



"GHEORGHE ASACHI"
TECHNICAL UNIVERSITY OF IAȘI



AUTOCAD Design

Trainer: Lecturer Toma Ana – Maria Ph.D.

BEST Course in Summer, 10-21 July 2023, Iasi



Project CNFIS-FDI-2023-F-0457: iAGILE
(Noi convergențe de internaționalizare la TUIASI - iAGILE)
<http://www.international.tuiasi.ro/>

Autocad 3D commands:

Right click – options – display – colors –

*** 3D perspective projection:**

- top of sky -> background earth horizon (white)**
- Crosshairs & Viewport control (black)**

*** 3D parallel projection:**

- uniform background (white)**
- Crosshairs & Viewport control (black)**

View controls – SW isometric

Visual style – Conceptual

Comm: UCS – X0Y – rotate X, Y or Z

3dorbit

Comm: EXTRUDE

Comm: PRESSPULL

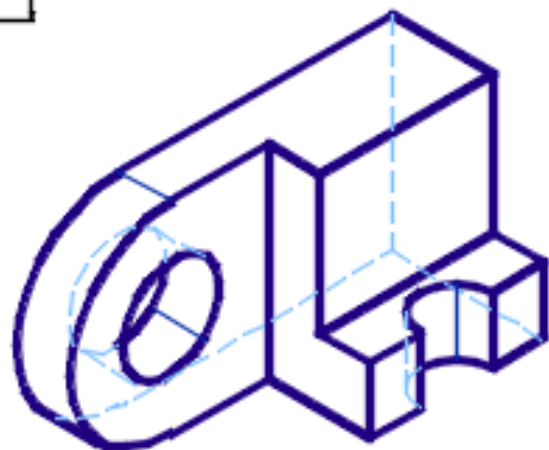
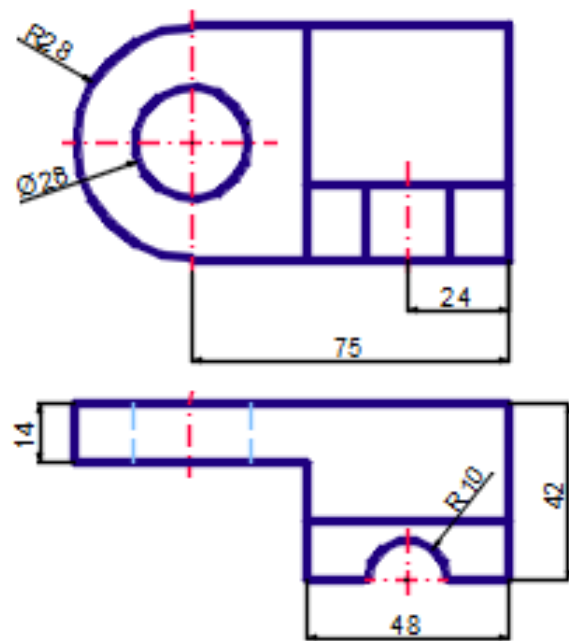
Comm: REVOLVE

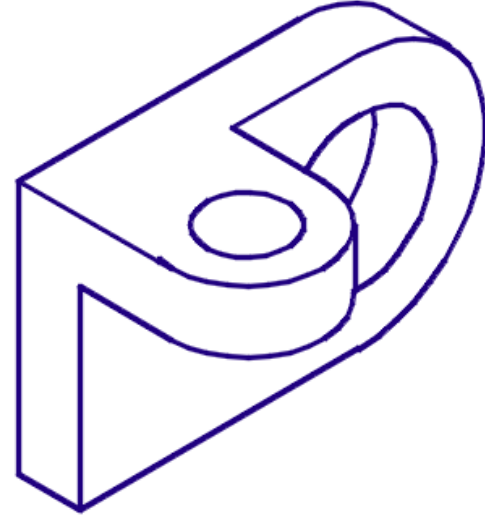
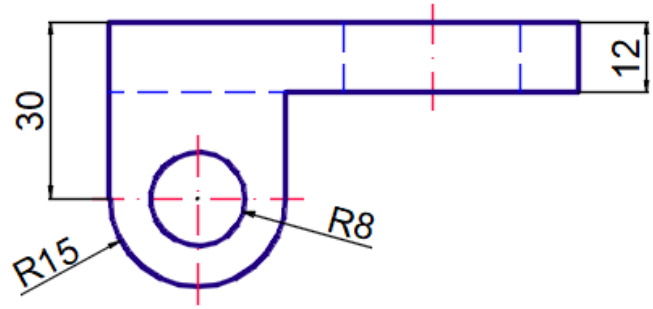
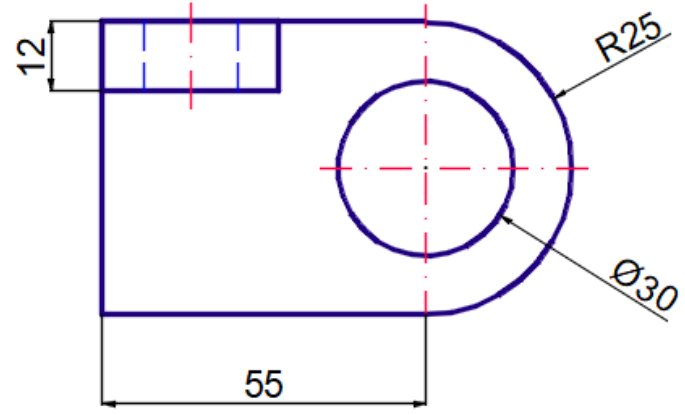
Comm: SWEEP

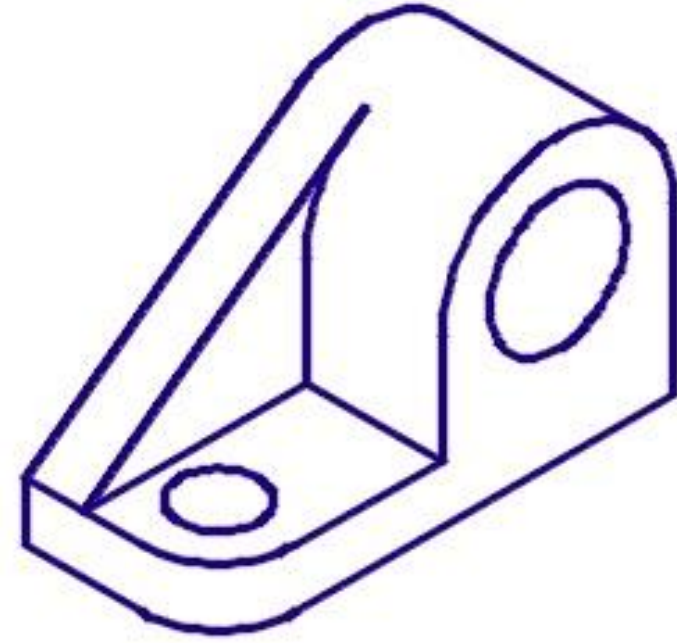
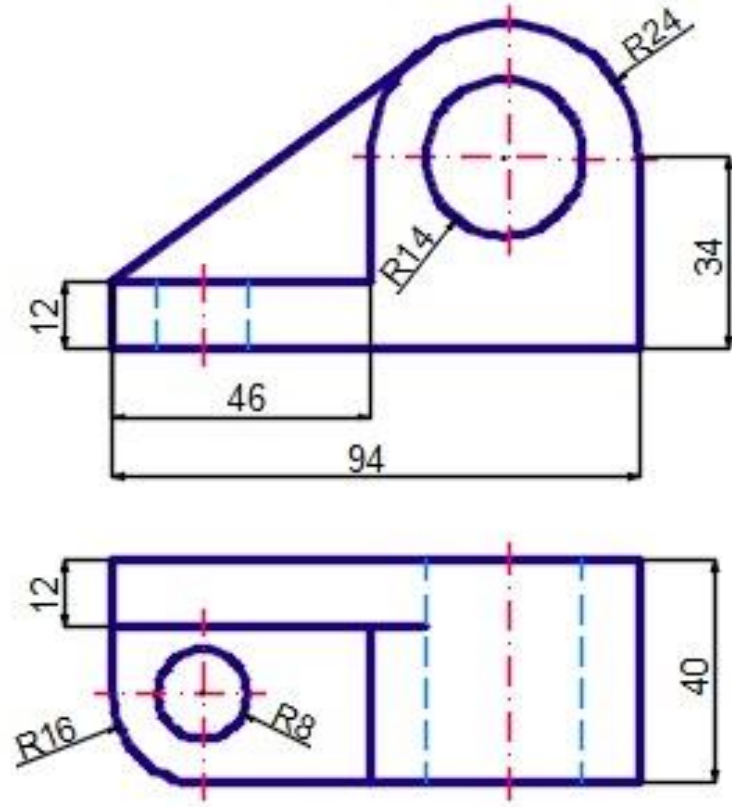
Comm: OFFSET (set distance to copy)

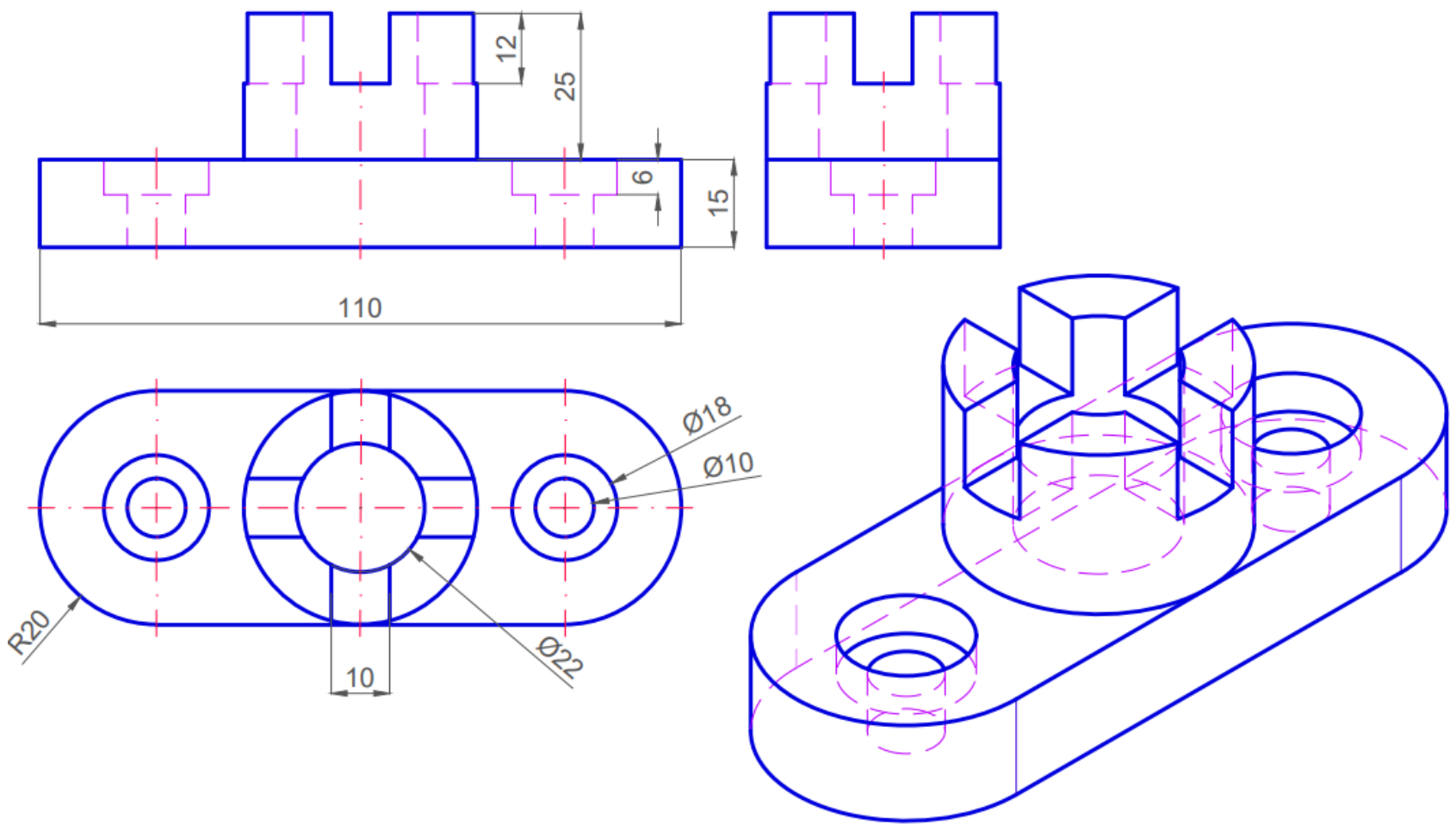
Comm: MIRROR

Comm: UNION









Comm: PL (polyline)

Comm: PE (polyline edit) / join/

Comm: FILLETEDGE

Comm: SUBTRACT

Comm: TORUS

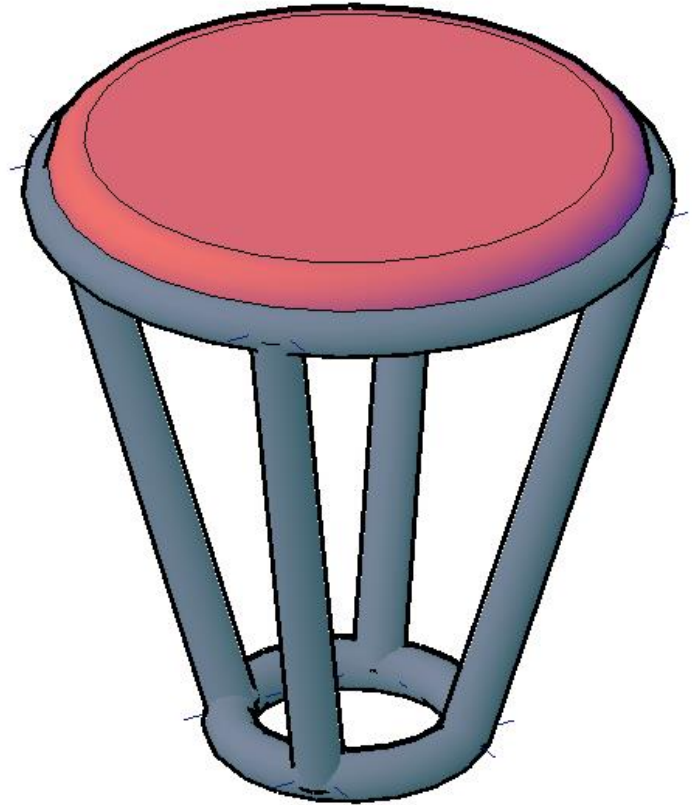
3DPOLY (chair legs)

SWEEP (chair)

FILLETEGE (pillow) **SMOOTH**

DIVIDE (4 points)

DDPTYPE (marks the X points)



POLYLINE (PL) – The POLYLINE command will allow you to create a 2D polyline. When working with the Solid Model Tools, it is crucial to close a polyline when trying to make a shape. Not closing a polyline will result in a mesh object being created. Mesh objects are not recognized by the Solid Model Tools.

EXTRUDE (EXT) – The EXTRUDE command will extrude a 2D object into a 3D object. When using the EXTRUDE command, the original 2D object will be removed from the drawing.

PRESSPULL (PRESS) – The PRESSPULL command will extrude a 2D object into a 3D object, or extend a 3D surface. When using the PRESSPULL command with a 2D object, the 2D object will remain in the drawing.

BOX – The BOX command will allow you to create a 3D box by selecting 3 points in the X, Y, and Z axes.

3DMOVE (3M) – The 3DMOVE command will allow you to move an object in either the X, Y, or Z-axis.

3DROTATE (3R) – The 3DROTATE command will allow you to rotate an object about the X, Y, or Z axes.

3DPOLYLINE (3DPOLY) – The 3DPOLYLINE command will allow you to create a polyline with points that can exist in the X, Y, and Z axes.

UNION (UNI) – The UNION command will allow you to join separate 3D objects into one.

SUBTRACT (SU) – The SUBTRACT command will allow you to subtract 3D objects from another 3D object.

SLICE (SL) – The SLICE command will allow you to create a joint through a 3D

Command	Description	Menu
<u>Box</u>	Creates a three-dimensional solid box	Solids > Draw
<u>ChamferEdges</u>	Bevels the edges of 3D solid objects	Solids > Solid Editing
<u>Cone</u>	Creates a three-dimensional solid cone	Solids > Draw
<u>ConvertEdges</u>	Creates wireframe geometry from the edges of a specified 3D Solid, Surface, Mesh, or Region	Solids > Solid Editing
<u>Cylinder</u>	Creates a three-dimensional solid cylinder	Solids > Draw

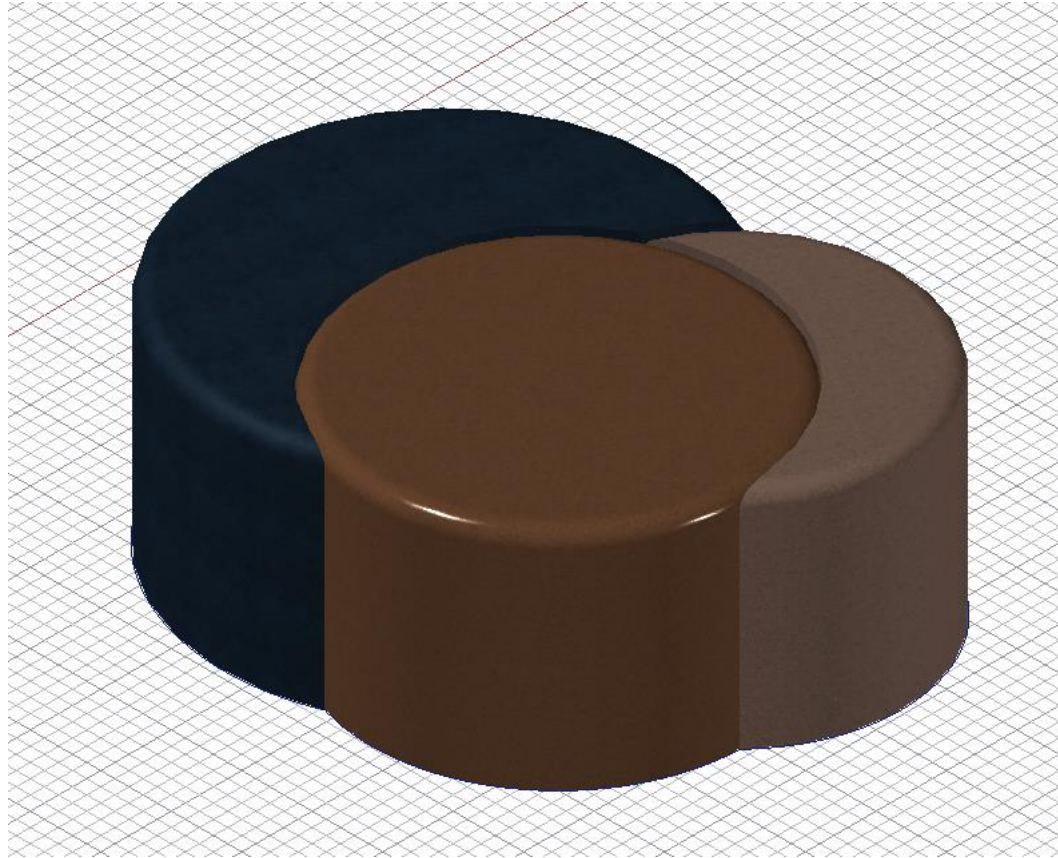
<u>EditSolid</u>	Edits bodies, faces and edges of three-dimensional solid objects	Solids > Solid Editing
<u>Extrude</u>	Creates a 3D solid or surface	Solids > Draw
<u>FilletEdges</u>	Rounds the edges of 3D solid objects	Solids > Solid Editing
<u>GetMassproperties</u>	Calculates and displays the mass properties of 3D solids and regions	Tools > Inquiry
<u>Interfere</u>	Checks interferences within a solid model	Solids > Solid Editing
<u>Intersect</u>	Creates regions or 3D solids from the intersection regions or of 3D solids	Solids > Solid Editing

<u>Loft</u>	Creates a three-dimensional solid by lofting between existing cross sections	Solids > Draw
<u>MakeFlatSnapshot</u>	Creates a flat representation of 3D solid objects, projected to the X-Y plane of the drawing (dialog box variant)	Solids > Solid Editing
<u>= MakeFlatSnapshot</u>	Creates a flat representation of 3D solid objects, projected to the X-Y plane of the drawing (command window variant)	—
<u>OffsetEdges</u>	Creates 2D entities from the boundary of a 3D solid or surface	Solids > Solid Editing
<u>PlaneSurf</u>	Creates rectangular planar surfaces	Solids > Draw
<u>PolySolid</u>	Draws 3D solid objects in the shape of a polygonal walls	Solids > Draw

<u>PushPull</u>	Modifies 3D solid objects or bounded areas by extrusion	Solids > Draw
<u>Pyramid</u>	Creates a 3D solid pyramid	Solids > Draw
<u>Revolve</u>	Creates a 3D solid or surface by revolving a 2D object about an axis	Solids > Draw
<u>Slice</u>	Slices 3D solids with a plane or surface	Solids > Solid Editing
<u>Sphere</u>	Creates a three-dimensional solid sphere	Solids > Draw
<u>Subtract</u>	Creates a composite region or a 3D solid by subtraction	Solids > Solid Editing

<u>Sweep</u>	Creates unique solid primitives or surfaces by sweeping existing two-dimensional entities along a path	Solids > Draw
<u>Thicken</u>	Create a 3D solid from a surface by thickening it	Solids > Solid Editing
<u>Torus</u>	Creates a three-dimensional toroid solid	Solids > Draw
<u>Union</u>	Creates a composite region or solid by addition	Solids > Solid Editing
<u>Wedge</u>	Creates a three-dimensional solid with a sloped face tapering along the X axis	Solids > Draw

RMAT – library of materials - fabric



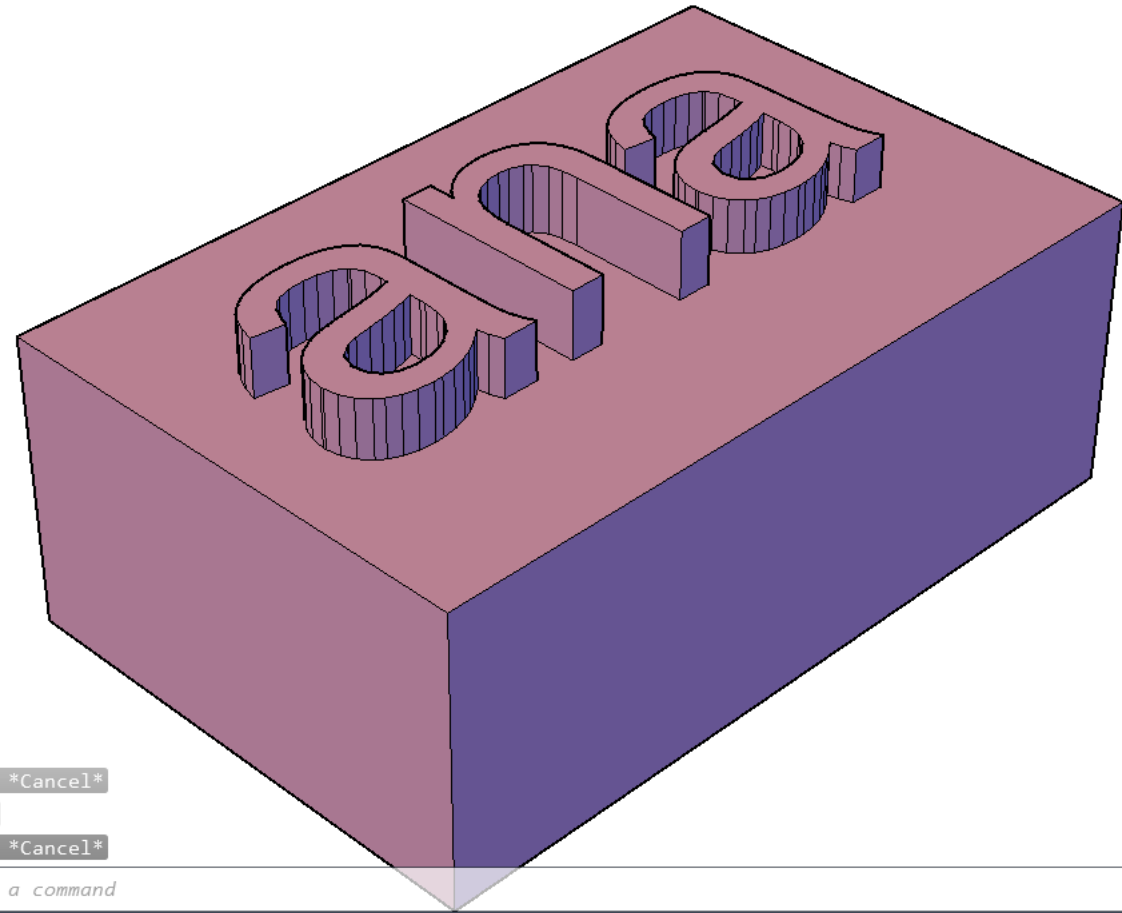
MTEXT

TXTEXP

REGION

SOLIDUNION

Presspull



Command: *Cancel*

Command:

Command: *Cancel*

Type a command

