Chapter 1   Create Block for Boat

A. Create Rectangle.

Step 1.   MAIN MENU.

Step 2.   Create.

Step 3.   Rectangle.

Step 4.   1 Point.

Step 5.   Key-in **9 for Width** and **3 for Height**, **Fig. 1**.

Step 6.   For the Placement Point, click the bottom left gray rectangle and click OK, **Fig. 1**.
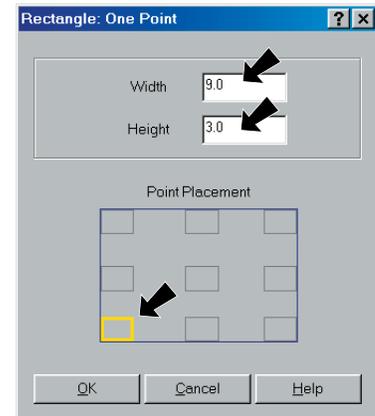
Step 7.   Origin.

Step 8.   Use **ALT-F1** to fit rectangle on the screen.
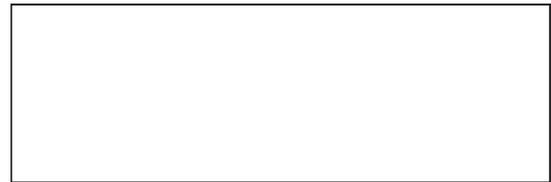
Step 9.   MAIN MENU.

Fig. 1

Fig. 2

B. Create 3d Block.

Step 1.   Change to the Isometric View. Use **ALT-6 I**. Hold down ALT and press 6. Key-in I.

Step 2.   Use **ALT-F1** to fit drawing on the screen.

Step 3.   Xform.

Step 4.   Translate.

Step 5.   All.

Step 6.   Entities.

Step 7.   Done.

Step 8.   Rectangle.

Step 9.   Key-in **Z -1.5** and press ENTER.

Step 10. Click Join and OK.

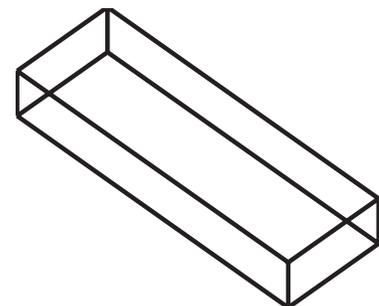Step 11. Use **ALT-F1** to fit the drawing.

Fig. 3

Fit on Screen ALT-F1	Delete F5	Repaint F3	Zoom In F1	Unzoom Page Down

Step 12. Click the Clear Screen Colors Tool ⬚ in the top tool bar.

C. Save Your File.
Step 1.   MAIN MENU.

Step 2.   Files.

Step 3.   Save.

Step 4.   Key-in **boat block** file name and press ENTER.

D. Draw Vertical Back Line.
Step 1.   MAIN MENU.

Step 2.   Create.

First, click top back line.

Step 3.   Line.

Step 4.   Endpoints.

**Change depth and click
bottom back line.**

Step 5.   Midpoint.

Step 6.   Click the top back line, **Fig. 4**.

Fig. 4

Step 7.   Change the depth of your drawing. Click the Z Button from the Secondary Menu (bottom of the menu) and key-in **-1.5** and press ENTER. (**ALT-0)**

Step 8.   Midpoint.
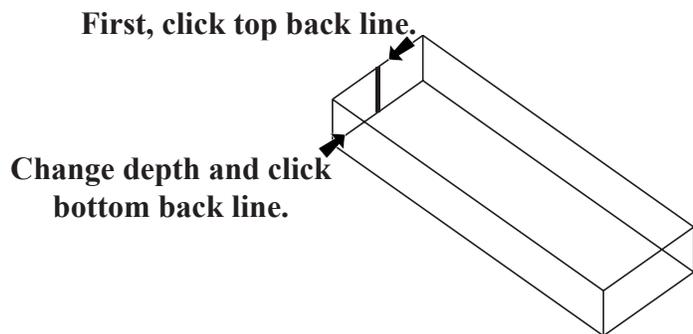
Step 9.   Click the bottom back line, **Fig. 4**.

| Fit on Screen ALT-F1 | Delete F5 | Repaint F3 | Zoom In F1 | Unzoom Page Down |

E. Set Up Levels.

Step 1. MAIN MENU.

Step 2. Display Levels Manager. Use **ALT-Z**. Hold down ALT and press Z.

Step 3. Press Tab key to move to the Name Field and key-in **Block**.

Step 4. Press Shift-Tab key to backup one field to the Number Field and key-in **2**.
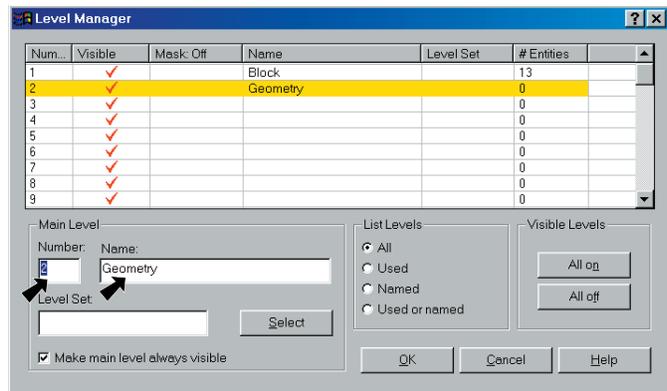
Step 5. Press Tab key to move to the Name Field and key-in **Geometry**.

Fig. 5

F. Create Point.

Step 1. MAIN MENU.

Step 2. Create.

Step 3. Point.

Step 4. Position.

Step 5. Midpoint.

Step 6. Click the bottom front line on the block.

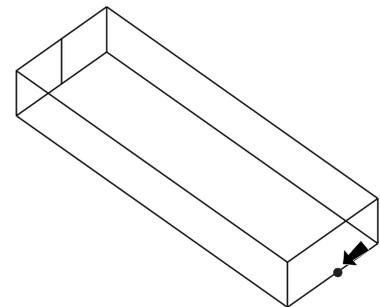Step 7. Save your drawing. Use **Alt-A** and press ENTER.

Fig. 6

Fit on Screen ALT-F1	Delete F5	Repaint F3	Zoom In F1	Unzoom Page Down