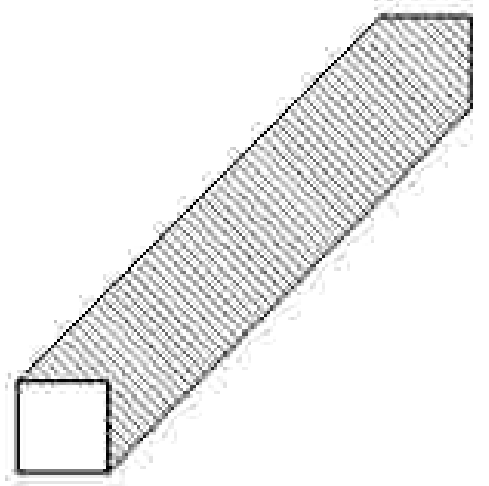
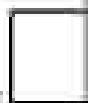
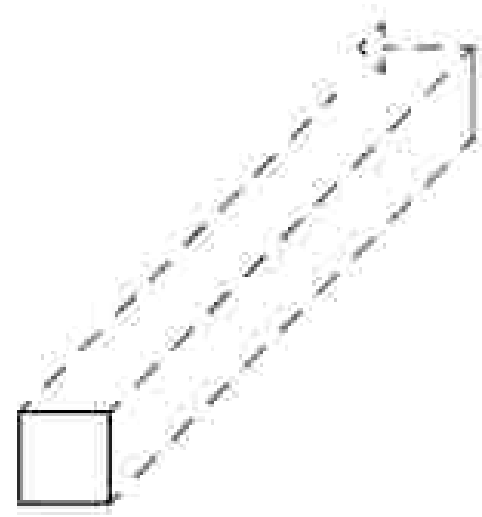


ELEVATION VIEW

PLAN VIEW



1

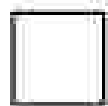
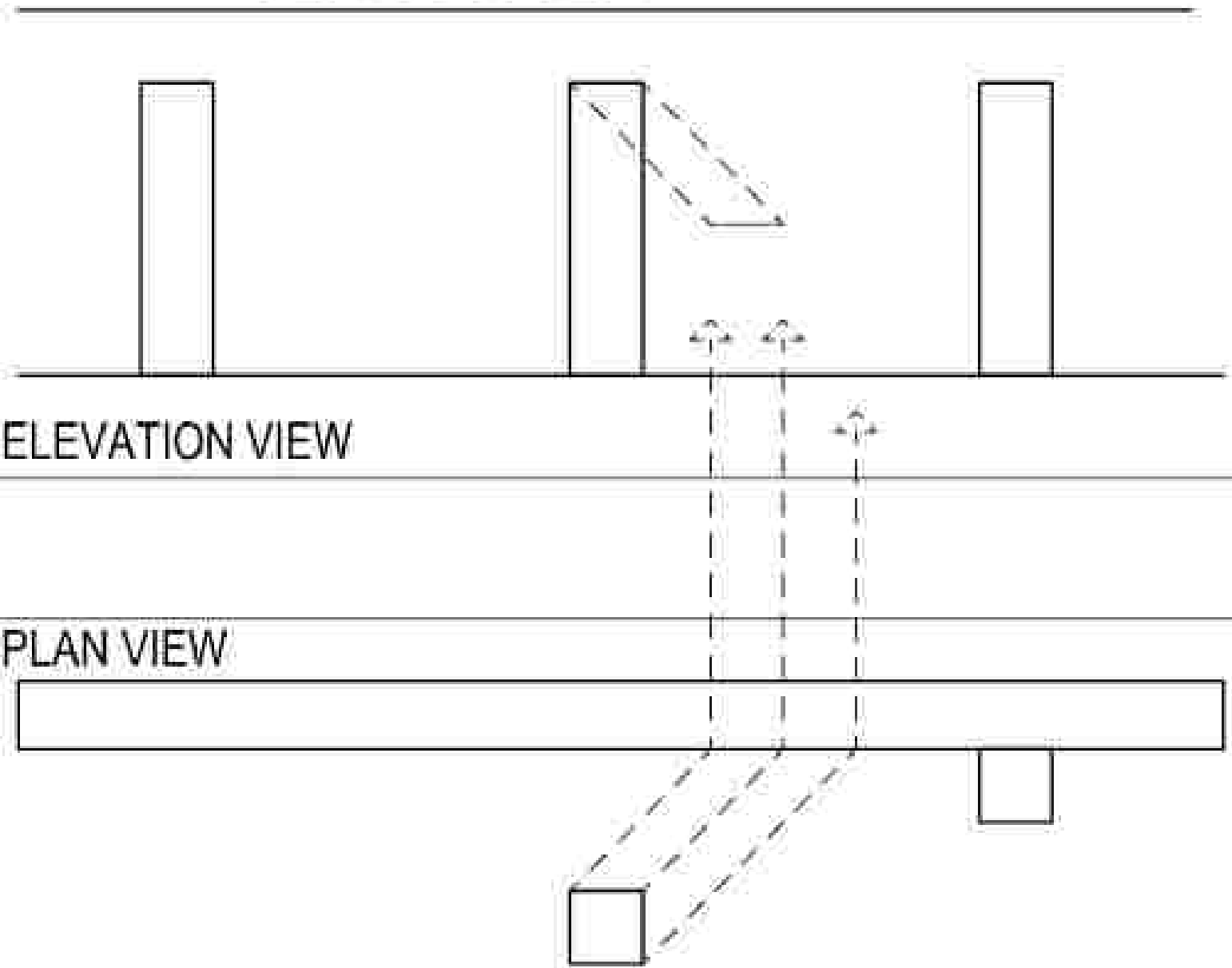
complete shadow construction





2

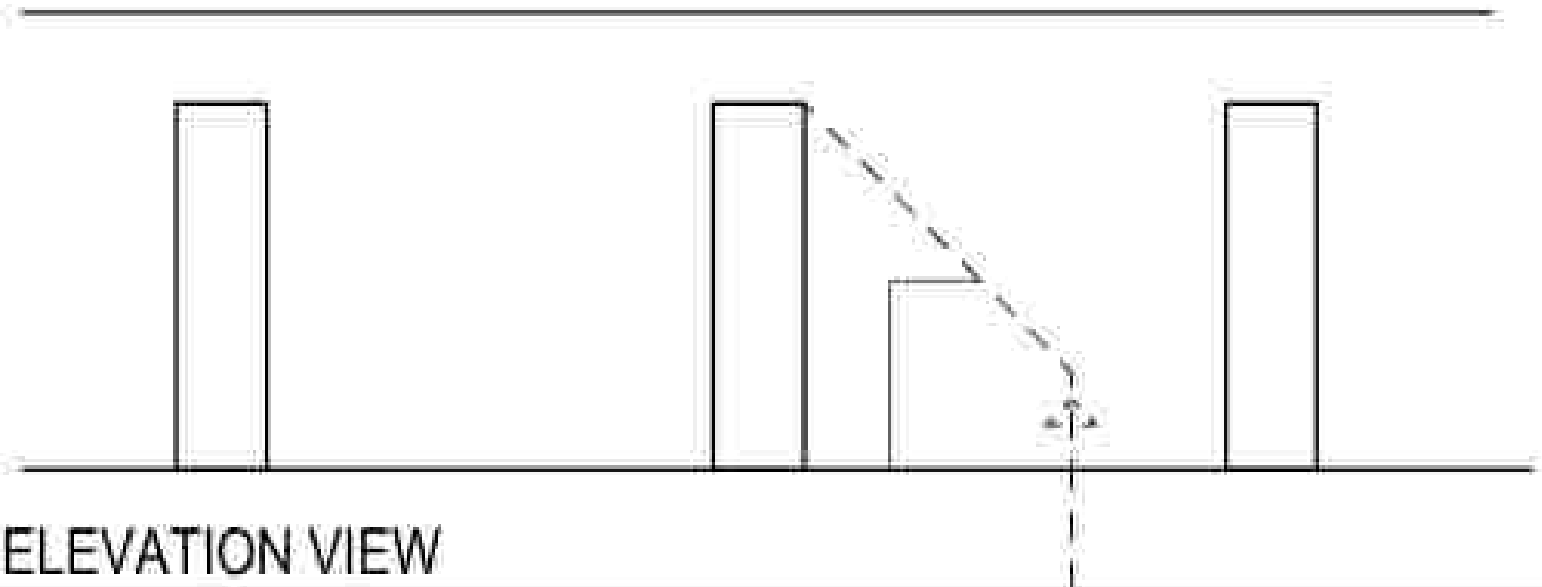
extend shadow in elevation to determine the shape and extent of the shadow



1

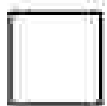
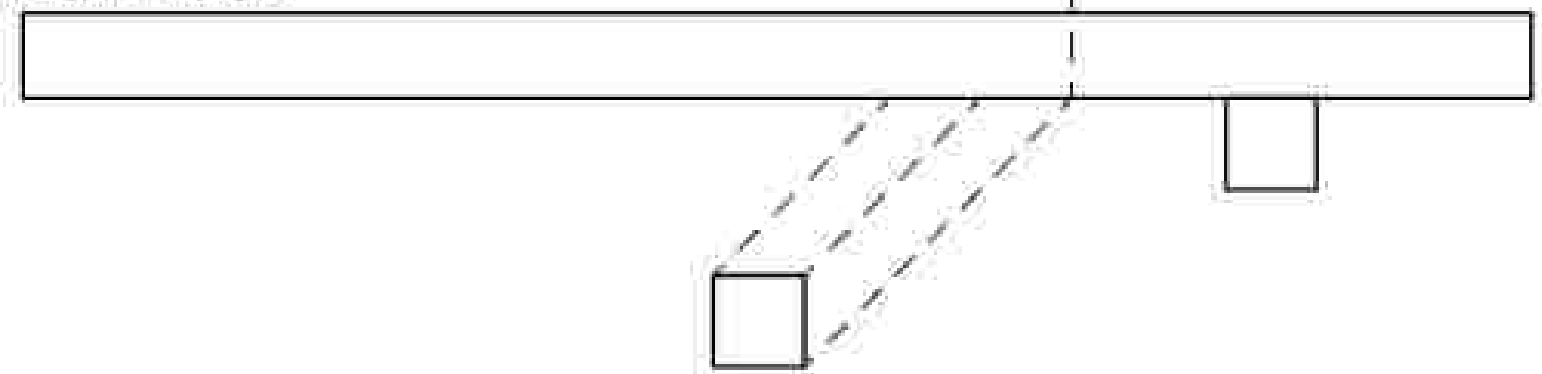
extend shadow lines in plan to determine angle of shadow and where they will hit the wall





ELEVATION VIEW

PLAN VIEW



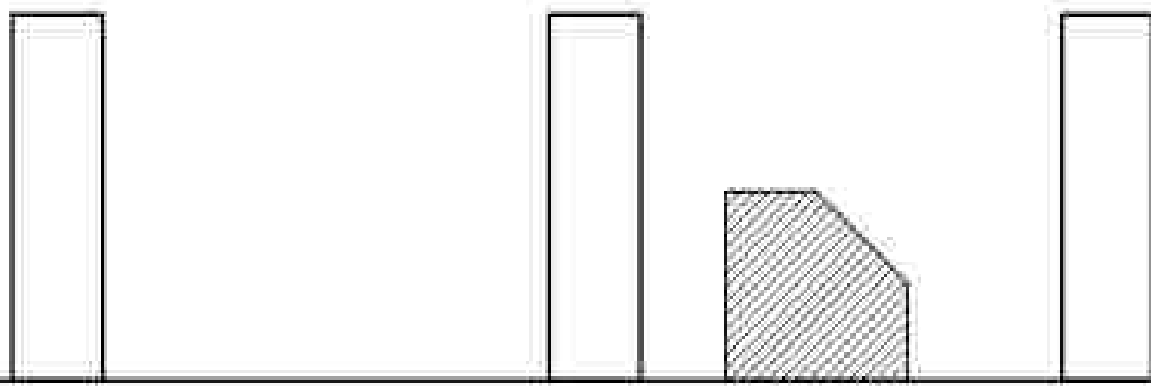
1

extend shadow lines in plan to determine angle of shadow and where they will hit the wall



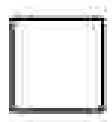
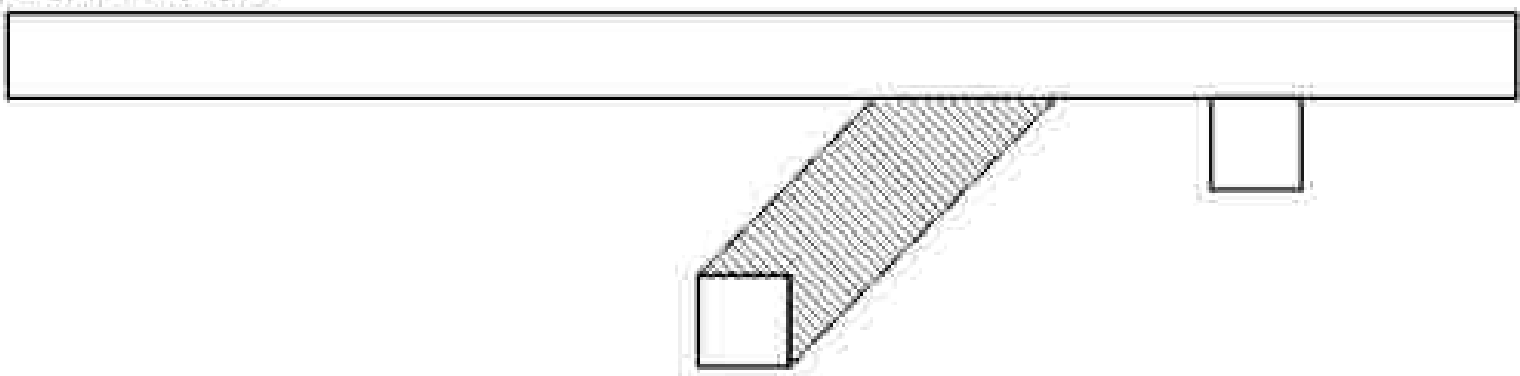


# 1 complete shadow construction



ELEVATION VIEW

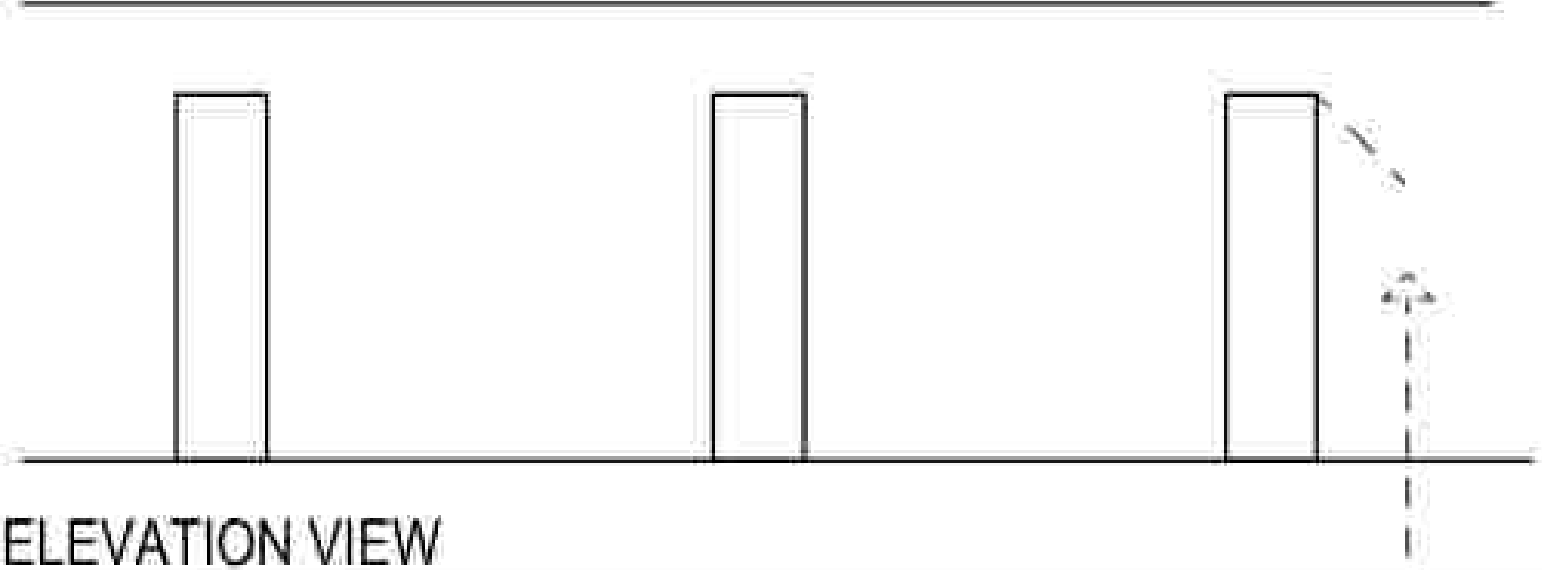
PLAN VIEW





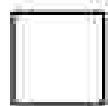
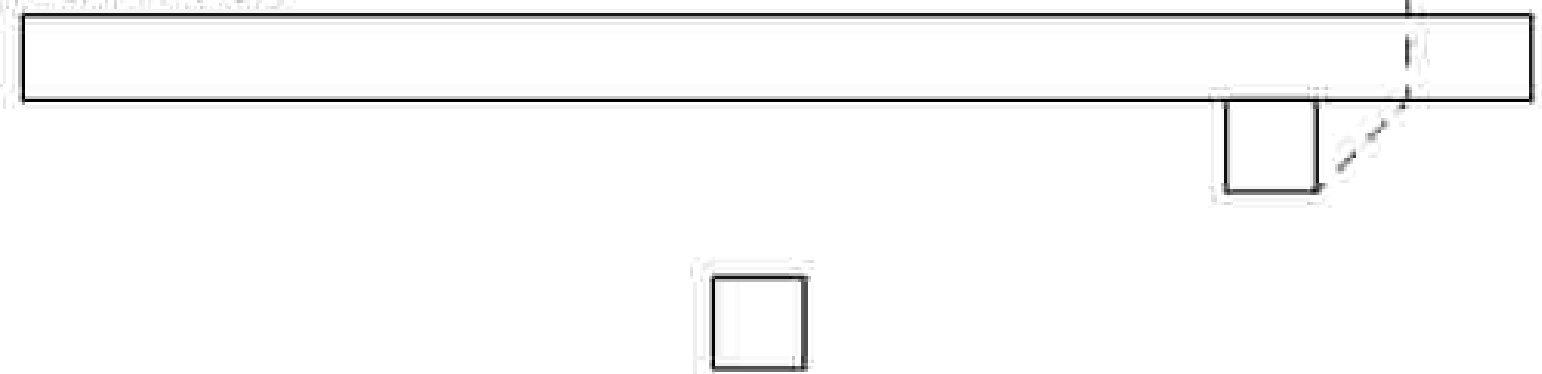
2

extend shadow in elevation to determine the shape and extent of the shadow



ELEVATION VIEW

PLAN VIEW



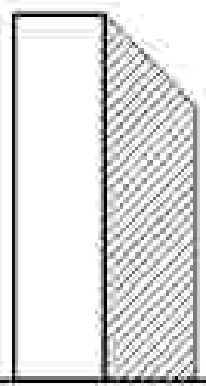
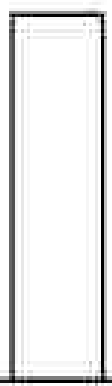
1

extend shadow lines in plan to determine angle of shadow and where they will hit the wall



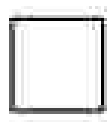
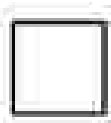
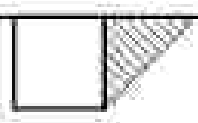


# 1 complete shadow construction



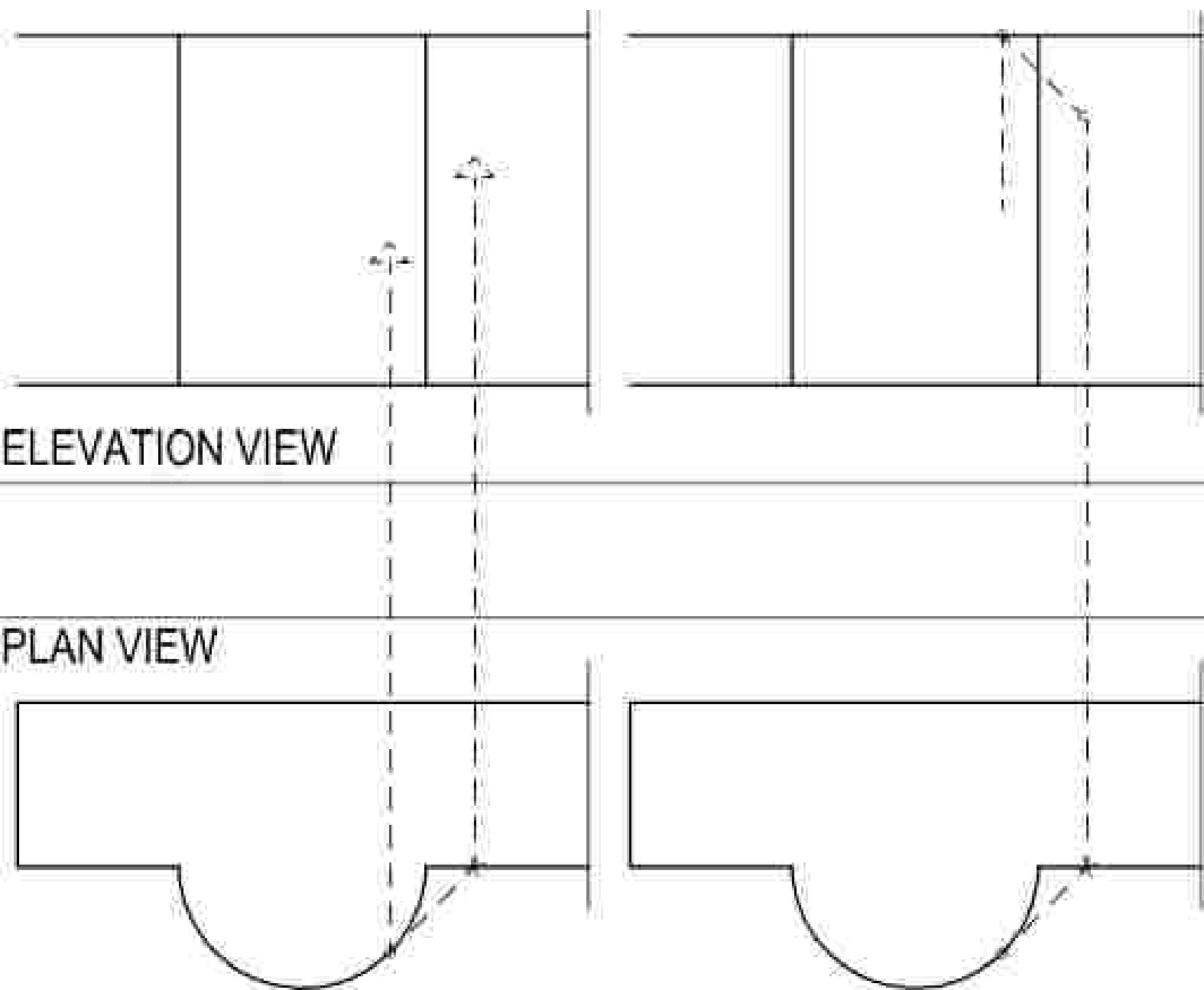
ELEVATION VIEW

PLAN VIEW





**2** this point determines the extreme edge of the shadow.

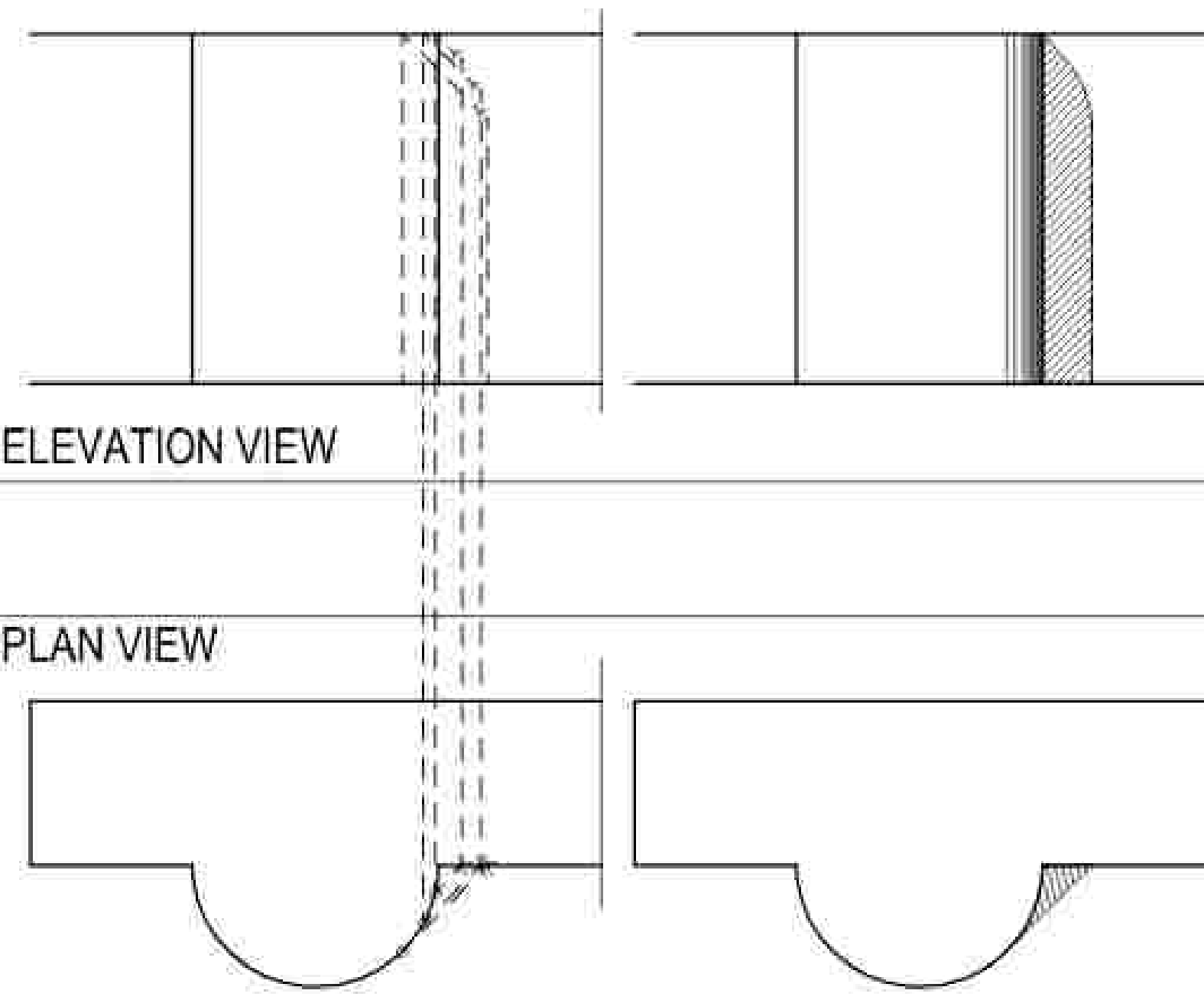


**1** determine the farthest tangent point that will catch the light and cast a shadow - transfer those points to the elevation drawing



1

transfer a few other points to establish the general form of the shadow.



ELEVATION VIEW

PLAN VIEW



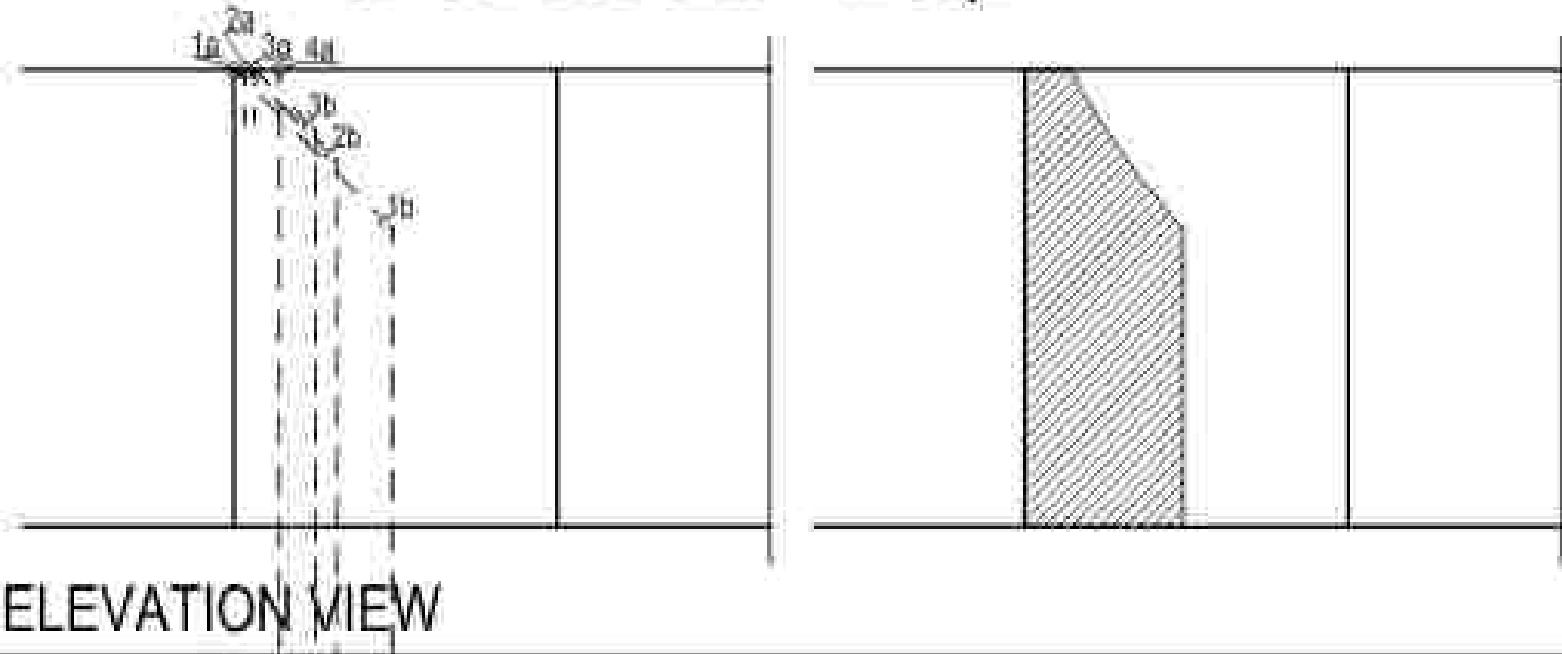
2

complete shadow construction



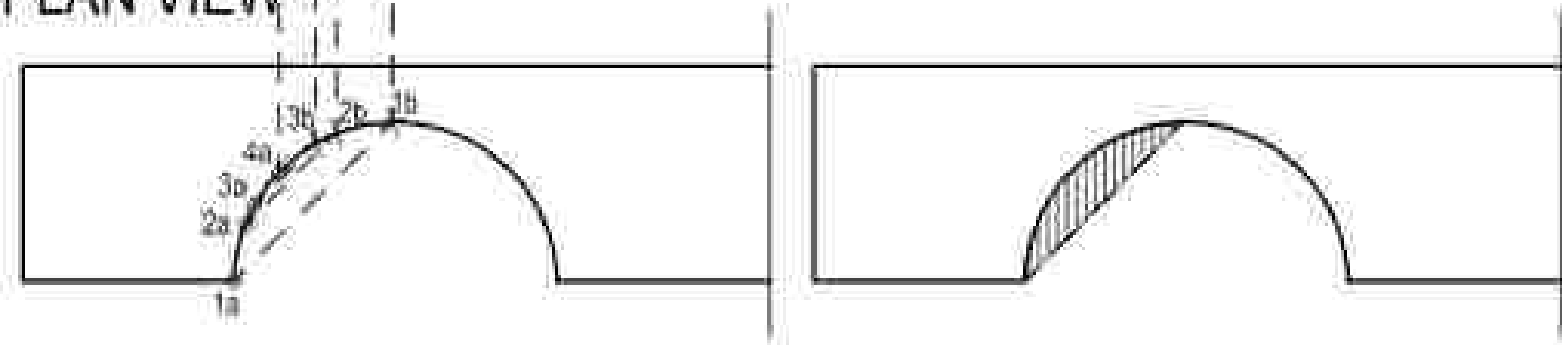


**2** point 4a represents the point at which the curve of the shadow will begin



ELEVATION VIEW

PLAN VIEW

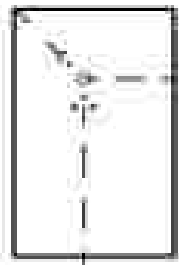


**1** determine the outermost edge of the shadow and find additional points to map out its form



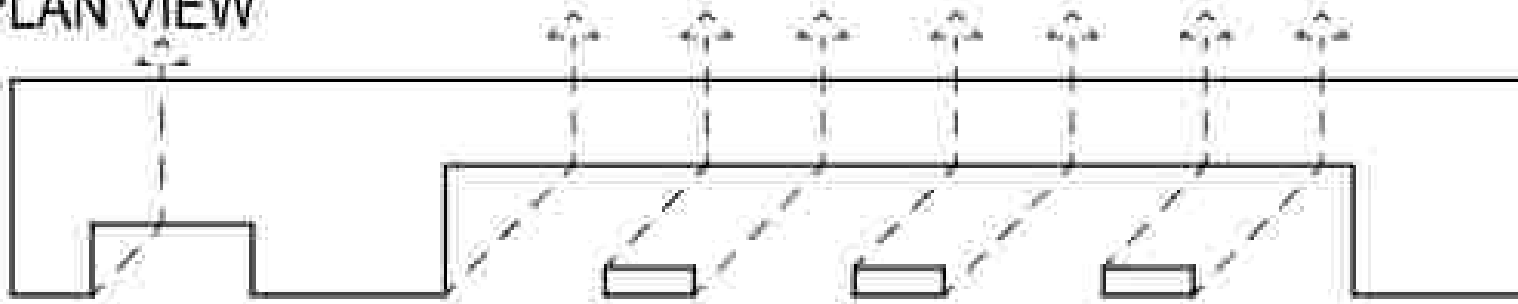
1

note that the shadow of a shape on a parallel plane is identical in size and shape to the original object (eg, curves).



ELEVATION VIEW

PLAN VIEW



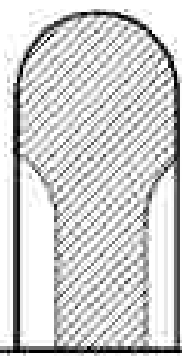
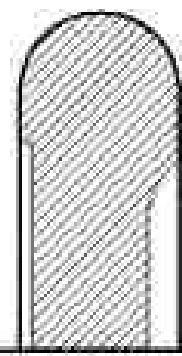
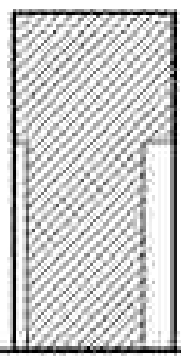
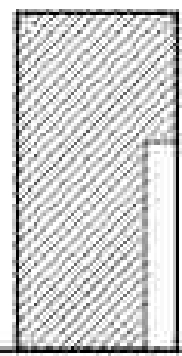
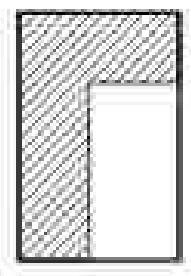
1

transfer shadow directions from plan to elevation drawing - note that shadows are cast from the most extreme edges of an object (ie, every part of an object in light must cast a shadow)



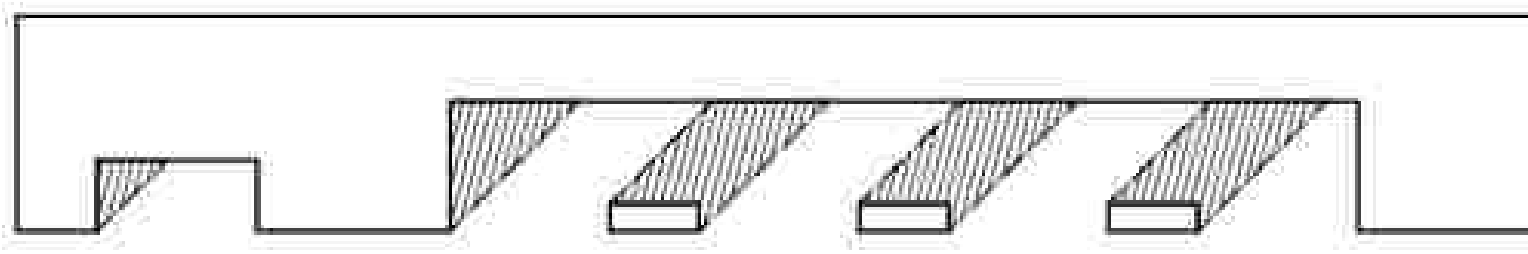
1

complete shadow construction

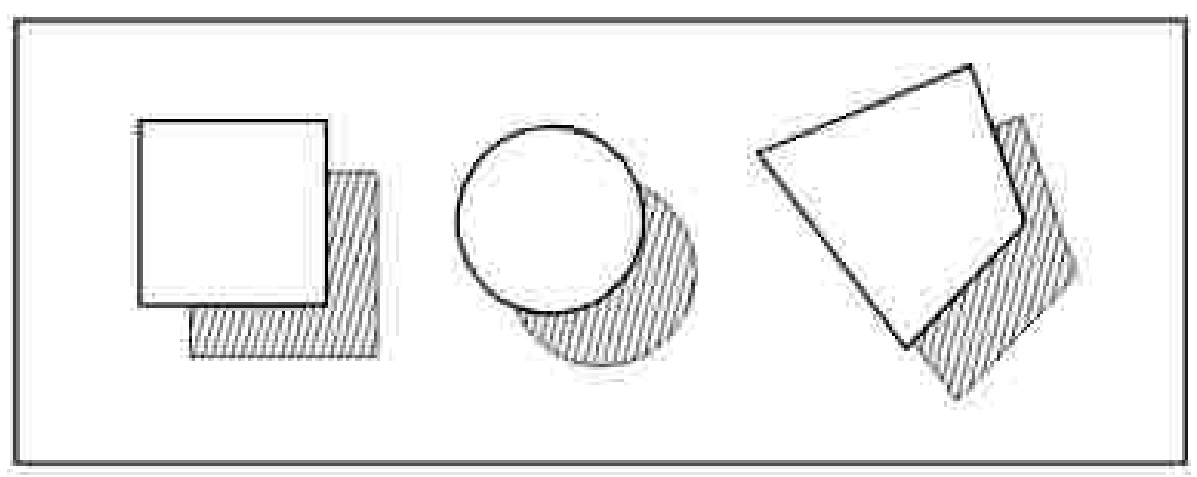


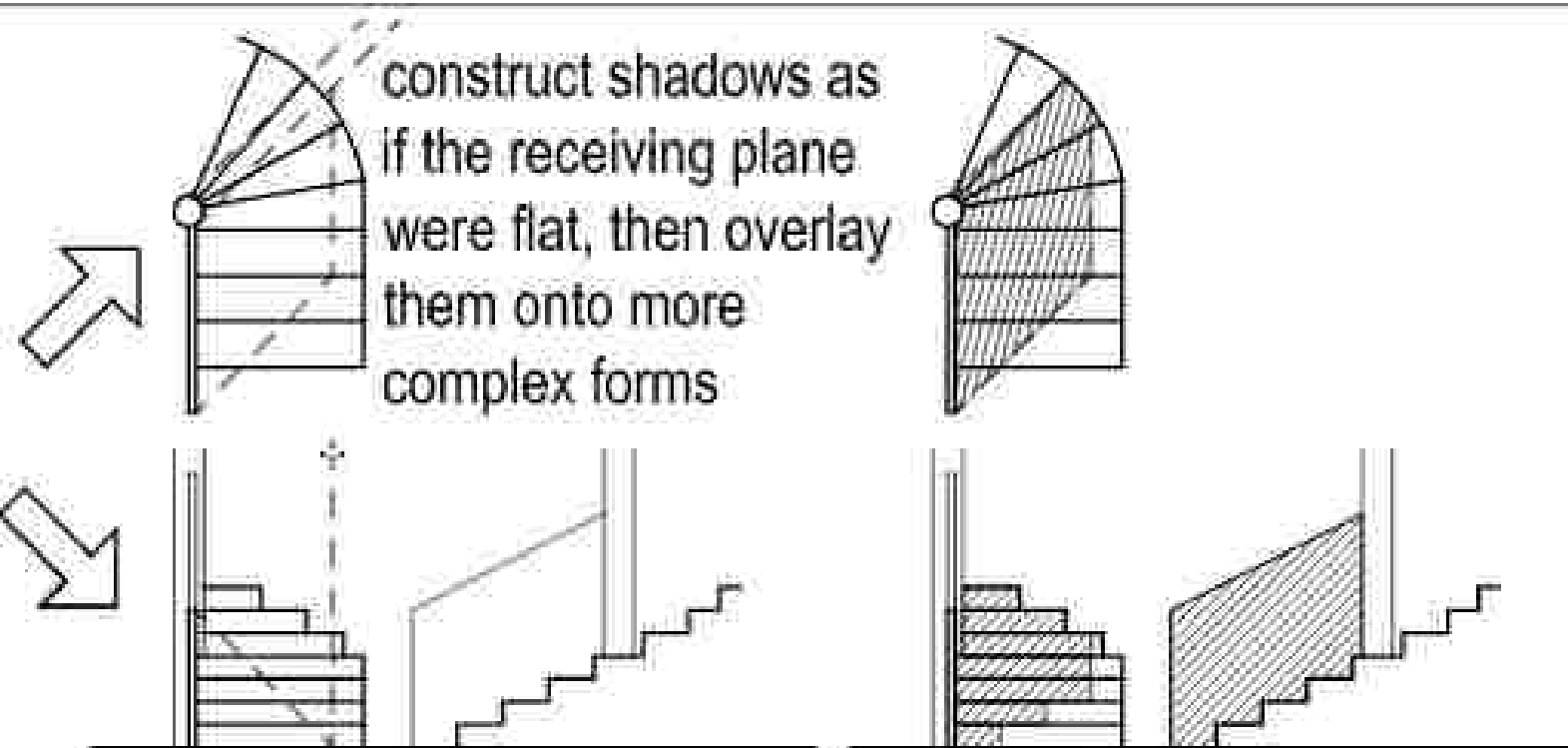
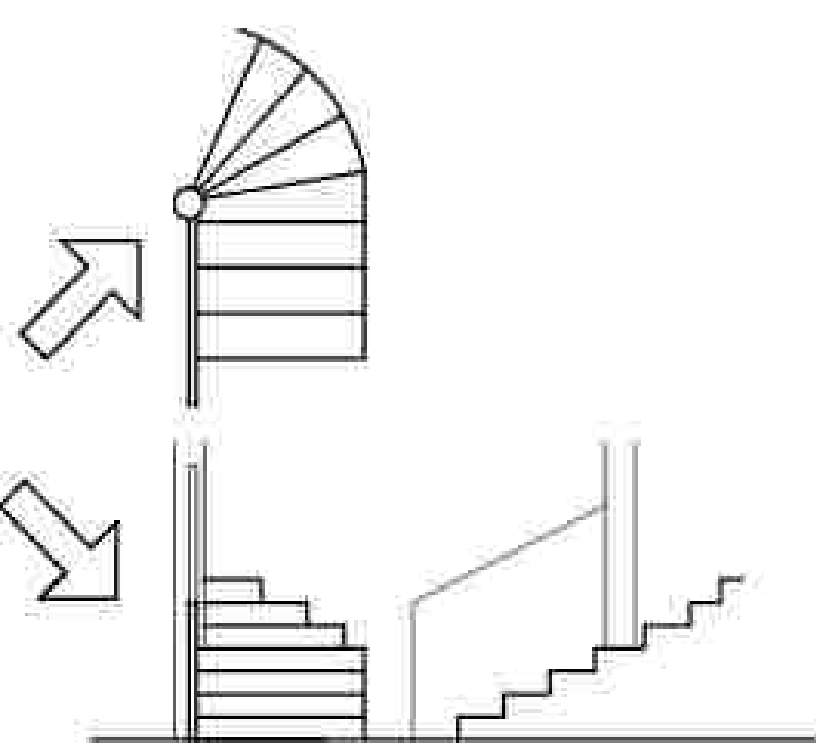
ELEVATION VIEW

PLAN VIEW

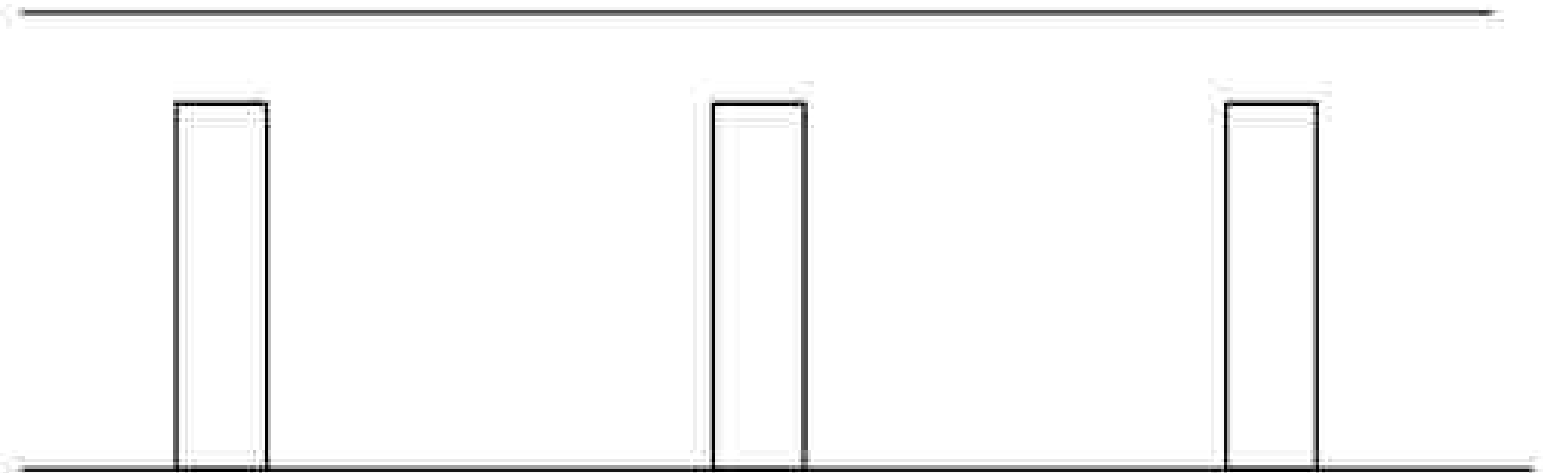


shape of object and shadow are the same



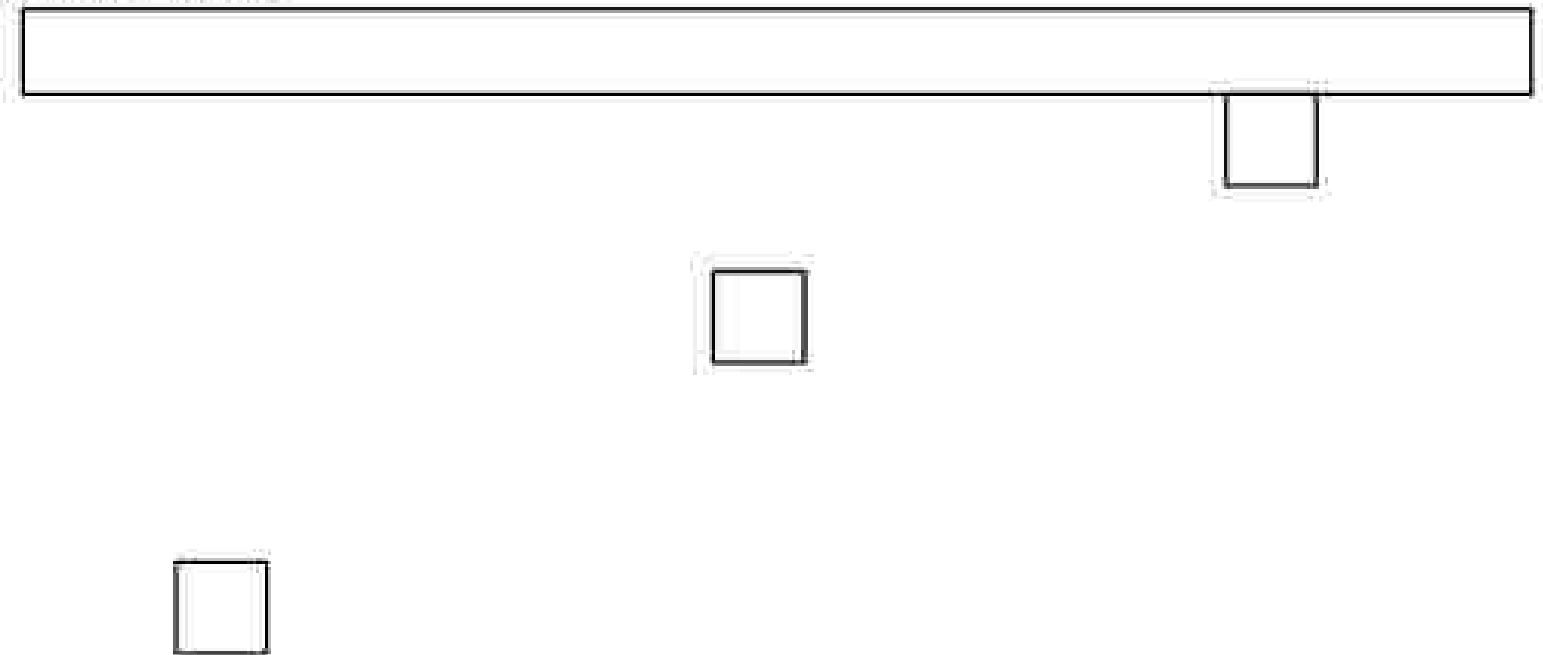


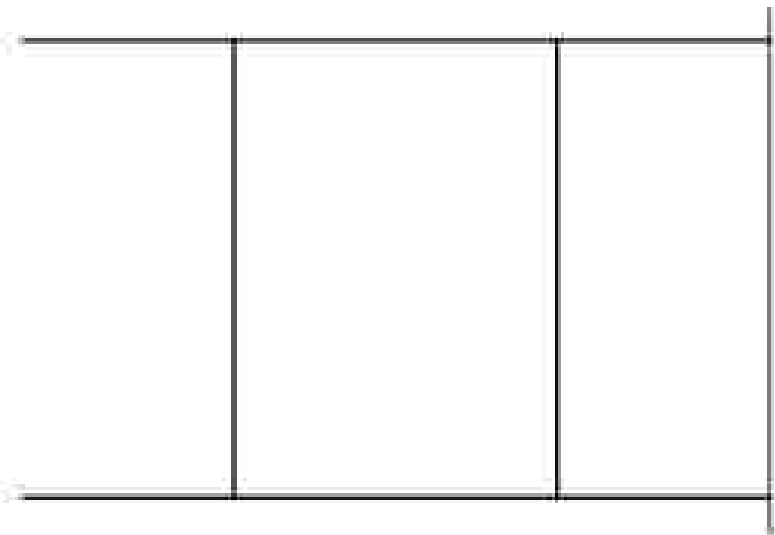
for complex objects such as stairs, use a combination of drawings to determine the shadows



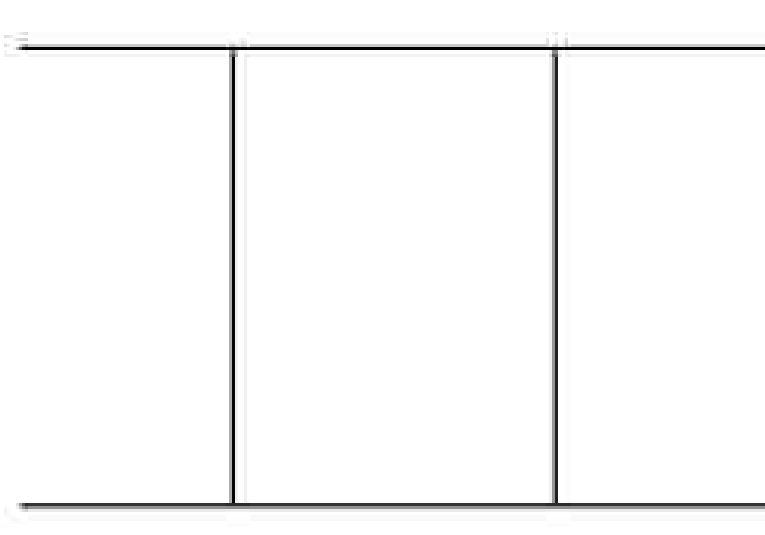
ELEVATION VIEW

PLAN VIEW



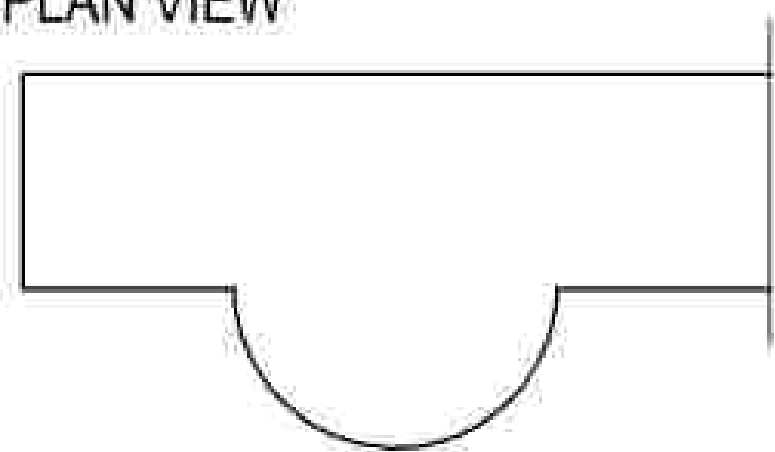


ELEVATION VIEW

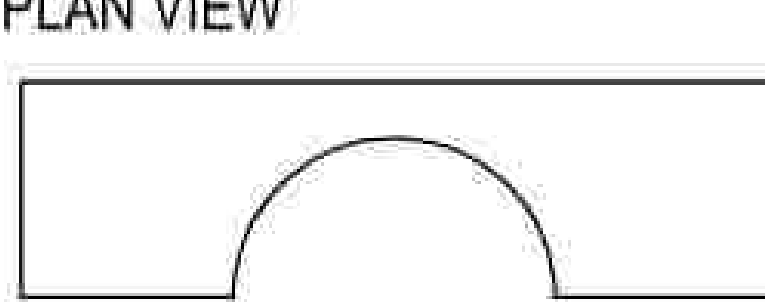


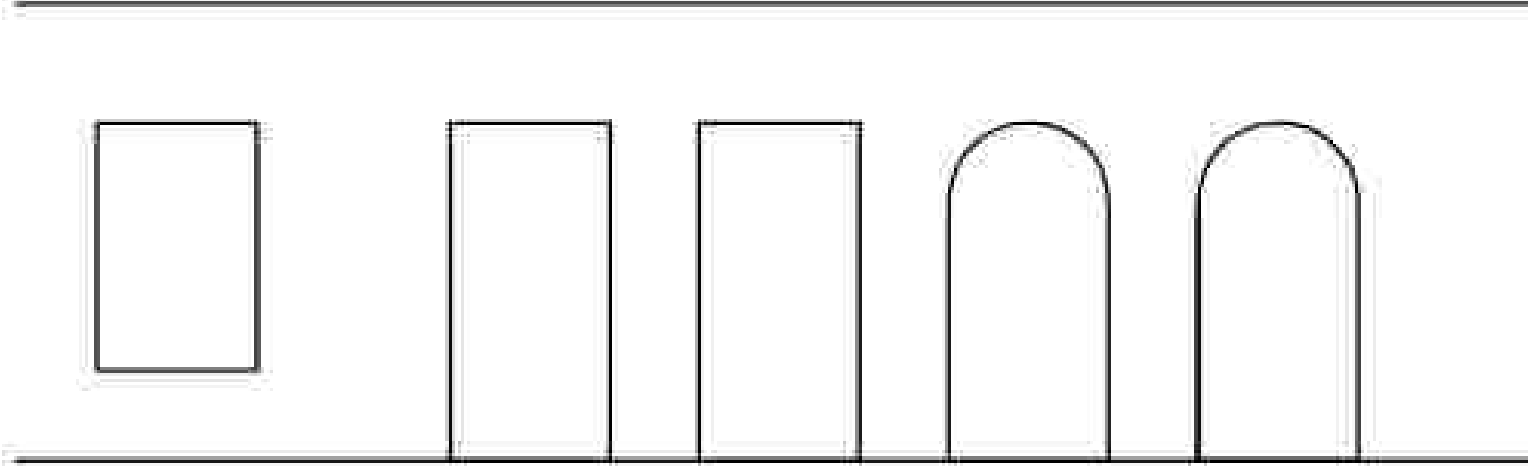
ELEVATION VIEW

PLAN VIEW



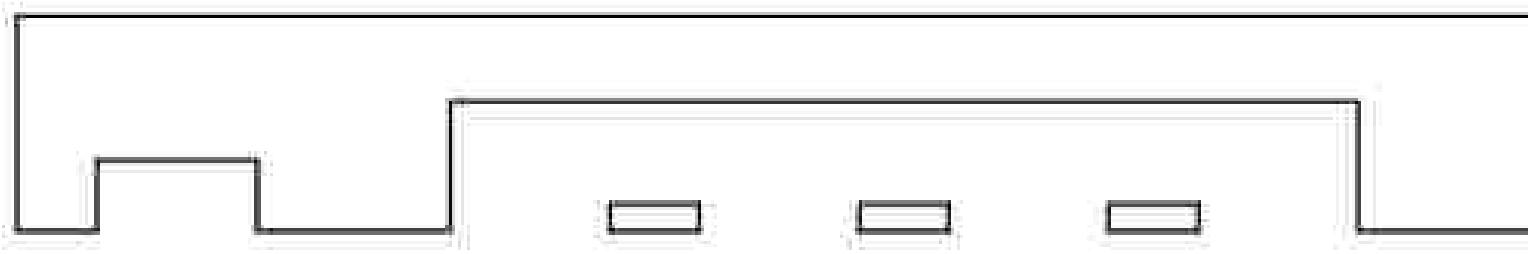
PLAN VIEW






ELEVATION VIEW

PLAN VIEW





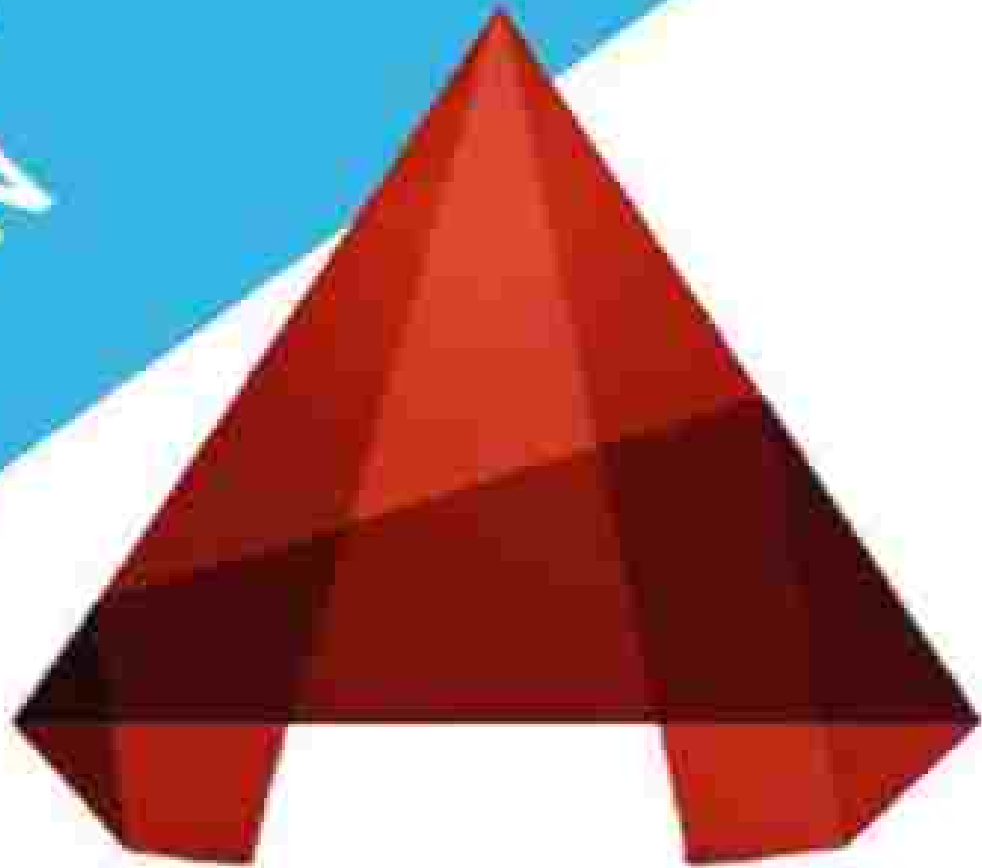
**AUTOCAD**



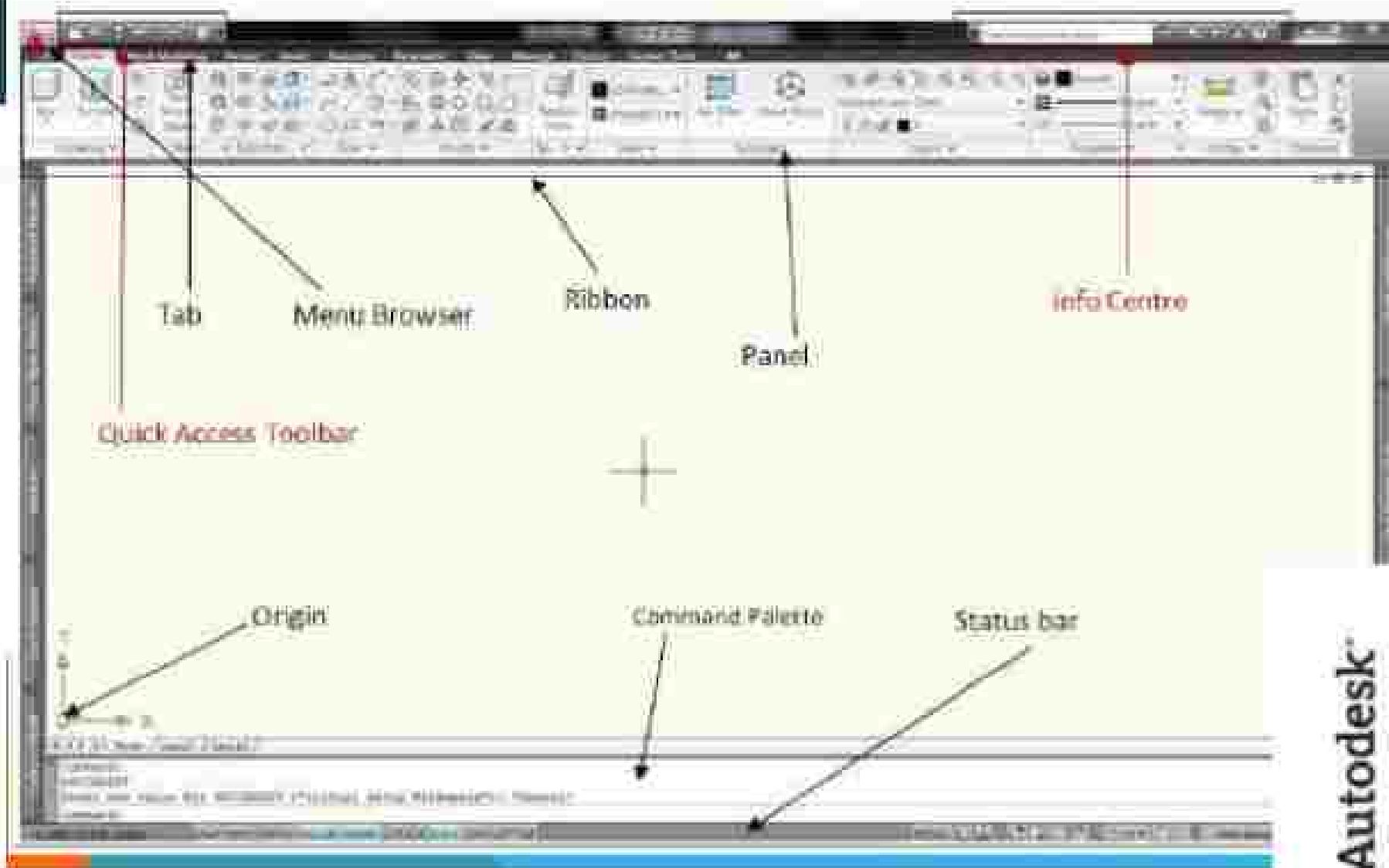
# INTRODUCTION

- ✓ The Word AutoCAD is made up of two words "Auto(logo of company)"and CAD "(computer aided design)".
- ✓ AutoCAD is 2D and 3D modeling software.
- ✓ It is developed by Autodesk company.
- ✓ Autodesk is an U.S.A based company.
- ✓ It is widely used in industry for 2D drawing and 3D modeling.
- ✓ In another way we can say that AutoCAD is a designing course , which is performed by the help of computer.

AUTOCAD  
SCREEN



# AUTOCAD SCREEN

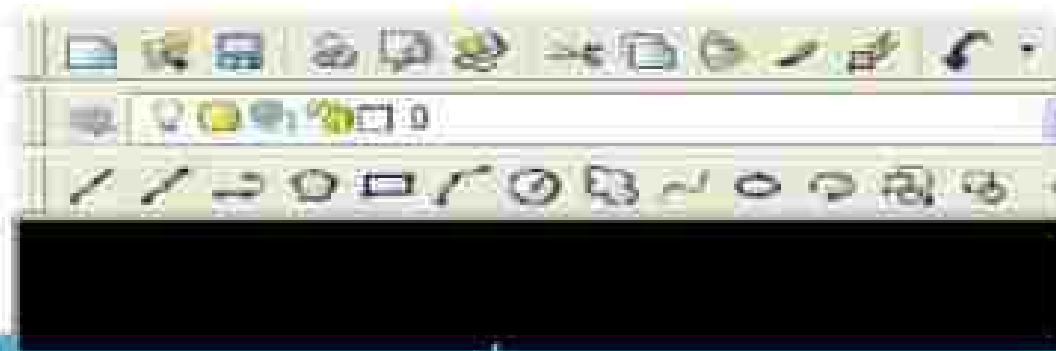


# WAY TO PROVIDE COMMAND

1.



2.



3.

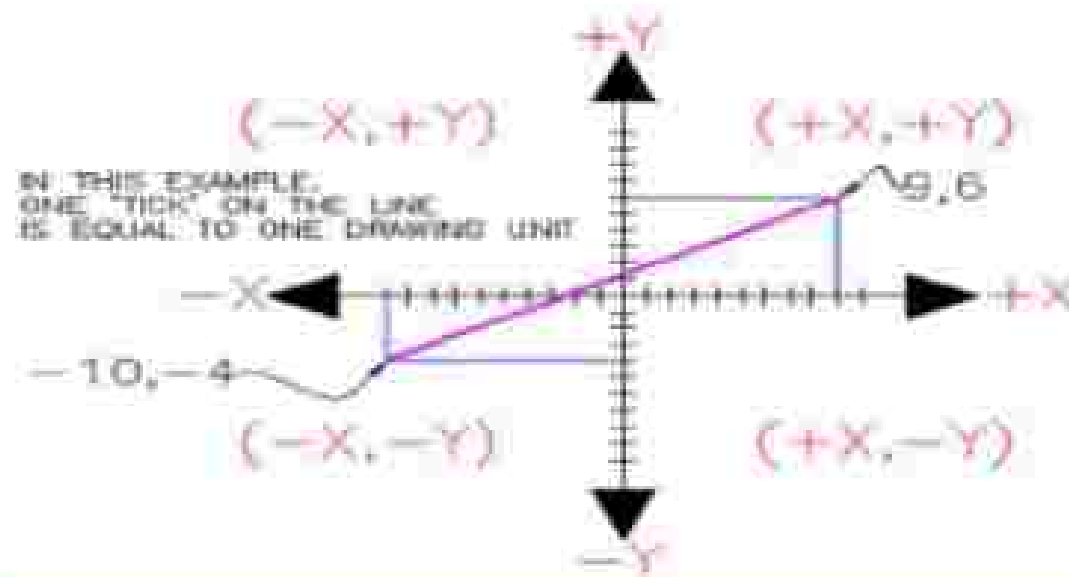


# HOW AutoCAD WORKS

- ✓ There is a co-ordinate system used in AutoCAD.
- ✓ Every drawing shows its co-ordinate.
- ✓ In above next slide the line shows its co-ordinate that is ( 9,6 ) and (-10,-4).
- ✓ There is so many commands like copy, move, rotate, mirror in 2D, path array, rectangular array, polar array & more.
- ✓ Different types of drawing can be made in the same time by using a command that is LAYER.
- ✓ Using line, arc, circle, rectangle, ellipse & polygon, so many drawing of different type can be made.

## CO-ORDINATE SYSTEM

- ✓ Every thing that we draw in AutoCAD is exact.
- ✓ All object drawn on screen is based on simple X-Y co-ordinate system.
- ✓ In AutoCAD it is known as world co-ordinate system (WCS).
- ✓ We are drawing a line, so we have two points A(-10,-4) and B(9,6). As shown in figure.



# The UCS and WCS

- ✓ The AutoCAD world is 3 dimensional. However, if we want to draw a 2d object, such as a plan or a section, we will use only 2 dimensions (x and y).
- ✓ WCS (world coordinate system) is the imaginary plane that is parallel to the ground. It is the default coordinate system.
- ✓ Modifications made to the World Coordinate System (WCS) result in a User Coordinate System (UCS). It is the plane that you work on. It enables the user to draw 3 dimensional objects.
- ✓ To create a new UCS, type ucs on the command window, then say New and specify 3 points on your new UCS plane.

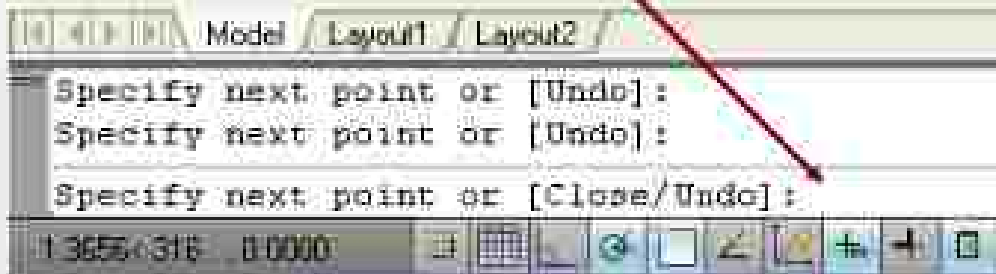
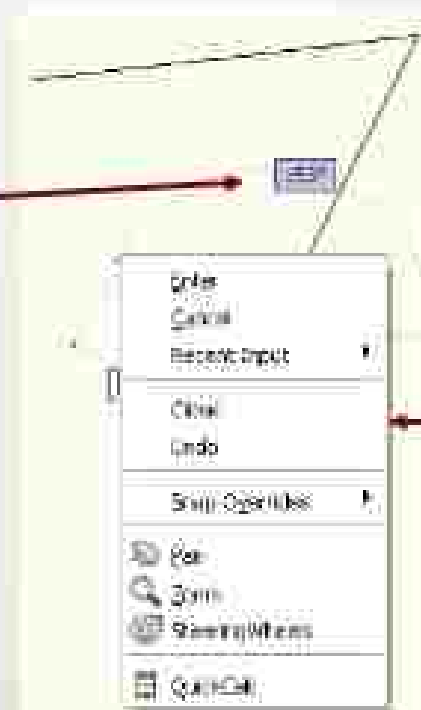
# **AutoCAD Drawing Commands**



# (Lines)



Line segments are created by entering starting and end points. They can be entered in the **Dynamic Input** or the **Command Line** at the bottom.



**NOTE:** There are multiple ways of accessing commands in AutoCAD. You can enter data in the **command line**, **dynamic input**, or the **right-click menu**.

# (Lines)



There are several ways to repeat the last command

1. Right-click menu in drawing area
2. Press spacebar once
3. Right-click in command line



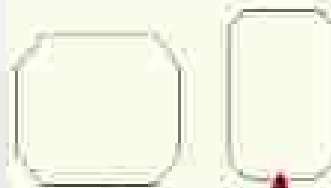
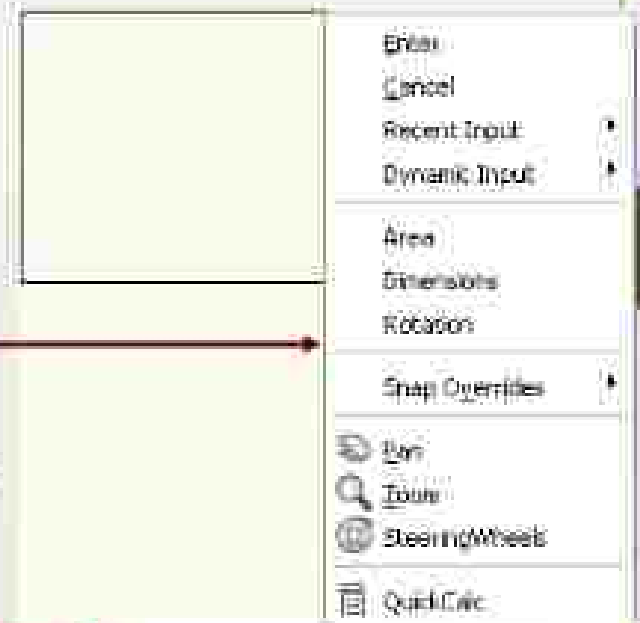
**NOTE:** By pressing the spacebar twice it will automatically connect you to end point of the last line segment drawn

# (Rectangles)



There are several options or commands for creating rectangles. The quickest is to enter the **X and Y** coordinates.

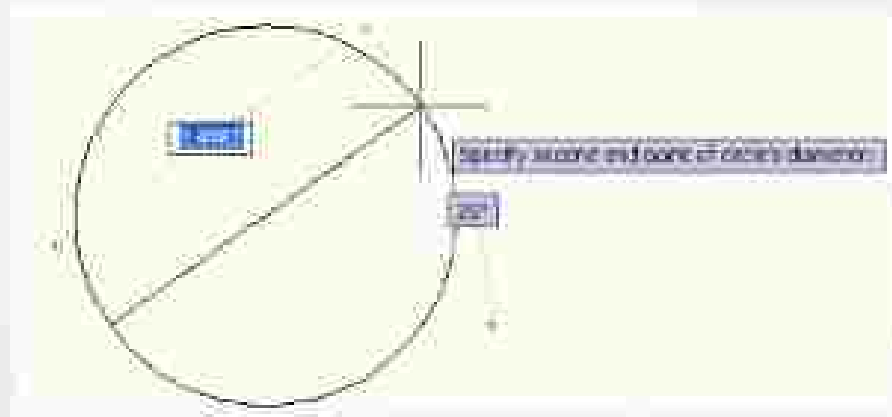
You may also use the right-click menu and choose **Area**, **Dimensions**, or **Rotation**.



There are also several options in the Command Line. The two most common are **Chamfer** and **Fillet**.

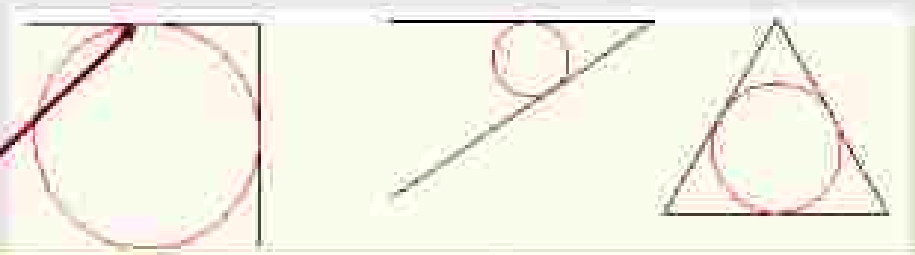


# (Circles)



For **2P** and **3P** circles the points picked will remain on the circle. You can also enter an angle.

Where two lines meet is called the "*Point of Tangency*"



TTR-Tan, Tan, Radius

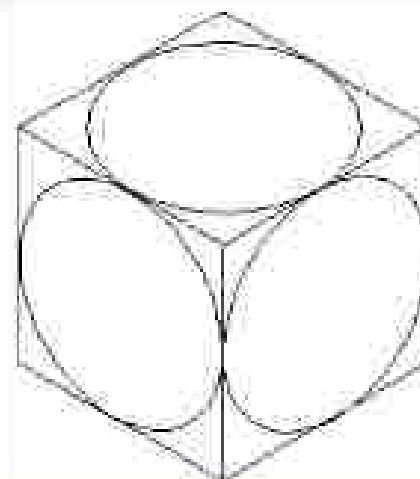
TTT-Tan, Tan, Tan

# (Ellipse)

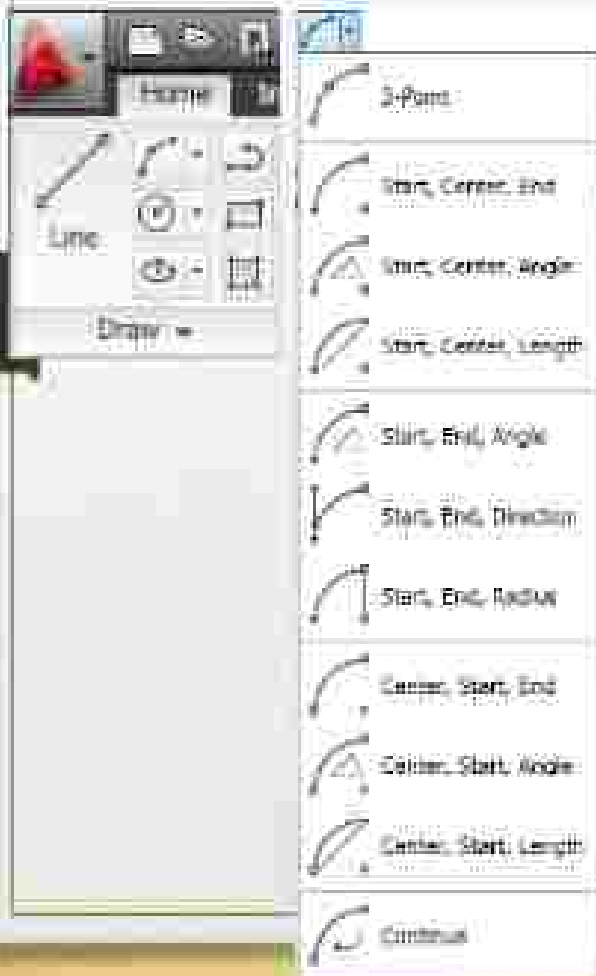


Ellipses are drawn by entering the **center point**, **endpoints** for each of the two axes, and the **rotation angle**.

**NOTE:** When a circle is rotated at an angle it appears as an ellipse. Circles in **isometric drawings** are circles rotated at 30 degrees.

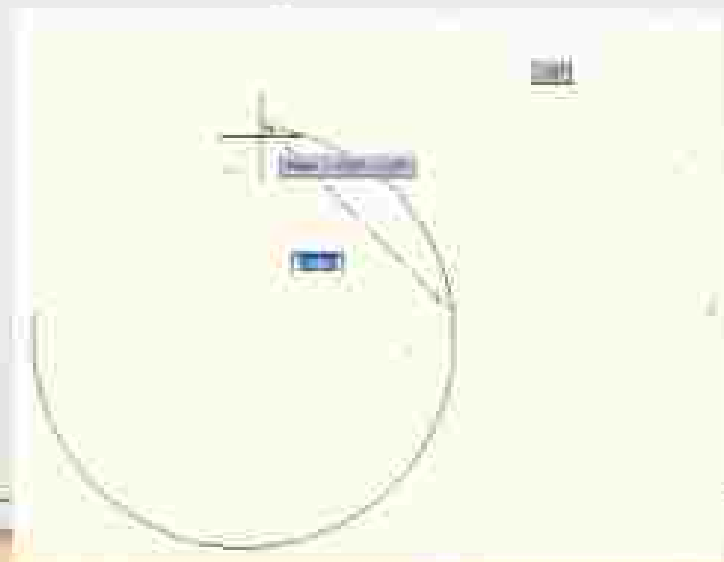


# (Arcs)



There are **11 different methods** for creating arcs in AutoCAD. All of them require three specific points. A **start point**, **second point**, and **endpoint**.

The arc commands that begin with "Start" draw arcs in a counterclockwise direction, and must follow the correct sequence.



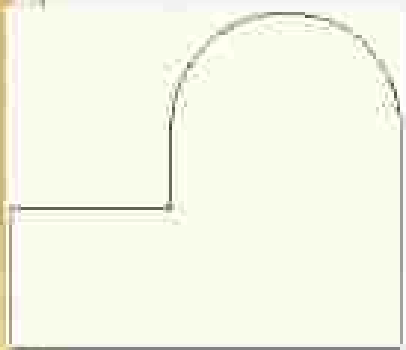
## (2D Polyline)



A 2D Polyline is a connected sequence of segments created as a single planar object. You can create **straight line segments**, **arc segments**, or a combination of the two. You can also change the **line width** or weight.

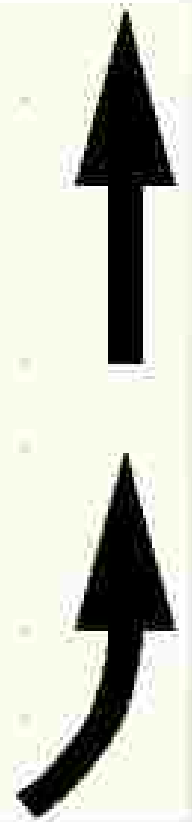
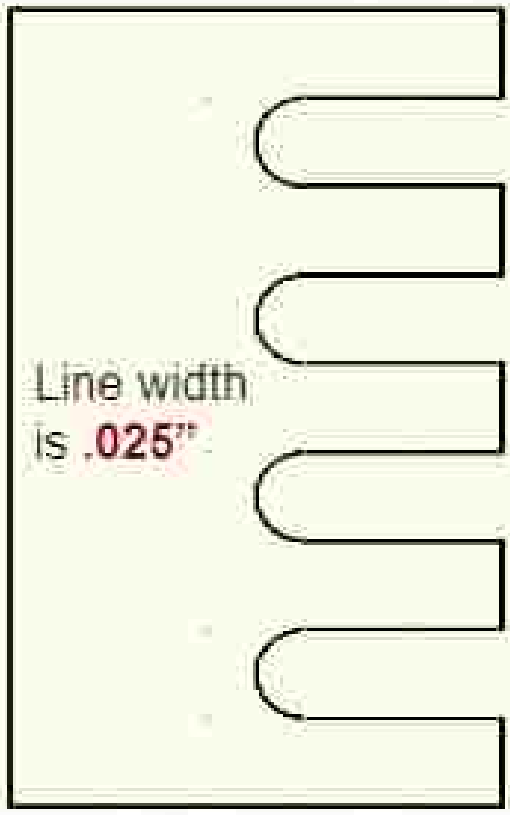
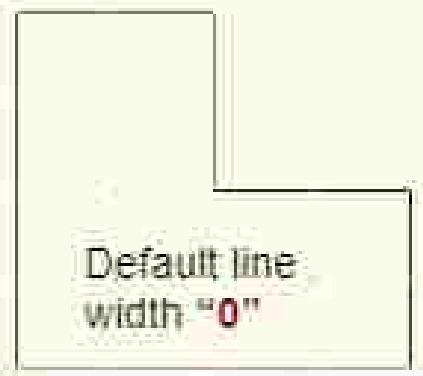
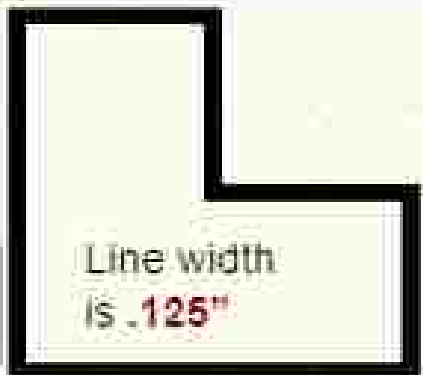
**NOTE:** Arcs are always drawn in counterclockwise direction

**NOTE:** Remember to use the **right-click menu** when selecting options





## 2D Polylines



Set grid to  
**.75" x .75"**

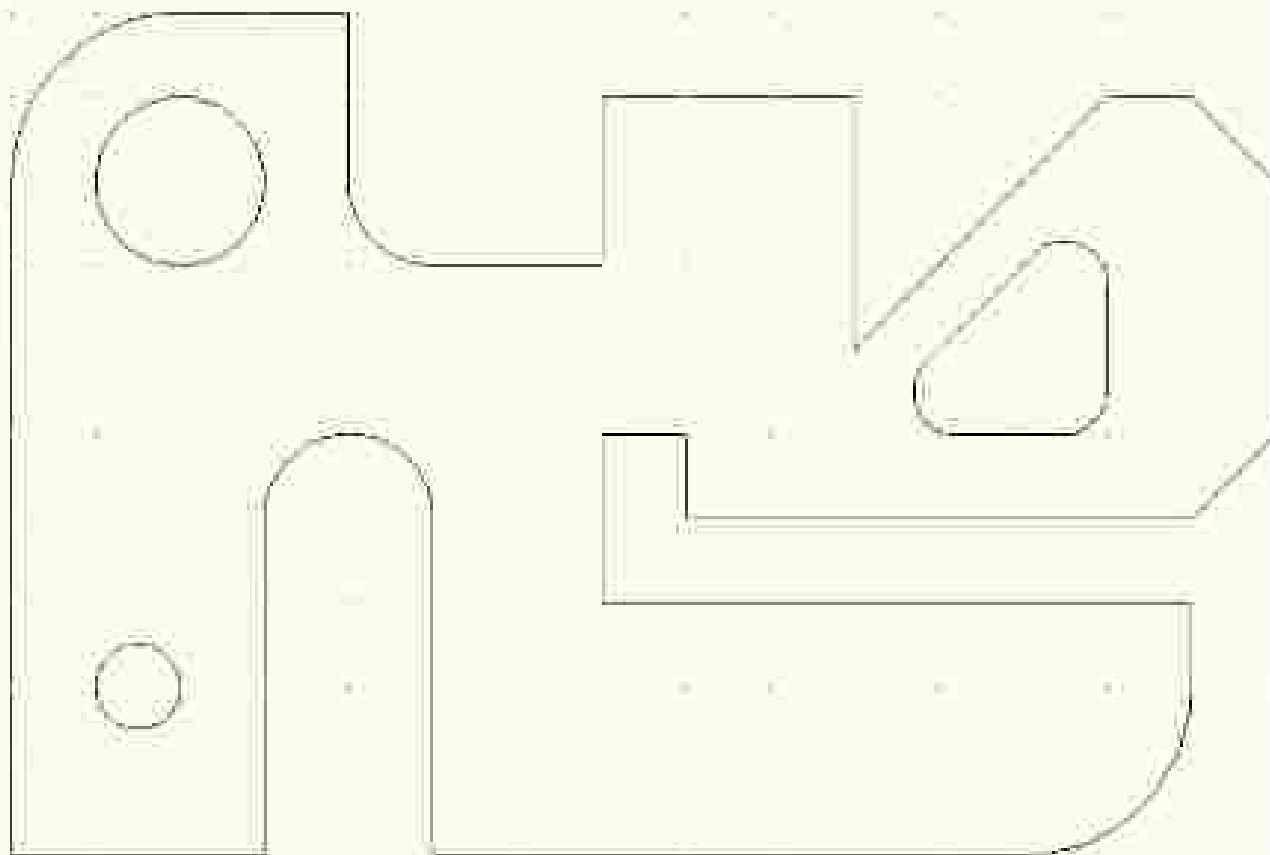
Parking lot  
arrows.  
Arrowheads  
drawn from 0-  
**.75"** width.  
Tail is set at  
**.25"** width

**NOTE:** To set the polyline width back to the default enter **"0"** for line width





## AutoCAD Tools



Set grid to **.5"**

Fillet radius for triangle is **.25"**

**NOTE:** You will use a variety of tools to locate and complete the different line segments. You will also need to turn the grid on and off at times.

# (Hatches & Gradient Fills)



## Basic Concepts:

Used to **convey information** in a drawing. For example you may want to illustrate brick on a building or solid sections of a metal part.

You can add **hatches** or **gradient fills** to any object as long as it is a **closed object**.

You can use the **predefined hatch patterns** from AutoCAD, **create your own** or obtain them through a **3<sup>rd</sup> party** (i.e., Internet).

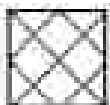
When you apply a hatch pattern you have control over the **scale** and **angle**.



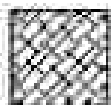
ANSI33



ANSI34



ANSI37



ANSI38

## (Hatches & Gradient Fills)



### Basic Concepts (Continued):

Hatch patterns are created on the **current layer** and assume the properties of that layer including **color** and **linetype**.

Hatch patterns can be **Associative**. That means the hatch pattern will adjust if the area is enlarged or reduced.

Hatch patterns can also be **Annotative**. That means they **scale automatically** if the scale of the drawing changes.

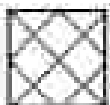
Hatch Patterns should be created on their **own layer**.



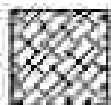
ANSI33



ANSI34



ANSI37



ANSI38

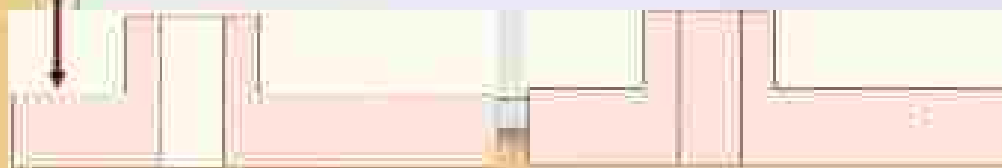
# (Hatches & Gradient Fills)



**Pick Points & Select Objects** - These are Autocad's two different methods of hatching an area. Using **Add Pick points**, clicking inside an area (such as a rectangle) will result in the hatch pattern being applied to all blank space within the boundary. **Add Select object** simply hatches within a selected object.

Great care must be taken to ensure that the area to be hatched is **closed**, and all line endpoints are meeting each other. If a small gap is left open, the hatch command will fail, usually with the error: **Unable to hatch boundary.**

**Add Pick Points**



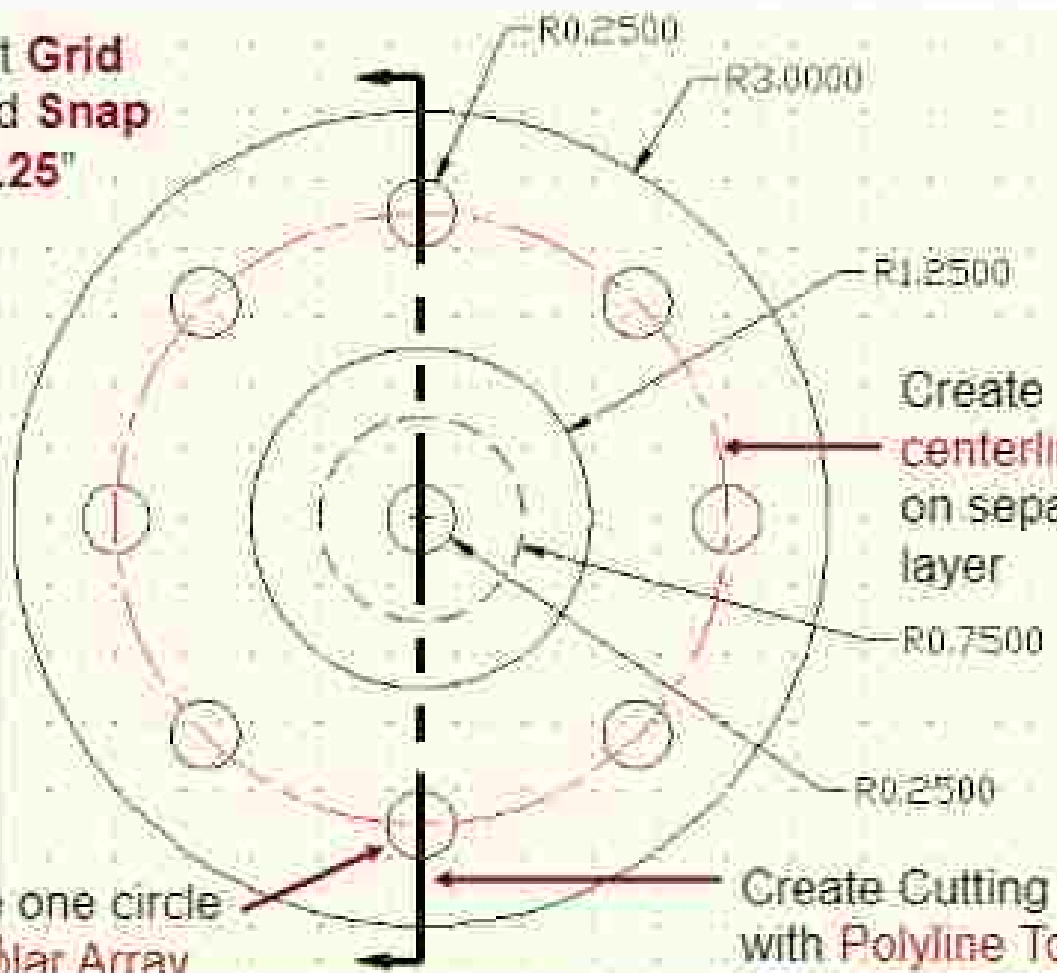
**Add Select objects**





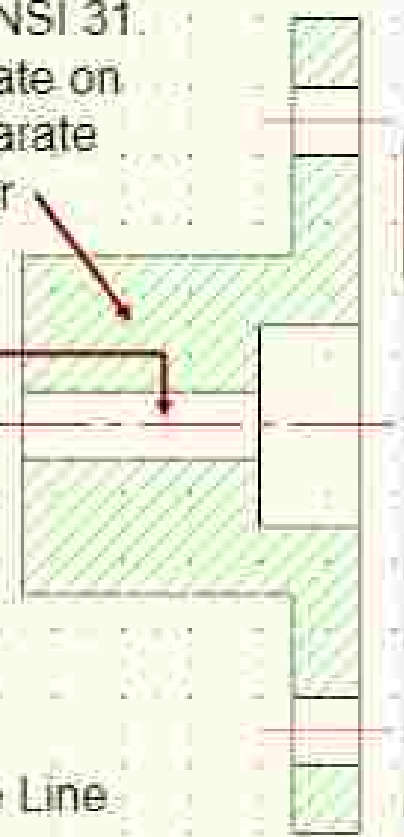
# Hatch Patterns

Set **Grid**  
and **Snap**  
to **.25"**



Hatch Pattern  
is ANSI 31.  
Create on  
separate  
layer

Create  
**centerlines**  
on separate  
layer

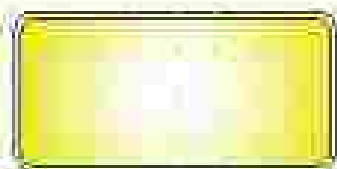
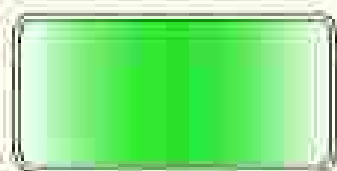
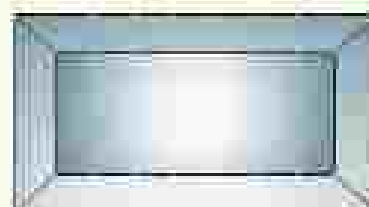
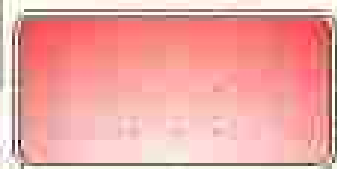
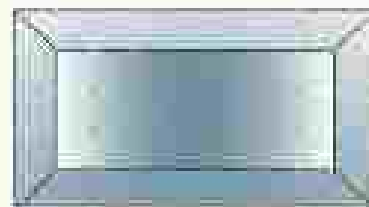
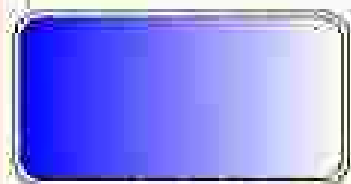


Create one circle  
and **Polar Array**

Create Cutting Plane Line  
with **Polyline** Tool



# Gradients



## Procedure:

Set grid and snap to  
**.25"**

Create rectangles with  
corner fillets set to **.2**

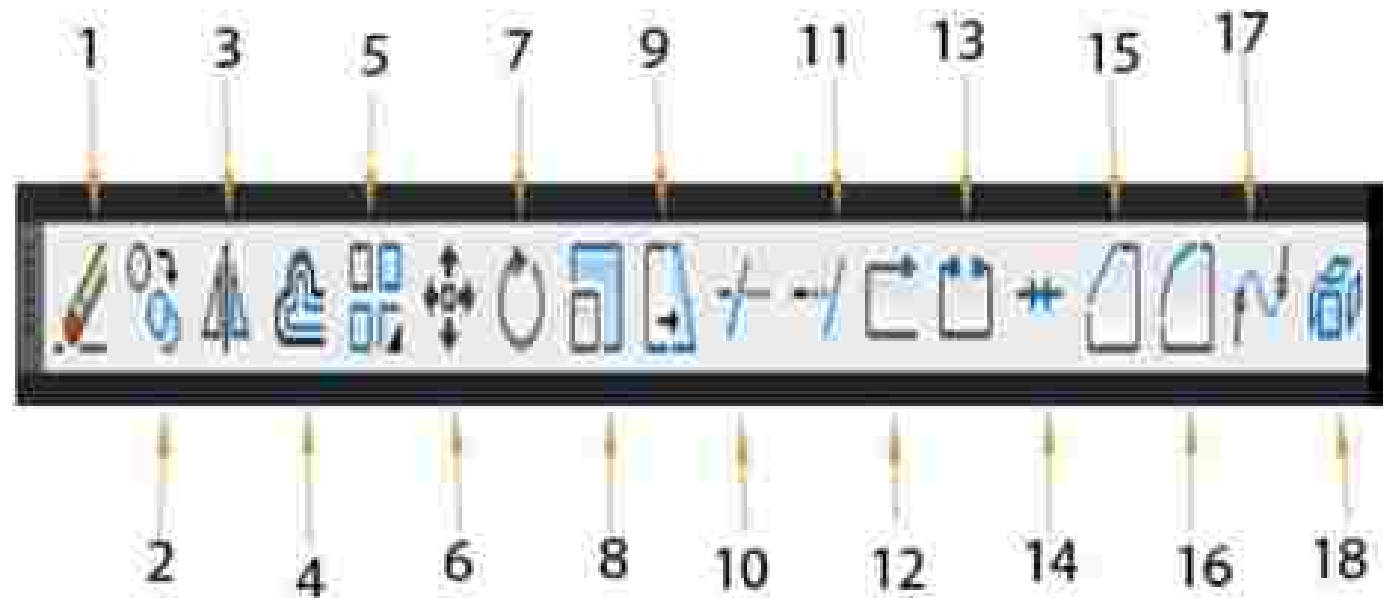
Use **Offset command**  
to offset rectangles  
**.04"** to the inside.

Select and use  
different gradient  
patterns to create 2D  
and realistic **3D**

## Images

**NOTE:** Gradients are  
used to enhance  
presentation graphics

**EDIT COMMANDS (OR)  
MODIFY TOOL BAR**



[mechcadcam.com](http://mechcadcam.com)

Modify Toolbar

Modify toolbar has a interface of edit commands which are used to edit the existing drawing. Modify toolbar located at the selection bar. Modify toolbar commands are helpful for create drawings. Modify commands given below.

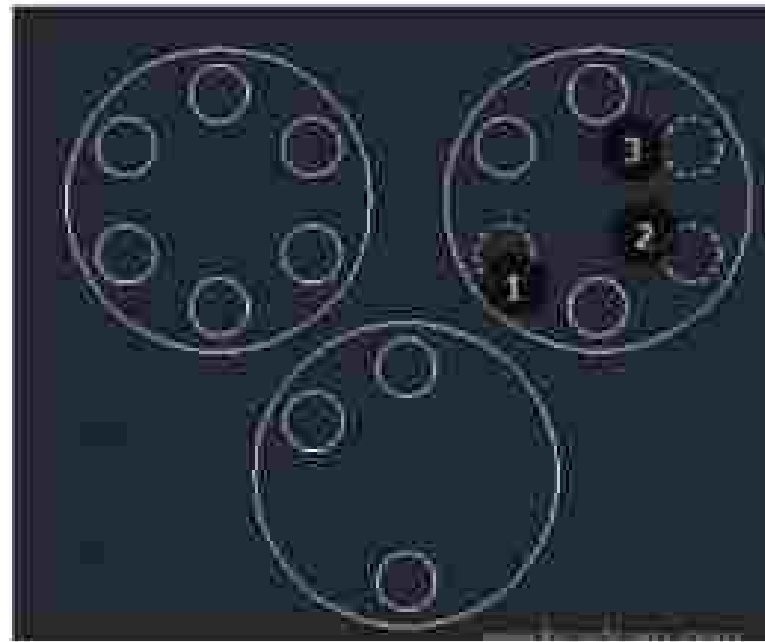


### Modify Toolbar

SNO	Command name
1	Erase
2	Copy
3	Mirror
4	Offset
5	Array
6	Move
7	Rotate
8	Scale
9	Stretch
10	Trim
11	Extend
12	Break at point
13	Break
14	Join
15	Chamfer
16	Fillet
17	Blend curves
18	Explode

## Erase:

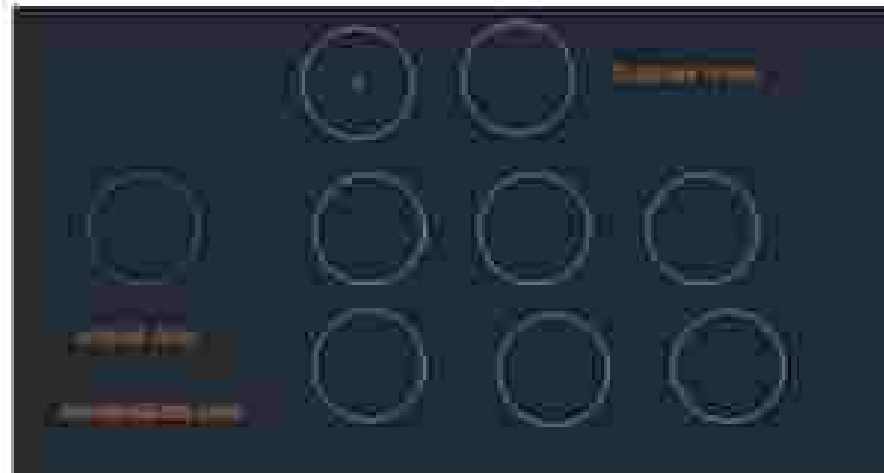
Erase command select from modify toolbar and it is used for the erase of select unnecessary segments of drawing and particularly selected objects.see below figure how to use it.



1,2 and 3 circles are selected by erase command next click on enter in your keyboard then selected parts deleted.

## Copy:

Select command from modify bar. If you want to create same objects into more than one then copy command should be used for creating number of same objects. How to use copy command see below figure.



Copy of the objects

## Mirror:

Select mirror command from modify toolbar. This tool is used for creates a mirrored copy of selected objects. If you create drawing of similar segments of part then you draw only one segment of part it will represents the half of the drawing. Select the half drawing mirror them across the line to create another half. how to use mirror command for similar segment see in below figure.



## Offset:

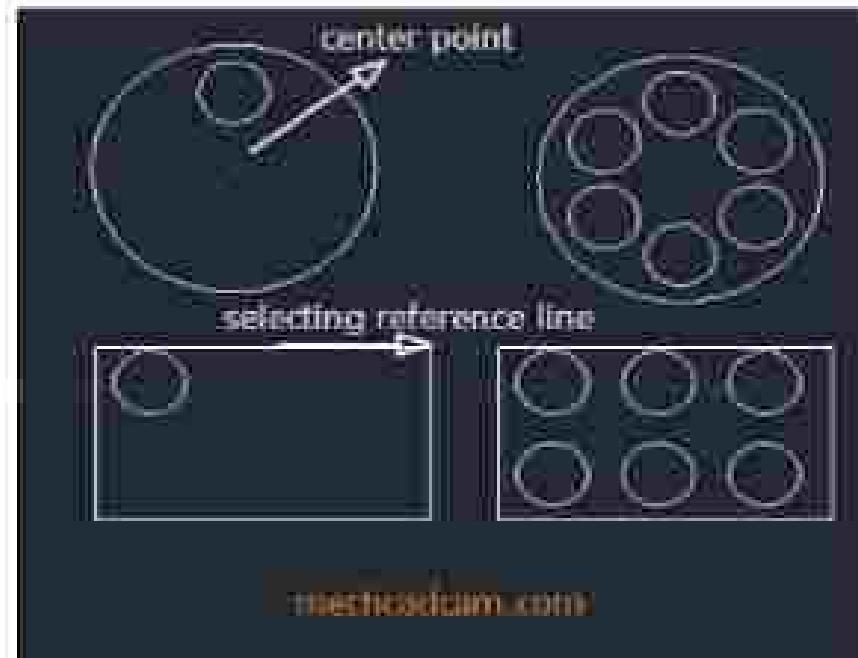
Select offset command from modify toolbar. To create similar objects with specified distance such as parallel lines, concentric circles and parallel lines. If you want create offset click on the offset command select object and create objects by specified distance.



Offset

## Array:

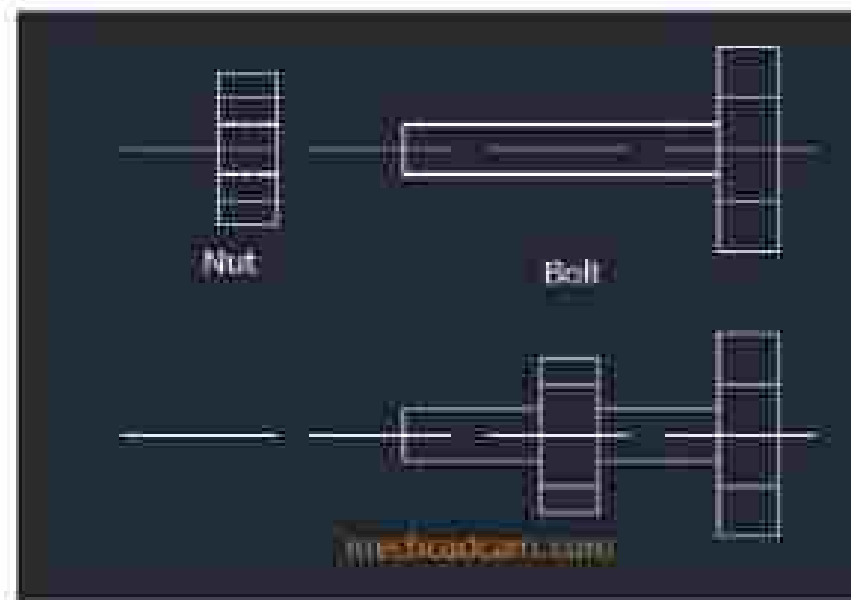
Select the array command from the modify toolbar and it distributes objects copies into any combination of columns, rows and levels. This will happen based on selecting axis which indicates direction of array of the base segment. How to developing copies objects by click on array command see in below figure



## Move:

Select move command from modify toolbar. If you want move drawing from one location to another location (or) attached to the part drawing by using the move command. It is mainly used for the assembly drawings.

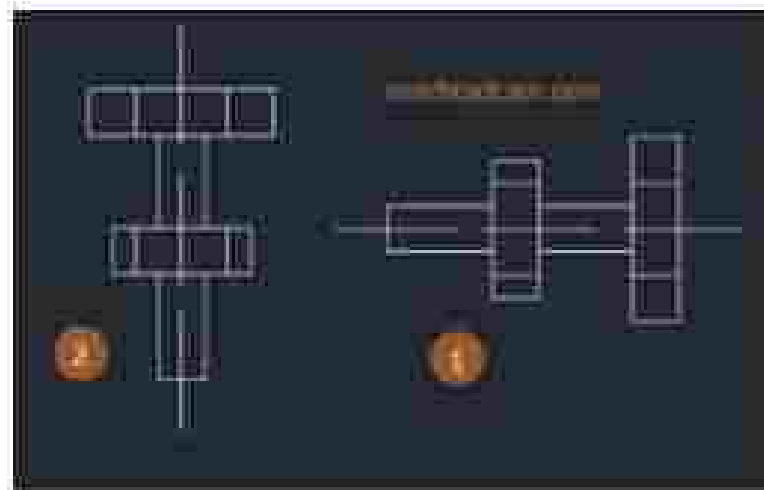
Example: Created nut and bolt see how to assembled by move command



Move

## Rotate:

Select the rotate command from modify toolbar. By using this command rotate the selected objects around a base point to an absolute angle. If you want rotate rotate the part drawing see in below figure.



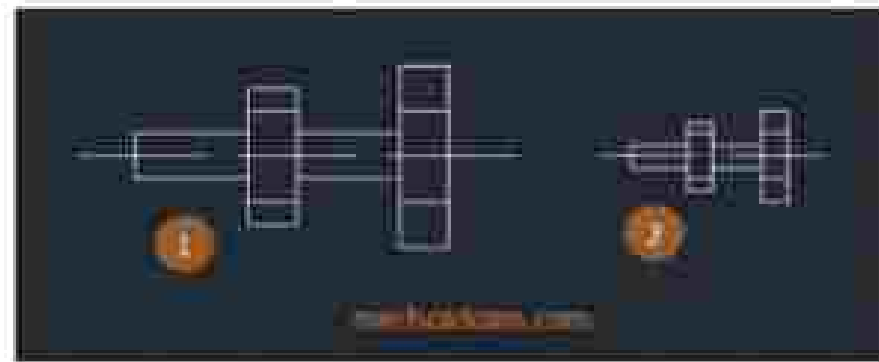
## Rotate

1. Before selecting rotate command rotating of the specified component
2. Rotated drawing with angle and base point



## Scale:

Scale command is selected from the modify toolbar. Scale command is used for reducing (or) enlarging the selected objects but it is keeping same proportion of the object after scaling. Scaling is the process of adjusting the drawing sizes with same prepositions. If you want to use scale command for the objects see in below figure.

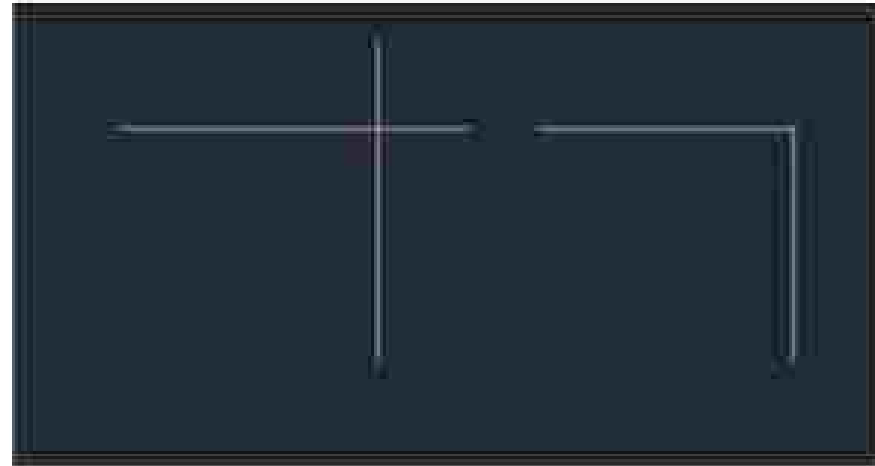


## Scale

1. Before selecting command scale command drawing scale is 1:1
2. Scaling of the object having a 1:2

## Trim:

Select command from modify toolbar to trim objects select the boundaries.



Trim the unwanted lines.

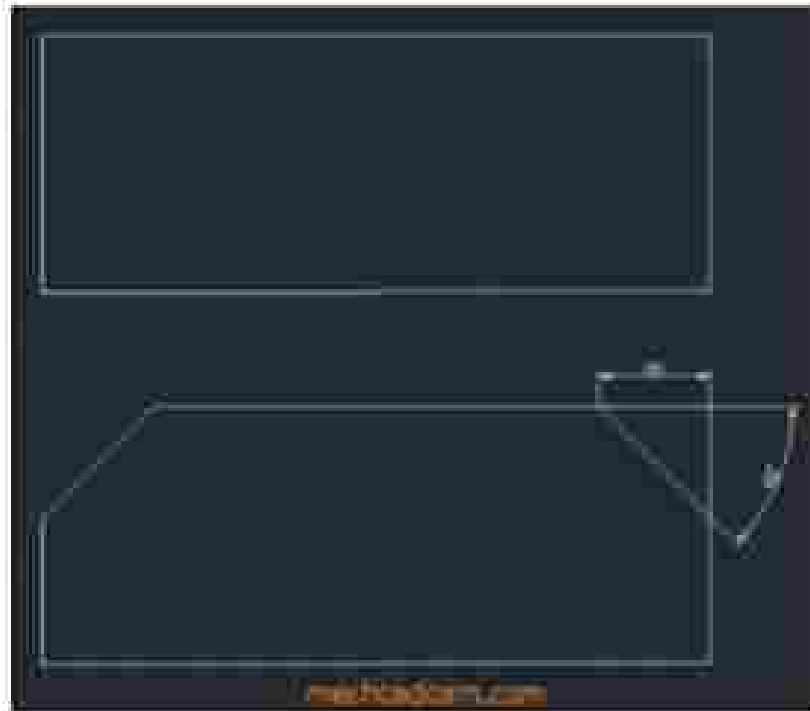
## Extend

Extend the lines to meet the other edge of the objects.



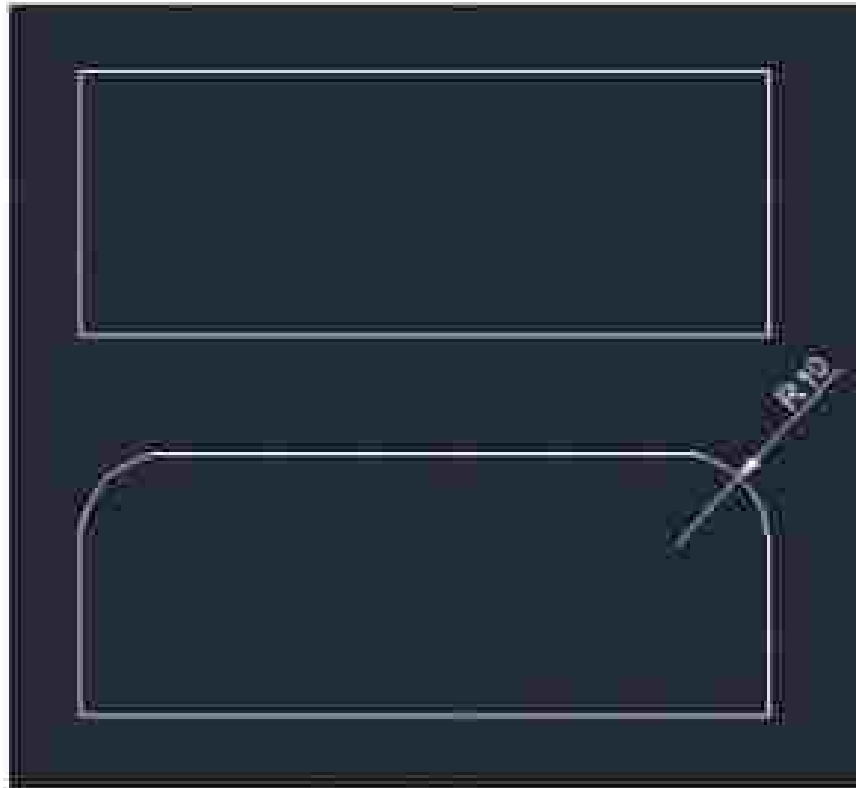
## Chamfer:

Chamfer selected from the modify toolbar. The distance and angles are specified to applied in the order to the select the objects.



## Fillet:

Fillet is select from modify toolbar. It forms smooth edges.



رسم مخطط لوحدة سكنية

باستخدام قائمتي draw

,modify

الفتحات

**Openings**

# 1. Windows

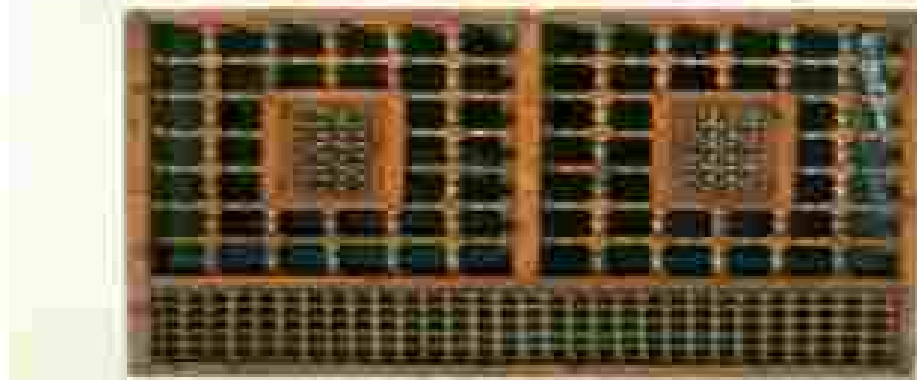
"Windows are a very important part of both interior planning and exterior styling."

- ❖ Traditionally, the window was considered an "opening" in the wall.
- ❖ Windows perform several distinct functions. The most important of these is normally the admission of "light" both from a practical stand pointed for it's psychological and aesthetic effect on the interior space.
- ❖ Any window design must satisfy the technical requirements of the relevant parts of building. The main considerations are size, format, divisions, way of opening, thermal and sound insulation, fire resistance and general safety issues, including the use of security glazing must also be taken into account.
- ❖ A second function of windows is ventilation.
- ❖ A third function of windows is to permit vision, in or out.
- ❖ Fourth, windows sometimes serve as an emergency escape.
- ❖ Finally, windows are elements of architectural composition.



شکل رقم ( ۱ ) بوضوح الطابع القديم للونجة فتمتھا بعمل طابع الزخرفة والآخر كان مشهور بونجة ذات حنايات صلبة





شكل رقم (٢) يوضح استخدام مادة الخشب في واجهات التسليك بما يعرفها بالمشربية على نواحي الخصوصية لأهل البيت و هي منشورة في نشر والمنعقدة.



شكل رقم (٣) يظهر نمط من استخدام الألومنيوم كعنصر جديد في تصميم التواء . فالمنطقة التي استخدمت المنطلقات هي جامعة المنصورة بما يعرف

curtain-wall



شكل رقم (٤) يعرض نماذج لتحتات شاليهك لأحد الأبراج السكنية في عاليبولس حين معروسة جيداً



شكل رقم (٥) يظهر استخدام الزجاج المعشق في مسجد أحمد باشا تركيا، والذي يعكس جو البلقان

## Light

- ❖ The amount of light admitted depends on the number, size, location, and transparency of the windows.
- ❖ The orientation of the windows will have an important effect upon the quality of the light admitted.
- ❖ The type of glass used will also affect the quality of the light, as well as the quantity.
- ❖ If daylight is considered to be essential for the use to which a room will be put, then windows are an unavoidable necessity.
- ❖ For workrooms which are 3.5m or more high, the light transmission surface of the window must be at least 30% of the outside wall surface,  $L_e > 0.3 A_{NB}$



شكل رقم (١١) يظهر نوع آخر من الفتحات يستخدم الألمنيوم في التصنيع وذلك لتوفير  
مزيد من الأمان إضافة لعدم التعرض للحرائق من الخارج في الأماكن التي تستخدم الألمنيوم  
فيها.



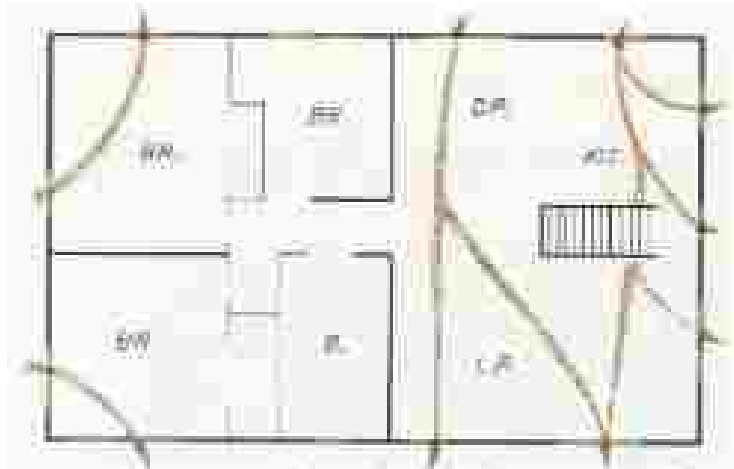
شكل رقم (٧) يعرض حجم فتحات الشبانيك وتكرار وحدة معينة في  
مبنى كلية الطب بالجامعة الإسلامية



شكل رقم (١١) يظهر حجم فتحات الشبانيك في غرفة ملاعب مختلطة الأعمار على سطح مبنى  
مكتبة الشبان، وتتمتع هذه المظلة بمرور الهواء الطلق.

## Ventilation

- ❖ Where windows are used for ventilation, the requirements vary the season and the climate.
- ❖ In cold weather the principal requirement is to deflect the entering air upward.
- ❖ In hot dry summer weather, it is often desirable to admit as much breeze as possible.



الشكل رقم (10) يوضح أنماط تيارات الهواء الطبيعية داخل الغرفة

## Vision

- ❖ The vision function of glass in windows works both ways, permitting one to look out as well as to look in.
- ❖ Where looking out is a pleasure that can be indulged, large clear glass areas should be used with as few divisions as possible.
- ❖ The use of large glass areas not only permits the view to be enjoyed but also makes the room itself seem more spacious.



Fig. (10) shows that the choice of windows is important in room planning and design





Fig. (12) shows that the windows form living room to the terrace are located where glass walls are large.

### Escape

- Windows used for emergency escape must be easy to open, have reasonably low sill, and openings large enough to go through without difficulty.



شكل رقم (13) يظهر كيفية اختيار شكل النور الذي لا يمكن استخدامه للهروب أو الخروج إلى مكان الطوارئ.

### Materials

- Windows are commonly made of wood, steel, and aluminum, less often of stainless steel or bronze.



شكل رقم (14) يوضح استخدام الخشب في تصنيع النوافذ كونه مستخدماً للبيئة ويمكن التكاليف من انحاء اخرى.



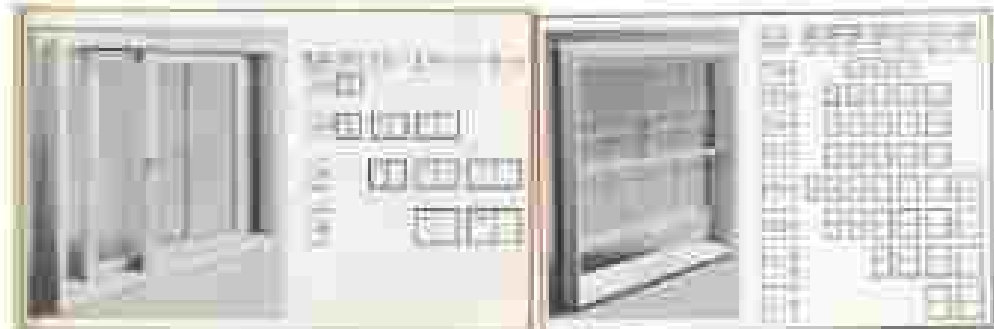
شكل رقم (١٧) مبنى سكني في مدينة دبي، الإمارات العربية المتحدة، مصمم من قبل شركة آي.بي.بي. (I.P.B.)



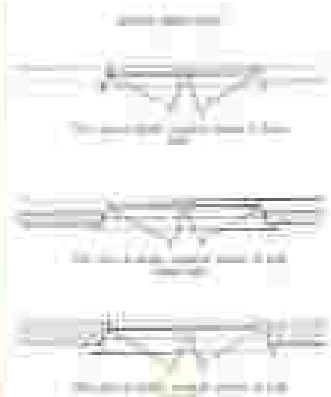
شكل رقم (١٧) نموذج النافذة من العناصر التي يرمزها (Crested)

### 3.1. Types of Windows

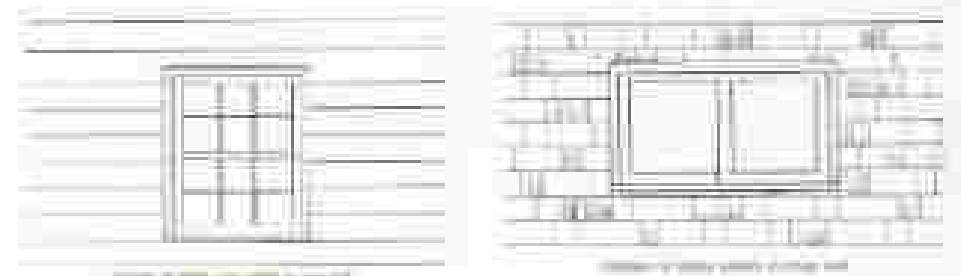
- ❖ Double-hung (Crested)
- ❖ Projected
- ❖ Awning
- ❖ Vertically and Horizontally Sliding
- ❖ Sliding Window
- ❖ Tilted Window



شكل رقم (١٨) نموذج النافذة التي يرمز لها بالرمز (Crested) في الوثيقة



شكل رقم (١٩) نموذج النافذة التي يرمز لها بالرمز (Crested) ويظهر طريقة فتح النافذة بطريقة التمرير في السقف والنافذة



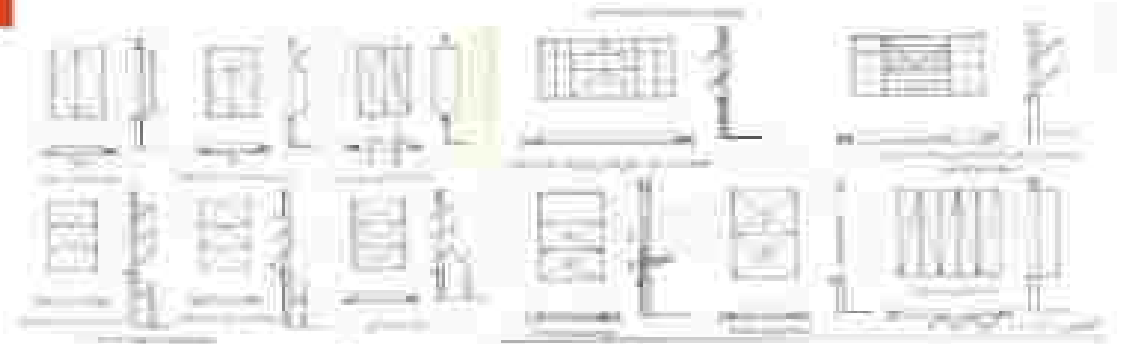
شكل رقم (١٩) نموذج النافذة التي يرمز لها بالرمز (Crested) ويظهر طريقة فتح النافذة بطريقة التمرير في السقف والنافذة



شكل رقم (٢٠) نموذج تخطيط نموذج المبنى

## 1.2. Types of Operation

- ❖ Window vents may slide horizontally or vertically.
- ❖ Hinged at top open out (casement)
- ❖ Hinged at bottom open in (casement)
- ❖ Hinged at left.
- ❖ Hinged at right (casement side hung)
- ❖ Pivoted-vertically or horizontally.
- ❖ Fixed light.



شكل رقم (٢١) بعض نماذج طرق فتح النوافذ المختلفة وطرق التعير عنها من الواجهة والسطح والداخل



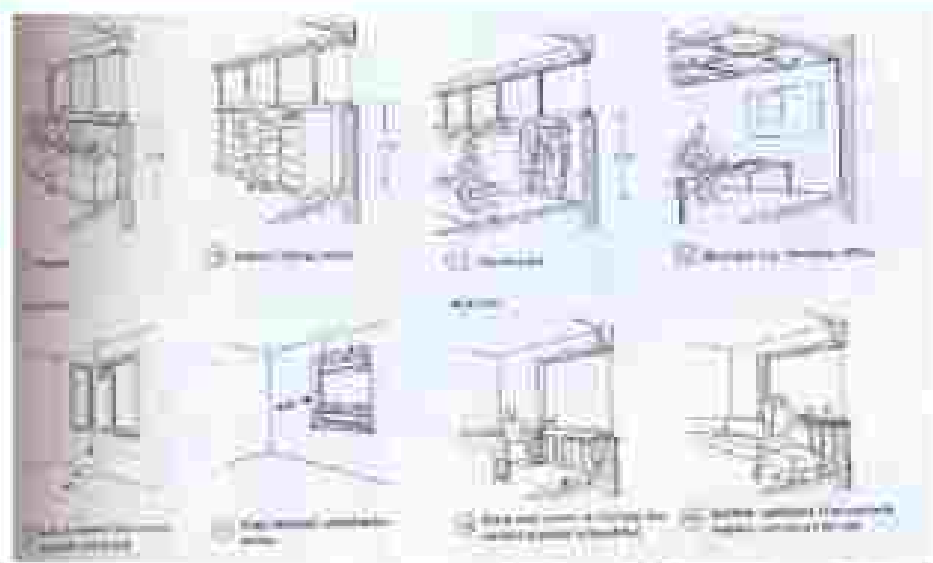
شكل رقم (٢٢) نموذج نموذج المبنى نموذج المبنى

## 1.3. Other considerations

- ❖ Every work area needs a window leading to the outside world.
- ❖ The window area which transmits light must be at least 1/20 of the surface area of the floor in the work space.
- ❖ The total width of all the windows must amount to at least 1/10 of the total width of all the walls.
- ❖ Window size at 5/10 of room floor area.
- ❖ In planning the size of windows, the optimum daylight level relative to the purpose of the room must be the deciding factor. For example, building regulations require a min. window area of 1/8 of the floor surface area for living rooms.
- ❖ The window width in secondary rooms can be chosen according to the distance between the rafters.
- ❖ Minimum height of the glass surface is 1.3m.
- ❖ The total height of all windows must be 50% of the width of the workroom. i.e.  $Q=0.5B$ .



شكل رقم (٢٣) نموذج نموذج المبنى نموذج المبنى



شکل رقم (۲۱) دروس انواع پنجره ها طبق استاندارد



شکل رقم (۲۲) دروس انواع درب ها طبق استاندارد



شکل رقم (۲۳) طراحی داخلی اتاق نشیمن با پنجره های بزرگ و مبلمان مدرن



شکل رقم (۲۴) طراحی داخلی راهرو با پنجره های بزرگ و مبلمان مدرن

## 2. Doors

- Internal doors must be positioned in order to maximize the usable room space.
- It is necessary to decide whether a door should open inwards or outwards. Normally doors open into the room.
- The width of doors is determined by 10% size and the room into which leads. The minimum inside width of a door opening is 85cm.
- In residential buildings, the standard door opening widths are as follows:
  1. Single-panel doors: main rooms approx. 80 cm, auxiliary rooms approx. 69 cm, front doors to flats approx. 90 cm, front doors to houses up to 115 cm.
  2. Double doors: main rooms approx. 170 cm, front doors 140-215 cm.
  3. Door opening height at least 195 cm, but normally 195-200 cm.



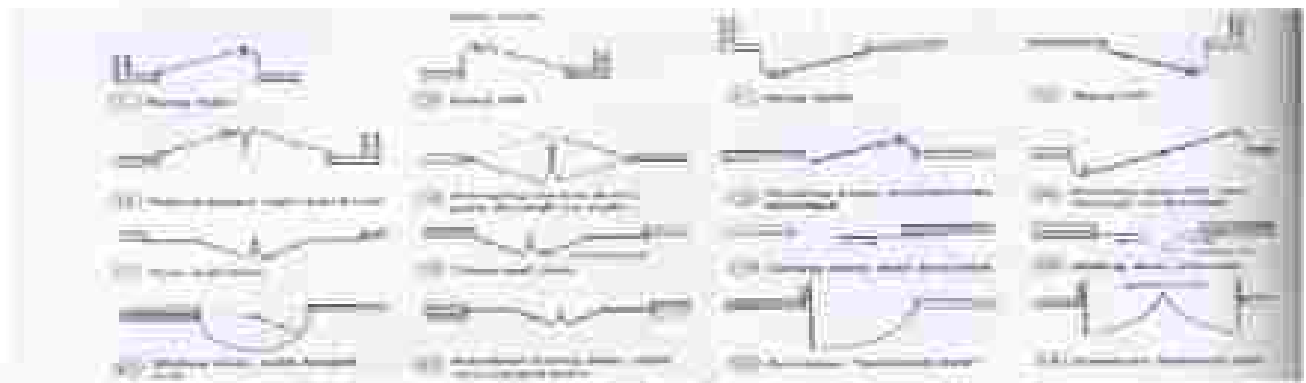


DOORS THAT GET YOU  
ON THE WAY IN

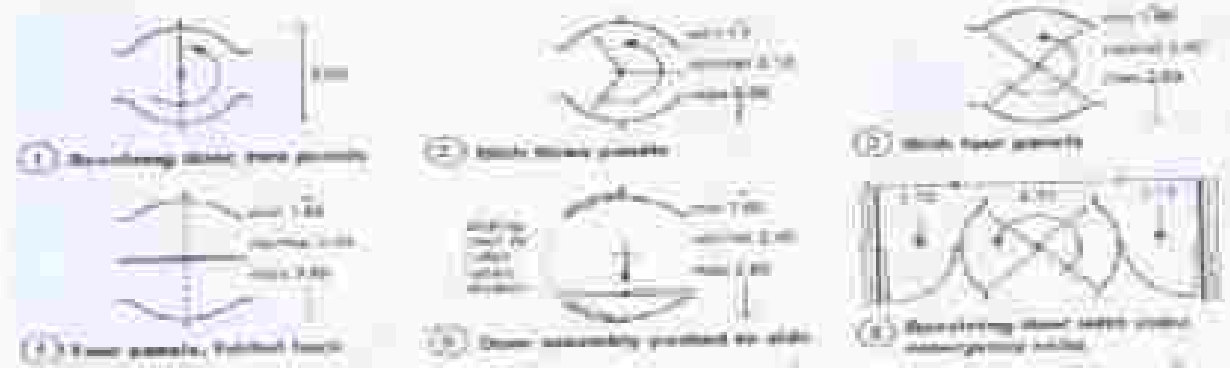
شکل رقم (۱۹) انواع مختلفہ دروازوں اور انھیں کھولنے اور بند کرنے کے طریقے

**Door Types**

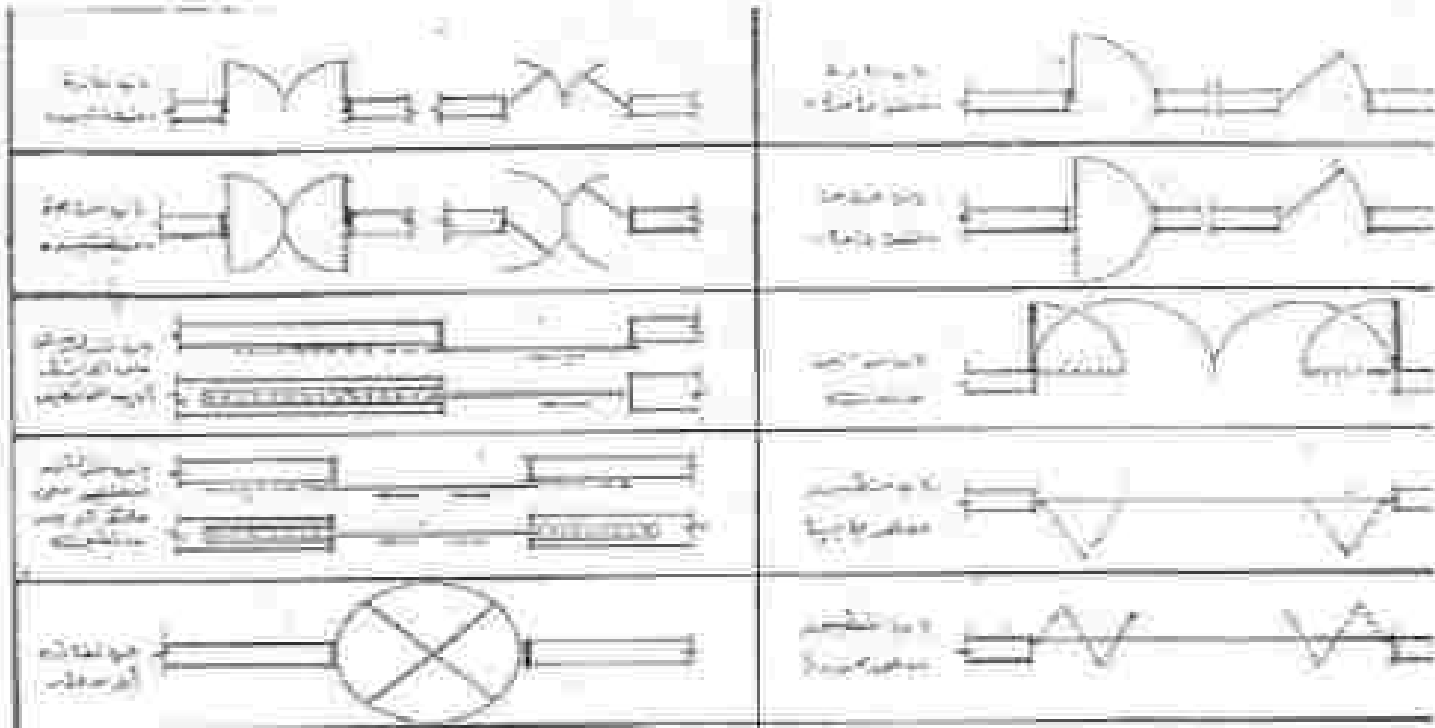
- ◆ Hung right or left door.
- ◆ Swinging outside door.
- ◆ Sliding door.
- ◆ Revolving door.
- ◆ Folding door.
- ◆ Telescopic door.
- ◆ Kicker shutter door.
- ◆ Fire door.



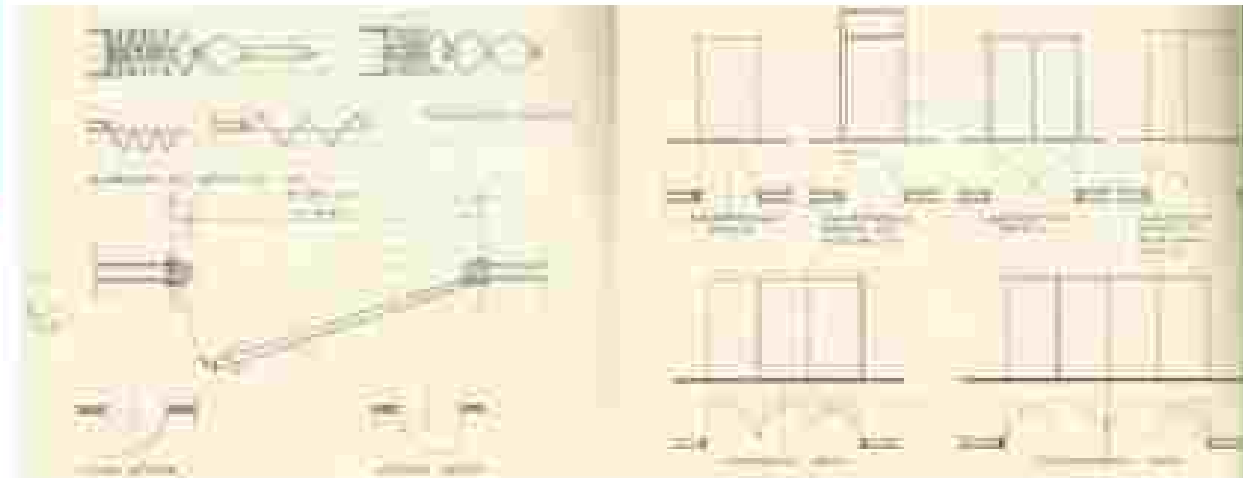
شکل رقم (۲۰) دروازوں کے مختلف اجزاء اور ان کے کاموں کی تفصیلات



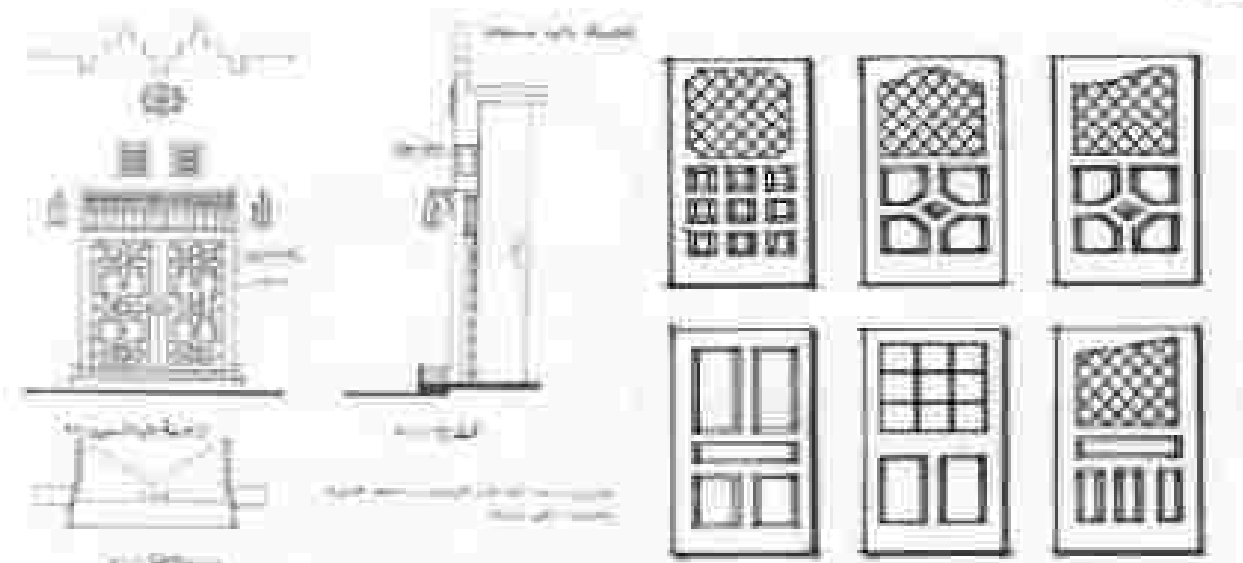
شكل رقم (٣٠) بعض النواصير الكورنثية ونمطاتها المختلفة



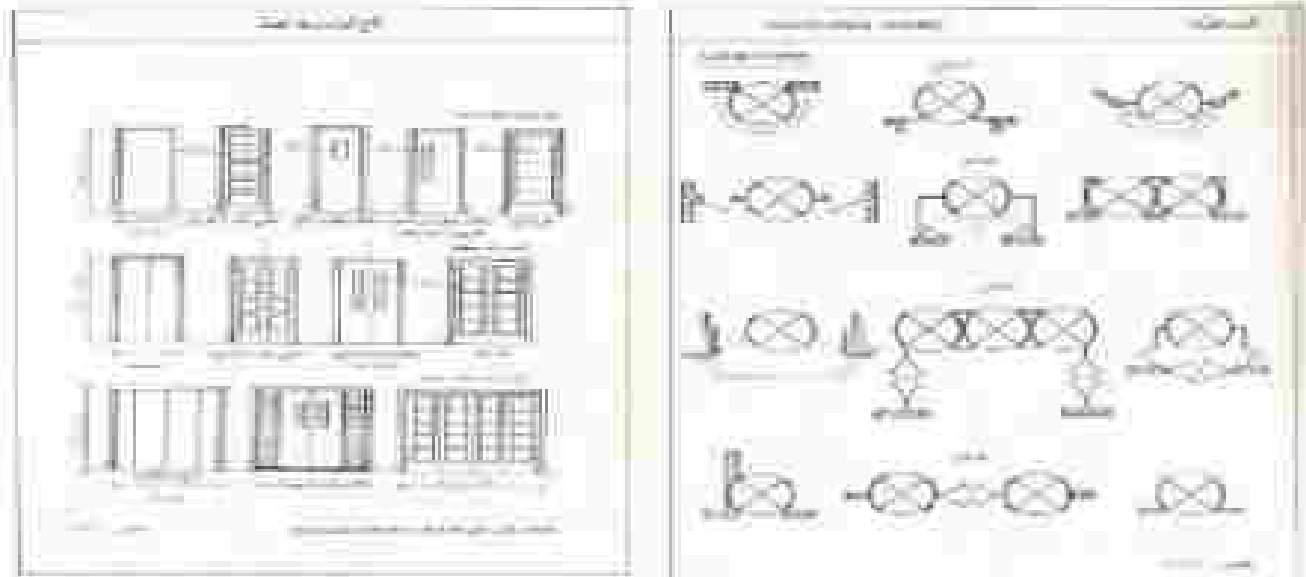
(٣١) بوضوح النماذج المختلفة لنواصير الكورنثية بطريقة يظهرها في المسطحة



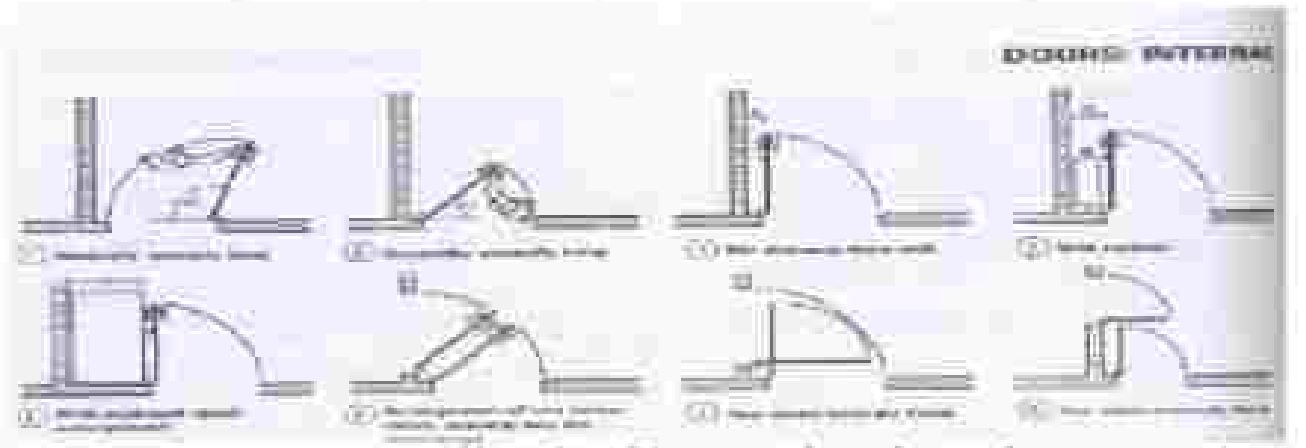
شكل رقم (٣٢) يوضح قطع عرض لمثلية فتح الباب خلف بعض النماذج بعد تركيب الباب والعمود عنها في السطوح والواجهات



شكل رقم (٣٣) يظهر نماذج لتصميم أبواب خلف تصميم الباب مسندة في الواجهة والسطوح



شكل رقم (٣٤) يعرض تصاميم الأبواب بتفاصيلها المختلفة هذه تصاميم الباب العزل في مختلف الأوضاع



شكل رقم (٣٥) يعرض تصاميم لبعض قفل الأبواب المشهورة في مواقع مختلفة



شكل رقم ( ٣٢ ) يظهر نموذج الباب المتراشق وشكله بين الفركاليت الصوري وشكله الترميمي الذي هو أو بعبارة أخرى يمتد من  
الزواجر والشعور بالفتح .



شكل رقم ( ٣٣ ) يظهر نموذج الباب المتراشق وشكله بين الفركاليت الصوري وشكله الترميمي الذي هو أو بعبارة أخرى يمتد من  
الزواجر والشعور بالفتح .

### ٣. تصميم الفتحات المعمارية

تتطلب الفتحات المعمارية (الأبواب والنوافذ) أن تكون ذات جودة عالية وتصميمها من الداخل يكون متناسقاً مع التصميم المعماري للفضاء. كما يجب أن تكون الفتحات المعمارية ذات جودة عالية وتصميمها من الداخل يكون متناسقاً مع التصميم المعماري للفضاء. كما يجب أن تكون الفتحات المعمارية ذات جودة عالية وتصميمها من الداخل يكون متناسقاً مع التصميم المعماري للفضاء.





والثاني يسمى المصنوم إلى تسمى منطقة العتمة على تلك القوابض أو قبة الشمس أو إكليلها  
مؤخرة كالملة مثلا كما هو الحال على القوابض الموجهة في المناطق الحارة في نصف الكرة الأرضية  
الشمالي.

- وكما هو الحال في قبة المراوي فإن زيادة مساحة العتمة يمكن أن تؤدي إلى زيادة في فقد المراوي  
من العتمة وهو أمر غير منسبة في المناطق الحارة ويمكن معالجة مثل تلك المشكلة بإدخال قبة الإضاءة  
الحرارية الزجاج (U-Value) وذلك لتخفيض وزجاج موزون.
- في المباني الكبيرة من الزجاج (العتمة) بعدة ومتنوعة في المناطق الحارة صنعت الإضاءة الشمسية  
داخل المباني المطلوبة كما أنه يسمح بالتعامل مع كمية صغيرة من العتمة في المناطق الحارة حيث ومسول  
الإضاءة الشمسي إلى مناطق غير مريحة.
- وكما هو الحال في معالجة العتمة في قبة المصنوم لها تلك العتمة لا تلك فإن قبة الأسي الأسي  
تعمل كمنع الإضاءة الشمسي إلى داخل العتمة. وهناك أنواع مختلفة من الزجاج المستخدم مثل الزجاج العائم  
أو الشمس الحراري أو العاكس الحراري ويصبح الزجاج العائم لمنظم الإضاءة الشمسي والمناطق قبة العتمة  
الشمسي في حين يذبح الزجاج العاكس الحراري (موزون الشمس) حيث تحبذ من الإضاءة الشمسية من العتمة إلى  
العتمة مما يجعله بشكل بسيط جدا في المناطق التي ترحب الشمس فيها بالتعامل مع كميات كبيرة من  
الزجاج دون أن يخلق قبة العتمة بالإضاءة الشمسية أو أن يوزع بوحدة المراوي المطلوبة إلى ما فوق قبة  
الزجاج الحراري وما يتعلق على الزجاج الشمس الحراري يمكن أن يخلق قبة الزجاج العاكس  
المراوي بسهولة أو المراوي.
- وبما سبق يمكن أن نستخرج منه بعدة حقائق الإبراهيم فترى أن استخدام العديد من معالجة العتمة  
مثل قبة وما يتعلق مع عتمة المصنوم المراوي ومجموعة المراوي مثل مناطق المراوي الطبيعية والقوية  
الحق والعتمة نوع العتمة المصنوم لها مثل قبة وما يتعلق مع طريقة الزجاج والقوابض المصنوم لها.

### 3-1-3 التبريد

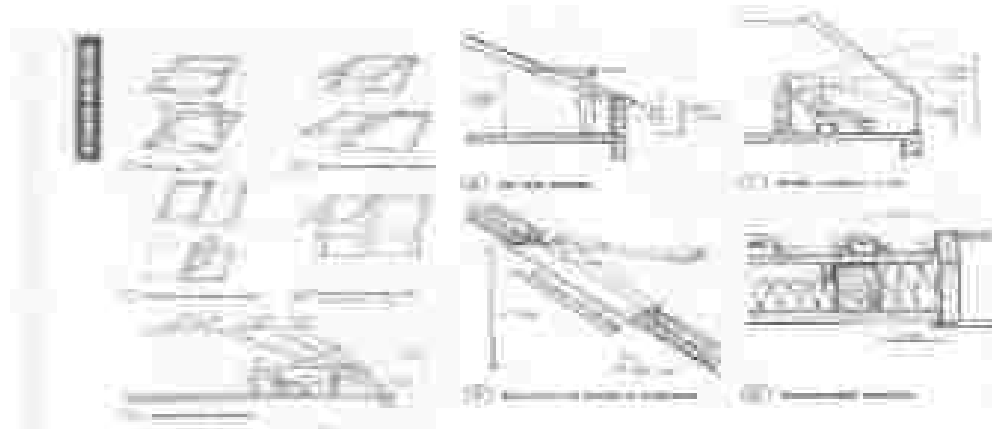
تعتبر التبريد وحدات أساسية في المباني تحت أي وسط للتبريد والإضاءة والظفر من خلالها على المناطق المرحبة أو  
مختلفة إلا أنها ربما في مناطق قبة الشمس سواء بوعتمة التبريد والقوابض. كما قد يتبادر إلى بالبناء أنواعا وتختلف  
والأهم من بينها:

- ونسبة ارتفاع أعتمة التبريد في حوائط المباني عادة يتراوح أعتمة القوابض كما لها نسبة داخل العتمة  
القوابض.
- قبة تلك المصنوم العتمة بوميا وقد صنعت التبريد من الأعتمة القبة أو القبة أو العتمة.
- بعض أن  $\gamma$  يقل حرمين القبة المبردي أي حرمين ومصنوم الإضاءة الشمسية (Heatable Room)  
من 1/10 من مساحة قبة الحرمين خصوصا على ارتفاع القبة.
- كما يجب أن يمنع وتبريد التبريد بطريقة  $\gamma$  تسمح بتبريد حرم الهواء أو تبريد مياه الإضاءة من بين  
أعتمة إلى داخل الحرمين.





شكره (1969) يوضح ارتفاع حدة التيه في غرفة الصبيحة عند الشغل في حد يسبح باليمنوع والصغر الضروي



شكره (1991) يوضح شكل وطريقة حدة وزخا الشغل

2-3-13-13 ألبواب

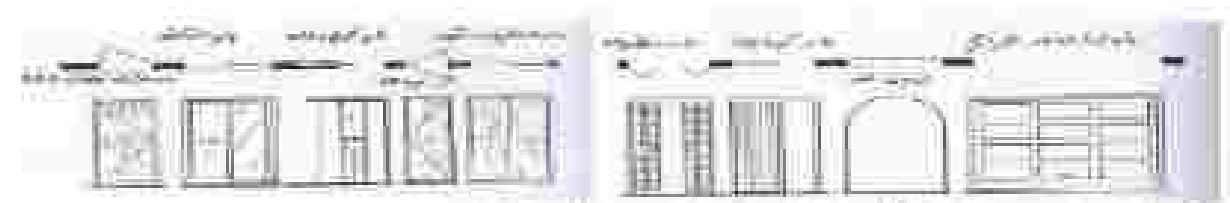
تعد الألبواب المتحركة والمفتوحة دليل صحتها فيما يخص التهوية  
 فبممكن فتحها للداخل أو الخارج حسب الحاجة أو العكس  
 ويحتر بعض أنواع هذه الأبواب بدمها في حتما الضمني عند حتمها  
 فبما تشد الخرايا في بعضي بلدانها فربما لا تفتحها  
 كالباب أو ارتفاع يرمح المشغولة المتحركة أو الصغر  
 وظهر بذلك أن هذا الارتفاع يحمي بمرور أبدا  
 1-1- يوسط ارتفاع الألبواب

7. برنامج الوحدة الدراسية المستخدمة في المواد مثل فروع الفيزياء في السعودية في 2014 - 2015 من قبل فريق البحث  
 هذه الوحدة هي الوحدة التعليمية الثانية 210-220.

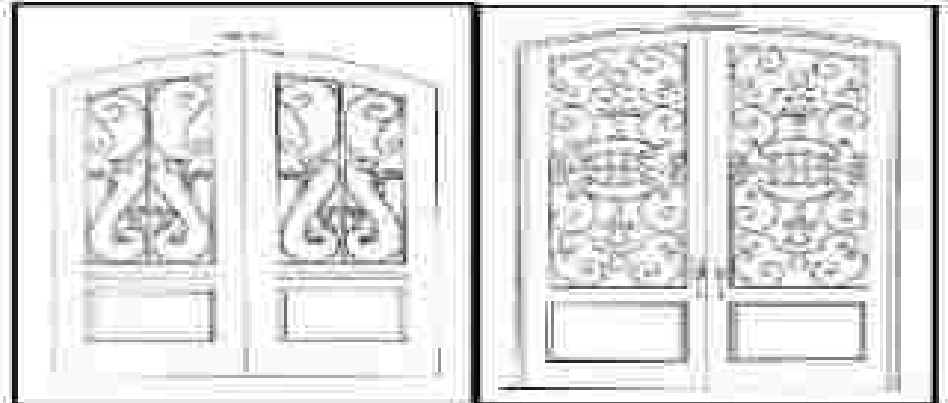
كما تم هذه الوحدة الغير مكتوبة على هيئة جدول استاذي هذه الوحدة ان يكون بين حورتين له 200 كجم الحوتين استاذ  
 يلقى حوتين الاصل -

كما تم وصفه في بعض المواضع والمكانة الخاصة بالوحدة والوحدة الخاصة  
 ويظهر ذلك في التالي:

- الفيزياء
- الكيمياء
- الآس
- جدول التوزيع والوقت
- جدول التوزيع والمواد المتوفرة
- جدول التوزيع



شكل رقم (27) عرض نماذج الأبواب والشبابك والممرات الخاصة بوحدة الفيزياء



شكل رقم (28) عرض نماذج الأبواب الخاصة بوحدة الفيزياء والشبابك التعليمية



شكل رقم (١٦) يظهر نمطان للابواب الخارجية المتداول.

- ❖ القواعد العامة تكون في القواعد تنطبق على القواعد الفنية المتصلة لكل من الأبواب والقضبان عند جعل التصميمات المعمارية الجمالية تتواءم مع واجهات المباني.
- ❖ دمج الأبواب والقضبان في المباني في عناصر مدمجة في مبنى واحد دون فصل أو ربط الممرات القبلية الداخلية ولكنها تربط الطابق الخارجي بالمبنى أو من الأبواب والقضبان وطابقاً خاصة الأبواب.
- ❖ وظيفة الأبواب الرئيسية لها وسيلة التحكم والتحكم للمبنى أو التحكم الداخلية لها.
- ❖ أما الوظيفة الرئيسية للداخلية فهي وسيلة التفتيش والإضاءة والنظر من خلالها على المناطق المحيطة الخارجية أو الداخلية للمبنى.
- ❖ التوافق هو مبدأ التوافق أو التوافق الذي يوضح في الأبواب والقضبان المدمجة من الممرات أو الممرات من خلالها أو الإضاءة العامة للمبنى من الممرات.
- ❖ دمج الأبواب والقضبان في المباني مدمجة لها وسيلة التحكم والتحكم من المباني إلا أنها يجب أن تنطبق فيها دمج مدمجة وطابقاً الموقد أو التوافق.

# *Using AutoCAD Layers*





# *Introduction to Layers*



## *Introduction To Layers*

- u In manual drafting, details of a design are separated by placing them on different sheets.
- u This is called overlay or pin drafting
  - u Each overlay is perfectly aligned with the others.
  - u All of the layers can be reproduced to reflect the entire design.
  - u Individual layers may be reproduced to show specific details.



## *Introduction To Layers*

- u In AutoCAD, overlays are called layers
- u The use of layers increases productivity.
  - || Specific information can be grouped by layer.
  - || Drawings can be reproduced by layer or combined in any sequence desired.
  - || Each layer can be assigned a different color to improve clarity.



## *Introduction To Layers*

- Each layer can be plotted in a different color or pen width.
- Selected layers can be turned on or off, or frozen to decrease information clutter.
- Changes can be made to a layer promptly.





## *Layers Used by Field*

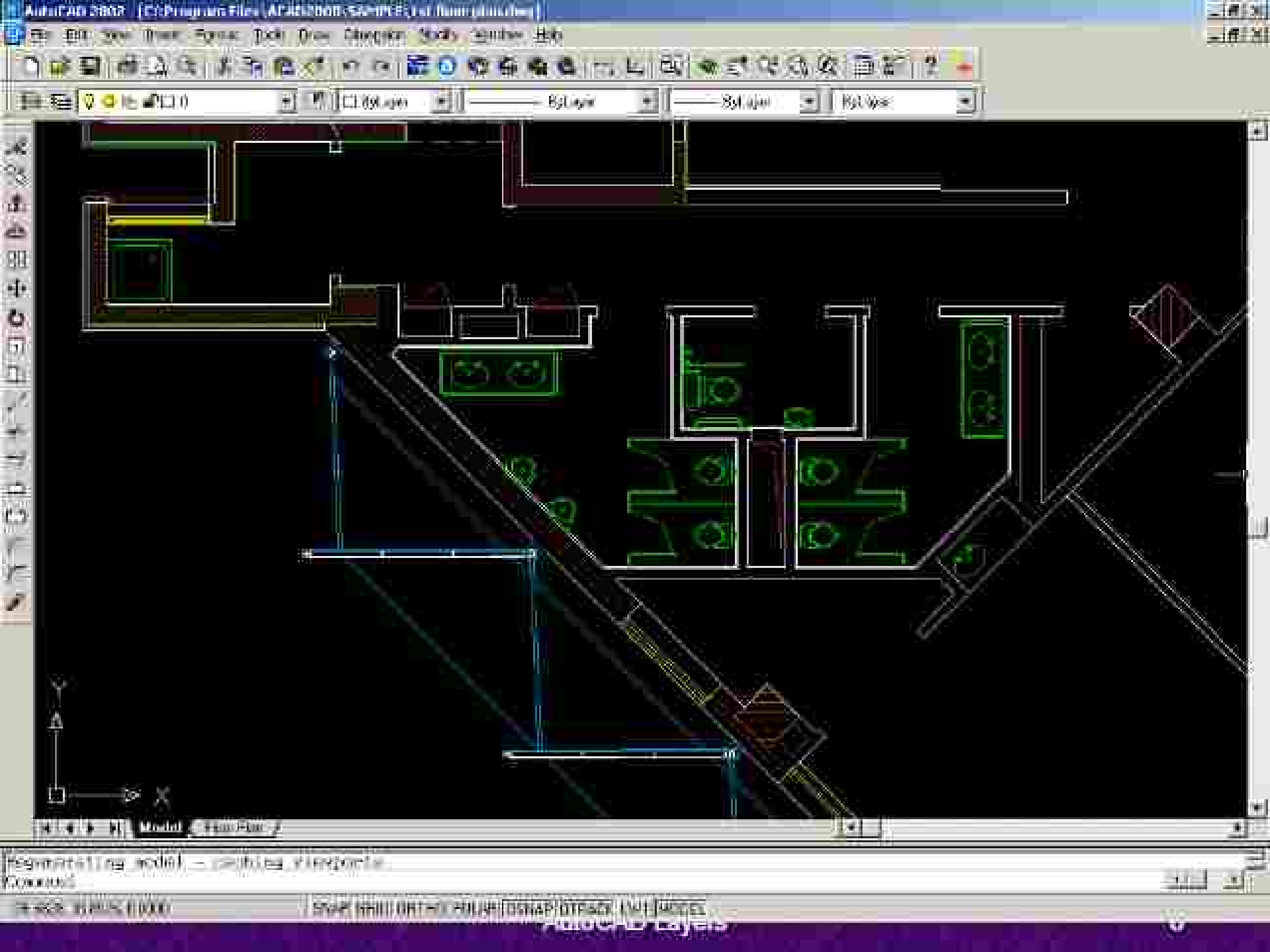
- u Mechanical drafting
- u The following may be placed on separate layers:
  - u views
  - u hidden features
  - u dimensions
  - u sections
  - u notes
  - u symbols

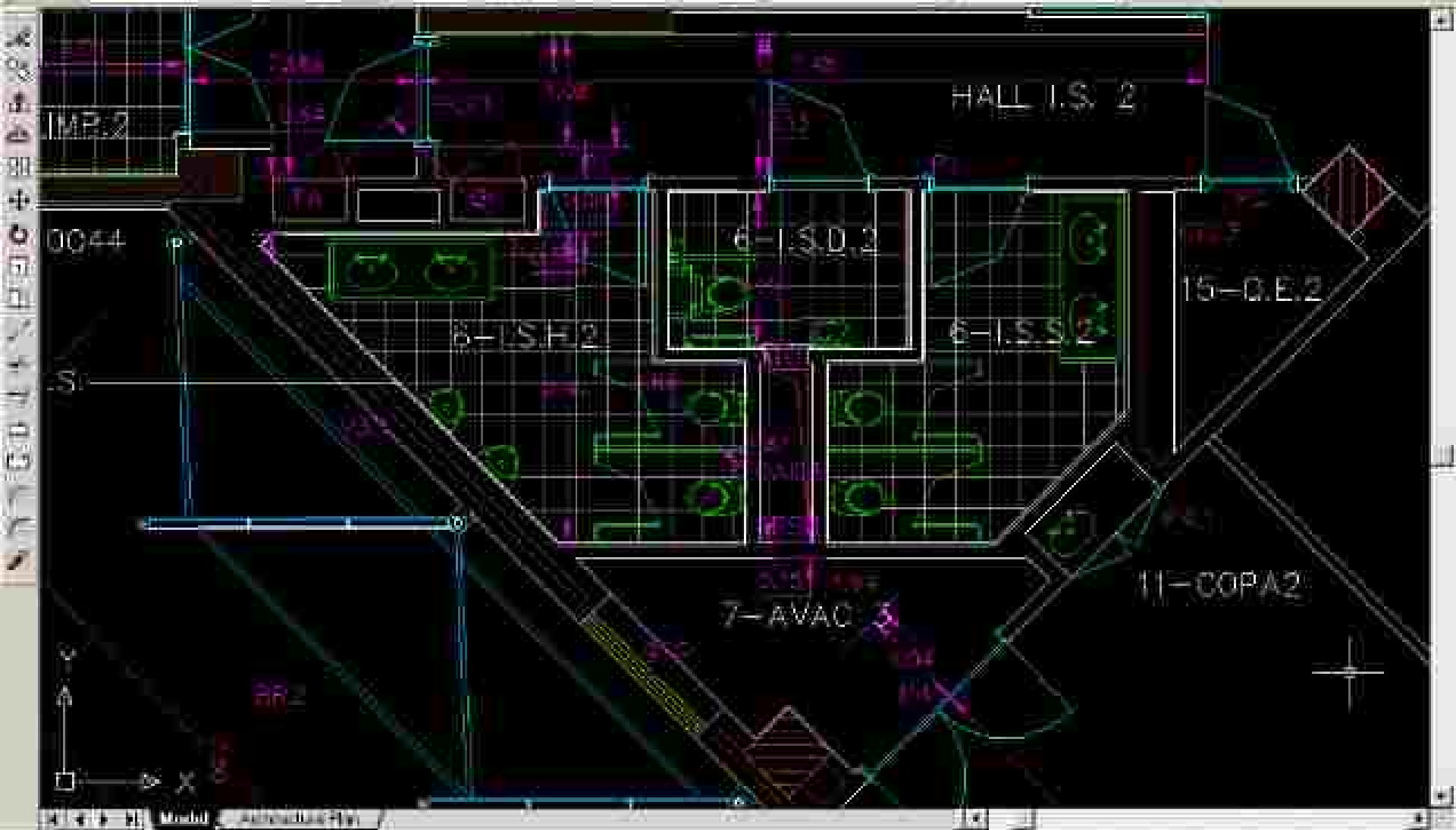


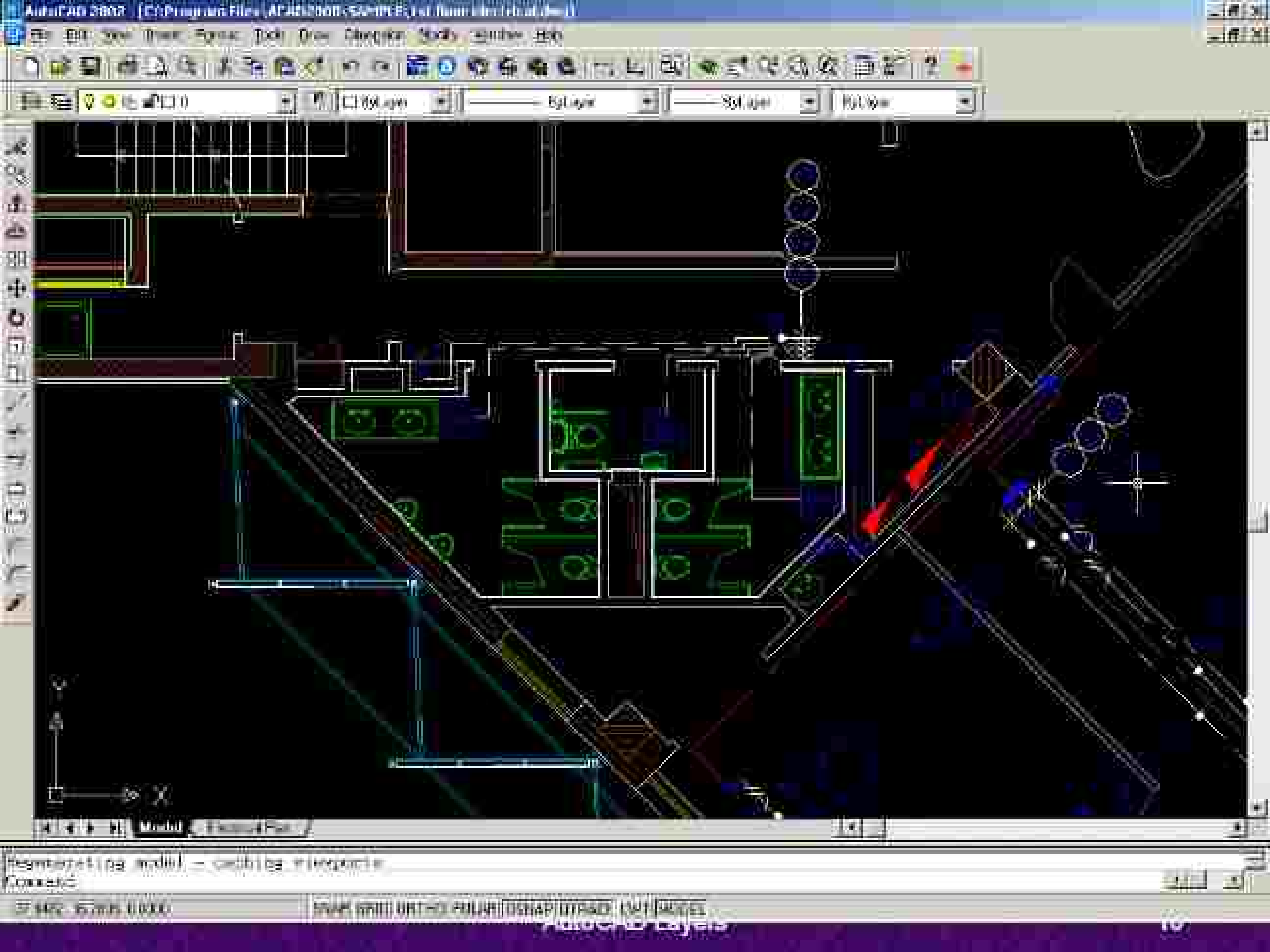
## *Layers Used by Field*

### u Architectural Drafting

- u Drawings usually contain over 100 layers
- u Floor plan layer
- u Foundation plan layer
- u Partition layout layer
- u Plumbing layer
- u Electrical layer
- u Structural layer
- u Roof drainage layer
- u HVAC systems layer









## *Layers Used by Field*

- u Interior Design Drafting
  - o floor plan layer
  - o interior partition layer
  - o furniture layer



## *Layers Used by Field*

### u Electronics Drafting

- Circuit boards have multiple layers to conduct electricity to different components.
- Each layer of a circuit board is drawn on a different layer.



## *Setting Linetype by Layer*

- u AutoCAD allows you to select a linetype for each layer.
  - u Any item drawn on that layer would be assigned that linetype





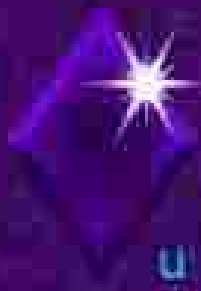
## *The “0” Layer*

- ❑ AutoCAD uses Layer 0 as the default layer
  - ❑ It has a continuous linetype.
- ❑ The ZERO layer or “0” layer is a special layer.
- ❑ The “0” layer should be kept empty.
- ❑ It is reserved for creating BLOCKS.



## *The "0" Layer*

- u Create the layer FIRST.
- u MOVE to that layer.
- u THEN, draw objects on the new layer.
- u Do not draw objects on Layer 0.



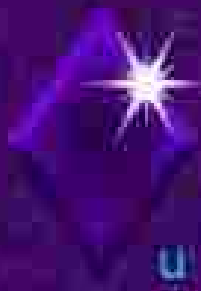
## *Naming Layers*

- u Name Layers to reflect what is on the layer.
- u Examples of good layer names:
  - u 1stFL\_PLAN
  - u 1stFL\_ELECTRICAL
  - u 1stFL\_MECHANICAL



## *Naming Layers*

- u Name Layers to reflect what is on the layer.
- u Examples of poor layer names:
  - u LAYER1
  - u LAYER2
  - u LAYER3



## *Naming Layers*

- u Layer names can have up to 31 characters
- u Layer names can include
  - u Letters.
  - u Numbers.
  - u Special characters.
- u Layer names cannot include / \ | \* ? ; or :



## *LAYER Command*

- u Access the LAYER command by:
  - u 1. Typing LA or LAYER at the Command: prompt.
    - u OR
  - u 2. Select the Layers button on the Object Properties toolbar.
    - u OR
  - u 3. Select Layer from the Format pull-down menu.



## *LAYER Command*

- u The only layer present in a new drawing is the 0 Layer.
- u Add Layers as needed.
- u To ADD a layer pick the New button
  - u A new layer listing appears using the default name of Layer 1.

Layer Properties Manager

Named layer filters

Show all layers

Layer filter

Apply to Object Properties toolbar

New

Delete

Current

Show details

Save state

Restore state

Current Layer: TitleBlock

Name	On	Freeze	L	Color	Linetype	Lineweight	Plot Style	Plot
0				White	Continuous	Default	Color_8	
Defpoints				White	Continuous	Default	Color_7	
Figure				Cyan	Continuous	Default	Color_4	
FigureCoords				Yellow	Continuous	Default	Color_2	
Measurements				Yellow	Continuous	Default	Color_2	
TitleBlock				White	Continuous	Default	Color_7	
TitleBlockText				White	Continuous	Default	Color_7	
XYCoordinates				Magenta	Continuous	Default	Color_6	

*This is a  
screenshot from an  
earlier version of  
AutoCAD*

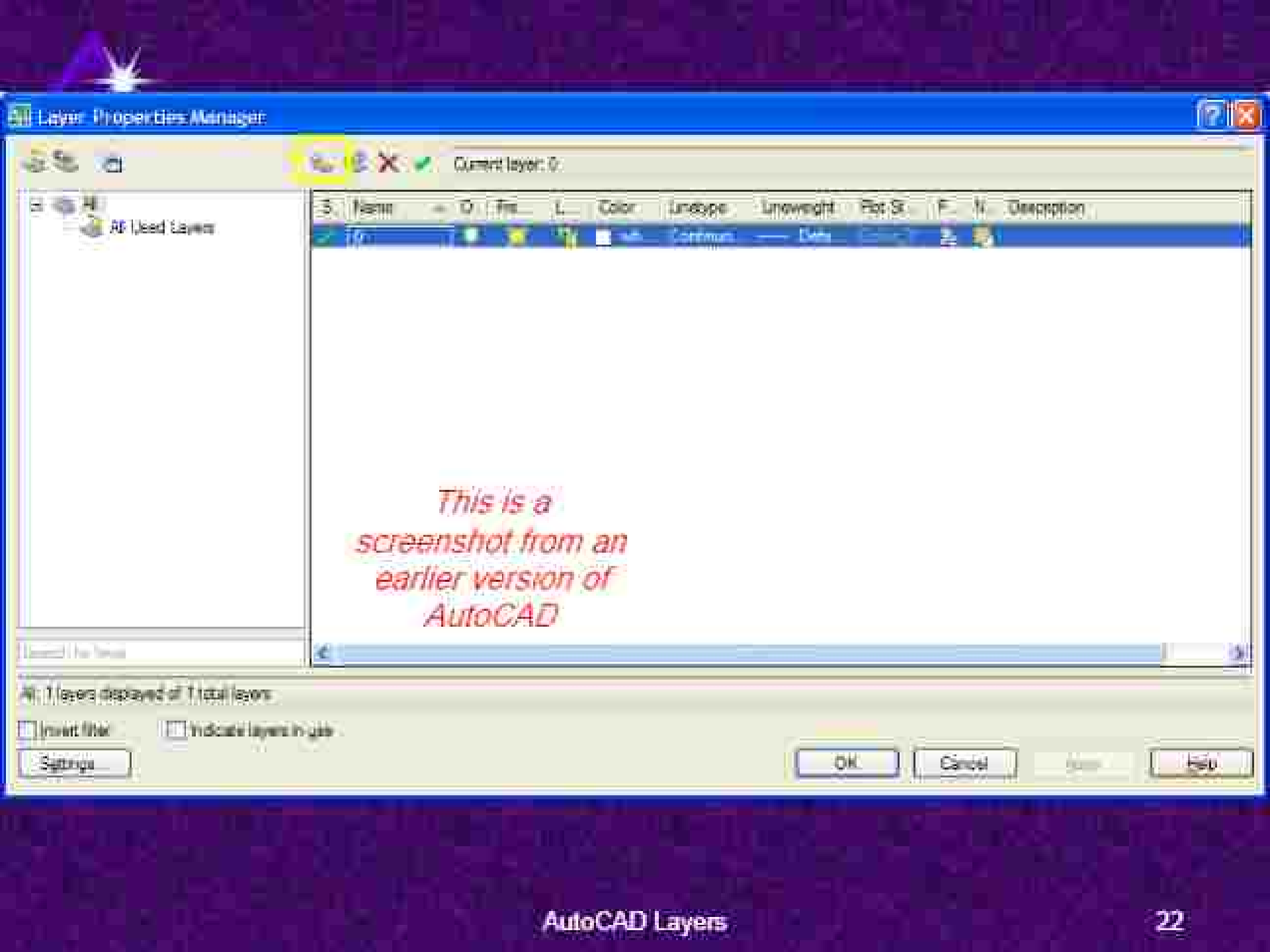
8 Total layers 8 Layers displayed

OK

Cancel

Help







Current Layer: 0

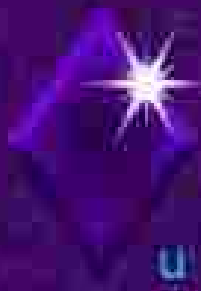
Layer Properties Manager

Layers: 6

Layer	Color	Line Type	Line Weight	Plot Style	Freeze	Lock	Off	On	Thaw
0	White	Continuous	Default	By Layer	Off	Off	Off	On	On
1	Cyan	Continuous	Default	By Layer	Off	Off	Off	On	On
2	Magenta	Continuous	Default	By Layer	Off	Off	Off	On	On
3	Yellow	Continuous	Default	By Layer	Off	Off	Off	On	On
4	Red	Continuous	Default	By Layer	Off	Off	Off	On	On
5	Blue	Continuous	Default	By Layer	Off	Off	Off	On	On

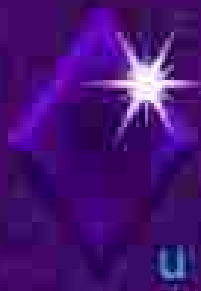
2012 version

All 6 layers displayed of 6 total layers.



## *LAYER Command*

- u You can enter several new layers at the same time.
- u Entering several layer names at the same time is faster than entering them individually.



## *Setting a New Current Layer*

- u You can set a new current layer by
  - u 1. Highlighting the layer name in the layer list
  - u Picking the **Current:** button.
- u OR
  - u 2. Double-clicking on the layer.



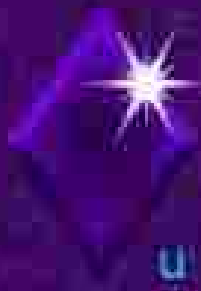
Current Layer: 0

Layer Properties Manager

Layer	Color	Line Type	Line Weight	Plot Style	Freeze	Lock	Off	On	Thaw
0	White	Continuous	Default	By Layer					
1	Cyan	Continuous	Default	By Layer					
2	Magenta	Continuous	Default	By Layer					
3	Yellow	Continuous	Default	By Layer					
4	Red	Continuous	Default	By Layer					
5	Blue	Continuous	Default	By Layer					

2012 version

All 6 layers displayed of 6 total layers.



## *Viewing Layer Status*

- u The status of each layer is displayed with icons to the right of the layer name.
- u ToolTips indicate what each icon represents.
  - o Changing layer name.
  - o Turning layers on/off.
  - o Thawing/freezing layers.
  - o Thawing/freezing layers in viewports.
  - o Unlocked and locked layers.
  - o Layer color.
  - o Layer linetype.

Named layer filter:

Show all layers

- Invert filter
- Apply to Object Properties toolbar

New Delete  
Current Show details

Current Layer: 0

Name	On	Freeze	Lock	Color	Linetype	Lineweight	Plot Style	Plot
0				<input type="checkbox"/> White	Continuous	Default	Color: 7	
FloorPlan				<input type="checkbox"/> White	Continuous	Default	Color: 7	
Mechanical				<input type="checkbox"/> White	Continuous	Default	Color: 7	
Electrical				<input type="checkbox"/> White	Continuous	Default	Color: 7	
Structural				<input type="checkbox"/> White	Continuous	Default	Color: 7	

*This is a  
screenshot from an  
earlier version of  
AutoCAD*

5 Total layers 5 Layers displayed

OK Cancel Help

Layer Properties Manager



Current layer: 0

- RF (used Layer)

Layer	Color	Linetype	Lineweight	Plot St.
0	White	Continuous	Deflt	ByLayer
Arch_Detail_Door	140	Continuous	Deflt	ByLayer
Arch_Section_Ceiling	150	Continuous	Deflt	ByLayer
Arch_Section_Handrail	red	Continuous	Deflt	ByLayer
Arch_Section_Insul	11	BATTING	Deflt	ByLayer
Arch_Section_Truss	45	Continuous	Deflt	ByLayer
Arch_Section_VP	71	HIDDEN	Deflt	ByLayer
Arch_Section_Wall	131	Continuous	Deflt	ByLayer
C-241-1	241	Continuous	Deflt	ByLayer
Center	251	CENTER	Deflt	ByLayer
DEPOINTS	wh	Continuous	Deflt	ByLayer
Dim	blue	Continuous	Deflt	ByLayer
Foundation_Plan_Dim	blue	Continuous	Deflt	ByLayer
L1	red	Continuous	Deflt	ByLayer
LAYER11A	11	Continuous	Deflt	ByLayer
LAYER131A	131	Continuous	Deflt	ByLayer
Layer131B	71	Continuous	Continuous	ByLayer
LAYER131D	131	HIDDEN	Deflt	ByLayer

Layer Properties

44 layers displayed of 44 total layers

Invert filter  Indicate layers in use

Settings

OK

Cancel

Apply

Help





Current Layer: 0

Layer Properties Manager

Layer	Color	Linetype	Lineweight	Transp.
0	White	CONTINUOUS	Default	0
1	Cyan	CONTINUOUS	Default	0
2	Magenta	CONTINUOUS	Default	0
3	Yellow	CONTINUOUS	Default	0
4	Red	CONTINUOUS	Default	0
5	Blue	CONTINUOUS	Default	0

2012 version

All 6 layers displayed of 6 total layers.

# Layer Properties Manager



Named layer filters:

Show all layers

- Invert filter
- Apply to Object Properties (toolbar)

Now	Delete
Current	Show details

Current Layer: 0

Name	On	Freeze	Lock	Color	Linetype	Lineweight	Plot Style	Plot
0				White	Continuous	Default	Normal	
1st floor plan1F				15	Continuous	Default	PLAN_1F	
1st floor plan1FIN				15	Continuous	Default	PLAN_1FIN	
1st floor plan2F				White	Continuous	Default	PLAN_2F	
1st floor plan2FIN				White	Continuous	Default	PLAN_2FIN	
1st floor planBorder				Blue	Continuous	Default	LAY_Border	
1st floor planCAI				10	Continuous	Default	PLAN_CAI	
1st floor planCAIX				10	Continuous	Default	PLAN_CAI	
1st floor planDoors				142	Continuous	Default	PLAN_Doors	
1st floor planEquipment				80	1st_planDefault	Default	PLAN_Equipment	
1st floor planESTR				82	Continuous	Default	PLAN_ESTR	
1st floor planFAC				142	Continuous	Default	PLAN_FAC	
1st floor planFACH				142	Continuous	Default	PLAN_FACH	
1st floor planHatch				15	Continuous	Default	PLAN_Hatch	
1st floor planInterior Walls				White	Continuous	0.30 mm	PLAN_Walls	
1st floor planPartitions				White	Continuous	0.30 mm	PLAN_Partitions	
1st floor planPillars				30	Continuous	Default	PLAN_Pillars	
1st floor planTitle Block				White	Continuous	Default	LAY_Block	
1st floor planViewports				White	1st floor planSolid	Default	Normal	
Boundary				Blue	Continuous	Default	LAY_Boundary	

30 Total layers 30 Layers displayed

*This is a screenshot from an earlier version of AutoCAD*

OK	Cancel	Help
----	--------	------



## *Selecting Multiple Layers*

- u Several layers can be selected at once in the layer dialog box.
- u Hold [Shift] to select layers contiguously.
- u Hold [Ctrl] to select multiple layers individually, NOT contiguously.

Layer Properties Manager



Named layer filters

Show all layers

Invert filter

Apply to all

New

Delete

Current

Show details

Shift

Current Layer: 0

Name	On	Freeze	Lock	Color	Linetype	Lineweight	Plot Style	Plot
0				White	Continuous	Default	Normal	
1st floor planIF				15	Continuous	Default	PLAN_IF	
1st floor planIFIN				15	Continuous	Default	PLAN_IFIN	
1st floor plan2F				White	Continuous	Default	PLAN_2F	
1st floor plan2FIN				White	Continuous	Default	PLAN_2FIN	
1st floor planBorder				Blue	Continuous	Default	LAY_Border	
1st floor planCA				52	Continuous	Default	PLAN_CA	
1st floor planCAD				52	Continuous	Default	PLAN_CAD	
1st floor planDoor				142	Continuous	Default	PLAN_Door	
1st floor planEquipment				92	1st floor planDefault	Default	PLAN_Equipment	
1st floor planESTR				82	Continuous	Default	PLAN_ESTR	
1st floor planFAC				142	Continuous	Default	PLAN_FAC	
1st floor planFACH				142	Continuous	Default	PLAN_FACH	
1st floor planHatch				15	Continuous	Default	PLAN_Hatch	
1st floor planHatched Walls				White	Continuous	0.30 mm	PLAN_Hatched Walls	
1st floor planPartitions				White	Continuous	0.30 mm	PLAN_Partitions	
1st floor planPillars				30	Continuous	Default	PLAN_Pillars	
1st floor planTitle Block				White	Continuous	Default	LAY_Black	
1st floor planViewports				White	1st floor planSolid	Default	Normal	
0				Blue	Continuous	Default	LAY_Border	

30 Total layers 30 Layers displayed

*This is a screenshot from an earlier version of AutoCAD*

OK

Cancel

Help

# Layer Properties Manager



Named layer filters

Show all layers

Invert filter  
 Apply to Descendants

**Ctrl**

Current Layer: 0

Name	On	Freeze	Lock	Color	Linetype	Lineweight	Plot Style	Plot
0	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	White	Continuous	Default	Normal	<input checked="" type="checkbox"/>
1st floor plan1F	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	15	Continuous	Default	PLAN_1F	<input checked="" type="checkbox"/>
1st floor plan1FIN	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	15	Continuous	Default	PLAN_1FIN	<input checked="" type="checkbox"/>
1st floor plan1CF	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	White	Continuous	Default	PLAN_1CF	<input checked="" type="checkbox"/>
1st floor plan1ZFIN	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	White	Continuous	Default	PLAN_1ZFIN	<input checked="" type="checkbox"/>
1st floor plan1Border	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Blue	Continuous	Default	LAY_Border	<input checked="" type="checkbox"/>
1st floor plan1CAI	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	52	Continuous	Default	PLAN_1CAI	<input checked="" type="checkbox"/>
1st floor plan1CAIK	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	52	Continuous	Default	PLAN_1CAIK	<input checked="" type="checkbox"/>
1st floor plan1Door	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	142	Continuous	Default	PLAN_1Door	<input checked="" type="checkbox"/>
1st floor plan1Equipment	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	92	1st floor plan1Default	Default	PLA_1Equip	<input checked="" type="checkbox"/>
1st floor plan1ESTR	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	82	Continuous	Default	PLA_1ESTR	<input checked="" type="checkbox"/>
1st floor plan1FAC	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	142	Continuous	Default	PLAN_1FAC	<input checked="" type="checkbox"/>
1st floor plan1FACH	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	142	Continuous	Default	PLAN_1FACH	<input checked="" type="checkbox"/>
1st floor plan1Hatch	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	15	Continuous	Default	PLA_1Hatch	<input checked="" type="checkbox"/>
1st floor plan1Inter Walls	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	White	Continuous	0.30 mm	PLA_1InterWalls	<input checked="" type="checkbox"/>
1st floor plan1Partitions	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	White	Continuous	0.30 mm	PLA_1Partitions	<input checked="" type="checkbox"/>
1st floor plan1Pillar	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	30	Continuous	Default	PLAN_1Pillar	<input checked="" type="checkbox"/>
1st floor plan1Title Block	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	White	Continuous	Default	LAY_1TitleBlock	<input checked="" type="checkbox"/>
1st floor plan1Viewports	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	White	1st floor plan1Solid	Default	Normal	<input checked="" type="checkbox"/>
Border	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Blue	Continuous	Default	LAY_Border	<input checked="" type="checkbox"/>

30 Total layers: 30 Layers displayed

*This is a screenshot from an earlier version of AutoCAD*



## *Setting the Layer Color*

u Layers are coded by name and number

u	1	red
u	2	yellow
u	3	green
u	4	cyan
u	5	blue
u	6	magenta
u	7	white

u Memorize these numbers/colors.



*This is a screenshot from an earlier version of AutoCAD*



2012 version





## *Setting the Layer Color*

- u Color settings affect the appearance of plotted drawings.
- u Plotter pen widths are associated with drawing color.
  - u Color = line width
  - u Color = pen weight
- u The colors you use must correspond to the proper pen widths.



## *Setting the Layer Color*

u For this class, use

u Thin Lines  
(text, guidelines)

White OR  
Yellow

u Object Lines  
(medium thickness)

Cyan OR  
Green OR  
Magenta

u Thick Lines  
(thickest)

Blue OR  
Red



*Setting/Changing Linetype  
Assignments*



## *Setting the Layer Linetype*

- u AutoCAD linetypes are listed in the text and include
  - u Continuous
  - u Phantom
  - u Center
  - u Hidden
  - u Batting
  - u Hot water
  - u Cold water
  - u Natural Gas
  - u And many others



## *Setting the Layer Linetype*

- Linetypes can be assigned to a layer
  - All entities drawn on that layer *would be that line type.*
    - Center
    - Hidden
    - Continuous
    - Phantom
    - Etc.
- The default linetype assignment is “continuous”.



## *Setting the Layer Linetype*

- u To *change* a linetype for a layer.
  - u Pick the layer you want to change
  - u Pick its linetype.

Layer Properties Manager

Named layer filters

Show all layers

- Layer filter
- Apply to Object Properties (objects)

New Delete

Current Show details

Current Layer: TitleBlock

Save state Restore state

Name	On	Freeze	Lock	Color	Linetype	Lineweight	Plot Style	Plot
0				White	Continuous	Default	Color_8	
Defpoints				White	Continuous	Default	Color_7	
Figure				Cyan	Continuous	Default	Color_4	
FigureCoords				Yellow	Continuous	Default	Color_2	
Measurements				Yellow	Continuous	Default	Color_2	
TitleBlock				White	Continuous	Default	Color_7	
TitleBlockText				White	Continuous	Default	Color_7	
XYCoordinates				Magenta	Continuous	Default	Color_6	

*This is a screenshot from an earlier version of AutoCAD*

8 Total layers 8 Layers displayed

OK Cancel Help



Current layer: 2

Search for layer



Filters

- All
- All Used Layers

Invert filter

5...	Name	0	Fr...	L...	Color	Linetype	Lineweight	Trans...	Plot
0		0	0	0	wh...	CONTIN...	Defa...	0	0
1		0	0	0	cy...	CONTIN...	Defa...	0	0
2		0	0	0	gr...	CONTIN...	Defa...	0	0
3		0	0	0	ye...	CONTIN...	Defa...	0	0
4		0	0	0	red	CONTIN...	Defa...	0	0
5		0	0	0	blue	CONTIN...	Defa...	0	0

2012 version

All: 6 layers displayed of 6 total layers