work with wire frame and surface models. The projects in these units will be primarily of an architectural nature. In Units 4-6 you will create solid models. These projects will be primarily mechanical in nature. In Units 7 and 8 you will work with several advanced 3D concepts along with plotting your 3D model.

After completing the text you will be well versed in creating wire frame, surface and solid models. You will understand the difference between the three types of modeling as well as the advantage and disadvantage of each. At the conclusion you will be able to create some rather sophisticated 3D models!

Table of Contents

Unit 1 Basic 3D Concepts <i>Why use 3D?</i>	
Types of Three-Dimensional Models.....	1-2
Wireframe.....	1-2
Surface Models.....	1-2
Solid Models.....	1-3
Advantages of Drawing in Three Dimensions.....	1-4
Viewing a 3D Model.....	1-5
Preset 3D Viewpoints.....	1-5
Shading the Model.....	1-5
Tutorial 1-1: Working with Viewpoints, Hide and Shade.....	1-7
Rotating the View.....	1-7
3D Orbit Options.....	1-8
Additional Shading Modes.....	1-10
Wireframe.....	1-10
Hidden.....	1-10
Flat Shaded.....	1-10
Gouraud Shaded.....	1-11
Flat Shaded, Edges On.....	1-11
Gouraud Shaded, Edges On.....	1-11
Tutorial 1-2: Using 3D Orbit to Rotate a Model.....	1-11
Adding Thickness to 2D Objects.....	1-11
Changing an Object's Thickness.....	1-12
Thickness with Specific Object Types.....	1-12
Tutorial 1-3 Creating a 3D Table Using Thickness.....	1-12
Setting the Elevation.....	1-14
Tutorial 1-4 Changing the Elevation.....	1-14
Displaying More Than One View of a Model.....	1-15
Tutorial 1-5: Creating Multiple Viewports.....	1-17
Unit Summary.....	1-18
Exercise 1-1: Drawing a Wireframe Sofa.....	1-19
Exercise 1-2: Draw a 3D Coffee Table.....	1-22
Unit 1 Questions.....	1-23
Unit 2 Working with 3D Coordinates <i>What are 3D Coordinate Systems?</i>	
3D Object Snaps.....	2-26
Tutorial 2-1: 3D Object Snaps.....	2-27
Point Filters.....	2-28
Point Filters in Use.....	2-28
Activating Point Filters.....	2-29
Tutorial 2-2: Point Filters.....	2-29
The User Coordinate System.....	2-31
The User Coordinate System Icon (UCSICON).....	2-32
Managing the UCS Icon.....	2-32
Relocating the User Coordinate System.....	2-34

Changing the UCS Origin	2-34
Tutorial 2-3: Moving the UCS Origin	2-34
The UCS View Option	2-36
Tutorial 2-4: Working with the UCS View Option	2-36
UCS 3point.....	2-37
Tutorial 2-5 Creating a UCS Using 3 Points	2-37
Working with Multiple UCSs	2-38
Tutorial 2-6 Working with Multiple UCSs	
Unit 2 Summary	2-40
Exercise 2-1: Drawing a Wireframe Chair	2-41
Exercise 2-2: Drawing the 3D L-Block.....	2-43
Unit 2 Questions.....	2-44
Unit 3 Creating Surfaced Objects <i>What are surfaces?</i>	
Creating 3D Faces	3-45
Creating Solid Areas.....	3-45
Creating 3D Faces.....	3-46
Creating Complex Surfaces	3-47
Specifying the Mesh Density (SURFTAB1 and SURFTAB2)..	3-48
Tabulated Surfaces (TABSURF)	3-49
Tutorial 3-1: Using TABSURF	3-50
Ruled Surfaces (RULESURF)	3-51
Tutorial 3-2: Using RULESURF	3-53
Surfaces of Revolution (REVSURF).....	3-55
Tutorial 3-3: Using REVSURF	3-56
Edge Defined Surface Patches (EDGESURF)	3-57
Tutorial 3-4: Using Edgesurf.....	3-58
Unit 3 Summary	3-61
Exercise 3-1: Completing the Sofa.....	3-62
Exercise 3-2: Add Arms to the Chair	3-64
Exercise 3-3: Completing the Ergonomic Chair.....	3-67
Unit 3 Questions.....	3-68
Unit 4 Solid Modeling Concepts <i>What is solid modeling?</i>	
Wireframe Models	4-70
Advantages of Wireframe Models.....	4-70
Disadvantages of Wireframe Models.....	4-70
Surface Models	4-70
Advantages of Surface Models.....	4-70
Disadvantages of Surface Models.....	4-70
Solid Models.....	4-71
Advantages of Solid Models	4-71
Disadvantages of Solid Models	4-72
Solid Modeling Definitions and Concepts.....	4-72
Creating Solid Models from Two Dimensional Shapes	4-73
Extruding 2D Geometry.....	4-74

Tutorial 4-1: Extruding 2D Geometry	4-74
Creating Solid Models with Solid Primitives	4-76
Solid Box	4-76
Solid Cylinder	4-78
Tutorial 4-2: Creating Holes and Cylinders.....	4-79
Solid Wedge	4-81
Solid Cone.....	4-82
Solid Sphere.....	4-83
Solid Torus	4-84
Revolved Solids	4-84
Controlling the Appearance of Solids	4-86
Isolines	4-86
Silhouette Edges	4-86
Unit 4 Summary	4-87
Exercise 4-1: Draw a Solid 3D L-BLOCK.....	4-88
Exercise 4-2: Draw the Bracket Holder	4-89
Exercise 4-3: Draw the Support Arm.....	4-90
Unit 4 Questions.....	4-91
Unit 5 Composite Solid Models <i>What is a composite solid model?</i>	
Adding Solid Objects.....	5-93
Tutorial 5.1: Using the Union Command to Add Solids.....	5-94
Subtracting Solid Objects.....	5-96
Tutorial 5.2: Subtracting Cylinders to Create Holes.....	5-96
Intersecting Solid Objects.....	5-99
Unit 5 Summary	5-100
Exercise 5-1: Create a Composite Solid of the L-BLOCK	5-101
Exercise 5-2: Create a Composite Model of the Bracket Holder	5-102
Exercise 5-3: Create a Composite Solid of the Counter Bore	5-103
Unit 5 Questions.....	5-104
Unit 6 Working With Solid Models <i>Why edit solid models?</i>	
Filleting Solid Models	6-105
Tutorial 6-1: Using the Fillet Command on a Solid Model.....	6-106
Chamfering Solids.....	6-108
Tutorial 6-2: Using the Chamfer Command on a Solid Model	6-108
Generating Mass Property Reports.....	6-111
Tutorial 6-3: Calculating the Mass Properties of the Hose Connector.....	6-112
Slicing a Solid along a Plane.....	6-112
Slice Command Options.....	6-112
Tutorial 6-4: Slicing the Hose Connector.....	6-113
Cross-Sectional Views	6-114
Tutorial 6-5: Sectioning the Hose Connector.....	6-115
Advanced Solids Editing.....	6-116
Selecting Faces for Editing.....	6-116

Offsetting and Extruding Faces	6-117
Tutorial 6-6: Extruding and Offsetting Faces	6-117
Moving and Tapering Faces	6-120
Tutorial 6-7: Moving Faces	6-120
Tapering Faces	6-122
Tutorial 6-8: Tapering Faces	6-122
Deleting Faces and Creating a Shell	6-124
Tutorial 6-9: Deleting Faces and Creating a Shell	6-125
Additional Solid Editing Options	6-126
Unit 6 Summary	6-128
Exercise 6-1: Create a Composite Solid of the Rod Holder.....	6-129
Exercise 6-2: Create a Composite Model of the Bearing Saddle	6-130
Unit 6 Questions.....	6-131

Unit 7 Advanced 3D Concepts *The coordinate system – the key to advanced 3D drawing?*

Advanced UCS Concepts.....	7-133
Rotating the UCS.....	7-133
X Axis Rotate UCS	7-134
Y Axis Rotate UCS	7-135
Z Axis Rotate UCS	7-135
Z Axis Vector UCS.....	7-136
The Right-Hand Rule.....	7-136
Tutorial 7-1: Using the Advanced UCS Options	7-137
Saving and Restoring a UCS	7-139
Saving a UCS.....	7-139
Restoring a UCS	7-141
Orthographic UCS's.....	7-141
Named Views in 3D.....	7-142
Named Views Tab	7-143
Tutorial 7-2: Saving and restoring a UCS and Named View... ..	7-143
Unit 7 Summary	7-149
Exercise 7-1: Add Holes to the ANGLE Drawing.....	7-150
Exercise 7-2: Create a Composite Model of the Bearing Cap	7-151
Exercise 7-3: Dimension the Design Change Order.....	7-152
Unit 7 Questions.....	7-153

Unit 8 Plotting 3D Models *Working with the Layout Feature and Layout Tabs*

Layouts: A New Look for Plotting	8-155
Changing from Model Mode to Layout Mode	8-156
Creating a New Layout.....	8-156
Tutorial 8-1: Working with Different Layouts	8-157
Specifying Page Setup.....	8-157
Specifying a Plot Device.....	8-157
Layout Settings	8-158
Tutorial 8-2: Plotter Configuration and Drawing Layouts	8-160
Creating and Scaling Viewports	8-161

Working with the Viewports dialog box	8-161
Scaling Viewports	8-162
Tutorial 8-3: Creating and Scaling Viewports.....	8-163
Copying an Existing Layout	8-165
Non-rectangular Viewports	8-166
Tutorial 8-4: Non-Rectangular Viewports	8-166
Floating Viewports Setup	8-169
Creating 2D Views from a Solid Model.....	8-170
SOLVIEW	8-172
SOLDRAW	8-172
Tutorial 8-5: Working with SOLVIEW and SOLDRAW.	8-173
Creating Profiles from Solids	8-176
Unit 8 Summary	8-177
Exercise 8-1:	
Create an Orthographic Drawing of the Bearing Saddle	8-178
Exercise 8-2:	
Create an Orthographic Drawing of the Connecting Rod	8-179
Unit 8 Questions	8-180
Index	9-181