

Dhawal Shah | Civil 5th Sem | November 27, 2013

Auto-Cad

2-bhk residential plot

# ABOUT

It is a 2-bhk residential plot. The main entrance in the house is through the porch area. The house contains 7 windows for the cross ventilation. The stairs have been provided to go to the roof. The house contains two rooms with attached toilets and a kitchen which is adjacent to the drawing room. Back entry has also been provided which is adjacent to the stairs. All the dimensions have been marked and are in meters.

# Commands Used in making 2-D and 3-D

1. Copy: Draws a copy of selected objects using two methods -- "base point" method, or "displacement" method.
2. DTEXT: Draws text "Dynamically" so that as you enter text letters or numbers, they are visible on the screen
3. ERASE: Erases selected entities from the drawing.
4. EXTEND: Lengthens a line, arc, or polyline to meet a specified "boundary edge".
5. EXTRUDE: Creates unique solid primitives by extruding existing two-dimensional objects.
6. HATCH: Fills a specified boundary with a pattern.
7. LAYER: Creates named drawing layers, assigns color and line type properties to those layers, allows layers to be frozen and thawed, locked and unlocked, and allows current layer to be set.
8. LINE: Draws straight lines.
9. MIRROR: Reflects designated entities about a user-specified axis.
10. MOVE: Moves designated entities to another location.
11. OFFSET: Creates a new line, polyline arc or circle parallel to the entity and at a specified distance from it.
12. ORTHO: Constrains drawing so that only lines aligned with the grid can be drawn -- usually means only horizontal or vertical lines, however, if the crosshairs are rotated through the "Snap" "Rotate" command sequence, the lines drawn are constrained to being parallel with the crosshair rotation. Constraint can be overridden by snapping to a point or by entering exact coordinates for endpoints.
13. PAN: Moves the display window without changing the magnification factor.
14. PLINE: Draws a 2D polyline, which are connected line or arc segments with user-determined width and taper.
15. PRESS/PULL: Does the same thing as the extrude command.
16. ROTATE3D: Moves objects about a base point.
17. SCALE: Alters the size of existing objects.
18. SHADE: Shades the objects in the current viewport.
19. STRETCH: Moves or stretches objects.
20. TEXT: Draws text characters of any size with selected styles.
21. TRIM: Erases a portion of selected entities that cross a specified "cutting edge".
22. UNDO: Reverses the effect of multiple commands, and provides control over the "Undo" facility.

# C:\Users\PC\Desktop\img-20131106-wa0006.jpg





