

CAD

AUTOCAD IS 2D DRAFTING AND 3D MODELING SOFTWARE IT IS USED TO DESIGN ANY BUILDING OR PARTS WITH THE HELP OF COMPUTER.

AUTOCAD SOFTWARE LAUNCHED BY (AUTO DESK) COMPANY IN 1982 IN INDIA 1988.

FIRST VERSION – R1,R2,R3,R4,R5,R6,R7,R8,R9,R10,R11,R12,R13,R14,R15,R16

SECOND VERSION – 2000,2001,2002,2003,2004,2005,.....

LATEST VERSION – 2018

AUTO CAD (FULL FORM)

AUTO – COMPANY LOGO

CAD – COMPUTER ADDED DESIGN

(AVAN SWITZERLAND) GIVE THE NAME OF SOFTWARE

***ADVANTAGE OF AUTOCAD SOFTWARE**

1 LESS TIME TAKEN

2 MORE ACCURACY

3 EASILY MODIFY

4 LONG TIME SAVE

5 EASILY TO TRANSFER

***DISADVANTAGE OF AUTOCAD SOFTWARE**

1 SOFTWARE IS MORE EXPENSIVE

GUI

GRAPHIC USER INTERFERENCE

HOW TO OPEN AUTOCAD SOFTWARE?

1 START - PROGRAMME – AUTODESK – AUTOCAD 2018 (CLICK)

2 A DOUBLE CLICK

LINE

IT IS FOUND IN DRAW MENU

THERE ARE THREE METHOD TO CREATE A LINE

1 ABSOLUTE CO-ORDINATE METHOD

2 RELATIVE RECTANGULAR CO-ORDINATE METHOD

3 RELATIVE POLAR METHOD

ABSOLUTE CO-ORDINATE METHOD

FORMAT : X DISTANCE,Y DISTANCE

COMMAND : LINE

SPECIFY MENU POINT: 1,2 (ENTER)

SPECIFY MENU POINT: 7,3(ENTER)

SPECIFY MENU POINT: 7,7 (ENTER)

SPECIFY MENU POINT: 2,7 (ENTER)

SPECIFY MENU POINT: 2,3(ENTER)

SPECIFY MENU POINT: (ENTER)

RELATIVE RECTANGULAR CO-ORDINATE

FORMAT : X DISTANCE,Y DISTANCE

COMMAND : L

SPECIFY START POINT :@2,3 (ENTER)

SPECIFY NEXT POINT :@ 6,0 (ENTER)

SPECIFY NEXT POINT :@0,7 (ENTER)

SPECIFY NEXT POINT :@-7,0 (ENTER)

SPECIFY NEXT POINT :@0,-7 (ENTER)

SPECIFY NEXT POINT : (ENTER) ENTER TO QUIT COMMAND

***RELATIVE POLAR METHOD**

FORMATE : (@ DISTANCE<ANGLE)

COMMAND : L

SPECIFY FIRST POINT : 2,3

SPECIFY NEXT POINT : @5<45

SPECIFY NEXT POINT : @5<135

SPECIFY NEXT POINT : 5<225

SPECIFY NEXT POINT : @5<315

SPECIFY NEXT POIN : (ENTER)

ORTHO MODE : (ON/OFF)

IF ORTHO MODE IS ON YOU CREATE STRAIGHT LINE

IF ORTHO MODE IS OFF YOUR CREATE RANDOM LINE (IT IS CONTROL BY [F8 KEY])



POINT

IT IS FOUND IN DRAW MENU

THERE ARE TWO METHOD TO CREATE A POINT

1 SINGLE POINT

2 MULTIPLE POINT

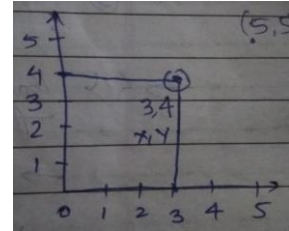
SINGLE POINT

COMMAND : POINT

SPECIFY A POINT : 3,4 (ENTER)

COMMAND : POINT

SPECIFY A POINT : 5,6 (ENTER)

***MULTIPLE POINT***

DRAW – POINT – MULTIPLE POINT – (CLICK)

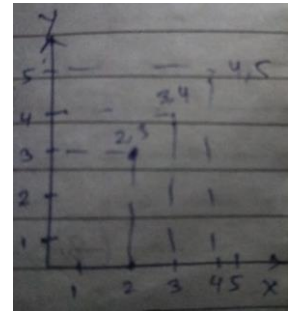
SPECIFY A POINT :2,3 (ENTER)

SPECIFY NEXTPOINT :3,4 (ENTER)

SPECIFY NEXTPOINT :4,5 (ENTER)

SPECIFY NEXTPOINT :4,5 (ENTER)

PRESS ESC KEY TO QUIT CURRENT COMMAND

***ERASE***

IT IS FOUND IN MODIFY MENU

THERE ARE THREE METHOD TO ERASE ANY OBJECT

1 BY PICK METHOD

2 BY CROSSING METHOD

3 BY SELECT ALL METHOD

1 BY PICK METHOD

COMMAND : E

SELECT OBJECT : PICK ON OBJECT

SELECT OBJECT : PICK ON OBJECT

SELECT OBJECT : (ENTER)

2 BY CROSSING METHOD

COMMAND : E

SELECT OBJECT : PICK A POINT (P1)

SPECIFY OPPOSITE CORNER : PICK A POINT (P2)

SELECT OBJECT : (ENTER)

3 BY SELECT ALL METHOD

COMMAND : E

SELECT OBJECT : ALL

SELECT OBJECT : (ENTER)

CIRCLE

IT IS FOUND IN DRAW MENU

THERE ARE SIX METHOD TO CREATE A CIRCLE

1 CENTER RADIUS

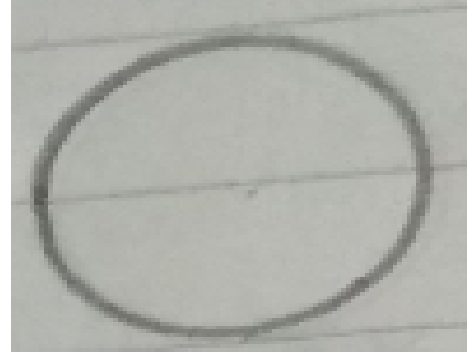
2 CENTER DIAMETER

3 TWO POINT

4 THREE POINT

5 TANGENTTANGENTRADIUS

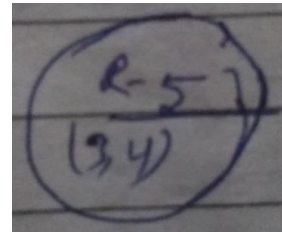
6 TANGENTTANGENTTANGENT

**1 CENTER RADIUS**

COMMAND : C

SPECIFY CENTER POINT FOR CIRCLE[2P/3P/TTR] : 3,4 (ENTER)

SPECIFY RADIUS OF CIRCLE [DIAMETER] : 5 (ENTER)

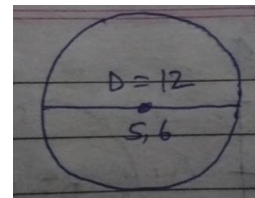
**2 CENTER DIAMETER**

COMMAND : C

SPECIFY CENTER POINT OF CIRCLE[2P/3P/TTR] : 5,6 (ENTER)

SPECIFY RADIUS OF CIRCLE [DIAMETER] : D

SPECIFY DIAMETER OF CIRCLE : 12 (ENTER)

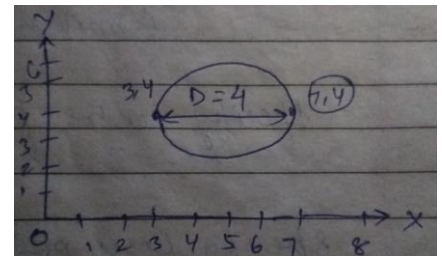
**3 TWO POINT**

COMMAND : C

SPECIFY CENTER OF RADIUS FOR CIRCLE [2P/3P/TTR] : 2P

SPECIFY FIRST AND POINT OF CIRCLE DIAMETER : 3,4 (ENTER)

SPECIFY SECOND AND POINT OF CIRCLE DIAMETER : 7,4 (ENTER)

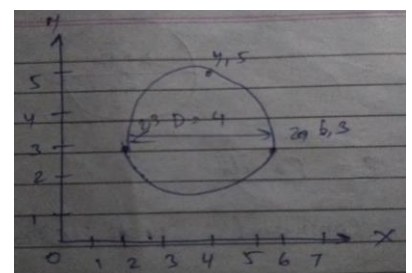
**4 THREE POINT**

SPECIFY CENTER POINT FOR CIRCLE[2P/3P/TTR] : 3P

SPECIFY FIRST POINT OF CIRCLE : 2,3 (ENTER)

SPECIFY SECOND POINT OF CIRCLE : 6,3 (ENTER)

SPECIFY THIRD POINT OF CIRCLE : 4,5 (ENTER)



5 TANGENTTANGENTRADIUS

AT FIRST DRAW TWOTANGENT

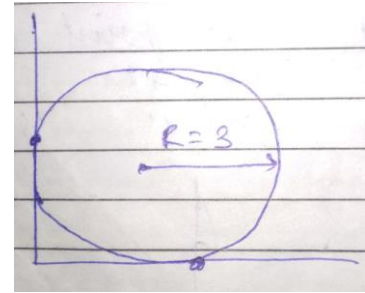
COMMAND : C

SPECIFY CENTER POINT FOR CIRCLE[2P/3P/TTR] : TTR

SPECIFY FIRST POINT OF CIRCLE TANGENT : PICK ON TANGENT

SPECIFY SECOND POINT ON CIRCLE TANGENT : PICK ON TANGENT

SPECIFY RADIUS OF CIRCLE :3 (ENTER)

**6 TANGENTTANGENTTANGENT**

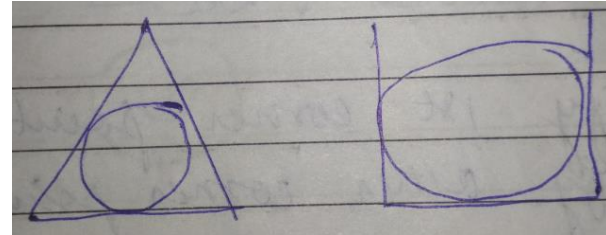
AT FIRST DRAW THREE TANGENT

DRAW - CIRCLE - TANGENT - TANGENT

SPECIFY FIRST POINT ON TANGENT : PICK ON TANGENT(P1)

SPECIFY SECOND POINT ON TANGENT : PICK ON TANGENT (P2)

SPECIFY THIRD POINT OF TANGENT : PICK A POINT (P3)

***RECTANGLE***

IT IS FOUNDING DRAW MENU

COMMAND : REC

SPECIFY FIRST CORNER POINT : 5,6 (ENTER)

SPECIFY OTHER CORNER POINT : @4,6 (ENTER)

SECOND METHOD RECTANGLE

COMMAND : REC

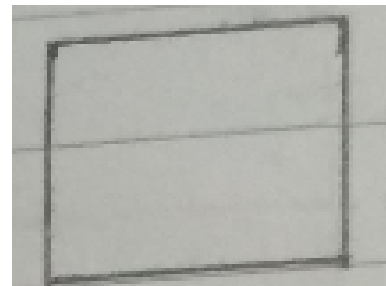
SPECIFY FIRST CORNER POINT : PICK A POINT

SPOECIFY OTHER CORNER POINT (AREA/DIMENSION/ROTATION) : A

ENTER AREA RECTANGLE IN CURRENT UNIT :80 (ENTER)

CALCULATE RECTANGLE DIMENSION BASED ON (LENGTH,WIDTH) : L

ENTER RECTANGLE LENGTH : 8 (ENTER)

**DONUT**

IT IS FOUNDING DRAW MENU

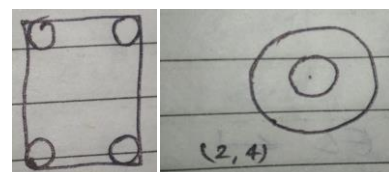
COMMAND : DO

SPECIFY INSIDE DIAMETER OF DONUT : 1 (ENTER)

SPECIFY OUTSIDE DIAMETER OF DONUT : 3 (ENTER)

SPECIFY CENTER OF DONUT : PICK A POINT

SPECIFY CENTER OF DONUT : (ENTER)



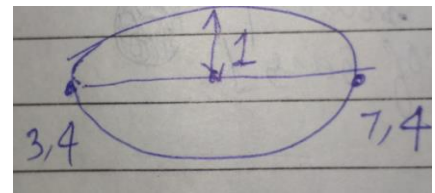
ELLIPSE

COMMAND : EL

SPECIFY OF ELLIPSE (AREA/CENTER) : 3,4 (ENTER)

SPECIFY OTHER ENDPOINT OF AXIS : 7,4 (ENTER)

SPECIFY DISTANCE TO OTHER AXIS : 1 (ENTER)

**SECOND METHOD OF ELLIPSE**

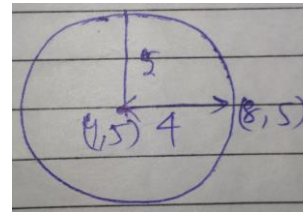
COMMAND : EL

SPECIFY AXIS ENDPOINT OF ELLIPSE OR (AREA/CENTER) : C

SPECIFY CENTER OF ELLIPSE : 4,5 (ENTER)

SPECIFY ENDPOINT OF AXIS : 8,5 (ENTER)

SPECIFY DISTANCE TO OTHER AXIS : 5 (ENTER)

**POLYGON**

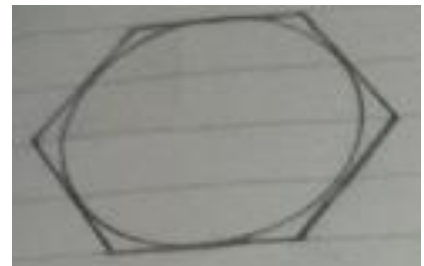
COMMAND : POL

ENTER NUMBER OF SIDES : 6 (ENTER)

SPECIFY CENTER OF POLLYGON (EDGE) : E

SPECIFY FIRST ENDPOINT OF EDGE : 4,5 (ENTER)

SPECIFY SECOND ENDPOINT OF EDGE : @6<50 (ENTER)

**POLYGON SECOND METHOD**

AT FIRST DRAW A 5 RADIUS CIRCLE

COMMAND : POLLYGON

POLYGON ENTER NUMBER OF SIDES : 6

SPECIFY CENTER OF POLLYGON : PICK ON CENTER POINT

ENTER AN OPTION(INSCRIBED IN CIRCLE CIRCUMRIBED ABOUT CIRCLE) : C

SPECIFY RADIUS OF CIRCLE : 5 (ENTER)

COPY

IT IS FOUNDING MODIFY MENU

COMMAND : CO

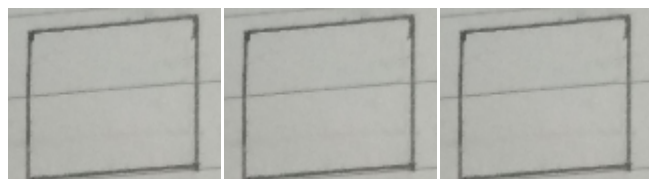
SELECT OBJECT : PICK ON OBJECT

SELECT OBJECT : (ENTER)

SPECIFY BASED POINT : PICK A POINT

SPECIFY SECOND POINT : 15 (ENTER)

SPECIFY SECOND POINT : (ENTER)



MOVE

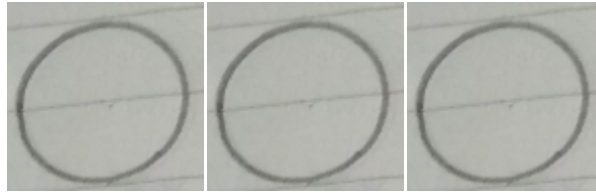
COMMAND = M (ENTER)

SELECT OBJECT : PICK ON OBJECT

SELECT OBJECT : (ENTER)

SPECIFY BASE POINT : PICK A CORNER

SPECIFY SECOND POINT : 15 (ENTER)

**ROTATE**

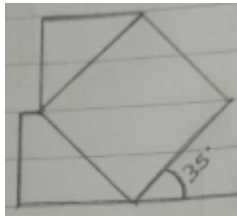
COMMAND : RO (ENTER)

SELECT OBJECT : PICK ON OBJECT

SELECT OBJECT : (ENTER)

SPECIFY BASE POINT : PICK A POINT

SPECIFY ROTATION ANGLE :35 (ENTER)

**SCALE**

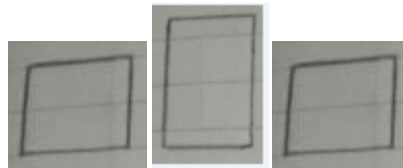
COMMAND : SC (ENTER)

SELECT OBJECT : PICK ON OBJECT

SELECT OBJECT : (ENTER)

SPECIFY BASE POINT : PICK A POINT

SPECIFY SCALE FACTOR :2 (ENTER)

**MIRROR**

COMMAND : MI (ENTER)

SELECT OBJECT : PICK ON OBJECT

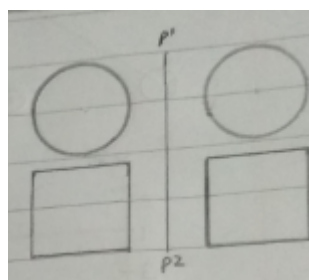
SELECT OBJECT : PICK ON OBJECT

SELECT OBJECT : (ENTER)

SPECIFY FIRST POINT OF MIRROR LINE : PIC

SPECIFY SECOND POINT OF MIRROR LINE :

ERASE SOURCE OBJECT : NO/YES

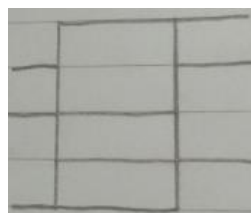
**TRIM**

COMMAND : TR

SELECT CUTTING EDGE

SELECT OBJECT : PICK ON EDGE

SELECT OBJECT : (ENTER)



OFFSET

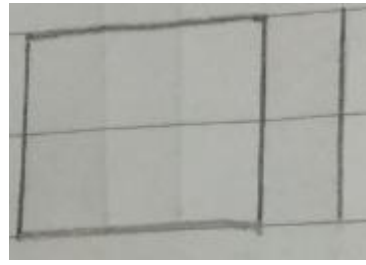
COMMAND : O

SPECIFY OFFSET DISTANCE : 5 (ENTER)

SELECT OBJECT TO OFFSET : PICK ON OBJECT

SPECIFY POINT ON SIDE TO OFFSET : PICK A POINT

SELECT OBJECT TO OFFSET : (ENTER)

**EXTEND**

COMMAND : EX

SELECT BOUNDARY EDGE

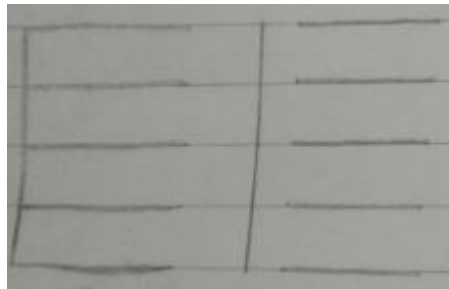
SELECT OBJECT : PICK ON EDGE

SELECT OBJECT : (ENTER)

SELECT OBJECT TO EXTEND : PICK ON EDGE

SELECT OBJECT TO EXTEND : PICK ON EDGE

SELECT OBJECT TO EXTEND : (ENTER)

**FILLET**

IT IS FOUND IN MODIFY MENU

COMMAND : F

SELECT FIRST OBJECT [UNDO/POLYLINE/RADIUS/TRIM/MULTIPLE] : R

SPECIFY FILLET RADIUS : 3

SELECT FIRST OBJECT : PICK ON FIRST LINE

SELECT SECOND OBJECT : PICK ON SECOND LINE

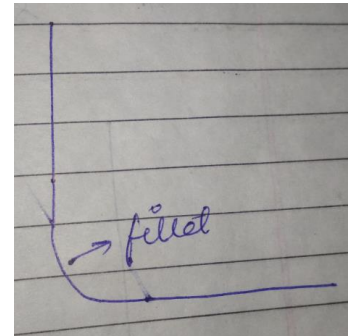
FILLET SECOND METHOD

DRAW A RECTANGLE

COMMAND : F

SELECT FIRST OBJECT [UNDO/POLYLINE/RADIUS/TRIM/MULTIPLE] : P

SELECT 2D POLY LINE : PICK ON RECTANGLE



CHAMFER

COMMAND : CH

SELECT FIRST LINE : [UNDO/POLYLINE/DISTANCE/ANGEL/TRIM/METHOD/MULTIPLE] : D

SPECIFY FIRST CHAMFER DISTANCE : 2 (ENTER)

SPECIFY SECOND CHAMFER DISTANCE : 3 (ENTER)

SELECT FIRST LINE : PICK ON FIRST LINE

SPECIFY SECOND LINE : PICK ON SECOND LINE

COMMAND : CH

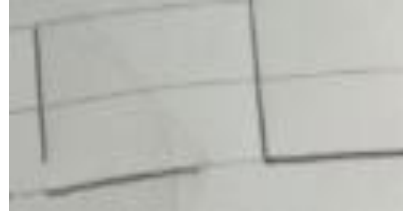
SECOND METHOD CHAMFER

AT FIRST DRAW A RECTANGLE

COMMAND : CH

SELECT FIRST LINE[UNDO/POLYLINE/DISTANCE/ANGEL/TRIM/METHOD/MULTIPLE] : P

SELECT A 2D POLYLINE : PICK A RECTANGLE

**ARRAY**

THERE ARE THREE TYPES OF ARRAY

1 RECTANGULAR ARRAY**2 POLAR ARRAY****3 PATH ARRAY****1 RECTANGUR ARRAY : @ 5,6**

FIRST DRAW A RECTANGLE

COMMAND : AR

SELECT OBJECT : PICK ON OBJECT

SELECT OBJECT : (ENTER)

ENTER ARRAY TYPE [RECTANGULAR/PATH/POLAR] : R

THEN OPEN RECTANGLE MENU BAR

GIVE THE VALUE OF NO OF COLUMN 8 NO OF ROW 8

CLICK CLOSE ARRAY BAR

2 POLAR ARRAY

FIRST DRAW A FIGURE

COMMAND : AR

SELECT OBJECT : PICK ON OBJECT

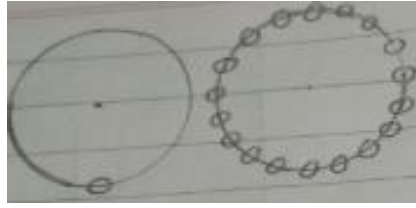
SELECT OBJECT ;(ENTER)

ENTER ARRAY TYPE[RECTANGULAR/PATH/POLAR] : PO

SPECIFY CENTER POINT OF ARRAY : PICK ON CENTER POINT

THEN OPEN ARRAY BOX : GIVE THE VALUE OF NO OF ITEM 8

CLICK CLOSE BAR



3 PATH ARRAY

AT FIRST DAW FIGURE

COMMAND : AR

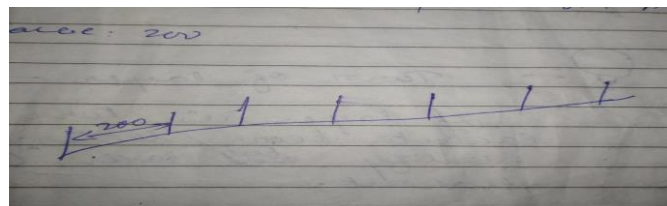
SELECT OBJECT : PICK ON OBJECT

SELECT OBJECT : (ENTER)

ENTER ARRAY TYPE :[RECTANGULAR/PATH/POLAR] : PA

SELECT PATH CURVE : PICK ON PATH

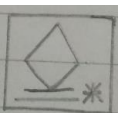
DISTANCE : 200

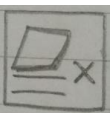


LAYER

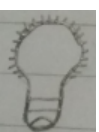
COMMAND : LA

THAN OPEN LAYER PROPERTIES MANAGER BOX

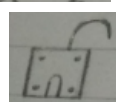
( **ER**) IT IS USED TO CREATE A NEW LAYER

( **AYER**)IT IS USED TO DELETE ANY LAYER

( **ENTLY**)IT IS USED TO SET SELECTED LAYER AS ACURRENT

( **LAYER**)IF LAYER IS TURN ON OBJECT CANNOT BE SEENCANNOT BE MODIFY
I CAN BE SET CURRENT AND OBJECT CAN BE ADDIT

( **ER**)IF LAYER IS FREEZ OBJECT CANNOT SHOW,CANNOT BE MODIFY AND
CANNOT SET CURRENT

( **ER**)IF LAYER IS LOCK OBJECT CAN BE SHOW BUT CANNOT BE MODIFY

DRAWING SETTING

(FIRST STEP) OPEN NEW PAGE

COMMAND : NEW

THEN OPEN SELECT TEMPLATE BOX AND CLICK OPEN

(SECOND STEP): SAVE

COMMAND : SAVE

THEN OPEN SAVE DRAWING BOX

SELECT DRIVE AND GIVE FILE NAME AND CLICK SAVE

UNITS

COMMAND : UN

THEN OPEN DRAWING UNITS BOX

TYPE	ARCHITECTURAL
PRECISION	1/2
INSERTION SCALE	INCHES

TYPE	DECIMAL
PRECISION	0.0
INSERTION SCALE	MM

AND CLICK (OK) BOX

LIMITS

COMMAND : LIMITS

SPECIFY LOWER LEFT CORNER : (ENTER)

SPECIFY UPPER LEFT CORNER : 100',75'

COMMAND : Z

: A

DIMENSION STYLE

COMMAND : D

THEN OPEN DIMENSION STYLE MANAGER BOX

AT FIRST CLICK MODIFY BOX

SYMBOL ARROW

FIRST	OBLIQUE
SECOND	OBLIQUE

TEXT

- ALIGNED WITH DIMENSION LINE

CLICK OK

FIT

30.0

USE OVERALL SCALE OF

PRIMARY UNITS

UNITS FORMATE

DECIMAL

PRECISIOR

0.0

(INCHES)

AND CLICK OK

THEN RE-OPEN MANAGER BOX

SET CURRENT

CLOSE

ADC

THEN OPEN DESIGN CENTER BOX

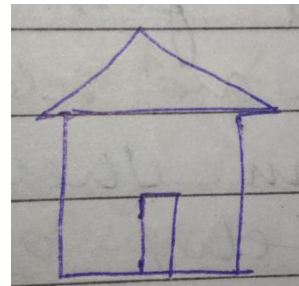
CLICK HOME BOX

THEN CIRCLE EN-US BOX

THEN CLICK DESIGN CENTER BOX

HOME SPACE

BLOCK (DOUBLE CLICK)



HATCH

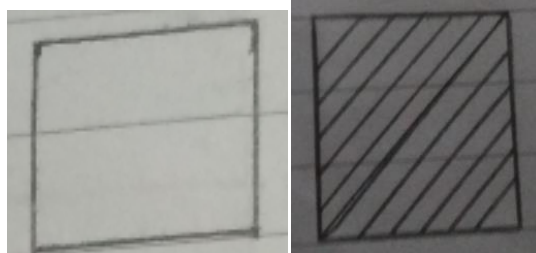
COMMAND : H

THEN OPEN HATCH BOX

FIRST CLICK PATTERN BOX

AND SELECT ANY HATCH OBJECT

PICK INTERNAL POINT : PICK APOINT



HATCH EDIT

COMMAND : HE

SELECT HATCH OBJECT : PICK ON HATCH OBJECT

CLICK PATTERN BOX

SELECT ANY OTHER PATTERN

AND CLICK OK

GRADIENT

THEN OPEN GRADIENT BOX

AT FIRST SELECT COLOUR THEN CLICK

INSIDE HATCHING OBJECT AND PRESS (ENTER)

MATCH PROPERTIES

COMMAND : MA

SELECT SOURCE OBJECT : PICK ON OBJECT

SELECT DESTINATION OBJECT : PICK ON OBJECT

BLOCK

COMMAND : B

THEN OPEN BLOCK BOX : AT FIRST GIVE NAME

THEN CLICK SELECT OBJECT BOX

COMMAND : SELECT ALL OBJECT BY CROSSING WINDOW

SELECT OBJECT : (ENTER)

THEN RE-OPEN BLOCK BOX AND CLICK PICK POINT BOX

SPECIFY INSERTION BASE POINT : PICK A POINT

THEN RE-OPEN BLOCK BOX AND CLICK OK

INSERT

COMMAND : I

THEN OPEN INSERT OBJECT BOX

SELECT BLOCK NAME AND CLICK OK

SPECIFY INSERTION POINT : PICK ON POINT

BLOCK EDIT

COMMAND : BE

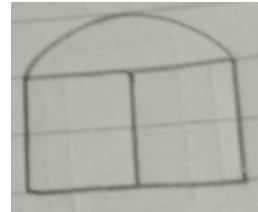
THEN OPEN EDIT BLOCK BOX

SELECT BLOCK NAME AND CLICK OK

THEN OPEN BLOCK EDIT BOX

CHANGING ACCORDING TO DRAWING AND

CLOCK CLOSE BLOCK IN EDITOR BOX

**OOPS**

COMMAND: OOPS

THEN SHOW LAST ERASE OBJECT

SOLID

COMMAN : SOLID

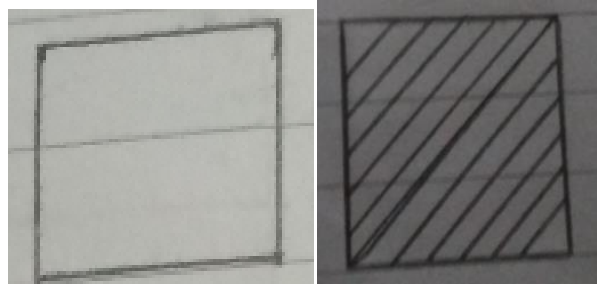
SPECIFY FIRST POINT : PICK A POINT (P1)

SPECIFY SECOND POINT : PICK A POINT (P2)

SPECIFY THIRD POINT : PICK A POINT (P3)

SPECIFY FOURTH POINT : PICK A POINT (P4)

SPECIFY THIRD POINT : (ENTER)

**FILL**

COMMAND : ON/OFF (OFF)

NOTE [IF FILL MODE OFF HATCHING OBJECT CANNOT BE SHOW]

OVER KILL

IT IS USED TO DIVIDE OVER LAPPING LINE

REV CLOUD

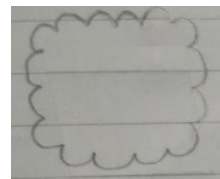
COMMAND : REVCLOUD

SPECIFY FIRST CORNER POINT (ARC,LENGTH,OBJECT,RECTANGULAR,POLYGON,FREE HAND,STYLE,MODIFY) : A

SPECIFY MINIMUM LENGTH OF ARC : 4

SPECIFY MAXIMUM LENGTH OF ARC : 6

SPECIFY FIRST CORNER POINT : PICK A POINT

**Q SELECT**

COMMAND : QSELECT

[NOTE-THEN OPEN QUIDE SELECT WINDOW BOX]

SELECT – APPLY TO/OBJECT TYPE/PROPERTIES/OPERATE/VALUE : OK

TEXT

SPECIFY START POINT

SPECIFY HEIGHT : 8

SPECIFY ROTATION ANGLE OF TEXT : 0

WRITE TEXT

**TEXT EDIT**

COMMAND : DDEDIT

SELECT ANOTATION OBJECT : PICK ON TEXT



STYLE

COMMAND : STYLE

THEN OPEN TEXT STYLE BOX

FURKAN

FURKAN

AT FIRST CLICK NEW BOX

THEN OPEN NEW TEXT STYLE BOX

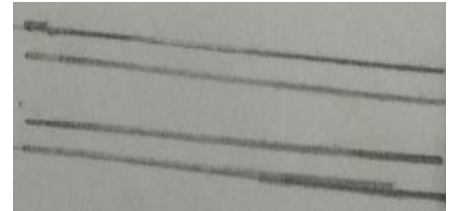
GIVE STYLE NAME AND CLICK OK SELECT FONT NAME AND FONT STYLE+

MULTI LINE TEXT

COMMAND : M TEXT

SPECIFY FIRST CORNER : PICK A POINT (P1)

SPECIFY OPPOSITE CORNER : PICK A POINT (P2)

**SCALE TEXT**

SELECT OBJECT : PICK ON TEXT

SELECT OBJECT : (ENTER)

SELECT OBJECT : E

SPECIFY NEW MODEL HEIGHT (PAPER,HEIGHT,MATCH OBJECT,SCALE FACTOR) : S

SPECIFY SCALE FACTOR : 2

SPELLING

COMMAND : SPELL

THEN OPEN SPELLING BOX

AT FIRST CLICK START BOX

THEN ACCORDING TO SPELLIN WRITE OR CHANGE

TABLE

COMMAND : TABLE

THEN OPEN INSERT TABLE BOX

AT FIRST GIVE NO. OF COLUMN

AND NO.OF ROW

AND ALSO GIVE COLUMN WIDTH

AND ROW HEIGHT

AND CLICK OK

SPECIFY INSTRUCTION POINT : PICK A POINT

TABLE EDIT

COMMAND : TABLE EDIT

PICK A TABLE CELL : PICK A POINT

STAIR	
	WINDOW

ZOOM

COMMAND : ZOOM

ZOOM [ALL,CENTER,DYNAMIC,EXTEND,PREVIOUS,SCALE,WINDOW,OBJECT] : A

PAN

COMMAND : PAN

[DRAW ANY OBJECT]

REGEN

COMMAND : REGEN

THEN REGENARATE ALL THE DRAWING SHEET

(WE USE FOR OLD DRAWING SHEET REGENARATING)

V PORTS

COMMAND : VPORTS

SELECT OBJECT : PICK ON OBJECT

SELECT OBJECT : (ENTER)

PROPERTIES

COMMAND : PR

THEN OPEN PROPERTIES BOX

SELECT ANY OBJECT AND CLICK PROPERTIES

DISTANCE

COMMAND : DIST

SPECIFY FIRST POINT : PICK A POINT (P1)

SPECIFY SECOND POINT : OICK A POINT (P2)

THEN DIMENSION OF OBJECT SHOW IN COMMAND LINE

RAY

COMMAND : RAY



SPECIFY START POINT : PICK A POINT

SPECIFY THROUGH POINT : PICK A POINT

SPECIFY THROUGH POINT : PICK A POINT

SPECIFY THROUGH POINT : (ENTER)

LIST

COMMAND : LIST

SELECT OBJECT : SELECT ALL OBJECT BY CROSSING WINDOW

THEN OPEN LIST BOX

SP LINE

SPECIFY FIRST POINT : PICK A POINT

SPECIFY NEXT POINT : PICK A POINT

SPECIFY NEXT POINT : PICK A POINT

SPECIFY NEXT POINT : PICK A POINT



CONSTRUCTION LINE

COMMAND : XL

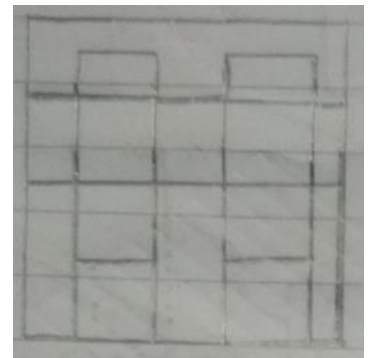
SPECIFY A POINT : [HORIZONTAL, VERTICAL, ANGLE, BISECT, OFFSET] : V

SPECIFY THROUGH POINT : PICK A POINT

SPECIFY THROUGH POINT : PICK A POINT

SPECIFY THROUGH POINT : PICK A POINT

{NOTE – USING FOR ELEVATION VIEW, SECTION, SIDE VIEW MUSTLY}

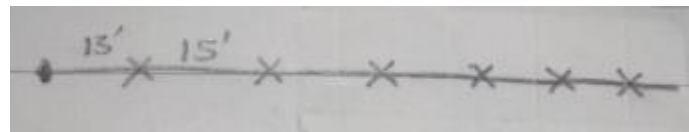


MEASURE

COMMAND : MEASURE

SELECT OBJECT TO MEASURE : PICK ON OBJECT

SPECIFY LENGTH OF SEGMENT : 15'



POINT STYLE

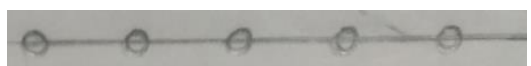
COMMAND : DDPTYPE

THEN OPEN POINT STYLE BOX

SELECT ANY POINT STYLE AND CLICK OK

DIVIDE

COMMAND : DIVIDE



SELECT OBJECT TO DIVIDE : PICK ON OBJECT

ENTER NO.OF SEGMENT : 5

BOUNDRY

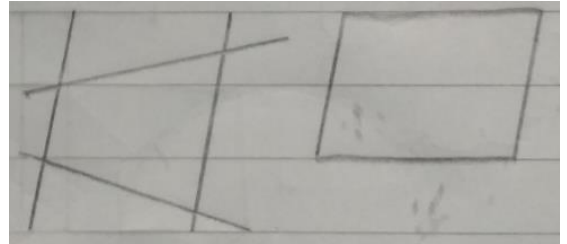
COMMAND : BO

THEN OPEN BOUNDARY CREATION BOX

AT FIRST CLICK PICK POINT BOX

PICK INTERNAL POINT : PICK A POINT

PICK INTERNAL POINT : (ENTER)



POLY LINE

COMMAND : PLINE

SPECIFY START POINT : PICK A POINT

SPECIFY NEXT POINT : PICK A POINT

SPECIFY NEXT POINT [ARC,COLOR,HALF WIDTH,LENGTH,WIDTH] : A

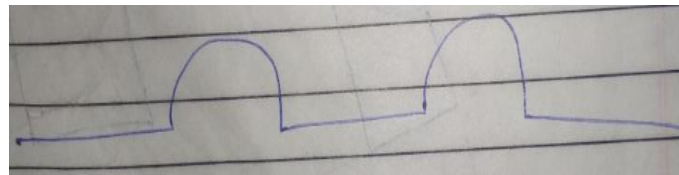
SPECIFY NEXT POINT [ARC,COLOR,HALF WIDTH,LENGTH,WIDTH] : S (SECOND)

SPECIFY SECOND POINT OF ARC : PICK A POINT

SPECIFY END POINT OF ARC : PICK A POINT

SPECIFY END POINT OF ARC : L

SPECIFY NEXT POINT : PICK A POINT



EXPLODE

COMMAND : EXPLODE

SELECT OBJECT : PICK ON OBJECT

SELECT OBJECT : (ENTER)

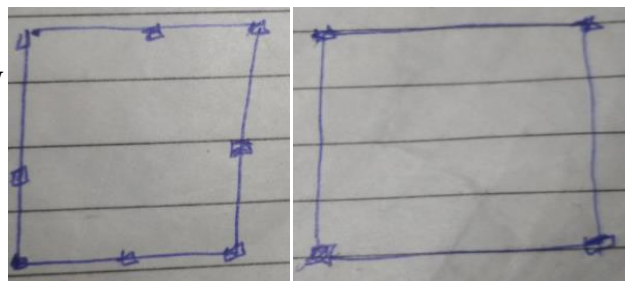


REGION

COMMAND : REGION

SELECT OBJECT : SELECT ALL OBJECT BY CURRENT WINDOW

SELECT OBJECT : (ENTER)



AREA

COMMAND : AREA

SPECIFY FIRST CORNER POINT (OBJECT-ADD,SUBTRACT,AREA) : O

SELECT OBJECT : PICK ON OBJECT

DATA EXTRACTION

COMMAND : DATA EXTRACTION

THEN OPEN DATA EXTRACTION BOX

CLICK NAME BOX

THEN GIVE FILE NAME AND CLICK SAVE

THEN CLICK NAME BOX

LAY ISO

SELECTED LAYER IS ON

LAY IN ISO

ALL LOCK AND UNLOCK

LAY ON

ALL LAYERS ARE ON

LAY ON

SELECTED LAYER ARE ON

DRAFTING SETTING

COMMAND : DS

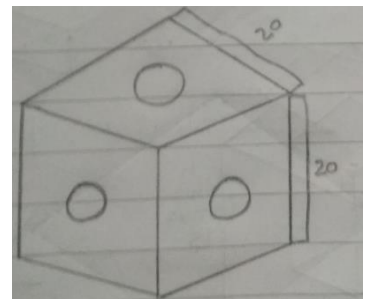
THEN OPEN DRAFTING SETTING BOX

AT FIRST CLICK SNAP AND GRID BOX

THEN CLICK ISOMETRIC SNAP AND PICK OK

F5 KEY USE TO CHANGE THE DIRECTION OF CURSER

IN ISOMETRIC DRAWING CIRCLE IS CRETED BY ELLIPSE COMMAND (ISO CIRCLE)FOR EDITING
DIMENSION STYLE : (DIMEDIT)



COMMAND LINE

[CTRL+9 KEY]

THEN OPEN COMMAND LINE WINDOW BOX

CLICK YES BOX TO CLOSE THE COMMAND LINE FROM THE SCREEN

FOR OPEN COMMAND LINE CLICK CTRL+9

CLEAN SCREEN

IT IS CONTROL BY [CTRL+O KEY]

IT IS USED TO ON OR OFF

RIBBON FROM THE SCREEN

IMPORT

COMMAND : IMPORT

THEN OPEN IMPORT FILL BOX

SELECT ANY FILE AND CLICK OK

THEN OPEN IMPORT OF BOX AND CLICK OK

EXPORT

COMMAND : EXPORT

THEN OPEN EXPORT DATA BOX

SELECT FILE TYPE AND GIVE NAME

AND THEN CLICK SAVE OK

SELECT OBJECT : SELECT ALL OBJECT BY CROSSING WINDOW

SELECT OBJECT : (ENTER)

COPY CLIP

COMMAND : COPY CLIP

SELECT OBJECT : SELECT ALL OBJECT BY CROSSING WINDOW

SELECT OBJECT : (ENTER)

PASTE CLIP

COMMAND : PASTE CLIP

SPECIFY INSERTION POINT : PICK A POINT

CUT CLIP

COMMAND : CUT CLIP

IMAGE ATTACH

COMMAND : IMAGE ATTACH

THEN OPEN SELECT REFERENCE FILE BOX

SELECT ANY IMAGE AND CLICK OPEN

THEN OPEN ATTACHED IMAGE BOX AND CLICK OK

SPECIFY INSERTION POINT : PICK A POINT

SPECIFY SCALE FACTOR : 10

OLE OBJECT

COMMAND : INSERT OBJ

THEN OPEN INSERT OBJECT BOX

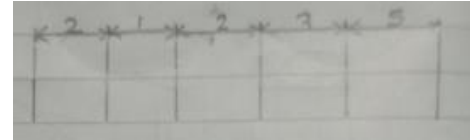
THEN SELECTED ANY OBJECT TYPE AND CLICK OK

DIM CONTINUE

COMMAND : DIM CONT

SPECIFY SECOND EXTENSION LINE ORIGIN : PICK A POINT

SPECIFY SECOND EXTENSION LINE ORIGIN : PICK A POINT



DIM BASELINE

NOTE-[AT FIRST MEASURE FIRST LINE BY LINEAR COMMAND]

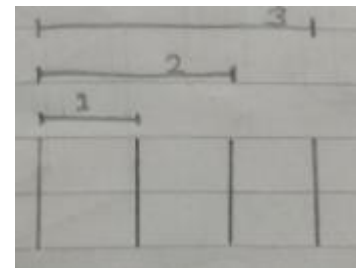
COMMAND : DIM BASE

SPECIFY SECOND EXTENSION LINE : PICK A POINT

SPECIFY SECOND EXTENSION LINE : PICK A POINT

SPECIFY SECOND EXTENSION LINE : PICK A POINT

SPECIFY SECOND EXTENSION LINE : PICK A POINT



DRAWING RECOVERY

COMMAND : DRAWING RECOVERY

THEN OPEN DRAWING RECOVERY BOX

SELECT YOUR FILE AND OPEN YOUR BACK UP FILE.

DIM BREAK

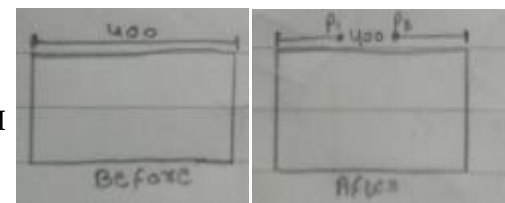
COMMAND : DIM BREAK

SELECT DIMENSION TO ADD/REMOVE BREAK : PICK ON DIMENSION

SELECT OBJECT TO BREAK DIMENSION (AUTOMANUAL/REMOVE) : M

SPECIFY FIRST BREAK POINT : PICK A POINT (P1)

SPECIFY SECOND BREAK POINT : PICK A POINT (P2)



DIM SPACE

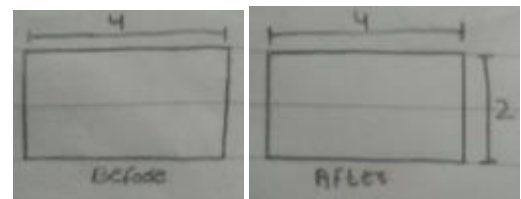
COMMAND : DIM SPACE

SELECT BASE DIMENSION : PICK ON DIMENSION

SELECT DIMENSION TO SPACE : PICK ON DIMENSION

SELECT DIMENSION TO SPACE : (ENTER)

ENTER VALUE : 2



LAYOUT

RIGHT CLICK ON LAYOUT OPTION AND GIVE NAME.

RIGHT CLICK ON LAYOUT AND CLICK ON PAGE SET UP MANAGER.

GO V-PORT COMMAND AND VALUE A PORT

SET DRAWING SCALE

PRINT

COMMAND : PRINT

THEN OPEN PLOT BOX

SELECT PRINTER NAME ,PAPER SIZE,AND NO.OF COPIES AND CLICK OK

X-ATTACHED

COMMAND : X-ATTACHED

THEN OPEN SELECT REFERENCE FILE BOX

SELECT ANY DRAWING AND CLICK OPEN

THEN OPEN ATTACH EXTERNAL REFERENCE BOX

THEN CLICK OK

SPECIFY INSERTION POINT : PICK A POINT

ARC TEXT

COMMAND : ARC TEXT

SELECT AN ARC : PICK ON ARC

THEN OPEN ARE ALIGNED WRSHIP BOX

GIVE TEXT AND CLICK OK

MOCORO

COMMAND : MOCORO

SELECT OBJECT : PICK ON POINT

SELECT OBJECT : PICK A POINT

SPECIFY BASE POINT : PICK A POINT

SPECIFY BASE POINT : MOVE,COPY,SCALE,BASE,UNDO

LEADER

COMMAND : LEADER

SPECIFY LEADER START POINT : PICK A POINT (P1)

SPECIFY LEADER NEXT POINT : PICK A POINT (P2

SPECIFY LEADER NEXT POINT : (ENTER)

M LEADER

COMMAND : MLEADER

SPECIFY LEADER START POINT : PICK A POINT

SPECIFY LEADER NEXT POINT : PICK A POINT

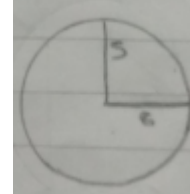
NOTE-[MAX OPTION ENTER A LINE – COLOUR]

ORDINATE

COMMAND : DIM ORDINATE

SPECIFY FEATURE LOCATION : PICK A POINT

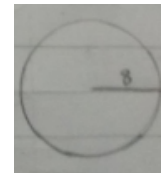
IT IS USED TO SHOW CO-ORDINATE VALUE OF SELECTED POINT



JOGGED

COMMAND : DIM JOGGED

IT IS USED TO SHOW THE RADIUS OF CIRCLE IN INSIDE OF CIRCLE



ID

COMMAND : ID

SPECIFY POINT : PICK A POINT

THEN SHOW CO –ORDINATE VALUE ON COMMAND LINE

OPTION

USING FOR BACKGROUND COLOUR

USING FOR LAYOUT CLOUR CHANGING

USING FOR CURSUR EDITING

USING FOR CROSS HAIR EDITING

USING FOR EDITING FILE OF TYPE MODE

WIPE OUT

COMMAND : WIPE OUT

FIRST POINT : PICK A POINT

SECOND POINT : PICK A POINT

THIRD POINT : PICK A POINT

FOURTH POINT : PICK A POINT

: (ENTER)

COMMAND : WIPE OUT

FRAME : F

FRAME ON/OFF : OFF

FOR USING DRAWING HIDING

3D**HOW TO GO 3D TO 2D ?**

VIEW : (ENTER)

ENTER AN OPTION,DELETE ORTHORAPIC SAVE WINDOW : O

ENTER AN OPTION [TOP,BOTTOM,FRONT,BACK,LEFT,RIGHT] : T

VS CURRENT

COMMAND : VS CURRENT

ENTER AN OPTION [2D WISEFRAME,WISFRAME,HIDDEN,RELASTIC,CONCEPTROD,SHADED,SHADED WITH EDGE SHADE OF GLASS,SKETCHY,X-RAY,OTHER] : R

POLYSOLID

COMMAND : POLYSOLID

SPECIFY START POINT OR [OBJECT ,HEIGHT,WIDTH,JUSTIFY] : H

SPECIFY HEIGHT : 8

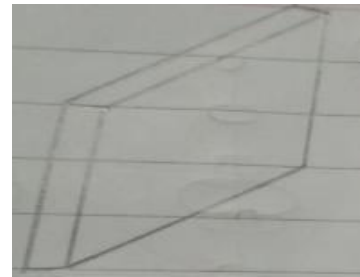
SPECIFY START POINT : [OBJECT,HEIGHT,WIDTH,JUSTIFY] : W

SPECIFY WIDTH : 1

SPECIFY START POINT : PICK A POINT

SPECIFY NEXT POINT :10

SPECIFY NEXT POINT : (ENTER)

**BOX**

COMMAND : BOX

SPECIFY FIRST CORNER : PICK A POINT

SPECIFY OTHER CORNER [CUB,LENGTH] : L

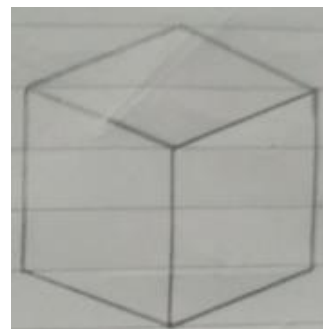
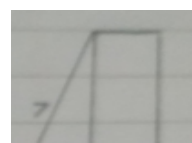
SPECIFY LENGTH : 6

SPECIFY WIDTH : 5

SPECIFY HEIGHT : 4

COMMAND : SPECIFY FIRST CORNER POINT : PICK A POINT

SPECIFY OTHER CORNER POINT : @5,6,7

**WEDGE**

COMMAND : WEDGE

SPECIFY FIRST CORNER : PICK A POINT

SPECIFY OTHER CORNER [CUBE,LENGTH] : @6,3,7

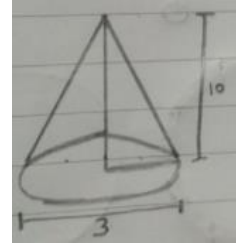
CONE

COMMAND : CONE

SPECIFY CENTER POINT OF BASE 3P,2P,TTR : PICK A POINT

SPECIFY BASE RADIUS : 3 (ENTER)

SPECIFY HEIGHT :10 (ENTER)



SPHERE

COMMAND : SPHERE

SPECIFY CENTER POINT : PICK A POINT

SPECIFY RADIUS: 5 (ENTER)



CYLINDER

COMMAND : CYLINDER

SPECIFY CYLINDER BASE POINT 3P,2P,TTR : PICK A POINT

SPECIFY BASE RADIUS : 3 (ENTER)

SPECIFY HEIGHT :10 (ENTER)



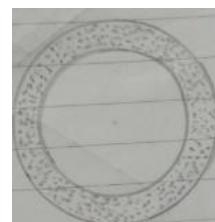
TORUS

COMMAND : TORUS

SPECIFY CENTER POINT 3P,2P,TTR : PICK A POINT

SPECIFY RADIUS :5 (ENTER)

SPECIFY TUBE RADIUS : 1 (ENTER)



PYRAMID

COMMAND : PYR

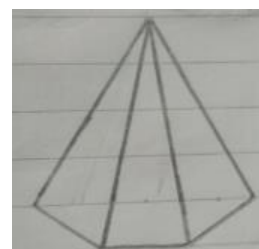
SPECIFY CENTER POINT BASE EDGE SIDE : (ENTER)

ENTER NUMBER OF SIDE :6 (ENTER)

SPECIFY CENTER POINT OF BASE : PICK A POINT

SPECIFY BASE RADIUS :4 (ENTER)

SPECIFY HEIGHT :15 (ENTER)



EXTRUDE



COMMAND : EXT

SELECT OBJECT TO EXTRUDE : PICK ON OBJECT

SELECT OBJECT TO EXTRUDE : (ENTER)

SPECIFY HEIGHT OF EXTRUSION :10 (ENTER)

BY PATH



DIRECTION

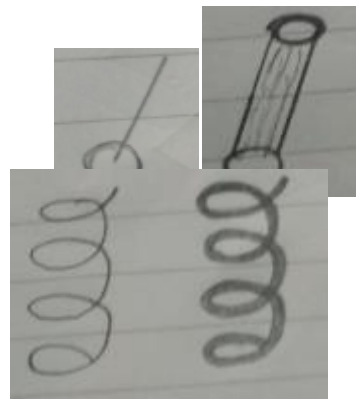
HELIX

COMMAND : HELIX

SPECIFY CENTER RADIUS :5 (ENTER)

BASE RADIUS :5 (ENTER)

HEIGHT :5 (ENTER)



REVOLVE

COMMAND : REVOLVE

SELECT OBJECT TO REVOLVE : PICK A POINT

SLECT OBJECT TO REVOLVE : PICK A POINT

SPECIFY AXIS START POINT : PICK A POINT

SPECIFY AXIS END POINT : PICK A POINT

SPECIFY ANGEL OF REVOLUTION : 180 (ENTER)

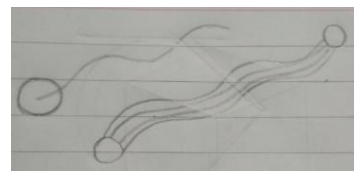
SWEEP

COMMAND : SWEEP

SELECT OBJECT TO SWEEP : PICK ON OBJECT

SELECT OBJECT TO SWEEP : (ENTER)

SELECT SWEEP PATH : PICK ON PATH



LOFT



COMMAND : LOFT

SELECT CROSS SECTION IN LOFTING ORDER : PICK ON OBJECT

SELECT CROSS SECTION IN LOFTING ORDER : PICK ON OBJECT

SELECT CROSS SECTION IN LOFTING ORDER : PICK ON OBJECT

SELECT CROSS SECTION IN LOFTING ORDER : PICK ON OBJECT

SELECT CROSS SECTION IN LOFTING ORDER : PICK ON OBJECT

SELECT CROSS SECTION IN LOFTING ORDER : (ENTER)

SECTION PLANE

COMMAND : SECTION PLANE

SELECT FACE AND ANY POINT TO LOCATE A SELECTION LINE : PICK A POINT

(DRAW SECTION/ORTHOGRAPHY) : O

ALIGN SECTION TO (FRONT,TOP,BOTTOM,LEFT,RIGHT) : F

UNION

COMMAND : UNION

SELECT OBJECT : PICK ON OBJECT

SELECT OBJECT : PICK ON OBJECT

SELECT OBJECT : (ENTER)



SUBTRACT

COMMAND : SUB

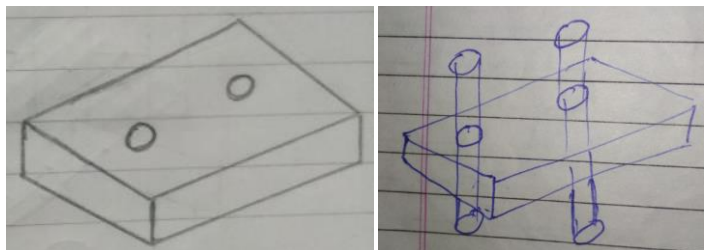
SELECT SOLID,SURFACES AND REGION

TO SUBTRACT FROM : PICK ON OBJECT

SELECT OBJECT : (ENTER)

SELECT SOLIDS,SURFACE,REGION TO SUBTRACT : PICK ON OBJECT

SELECT OBJECT : (ENTER)



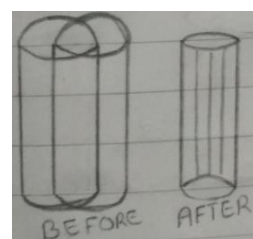
INTERSECT

COMMAND : INTERSECT

SELECT OBJECT : PICK ON OBJECT

SELECT OBJECT : PICK ON OBJECT

SELECT OBJECT : (ENTER)



EXTRUDE FACES

COMMAND : SOLIDEDIT

ENTER A SOLID EDITING OPTION(FACES,EDGE,BODY,UNDO,EDIT) :F

ENTER A FACES,READING

OPTION(EXTRUDE,MOVE,ROTETE,OFFSET,TABLES,COPY,DELETE,COLOUR,MALIDGJ ,UNDO) : E

SELECT FACES : PICK ON FACES

SELECT FACES : (ENTER)

SPECIFY HEIGHT OFF :10 (ENTER)

SPECIFY ANGLE OF TYPES OF EXTRUCTION : D

[NOTE : MOVES AND OFFSET FACES ARE SAVE JUST LIKE A EXTRUDE FACES]

MOVE FACES

COMMAND : SOLIDEDIT

OFFSET FACES

ROTATE FACES

COMMAND : SOLIEDIT

COPY EDIT

COLOR EDIT

COPY FACE

COLOR FACE

DELETE FACE

MOVE FACE

OFFSET FACE

ROTATE FACE

EXTRACT EDGE

SEPARATE

COMMAND : SOLIDEDIT

ENTER A SOLIDS EDITING OPTION(FACE,EDGE,BODY,UNDO,EXIT) : B

ENTER A BODY EDITING OPTION (INTERSECT,SEPARATE,SOLIDS,SHELL,CLEAN,CHECK,UNDO EXIT)
: P

SELECT A 3D SOLID : PICK ON OBJECT

SELECT A 3D SOLID : (ENTER)

SELECT A 3D SOLID : (ENTER)

SHELL

COMMAND : SOLIEDIT

ENTER A SOLID EDITING OPTION (FACE,EDGE,BODY,UNDO EXIT) : B

ENTER A BODY EDITING OPTION (INTERSECT,SEPARATE,SOLIDS,SHELL,CLEAN,CHECK,UNDO EXIT)
: S

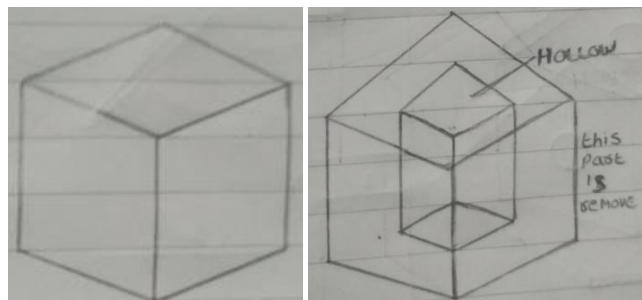
SELECT A 3D SOLID : PICK ON OBJECT

REMOVE FACE : (ENTER)

ENTER SHELL OFFSET DISTANCE : 1 (ENTER)

ENTER SHELL OFFSET DISTANCE : (ENTER)

ENTER SHELL OFFSET DISTANCE : (ENTER)



3D MOVE

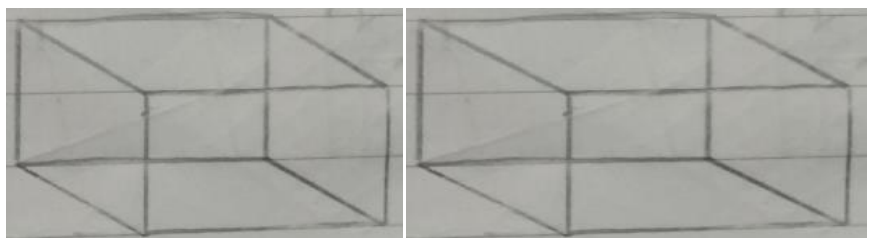
COMMAND : 3D MOVE

SELECT OBJECT : PICK ON OBJECT

SELECT OBJECT : (ENTER)

SPECIFY BASE POINT : PICK ON AXIS

SPECIFY MOVE POINT : 4 (ENTER)



3D ROTATE

COMMAND : 3D ROTATE

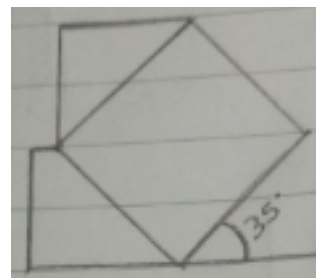
SELECT OBJECT : PICK ON OBJECT

SELECT OBJECT : (ENTER)

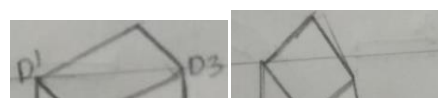
SPECIFY BASE POINT : PICK A POINT

PICK A ROTATION AXIS : PICK ON AXIS

SPECIFY ANGEL START POINT OR TYPE ANGEL : 20 (ENTER)



ALIGN



COMMAND : ALIGN

SELECT OBJECT : PICK ON OBJECT

SELECT OBJECT : (ENTER)

SPECIFY FIRST SOURCE POINT : PICK A POINT (S1)

SPECIFY FIRST DISTANATION POINT : PICK A POINT (D1)

SPECIFY SECOND SOURCE POINT : PICK A POINT (S2)

SPECIFY SECOND DISTANATION POINT : PICK A POINT (D2)

SPECIFY THIRD SOURCE POINT : PICK A POINT (S3)

SPECIFY THIRD DISTANATION POINT : PICK A POINT (D3)

3D ALIGN

COMMAND : 3D ALIGN

SELECT OBJECT : PICK ON OBJECT

SELECT OBJECT : (ENTER)

SPECIFY SOURCE PLANE AND ORIENTATION : PICK A POINT (S1)

SPECIFY SECOND POINT : PICK A POINT (S2)

SPECIFY THIRD POINT : PICK A POINT (S3)

SPECIFY FIRST DESTINATION POINT : PICK A POINT (D1)

SPECIFY SECOND DESTINATION POINT : PICK A POINT (D2)

SPECIFY THIRD DESTINATION POINT : PICK A POINT (D3)

3D MIRROR

COMMAND : 3D MIRROR

SELECT OBJECT : PICK ON OBJECT

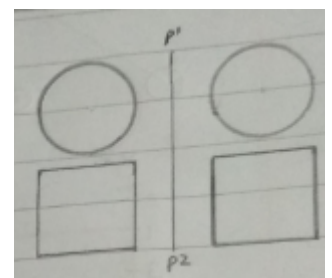
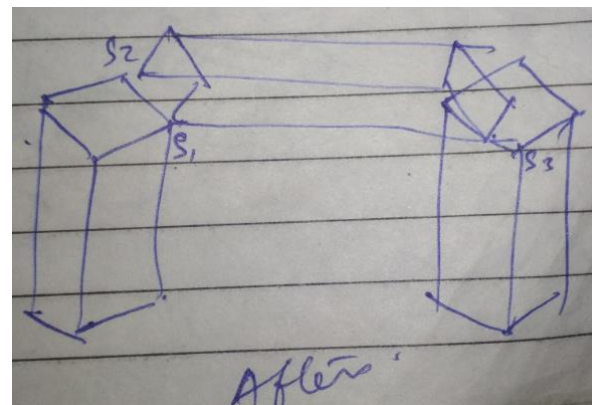
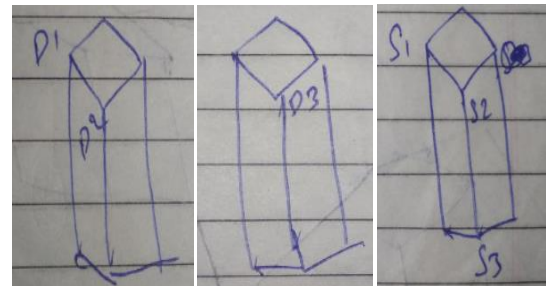
SELECT OBJECT : (ENTER)

SPECIFY FIRST POINT OF MIRROR PLAN (OBJECT, LAST, ETC) : PICK A POINT (P1)

SPECIFY SECOND POINT OF MIRROR PLAN : PICK A POINT (P2)

SPECIFY THIRD POINT OF MIRROR PLAN : PICK A POINT (P3)

DELETE SOURCE OBJECT (YES/NO) : N



3D ARRAY

COMMAND : 3D ARRAY

SELECT OBJECT : PICK ON OBJECT

SELECT OBJECT : (ENTER)

ENTER THE TYPE OF ARRAY(REC,POLAR) : R

ENTER NO.OF ROW : 5

ENTER NO. OF COLUMN : 6

ENTER NO.OF LEVELS : 7

SPECIFY THE DISTANCE BETWEEN ROWS : 8

SPECIFY THE DISTANCE BETWEEN COLUMN : 8

SPECIFY THE DISTANCE BETWEEN LEVELS : 8

INTERFERENCE CHECKING

COMMAND : INTERFERE

SELECT FIRST SET OF OBJECT : PICK ON OBJECT

SELECT FIRST DET OF OBJECT : (ENTER)

SELECT SECOND SET OF OBJECT : PICK ON OBJECT

SELECT SECOND SET OF OBJECT : (ENTER)

SLICE

COMMAND : SLICE

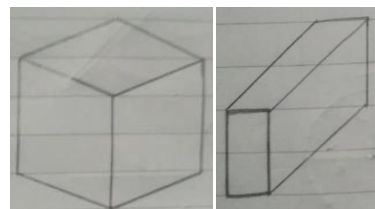
SELECT OBJECT TO SLICE : PICK ON OBJECT

SELECT OBJECT TO SLICE : (ENTER)

SPECIFY START POINT OF SLICING PLANE OR
(PLANES,OBJECT,SURFACE,ZAXIS,VIEW,VIEW,XY,YZ,ZX,3POINT) : PICK A POINT

SPECIFY SECOND POINT OF SLICING PLANE : PICK A POINT

SPECIFY A POINT OR DESIRED SIDE (KEEP BOTTOM SIDE) : (ENTER)

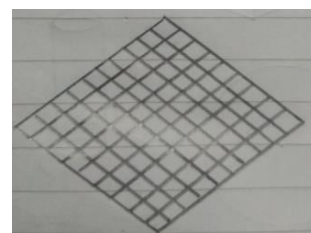


PLANE SURF

COMMAND : PLANE SURF

SPECIFY FIRST CORNER : PICK A POINT

SPECIFY OTHER CORNER : @5,6



THICKEN

AT FIRST DRAW A PLANE SURFACE

COMMAND : THICKEN

SELECT SURFACE TO THICKEN : PICK ON SURFACE

SELECT SURFACE TO THICKEN : (ENTER)

SPECIFY THICKNESS : 2

THICKNESS

COMMAND : THICKNESS

ENTER A NEW VALUE FOR THICKNESS : 5

CONVERT TO SOLID

SELECT OBJECT : PICK ON OBJECT

SELECT OBJECT : (ENTER)

CONVERT TO SURFACE

COMMAND : CON TO SURFACE

SELECT OBJECT : PICK ON OBJECT

SELECT OBJECT : (ENTER)

EXTRACT EDGE

COMMAND : XEDGE

SELECT OBJECT : PICK ON OBJECT

SELECT OBJECT : (ENTER)

ORBIT

COMMAND : 3D ORBIT

IT IS USED TO ROTATE THE OBJECT ON ALL AXIS.

3D FORBET

COMMAND : 3D FORBET

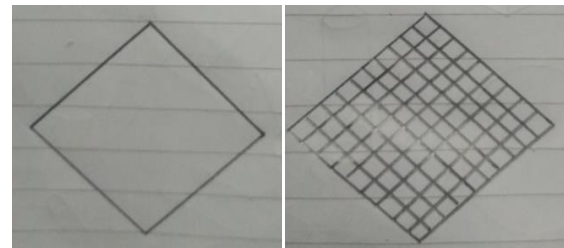
THEN OPEN ROTATION AXIS ON SCREEN

3D CORBET

COMMAND : 3D CORBET

IT IS USED TO ROTATION OBJECT

CAMERA



COMMAND : CAMERA

SPECIFY CAMERA LOCATION : PICK A POINT

SPECIFY TARGET LOCATION : PICK A POINT

ENTER AN OPTION : (NAME,LOCATION,HEIGHT,TARGET,VIEW) : V

SWITCH TO CAMERA : (ENTER)

3D WALK

COMMAND : 3D WALK

THEN OPEN POINTER LOCATOR BOX

GIVE THE POINTER LENGTH AND TARGET HEIGHT AND PRESS ARROW KEY TO MOVE THE DIRECTION.

3D FLY

COMMAND : 3D FLY

THEN OPEN PERLIUN LOCATION BOX

WALK FLY SETTING

COMMAND : WALK AND FLY

THEN OPEN WALK AND FLY SETTING BOX

POINT LIGHT

SPECIFY SOURCE LOCATION : PICK A POINT

ENTER AN OPTION

(NAME,INTERLY,FACTOR,STATUS,PHOTONETRY,SHADOW,ALTERNATION,FILTER,COLOUR,EXIT) : I

ENTER INTERITY : 80

SPORT LIGHT

COMMAND : SPOT LIGHT

SPECIFY SOURCE LOCATION : PICK A POINT

SPECIFY TARGET LOCATION : PICK APOINT

ENTER AN OPTION(NAME,INTERTY,FACTOR,STATUS,PHOTORETY,HOTSPOT,FALLS OFF,SHADOW,ALTERNATION,FILTER,COLOUR,EXIT) : I

INTERTY FACTOR : 200

DISTANT LIGHT

COMMAND : DISTANT LIGHT

SPECIFY LIGHT DIRECTION FROM : PICK A POINT

SPECIFY LIGHT DIRECTION TO : PICK A POINT

ENTER AN OPTION TO CHANGE (NAME,INTERITY,FACTOR,STATUE,PHAMETRY) : I

ENTER AN INTERITY : 400

LIGHT LIST

COMMAND : LIGHT LIST

THEN OPEN LIGHT LIST BOX

IT IS USED FOR INTERITY CHANGE,COLOUR BOX ETC

ANIPATH

COMMAND : ANIPATH

THEN OPEN MOTION PATH ANIMATION

AT FIRST CIRCLE CAMERA BOX,THEN SELECT PATH

THEN OPEN PATH NAME BOX : GIVE PATH NAME AND CIRCLE ALL

THEN CIRCLE TARGET BOX AND SELECT PATH

THEN GIVE PATH NAME AND CIRCLE ALL

THEN CLICK PREVIEW BOX

RENDER

COMMAND : RR

THEN OPEN RENDER BOX