

## Solid Problem Two

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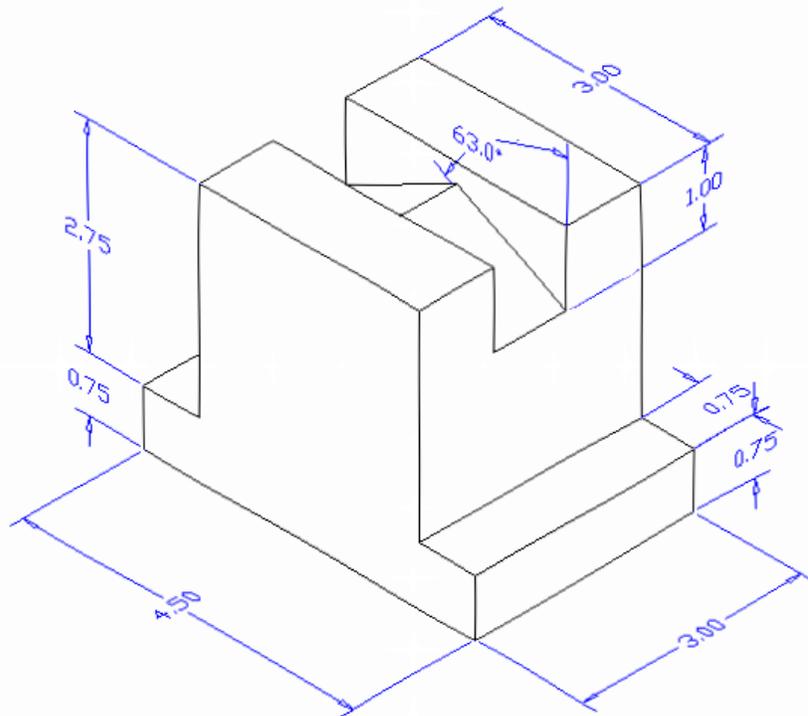
**This chapter will cover the following to World Class standards:**

- **Sketch of Solid Problem Two**
- **Starting a 3D Part Drawing**
- **Drawing a Closed Polyline Shape to be Extruded**
- **Extruding a Solid from a Closed Polyline**
- **Rotating a 3D Solid Using the Rotate3D and Rotate Commands**
- **Drawing a Solid Box**
- **Rotating and Moving a Solid onto the Master Solid**
- **Mirroring a 3D Solid**
- **Subtracting a Solid from another Solid**
- **Improve the View by Hiding Tessellation Lines**
- **Moving the Solid to the Origin Point**
- **Saving the Solid Problem**

## Sketch of Solid Problem Two

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You will start the second solids problem with a rough sketch showing the dimensions of each detail. This part is symmetrical across two lines which you can call the x-axis and the y-axis, leaving the z-axis as the vertical rise of the piece. In this exercise, a strategy you will learn is to draw a closed Polyline that contains the most complex shape of the component and then use simple geometric solids to add or subtract detail. In problem two, the upside-down “T” contains the intricate contour that will be formed into the Polyline shape, and the 63 degree wedge in the middle of the part will be the smaller aspect that will be addressed secondly.



**Figure 3.1 – Problem Two sketch**

When you receive a sketch from a professional, you need to practice quickly identifying the complex shapes and deciding how to proceed with the solid exercise. These ten drills in the Fundamentals of 3D Drawing textbook will give you those repetitive maneuvers which will make you a successful in the 3D modeling.

## Starting a 3D Part Drawing

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In Problem Two, you will begin the 3D drawing by selecting the Mechanical template. In Figure 3.2, the window “Select template” is loaded by selecting the New tool on the Quick Access toolbar. A list of templates is loaded; scroll down the list and select Mechanical.dwt. A new drawing file will open that contains the system variables and layer definitions, which you will use later in Paper Space to finish the drawing.



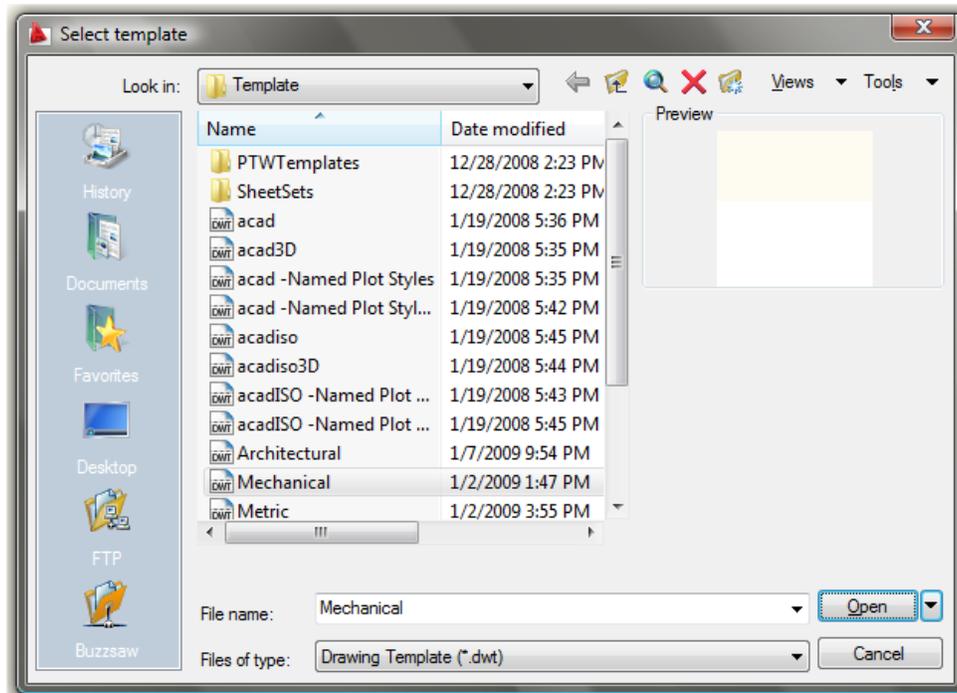


Figure 3.2 – Starting the drawing using the mechanical template

## Drawing a Closed Polyline Shape to be Extruded

Drawing a closed Polyline is not new to you because you will draw the contour of this solid similarly to the outside wall drawn in the Fundamentals of 2D Drawing Architectural Floor Plan. A Polyline is not like a typical set of lines since the entity can contain multiple start and ending points identifying each line segment in the shape. Polylines can also contain arcs that form intricate smooth curves that will be useful in developing castings in advanced parts drawn in your future.

On the Draw panel under the Home tab, select the Polyline tool and specify a start point in the lower left hand corner of the graphical display. In Figure 3.3, you can see the actual continuous line of data you need to specify at the command line.

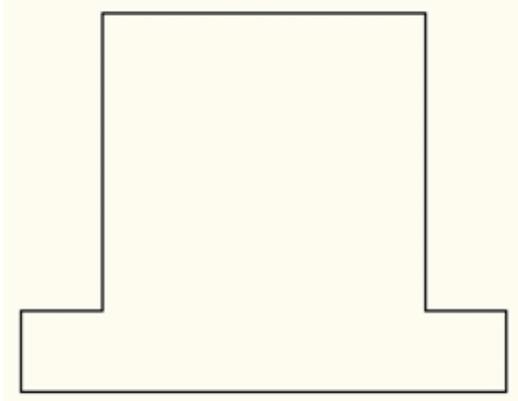
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Command: _pline
Specify start point:
Current line-width is 0.0000
Specify next point or [Arc/Halfwidth/Length/Undo/Width]: 4.5
Specify next point or [Arc/Close/Halfwidth/Length/Undo/Width]: 0.75
Specify next point or [Arc/Close/Halfwidth/Length/Undo/Width]: 0.75
Specify next point or [Arc/Close/Halfwidth/Length/Undo/Width]: 2.75
Specify next point or [Arc/Close/Halfwidth/Length/Undo/Width]: 3
Specify next point or [Arc/Close/Halfwidth/Length/Undo/Width]: 2.75
Specify next point or [Arc/Close/Halfwidth/Length/Undo/Width]: 0.75
Specify next point or [Arc/Close/Halfwidth/Length/Undo/Width]: C

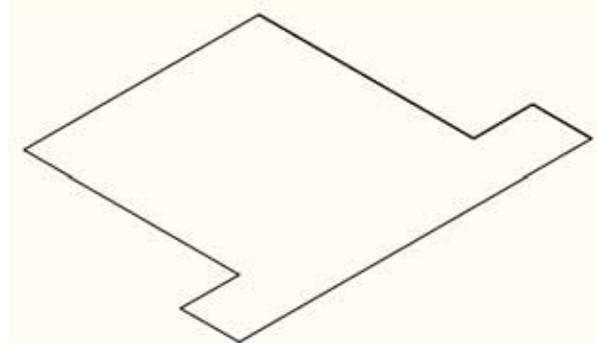
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With the Ortho mode “on,” draw a **4.5** unit line to the right, a **0.75** line up, a **0.75** line to the left,

a **2.75** line upward, a **3.0** line to the left, a **2.75** line downward, a **0.75** to the left and then type “**C**” to close the Polyline. A closed entity will appear in the graphical display. Select the Zoom Extents tool on the Standard toolbar to have the box fill the monitor, so you can proceed to the next step in the drawing process.



**Figure 3.4 – Drawing a closed polyline**



**Figure 3.5 – Isometric view of the shape**

On the View panel, select the Southwest Isometric view from the drop menu to allow you to see the part on the XY plane and the vertical Z-axis will rise from the level surface (Figure 3.5).

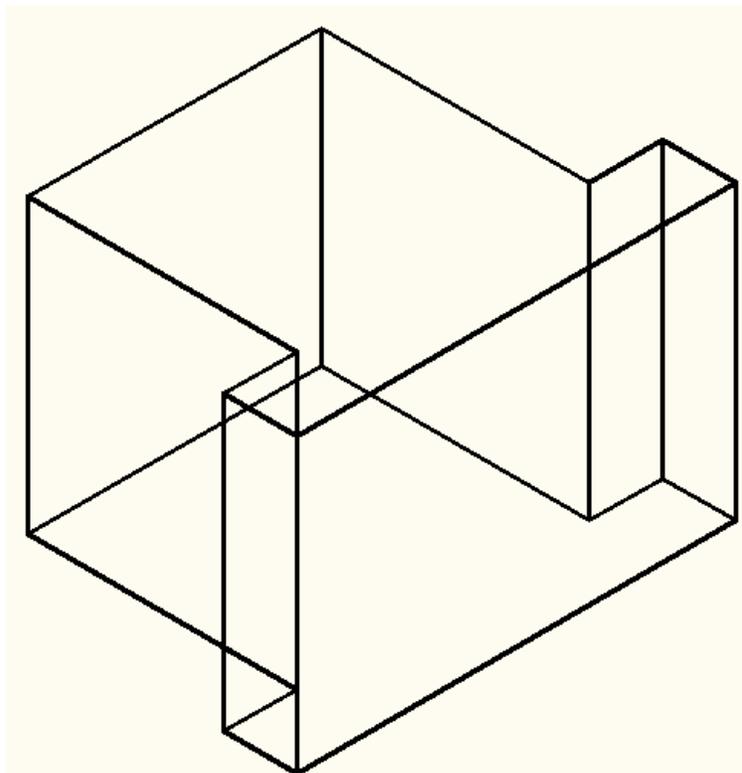
## Extruding a Solid from a Closed Polyline

Only closed entities like Polylines and Circles can be extruded into solids using this very powerful tool on the 3D Modeling panel. If there is even a minute space in the entity, the program will consider it a line and then extrude the outline to a surface rather than a solid. If you use an attention to detail in your 3D computer aided design work, you can create the most complex shapes with the extrusion instrument. 

Select the Extrude tool on the 3D Modeling panel and the command line will prompt you to “**select objects.**” Pick the Closed Polyline anywhere on the peripheral line and the command line will return with “**1 found**” as shown in Figure 3.6. Hit **ENTER** to specify the height or path of the solid. You can type “**P**” for Path and choose an entity to extrude the shape along, but you will not want that option for problem two. You will type “**3**” for the height of the extrusion and for the angle of taper you will hit **ENTER** to accept the zero degree default. A more complex 3D solid will appear in the graphical display as shown in Figure 3.7.

```
Command: _extrude
Current wire frame density: ISOLINES=4
Select objects: 1 found
Select objects:
Specify height of extrusion or [Path]: 3
Specify angle of taper for extrusion <0>:
```

**Figure 3.6 – The extrude command**



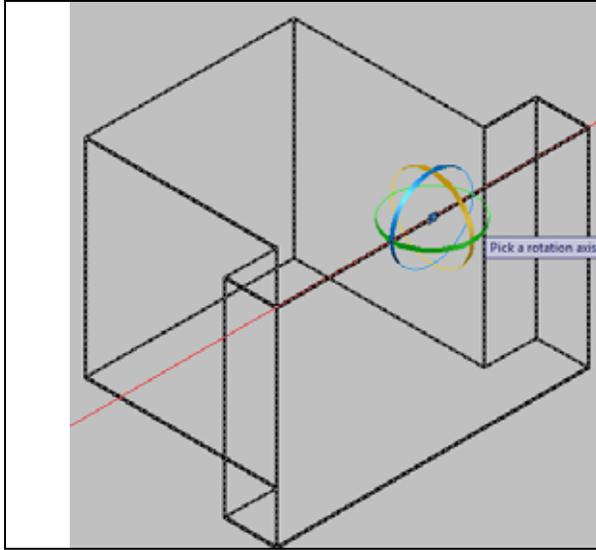
**Figure 3.7 – Extruding the polyline shape**

## **Rotating a 3D Solid Using the Rotate3D and Rotate Commands**

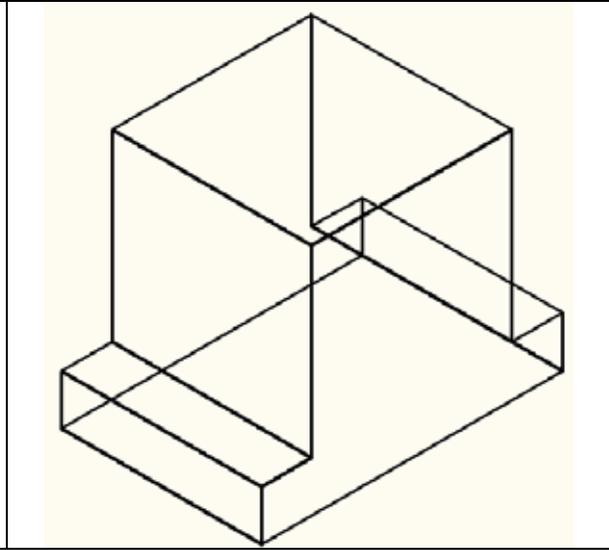
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There are four modifying commands that are useful in handling 3D components: 3DArray, Mirror3D, Rotate3D and Align. The 3D array function opens the third tier of creating an array using rows and columns, but adding the third layer to copy new entities into the z direction. The 3D mirror tool will allow any entity capable of 3D movement to cross any plane defined by three points. The 3D rotation device will move any solid or even two dimensional units around any axis defined by two points in Model Space. The most powerful tool that you can use is the Align utility. This last function will move and rotate any object from the original position to the destination by drawing three paths from the starting point to their ending point. You will learn the Align command in a later exercise.

You can find the 3D Move, 3D Rotate, and 3D Align icons on the Modify panel.

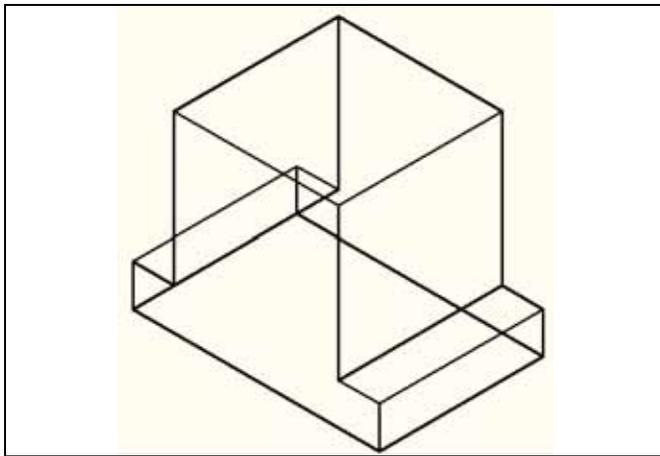


**Figure 3.9 – Picking the Rotate3D axis**



**Figure 3.10 – The part rotated on an axis**

Select the 3D Rotate command from the Modify panel under the Home tab. At the command, “select objects,” pick the solid on the graphical display and hit ENTER to continue. Select the midpoint of the top right edge of the solid as the rotation point. You are going to rotate the solid part on the x-axis, so pick the diameter of the sphere that surrounds the x-axis, as shown in Figure 3.9. With the Ortho mode still “on” pick a second point drawing a line on the x-axis. Type **90** to rotate the solid as shown in Figure 3.10.



**Figure 3.11 – Rotated on the second axis**

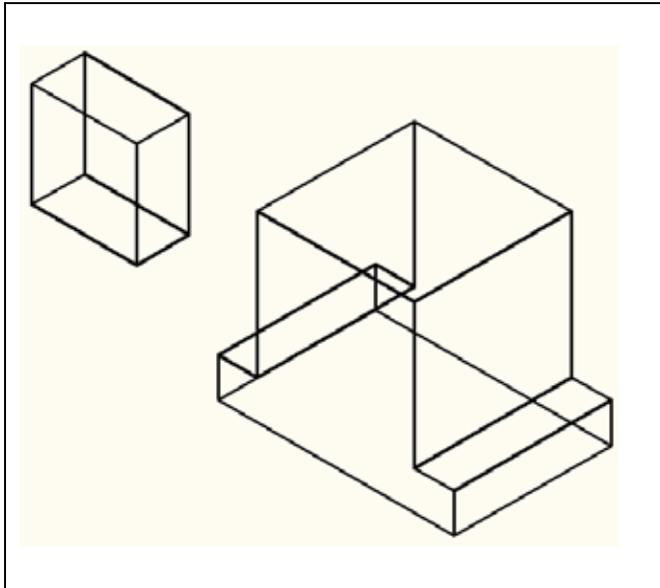
To rotate the solid in the XY plane, select the regular Rotate command from the on the Modify panel. The selected entity will be dotted and to continue with the command, hit **ENTER** to select the base point of rotation. Select any point at the base of the solid with the left mouse button and then type 90 for the degrees of counter clockwise rotation to finish this detail (Figure 3.11).

## Drawing a Solid Box

The technique you will use in this exercise will utilize the Length option of the Box command. Type **L** after specifying the corner on the graphical display and the system will ask three questions. The first prompt is “Specify Length,” so when you type a number and



hit ENTER the entry will become the **X** coordinate. The second prompt is “Specify Width,” so type a number and hit ENTER to designate the **Y** coordinate. The third prompt is “Specify Height,” so type a number and hit ENTER to designate the **Z** coordinate.

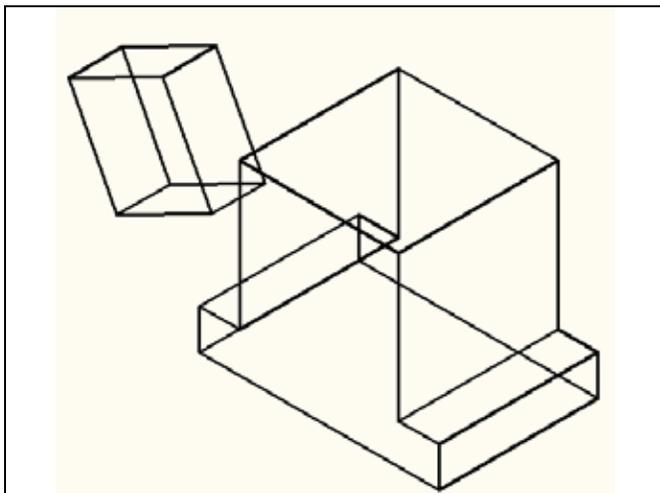


Select the Box tool on the 3D modeling panel. At the command line, a prompt asks you to specify the corner of the solid and for this box; specify any point to the left of the solid as shown in Figure 3.11. Type **L** after specifying the starting point and the system will ask you three questions. The first prompt is “Specify Length” where you will type **1** and **ENTER** for the X coordinate. The second prompt is “Specify Width” where you will type a **2** for the Y coordinate and hit **ENTER**. The third prompt is “Specify Height” where when you type **2** and **ENTER** for the Z coordinate. The second box will appear as shown in Figure 3.12.

Figure 3.12 – Making a solid box

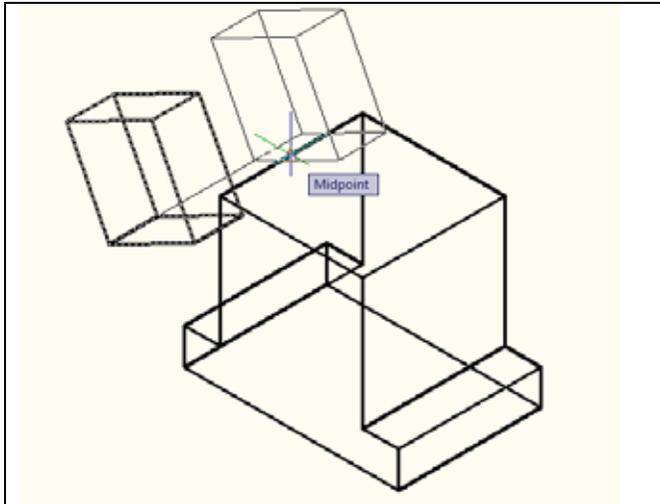
## Rotating and Moving a Solid onto the Master Solid

Pick Rotate 3D from the Modify panel. At the command, “select objects,” pick the box you just drew on the graphical display and hit **ENTER** to proceed to the second part of the function. You are going to rotate the solid part on the x-axis, so pick the diameter of the sphere that surrounds the x-axis, and then with the Ortho mode still “on,” pick a second point drawing a line on the x-axis. Type **63** to rotate the solid as shown in Figure 3.13.



The Move command is actually a three dimensional function in the modern AutoCAD application software program. The way you can determine whether a command is three dimensional in nature is to attempt to use the function outside the Z-plane, that is the Z coordinate is not 0. You can use move to relocate any entity to another point (X,Y,Z) in Model Space.

Figure 3.13 – Rotating the solid box



The Move command is separated into two parts, the first being the selection process and the second being the function of the command itself. To move an AutoCAD entity such as a solid box, select the Move tool on the Modify panel. Once you choose the Move command, the prompt will be to “Select Objects.” You can do this by placing the pick box that now has replaced the aperture cursor on the small box and select the entity. The command line will respond with “1 found,” so just hit ENTER to go the second part of the command.

### 3.14 – Moving the Box to the Part

Next, you need to “specify base point or displacement” on the graphical display. Pick the midpoint of the lowest edge of the box. The “second point of displacement” is the midpoint of the upper edge of the 2 inch box, as shown in Figure 3.16. Pick the second point using the Midpoint Osnap of the larger box, notice that the 2 x 2 x 1 box is now centered on the 2 inch box (Figure 3.14). Again, you have accomplished another milestone when moving an AutoCAD entity by selecting two known points.

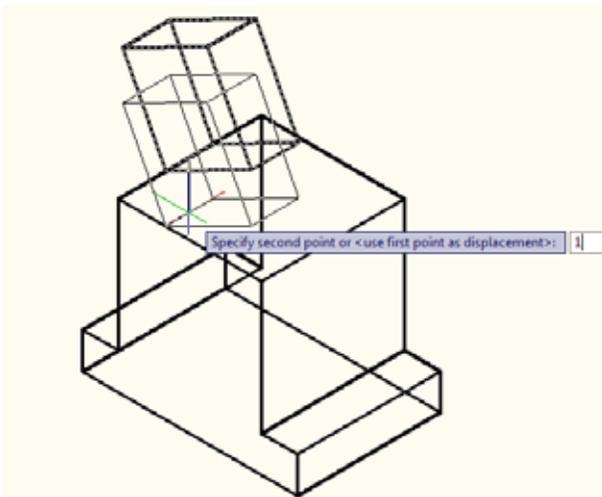


Figure 3.15 – Moving the box down

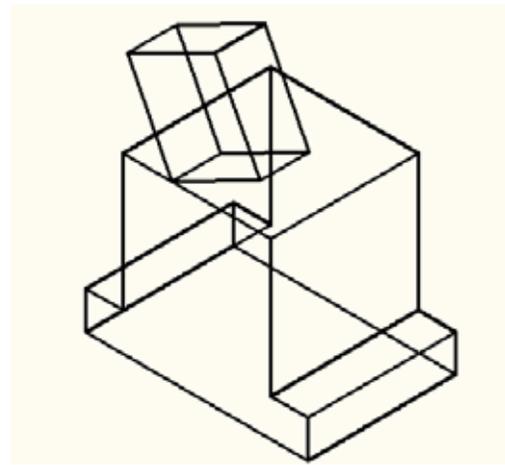


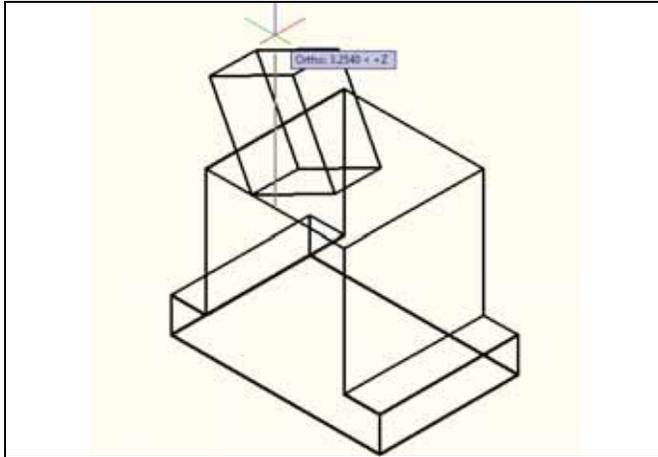
Figure 3.16 – Moving the box down

You can use the Move command to relocate any entity as simply as you did in the Fundamentals of 2D Drawing textbook. The Copy command will work similarly, except the original item will remain in place and a new solid will appear in the desired location.

Move the box again, this time 1 unit down the z-axis, as shown in Figure 3.15. Pick any base point on the box. When prompted for Displacement, type **1**. Your finished product should match Figure 3.16

## Mirroring a 3D Solid

You will use the 3D Mirror tool on the Modify panel to copy the solid object across the midpoint of the master solid. At the prompt to select objects, pick the small box and then hit **ENTER** to proceed to the second half of the Mirror command. “Specify first point of mirror plane:” by picking the midpoint of the near left edge of the large box. “Specify second point of mirror plane:” by picking the midpoint of the far right edge of the large box.

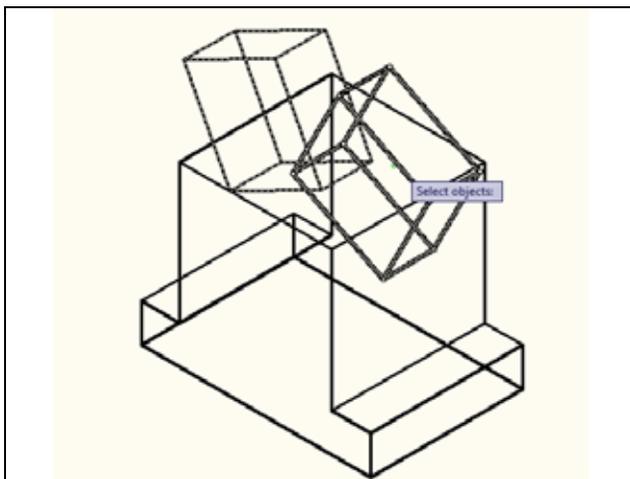


Finally, move your cursor straight up and select to define the z axis of the mirror plane. The default to delete the source objects is no, so at the prompt “Delete source objects? [Yes/No] <N>:,” just hit ENTER and the mirrored and duplicated entities from the top half will appear on the bottom half of the top orthographic view (Figure 3.17). Zoom extents if necessary to view the entire drawing. You could have also used the 2D Mirror tool to copy the box

Figure 3.17 – Mirroring the box

## Subtracting a 3D Solid from Another Solid

To remove the smaller solid boxes from the master solid, select the Subtract tool on the Solids Editing toolbar.



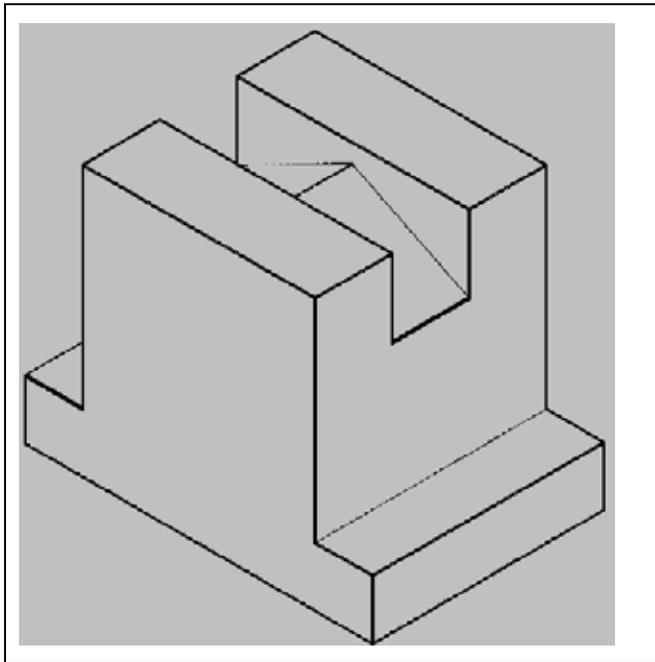
The AutoCAD program will prompt you with “Select solids and regions to subtract from.” Select the larger solid box and the system will respond with “1 found.” Hit ENTER to proceed to the next step which is “Select solids and regions to subtract.” Pick the small 2 x 2 x 1 box and the software application will counter with “1 found.” Hit Enter and a region exactly the shape of the small boxes is missing from the larger one as shown in Figure 3.19. This technique that enhances the detail of a solid entity by removing a part of the feature is commonplace in the world of 3D design.

Figure 3.18 – Subtracting the two boxes

## Improve the View by Hiding Tessellation Lines

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In Figure 3.17, you will notice that the tessellation lines representing the solid's outline on the far edge of the part are visible. In a real world solid part, you would not be able to see through solid unless the material was transparent. You can use the 3D Hidden Visual Style command to remove the hidden lines from your graphical display.



Select the Hidden Visual Style from the drop menu on the View panel under the Home tab. This is a very simple command, because moments after picking the tool, the tessellation lines representing the back of the part are removed from view. Notice in that the UCS icon changes from the thin lined and arrowed icon to a colorful image. If you wish to return the graphical display to the previous setup where all the tessellation lines are seen, then choose the first tool on the Visual Styles toolbar, called 2D Wireframe. By choosing the 2D Wireframe tool, the solid part and the UCS icon will return to the previous appearance. This command does not alter the mass of the solid or any of the dimensions, but is available for the computer aided designer as a viewing option.

**Figure 3.18 – Hiding tessellation lines**

## Moving the Solid to the Origin Point

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To move Problem Two to the drawing origin of 0,0,0 on the x, y and z axis, select the Origin tool on the UCS panel under the View tab. Select the bottom back left corner of the part to move the origin to that corner of the part. You may find this easier than

**\* World Class CAD Challenge 03-02 \* - Close this drawing file. Create a New file and draw the Polyline and extrude the entity to a solid, draw, rotate and mirror the solid box and subtract them. Move the finished solid to the origin of the drawing. Complete the task in less than 5 minutes. Continue this drill four times, each time completing the drawing under 5 minutes to maintain your World Class ranking.**

**\* World Class CAD Challenge \* - Report your best times to World Class CAD at [www.worldclasscad.com](http://www.worldclasscad.com) to obtain your world class ranking.**

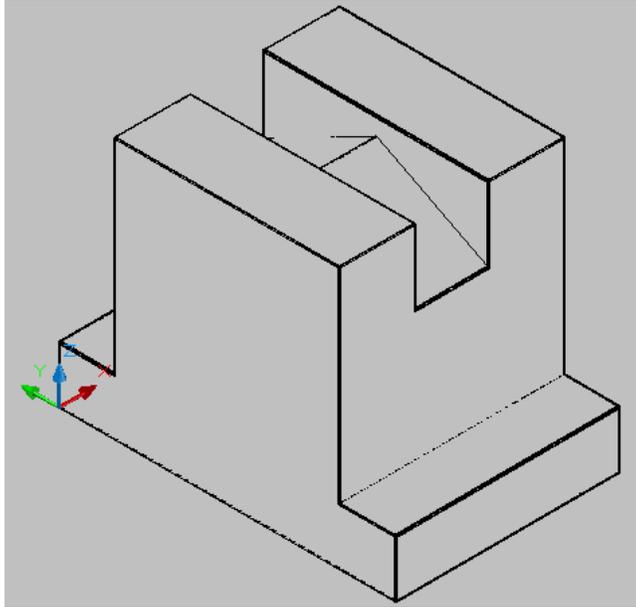


Figure 3.20 – Moving the finished solid

## Saving the Solid Problem

To save Problem 2 in your Fundamentals of 3D Drawing Folder, select the Save tool on the Quick Access toolbar. The Save Drawing As window will appear in your graphical display. In the Save In list box, select your drawing folder. At the File Name textbox, type “Problem 2” and press the Save button to save the drawing (Figure 3.21).

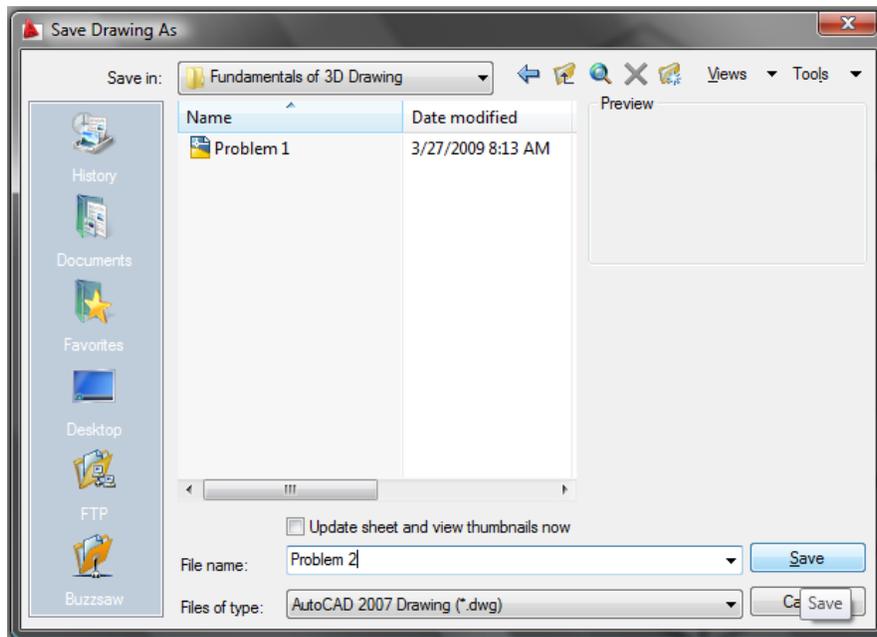


Figure 3.21 – Saving Problem Two

