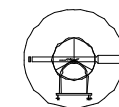
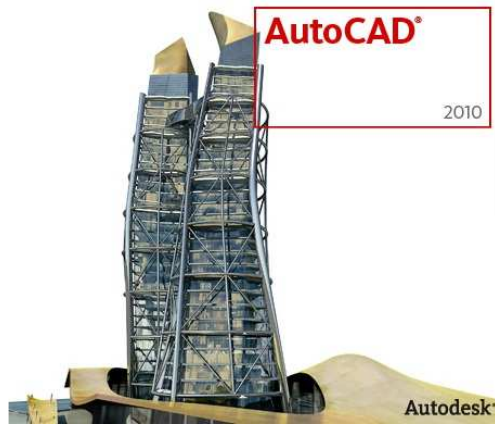


CAD 2D

Técnicas de Representación Gráfica

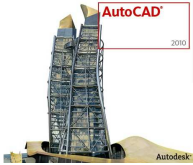
Curso 2010-2011





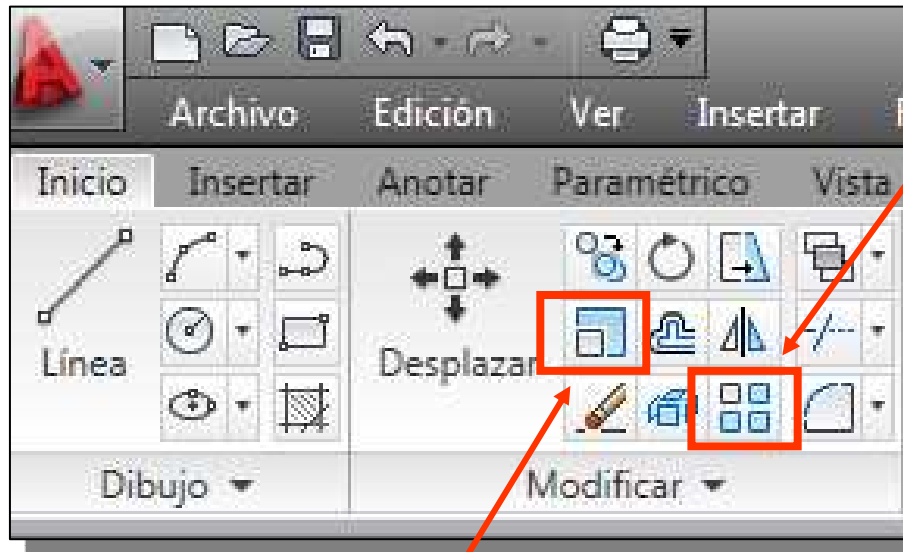
Modificación Entidades 2D

(continuación)

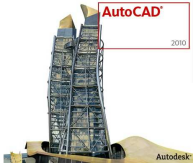


Modificación entidades 2D

Matriz

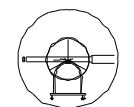
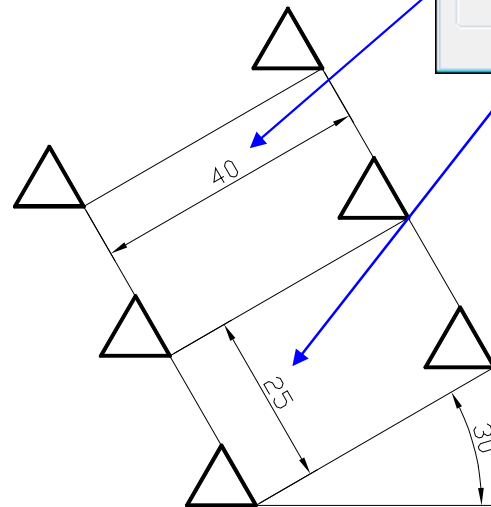
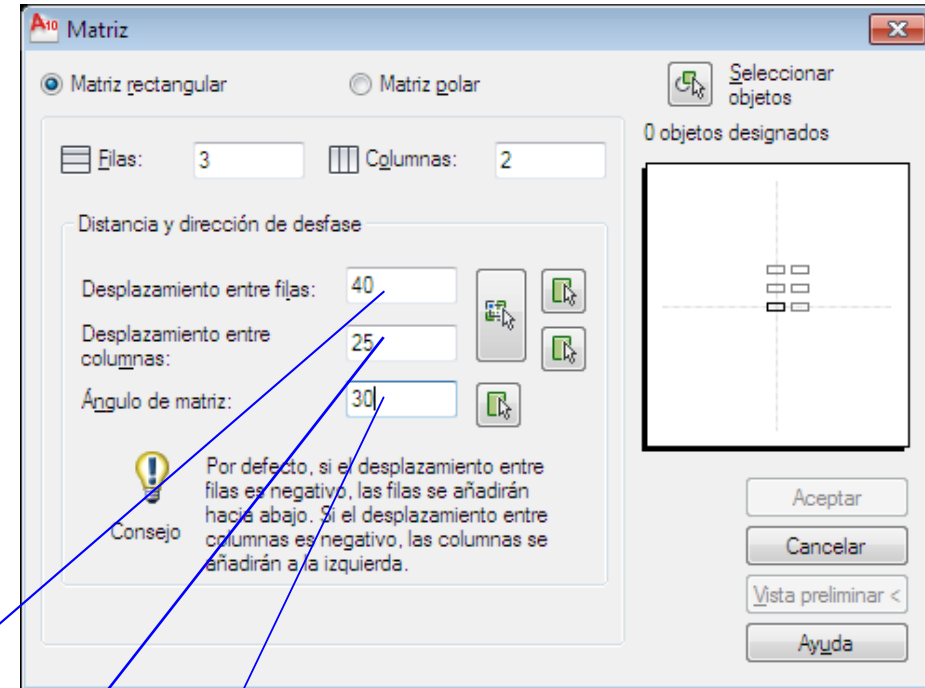


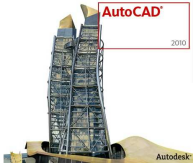
Escala



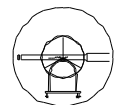
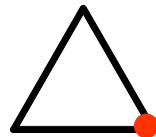
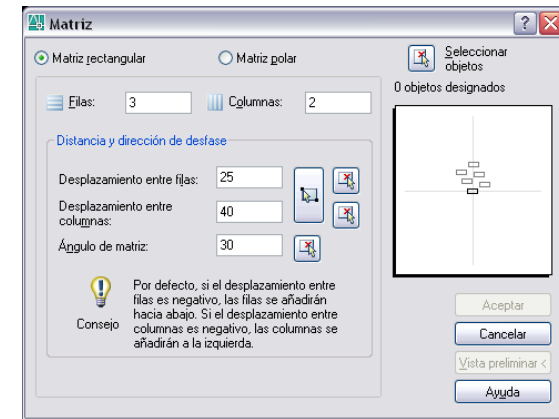
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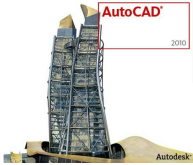
- Matriz RECTANGULAR



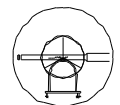
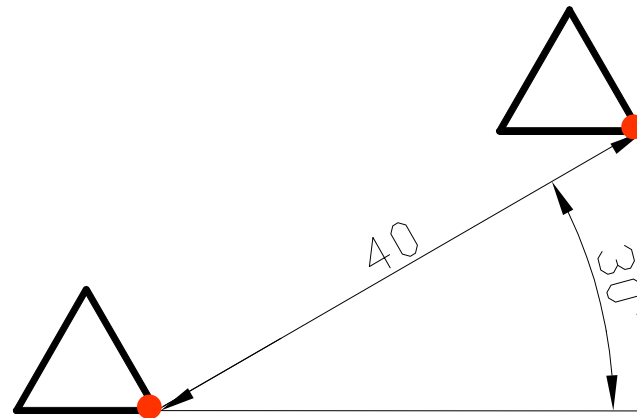
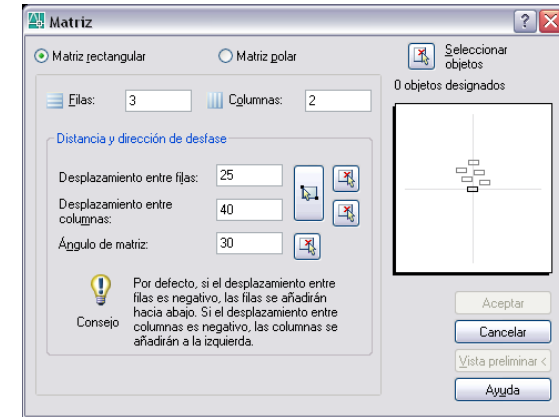


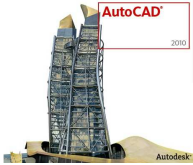
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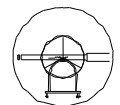
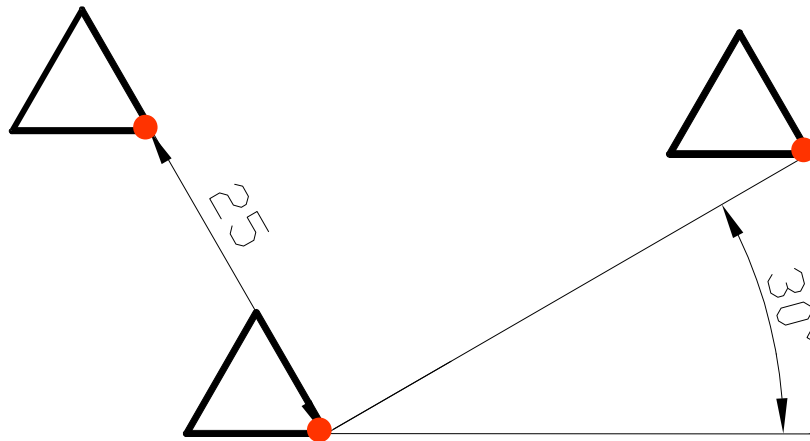
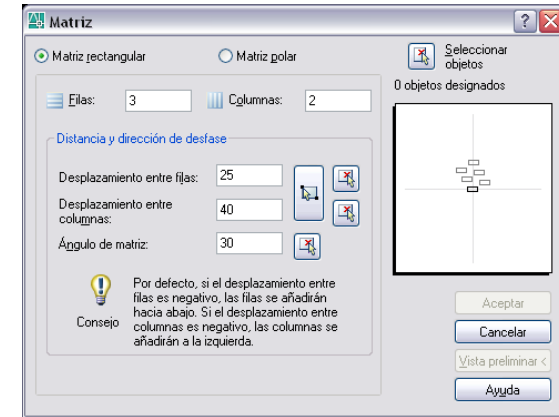


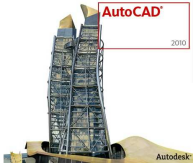
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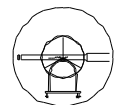
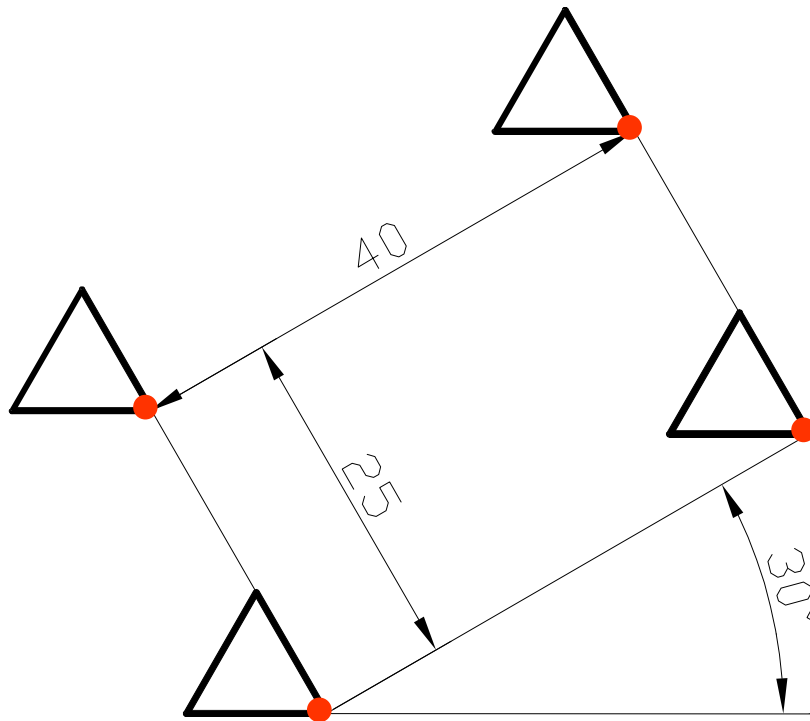
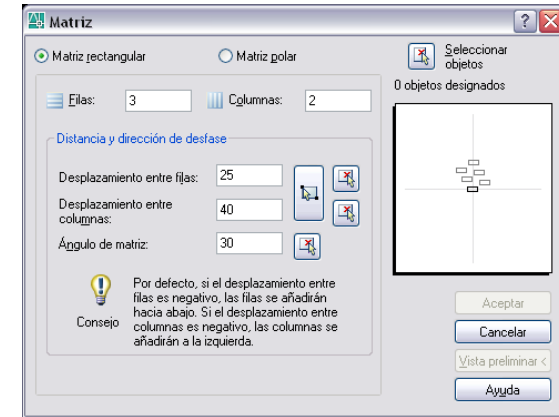


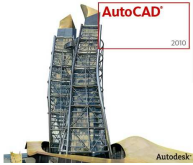
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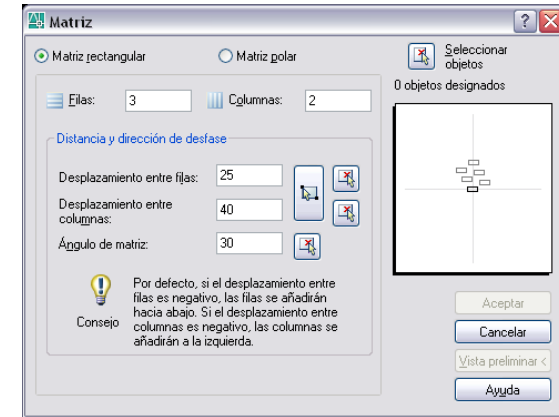
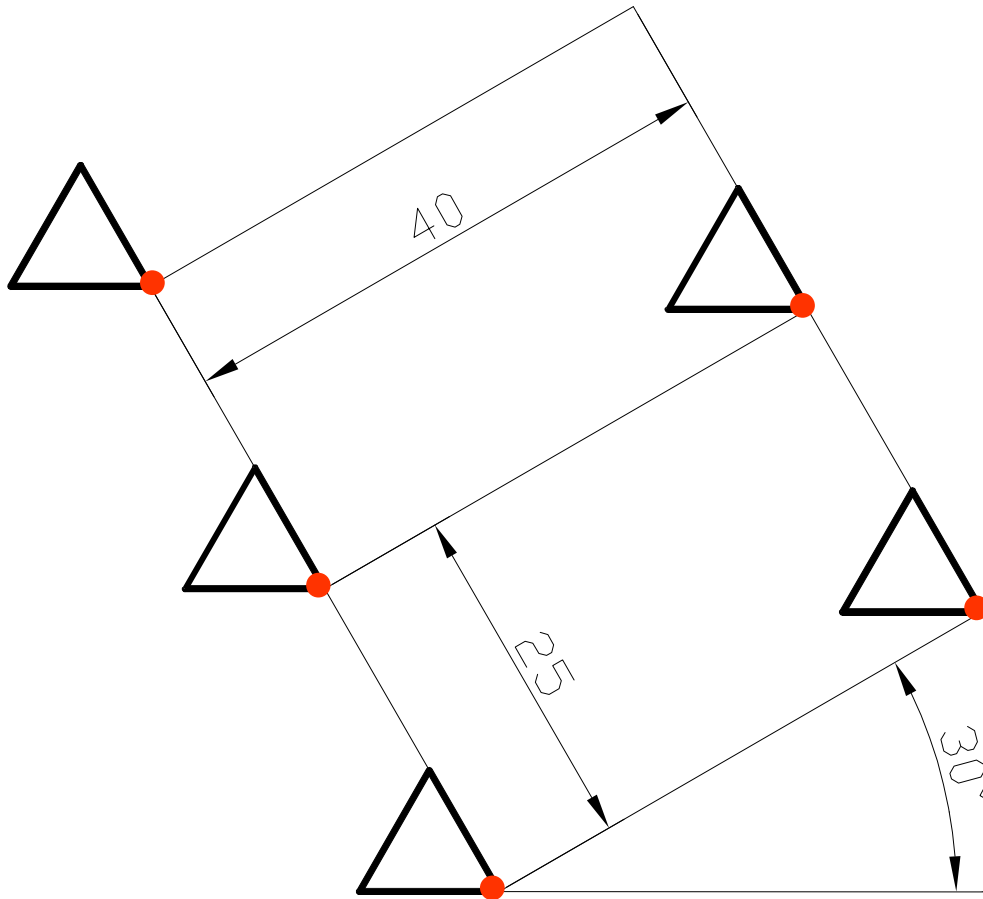


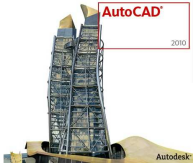
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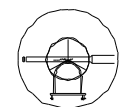
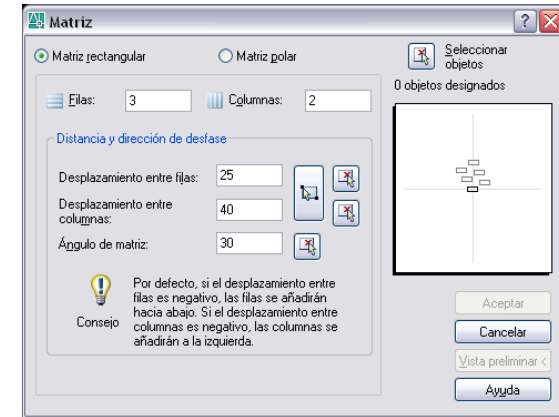
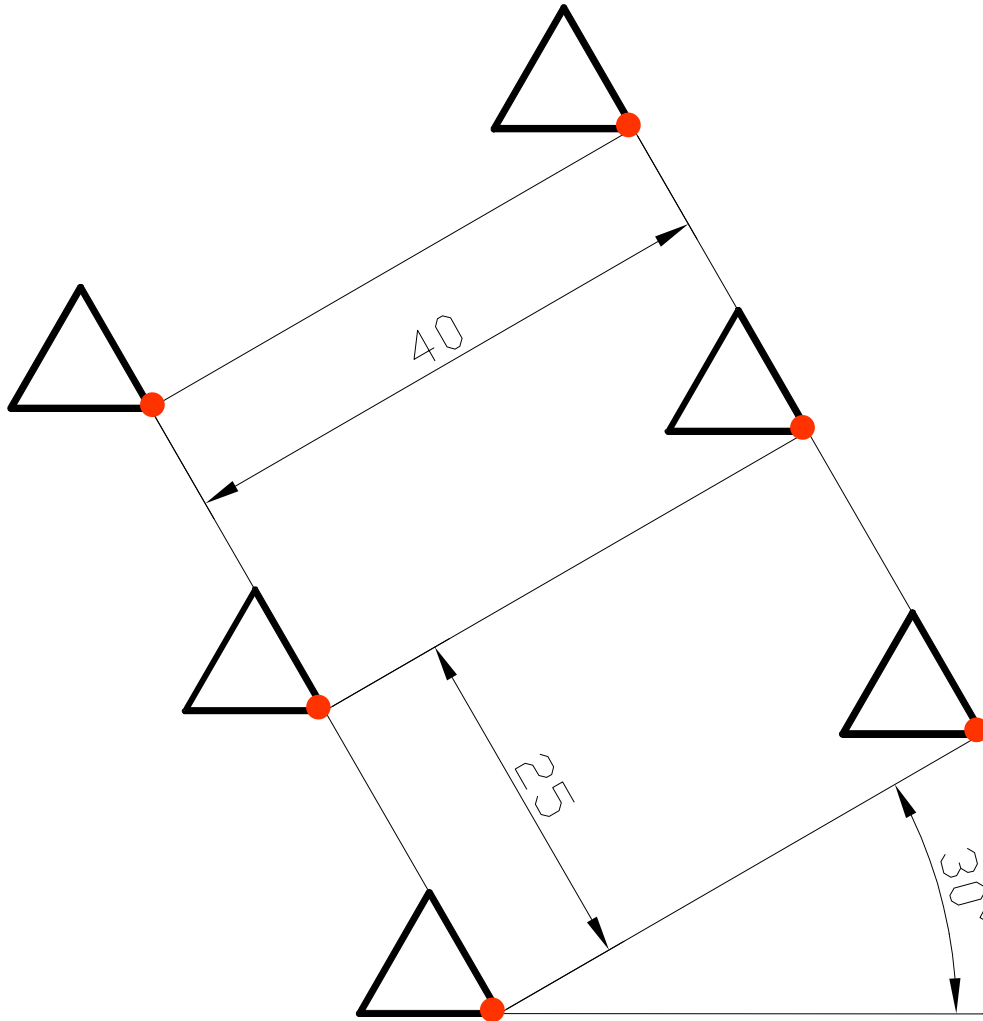


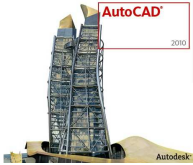
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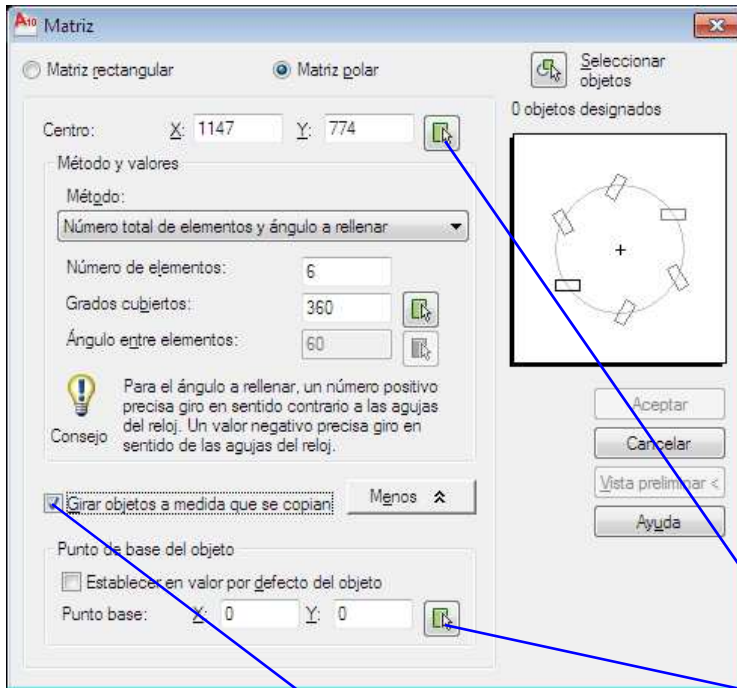


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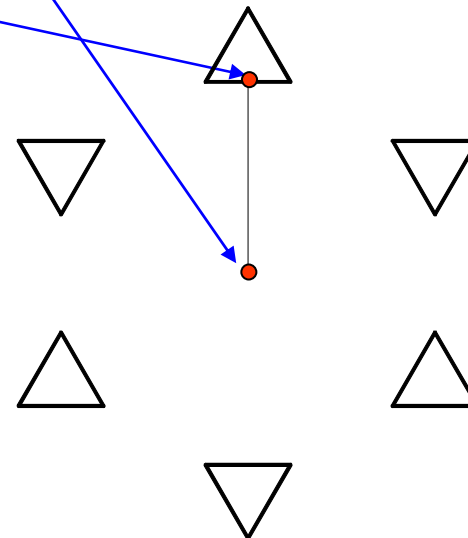


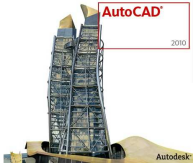


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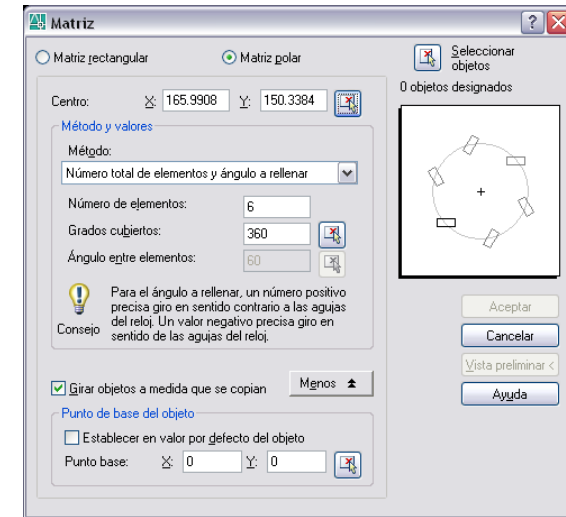
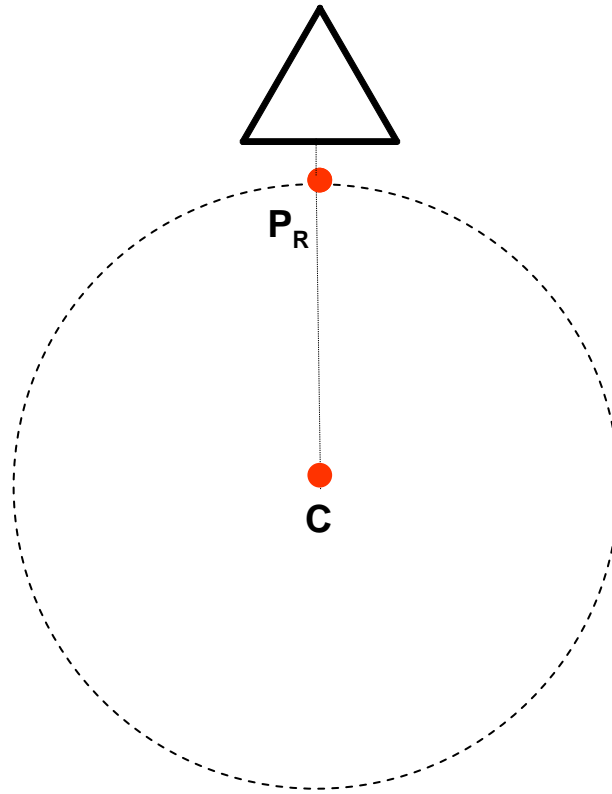


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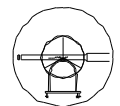




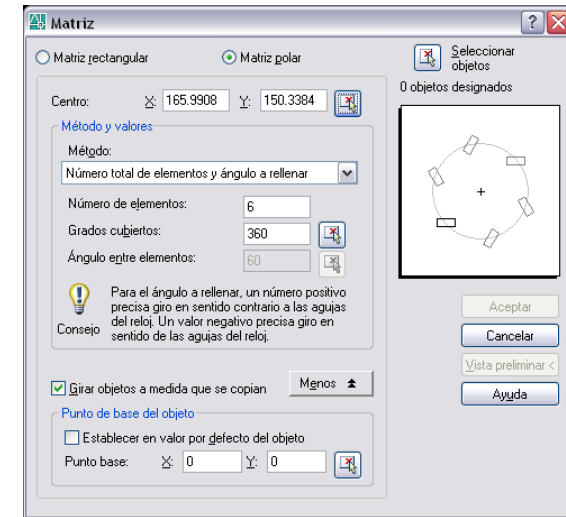
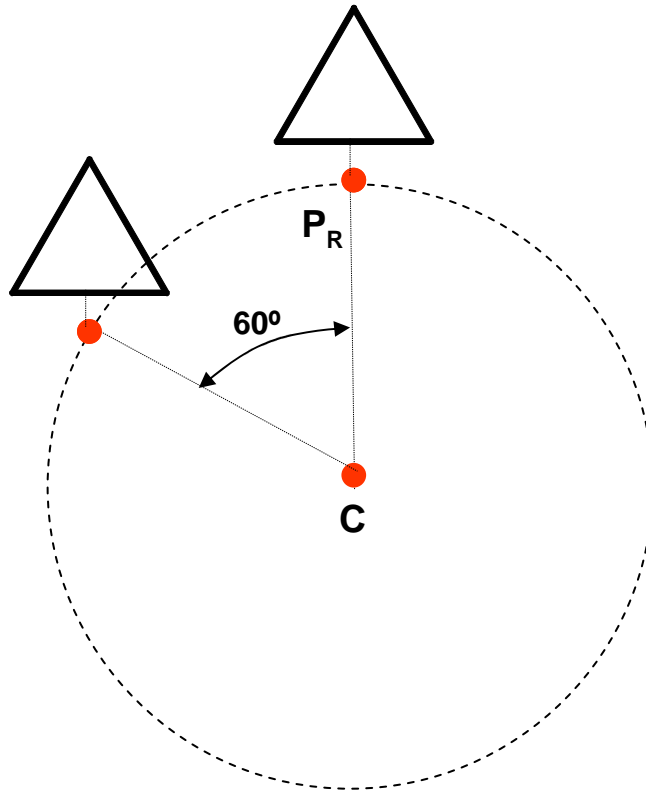
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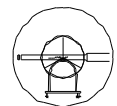
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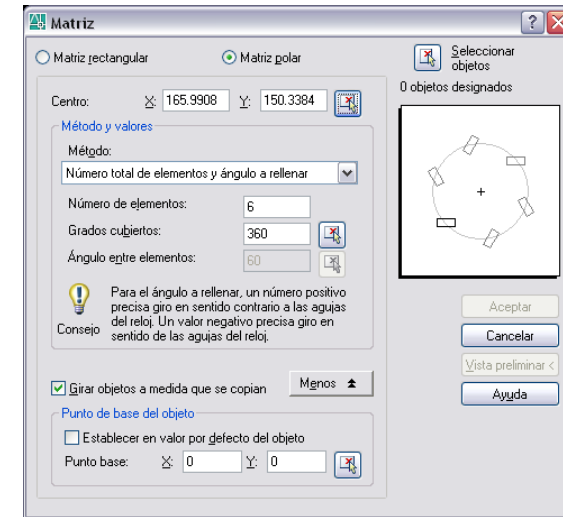
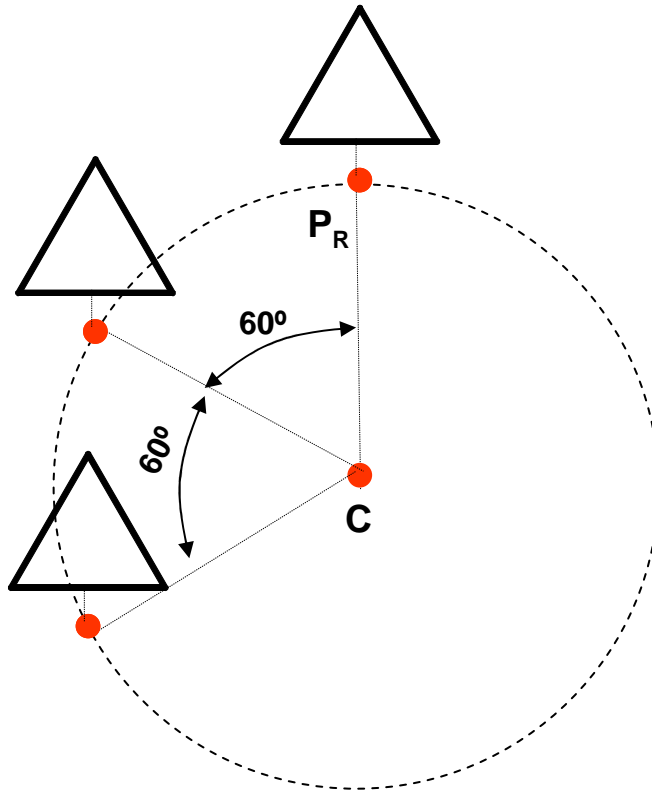
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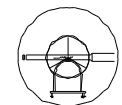
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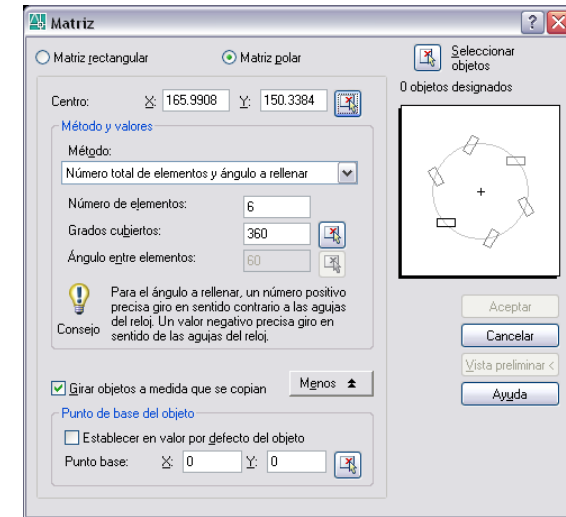
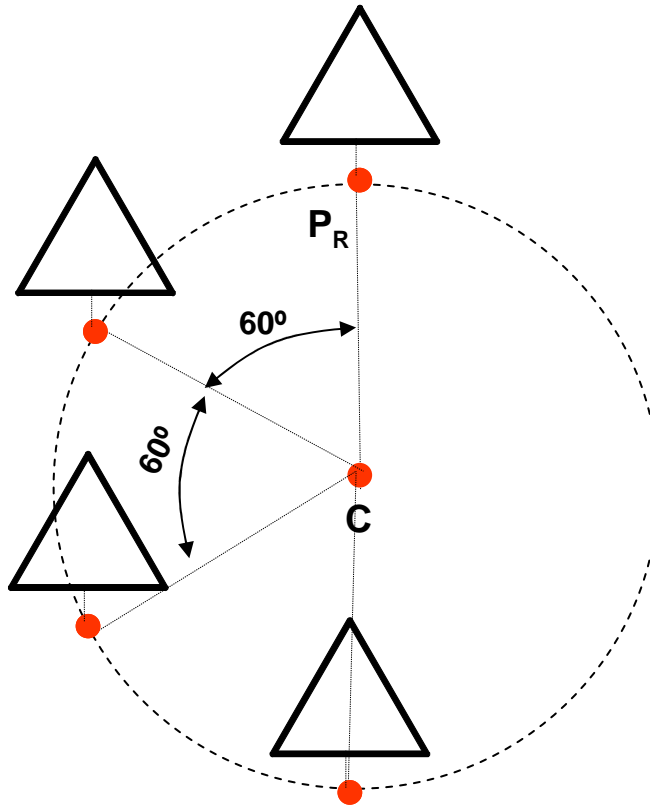
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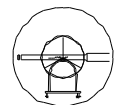
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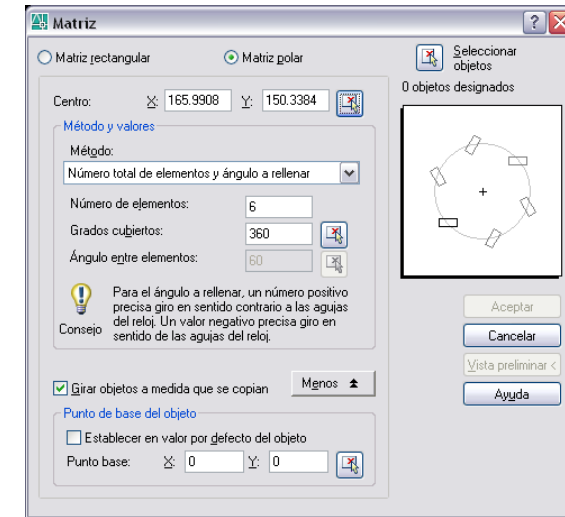
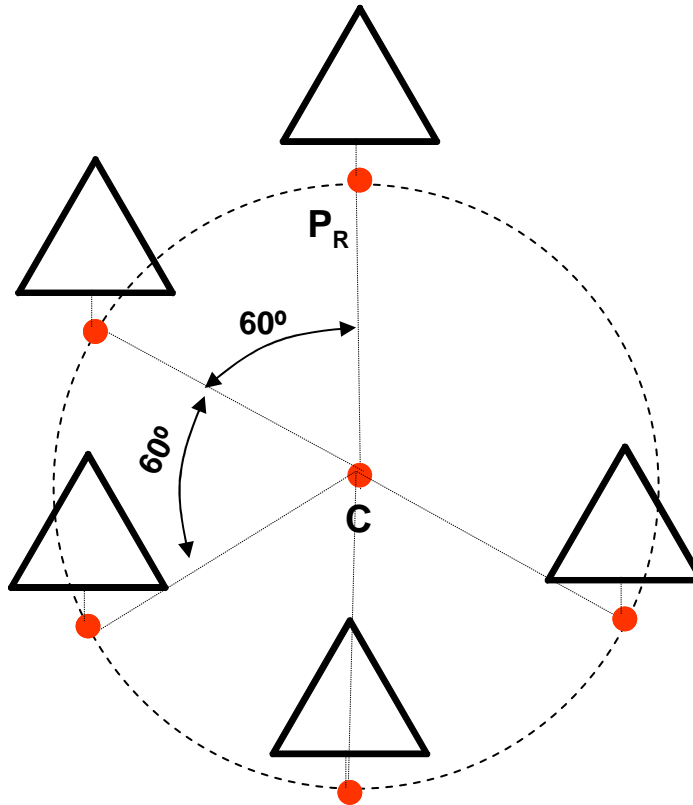
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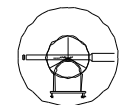
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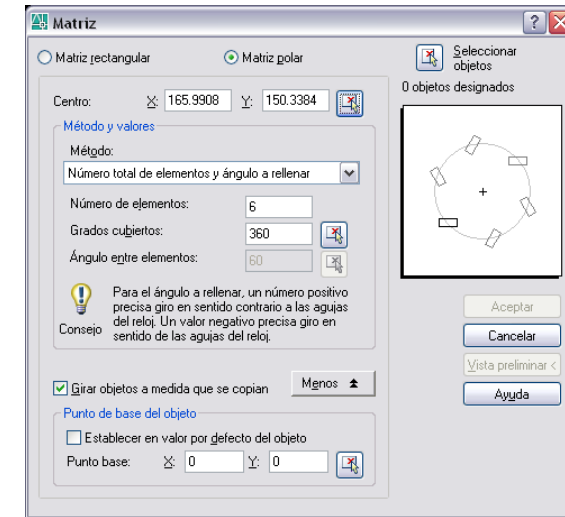
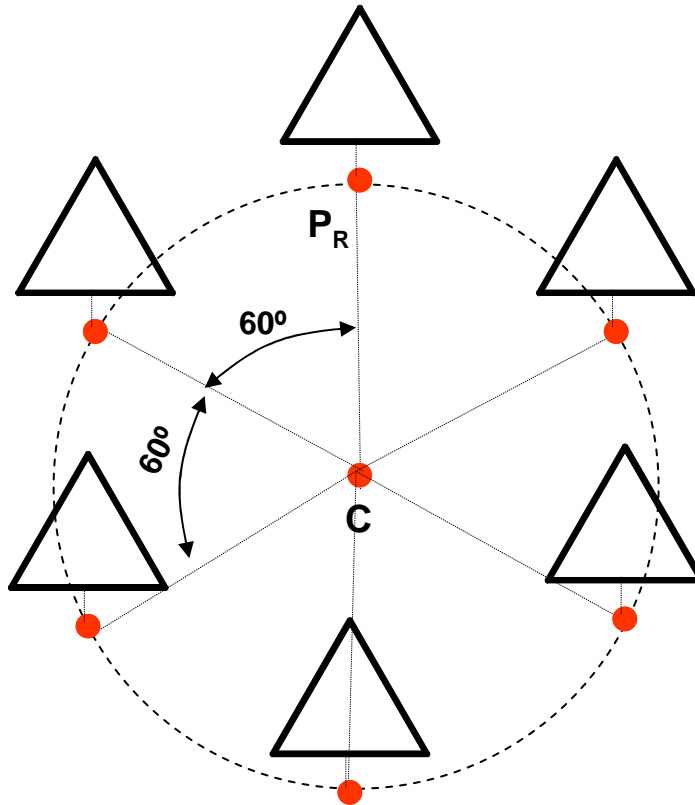
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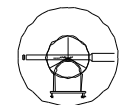
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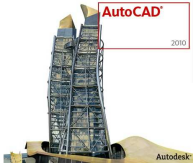


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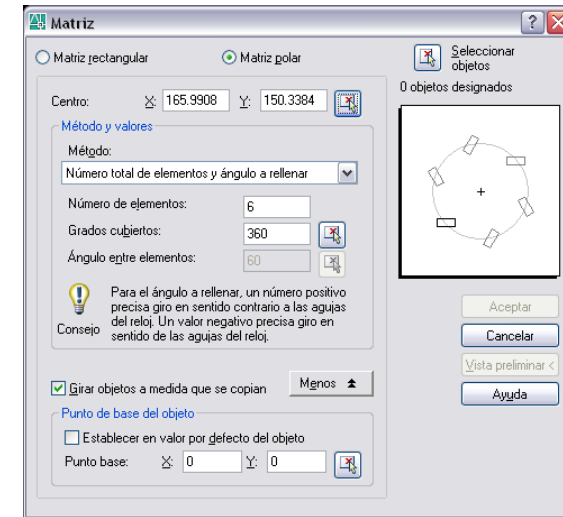
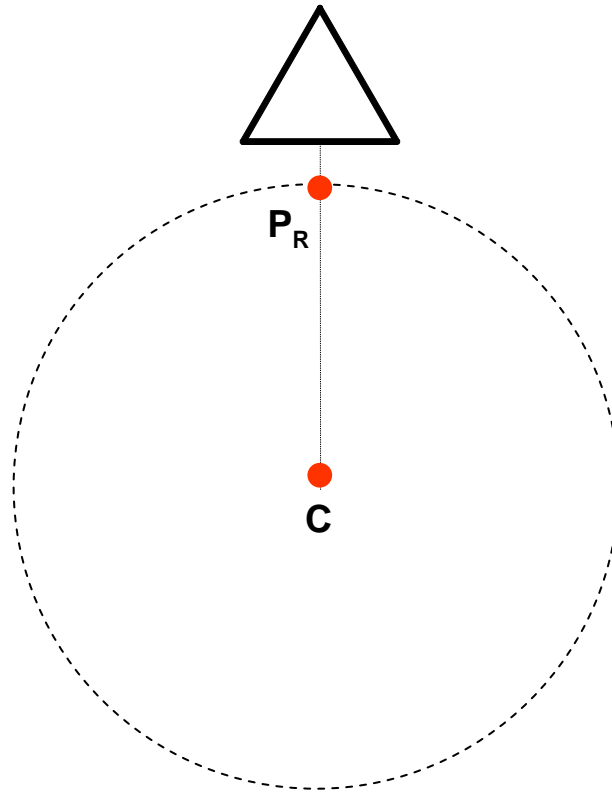


NO GIRAR OBJETOS

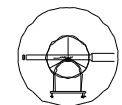




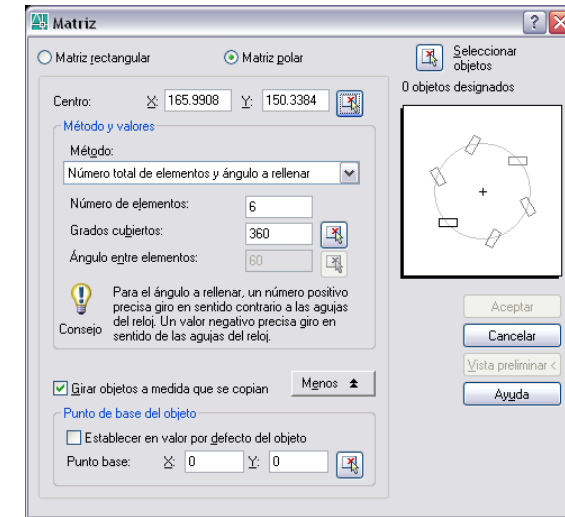
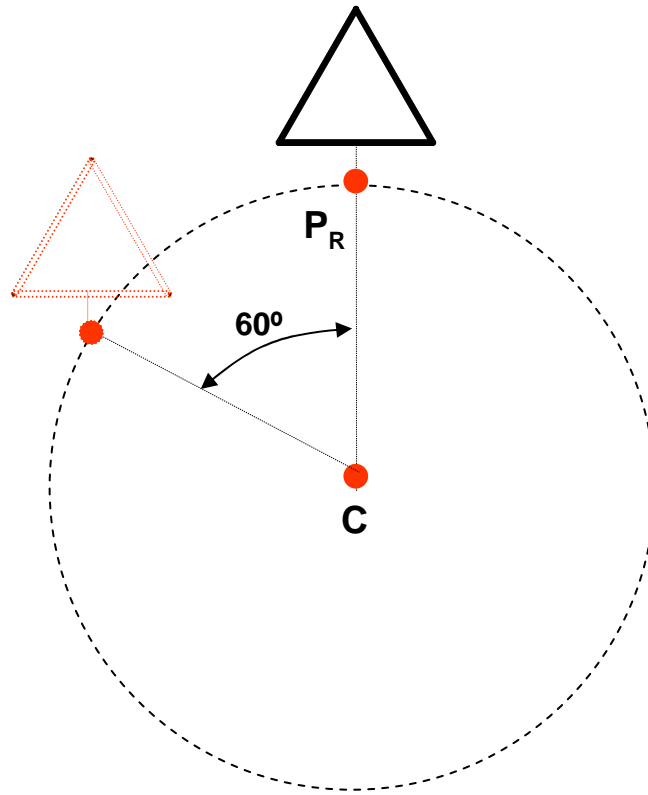
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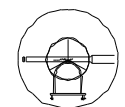
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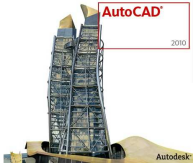


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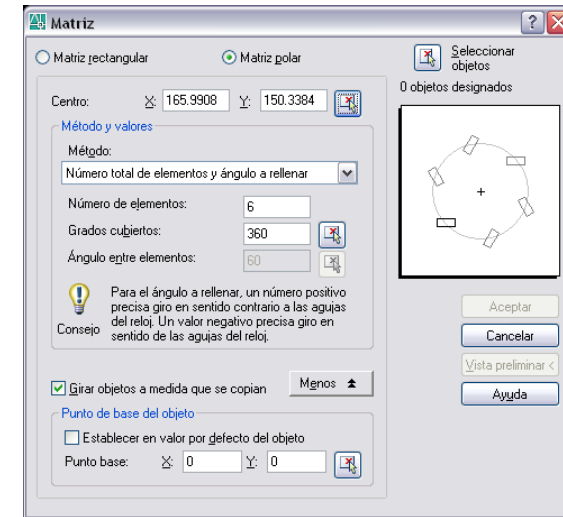
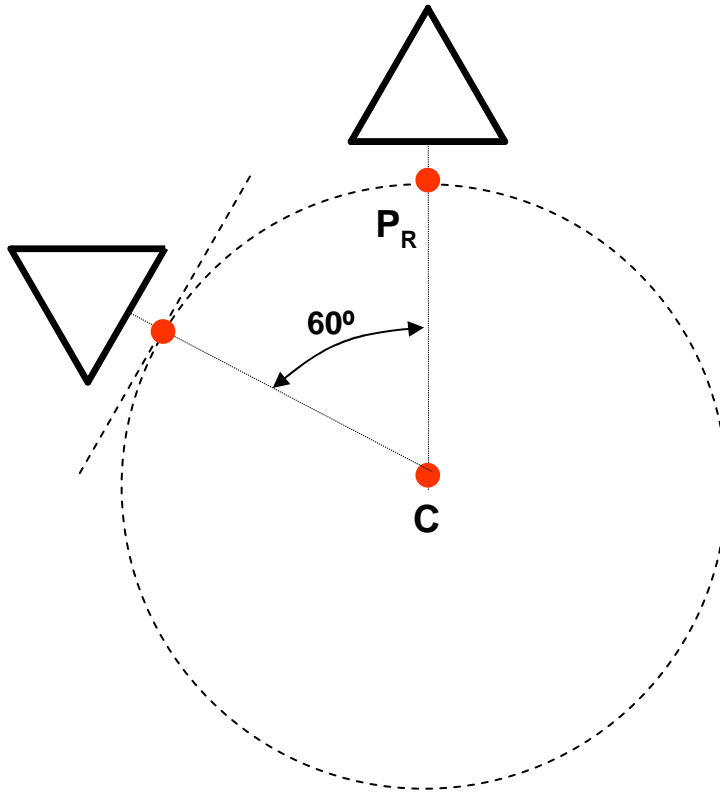


GIRAR OBJETOS

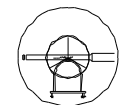


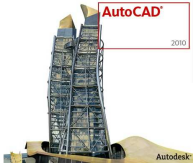


Matriz (Modificación entidades 2D)

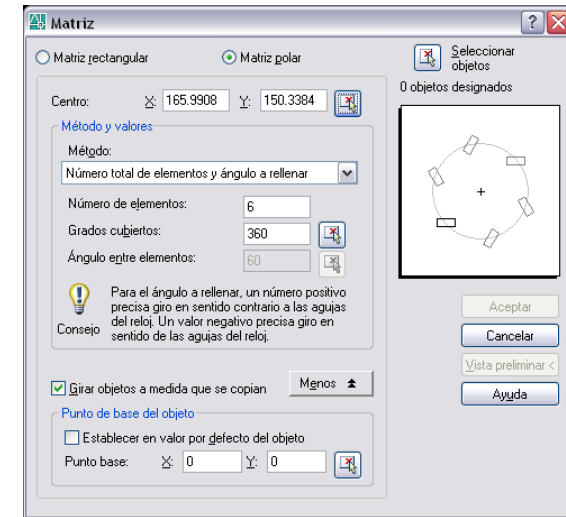
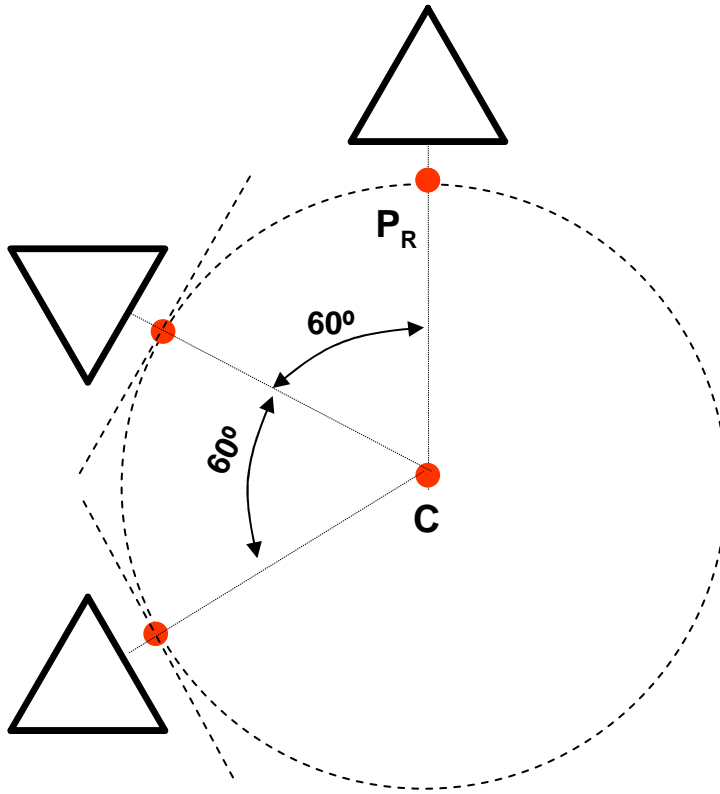


GIRAR OBJETOS

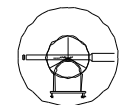




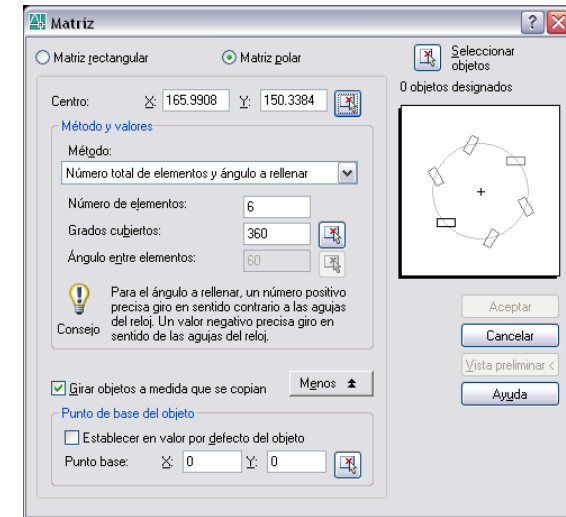
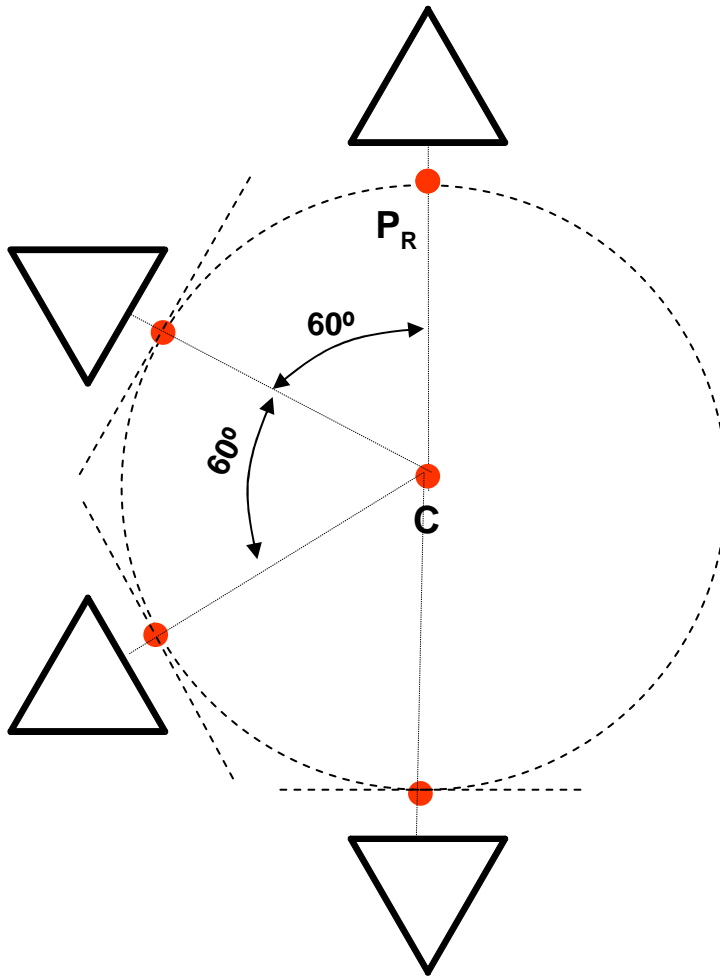
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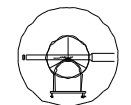
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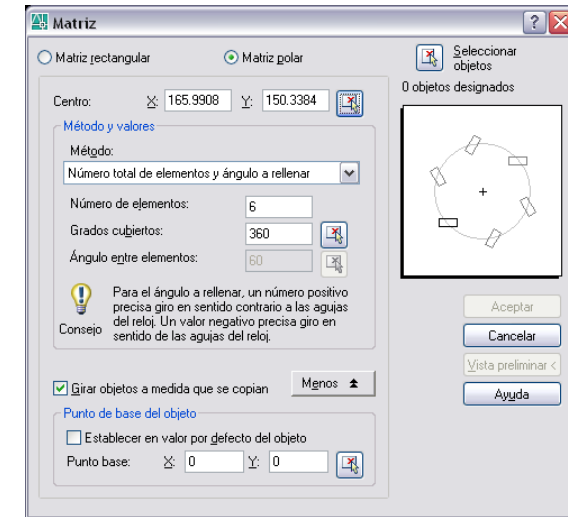
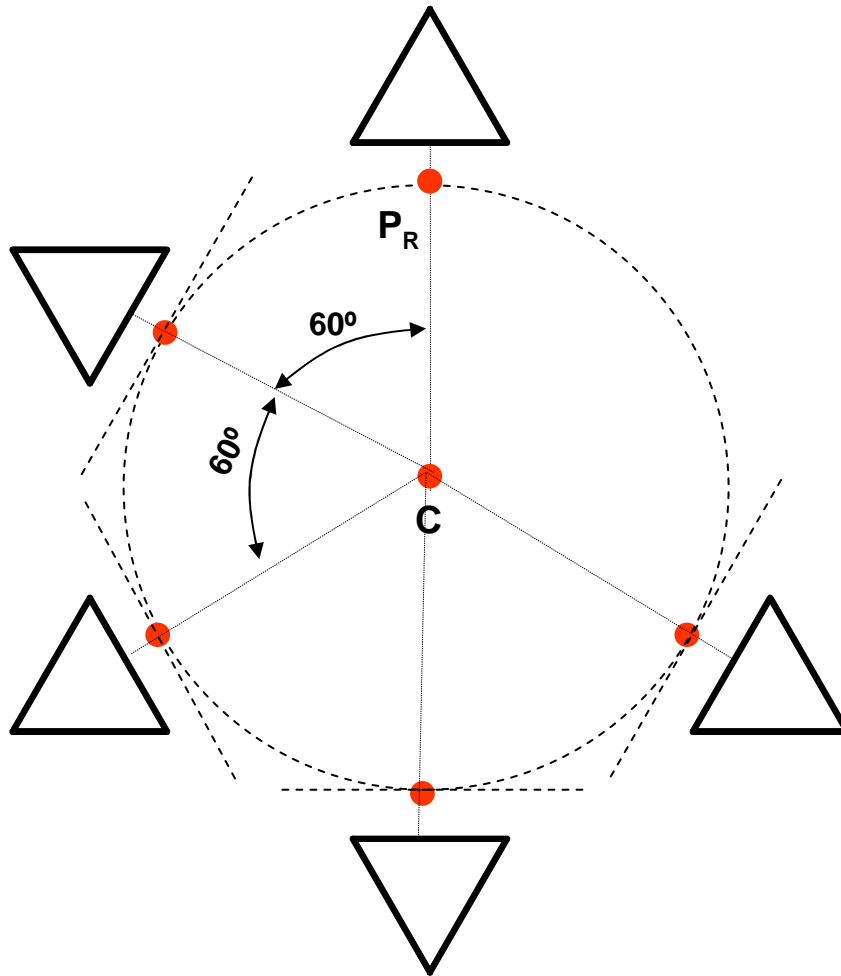
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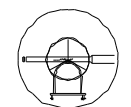
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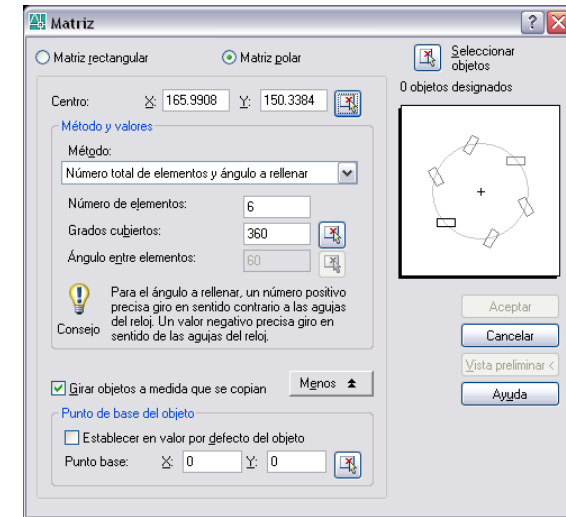
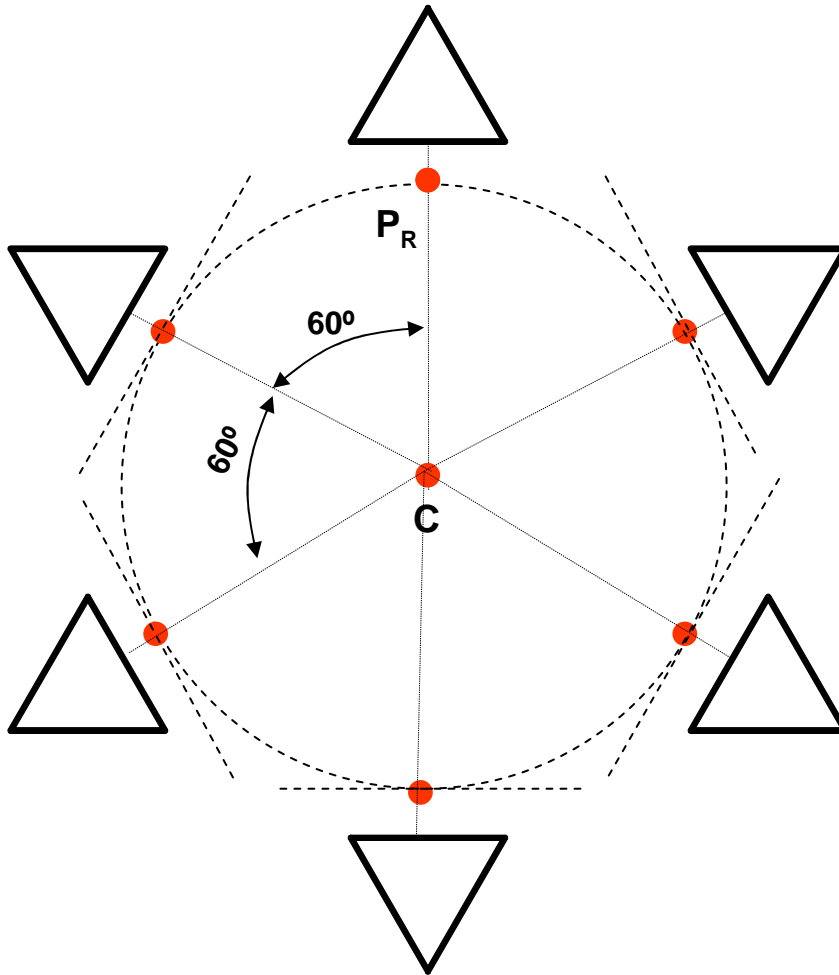
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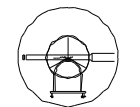
GIRAR OBJETOS

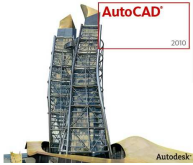


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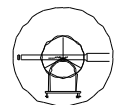
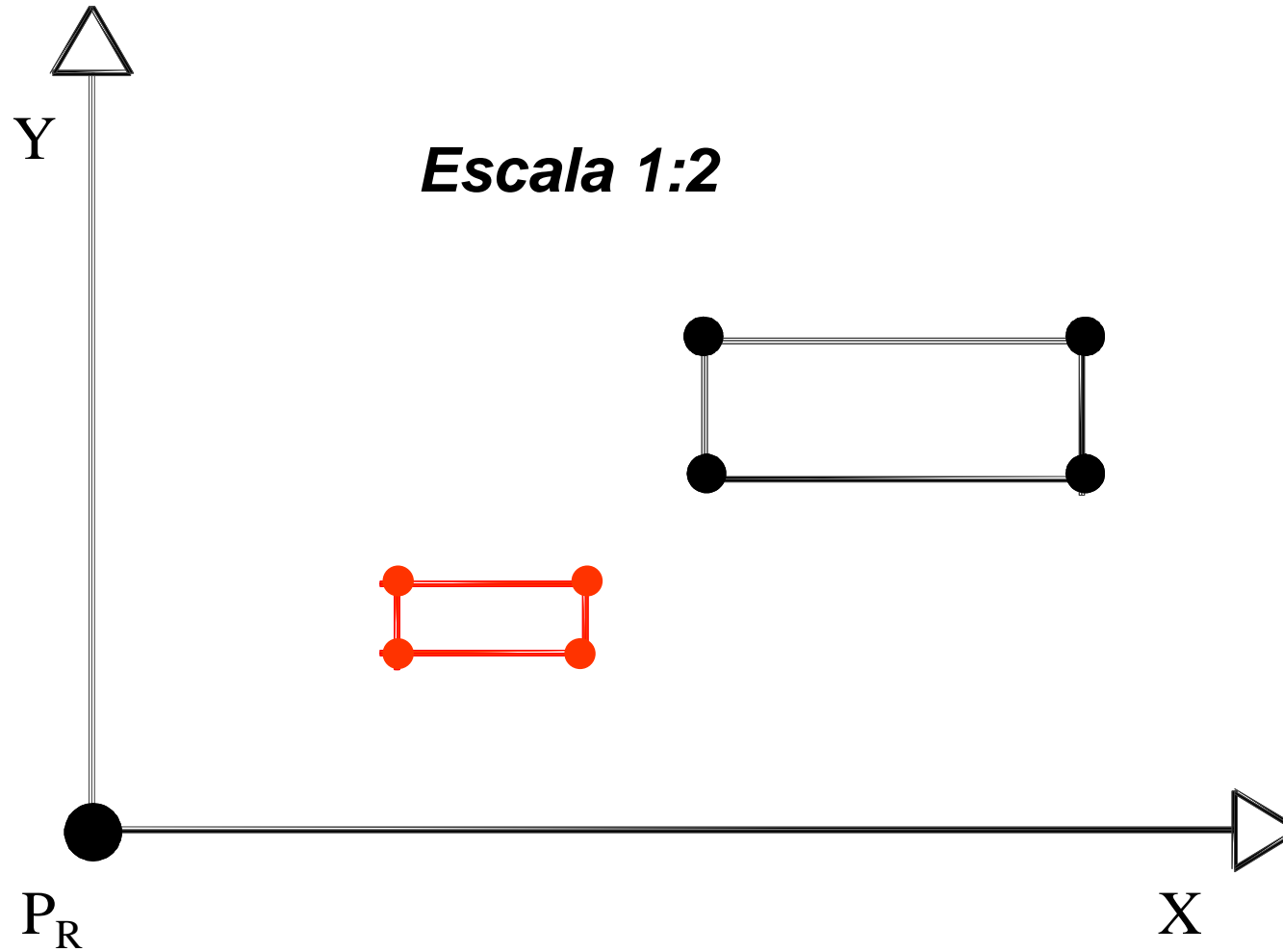


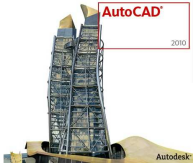
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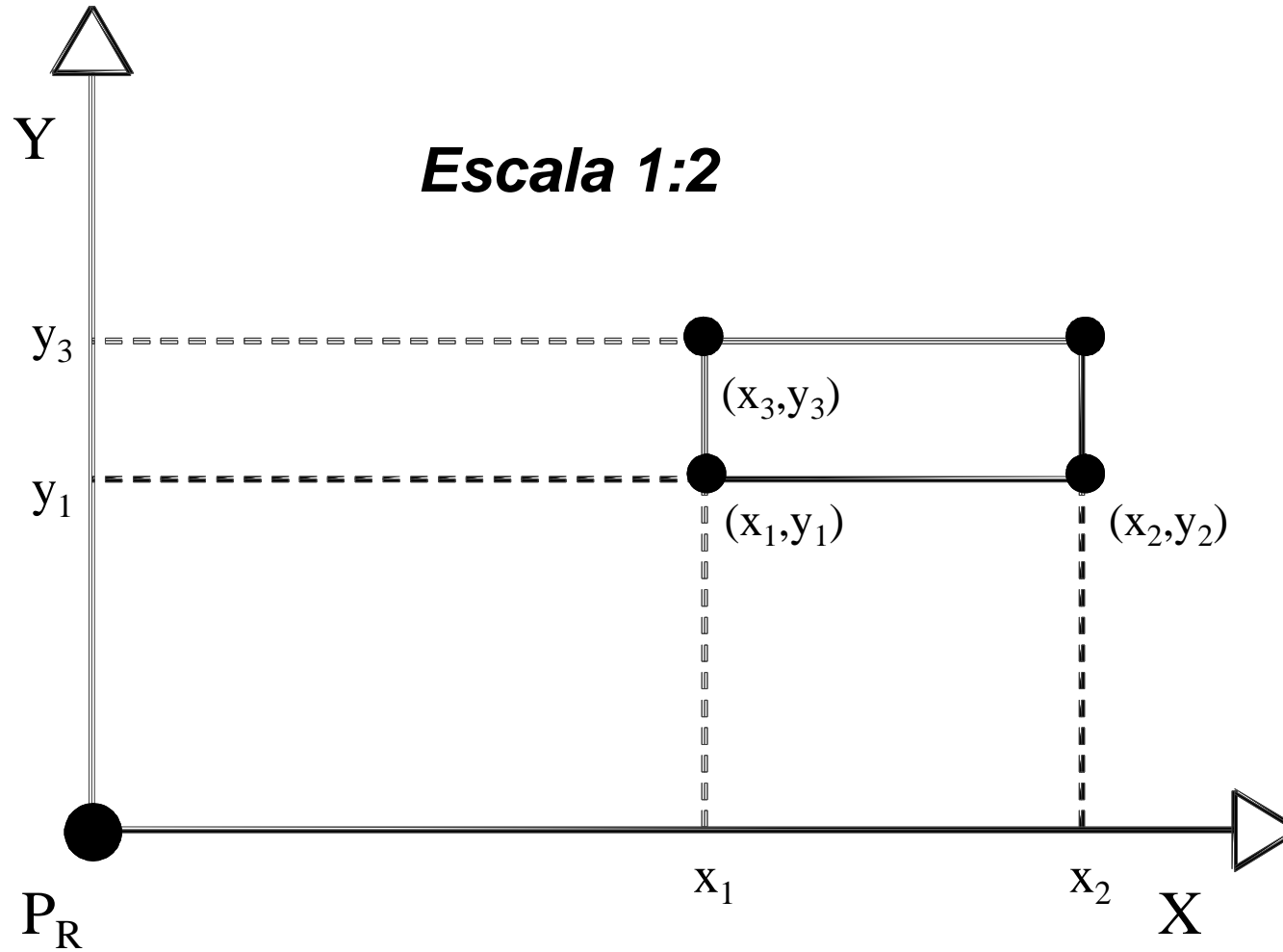


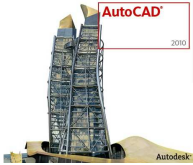
Escala (Modificación entidades 2D)



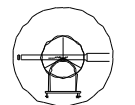
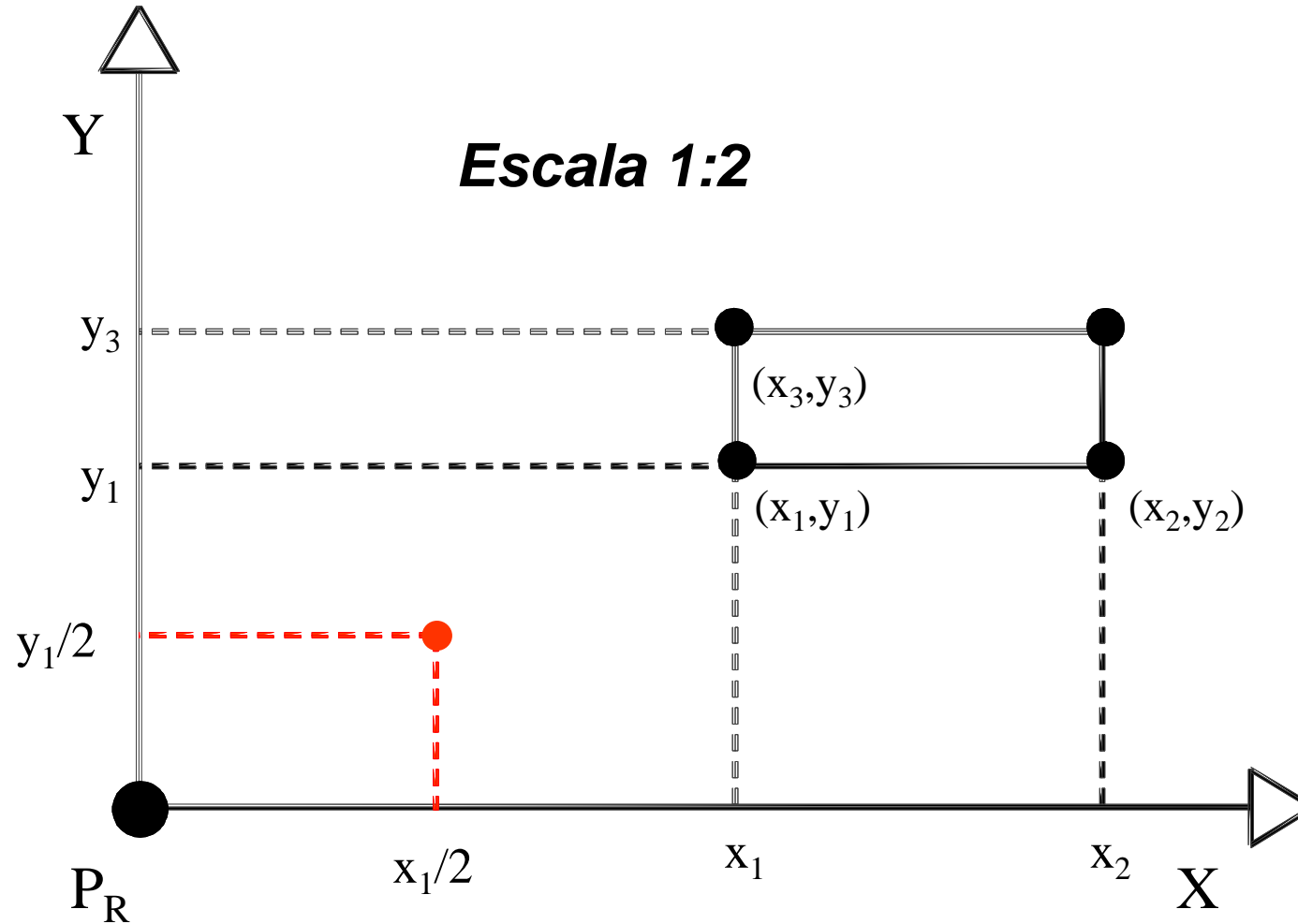


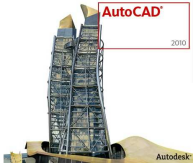
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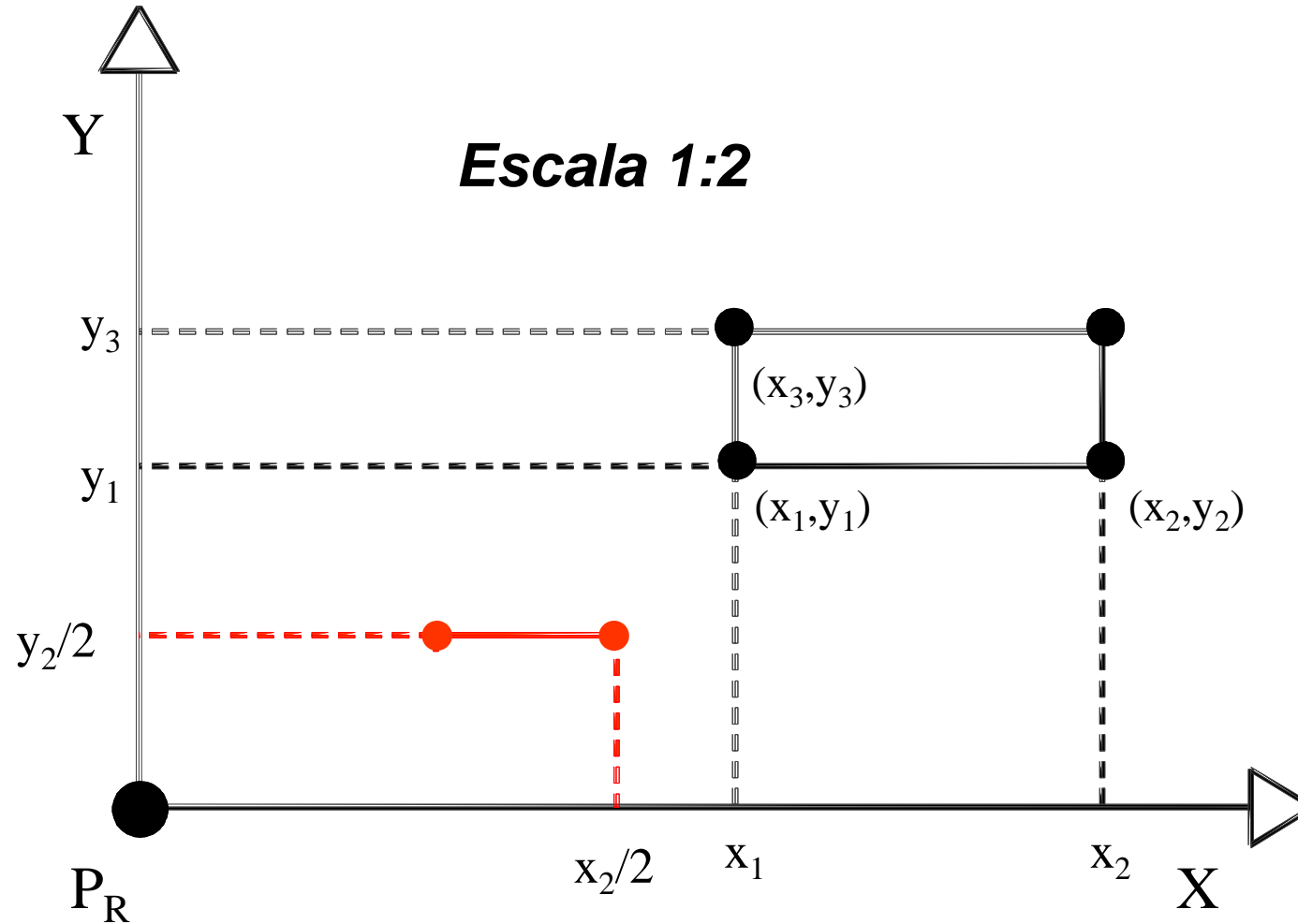


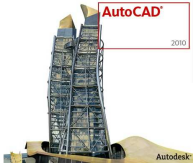
Escala (Modificación entidades 2D)



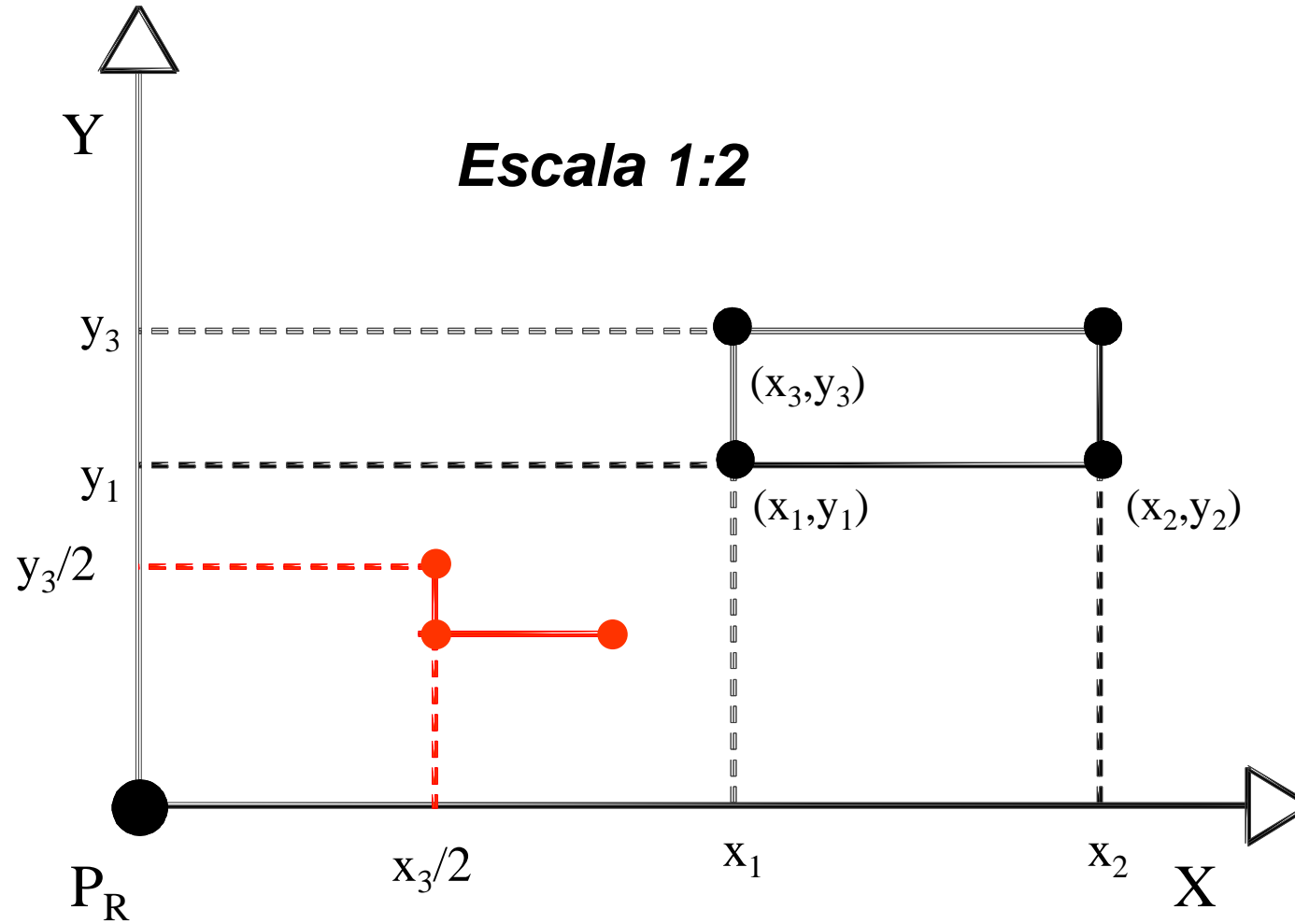


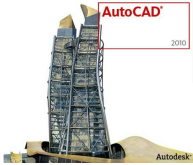
Escala (Modificación entidades 2D)



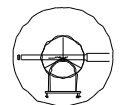
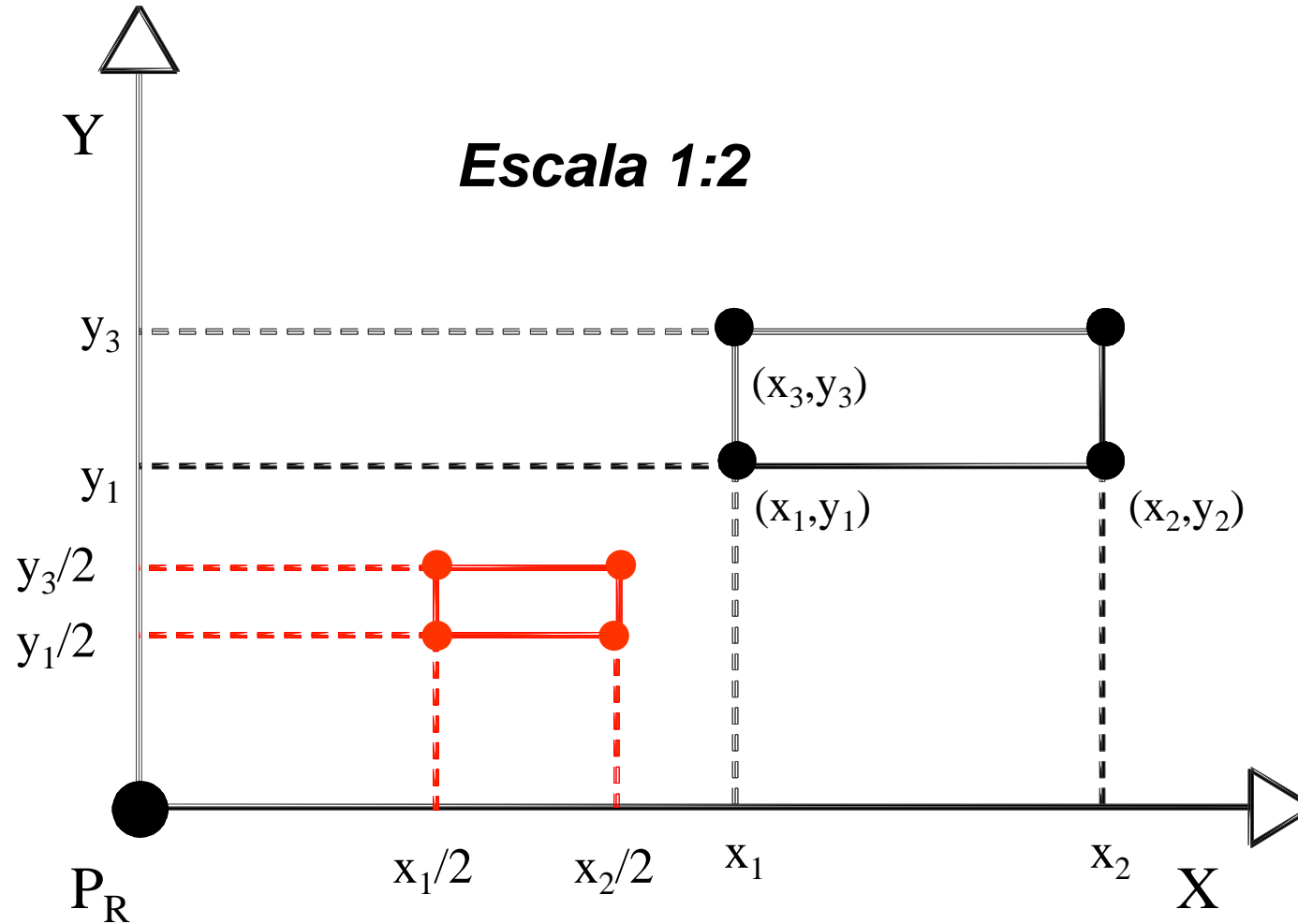


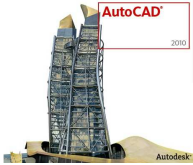
Escala (Modificación entidades 2D)



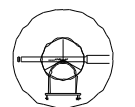
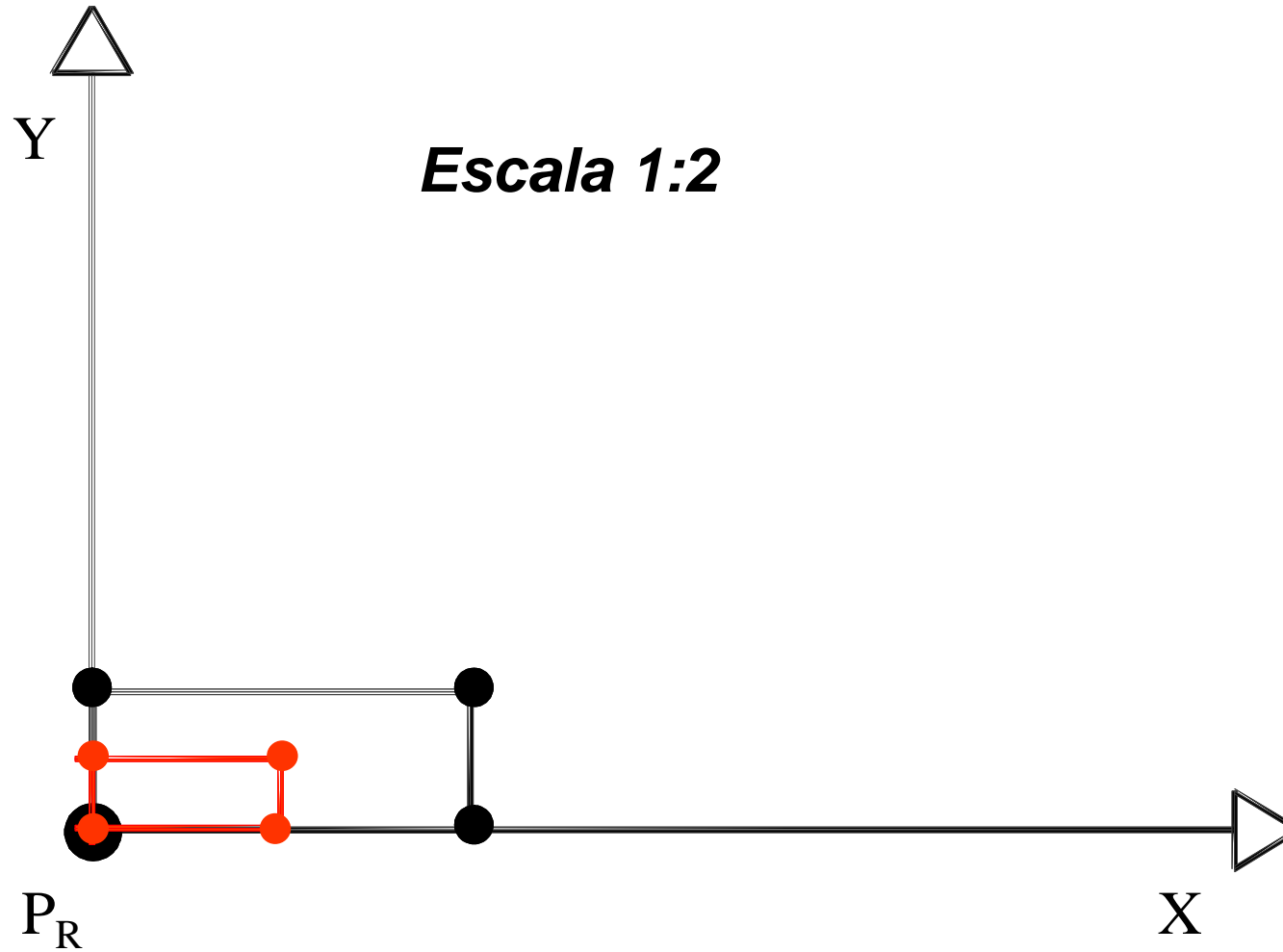


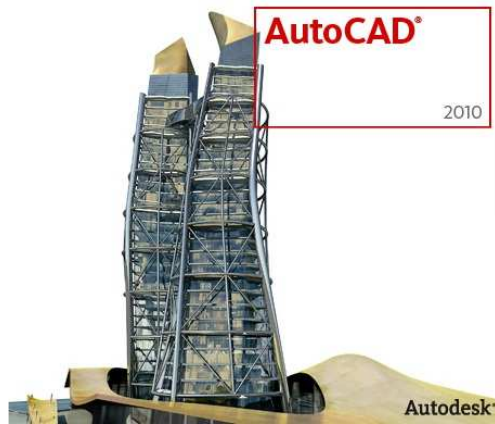
Escala (Modificación entidades 2D)



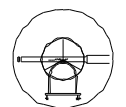


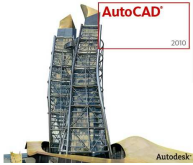
Escala (Modificación entidades 2D)





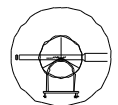
Diseño estructurado

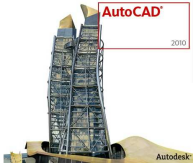




Diseño estructurado

- Propiedades
 - ✓ Asignación
 - ✓ Gestión
- Capas
- Bloques





Diseño estructurado

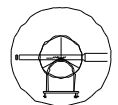
- **Propiedades**

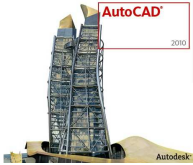
- ✓ Asignación

- ✓ Gestión

- Capas

- Bloques

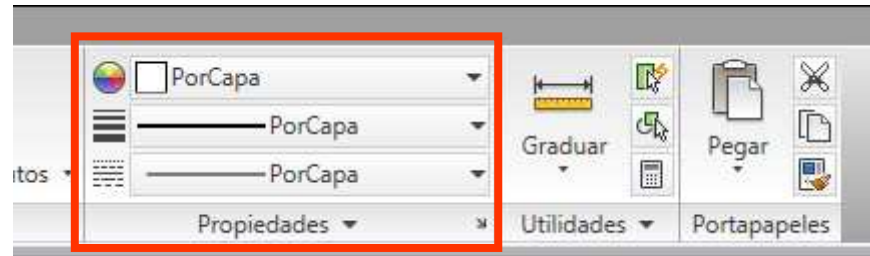




Propiedades (Diseño estructurado)

- Asignación

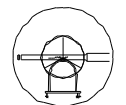
- ✓ Acceso desde cinta *Dibujo 2D y Anotación*

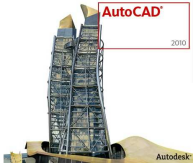


- ✓ Seleccionar propiedades. Los elementos se dibujan según las mismas

- ✓ Seleccionar objetos y aplicar propiedades

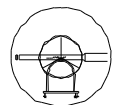
- ✓ Igualar propiedades

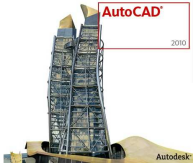




Diseño estructurado

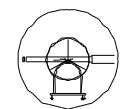
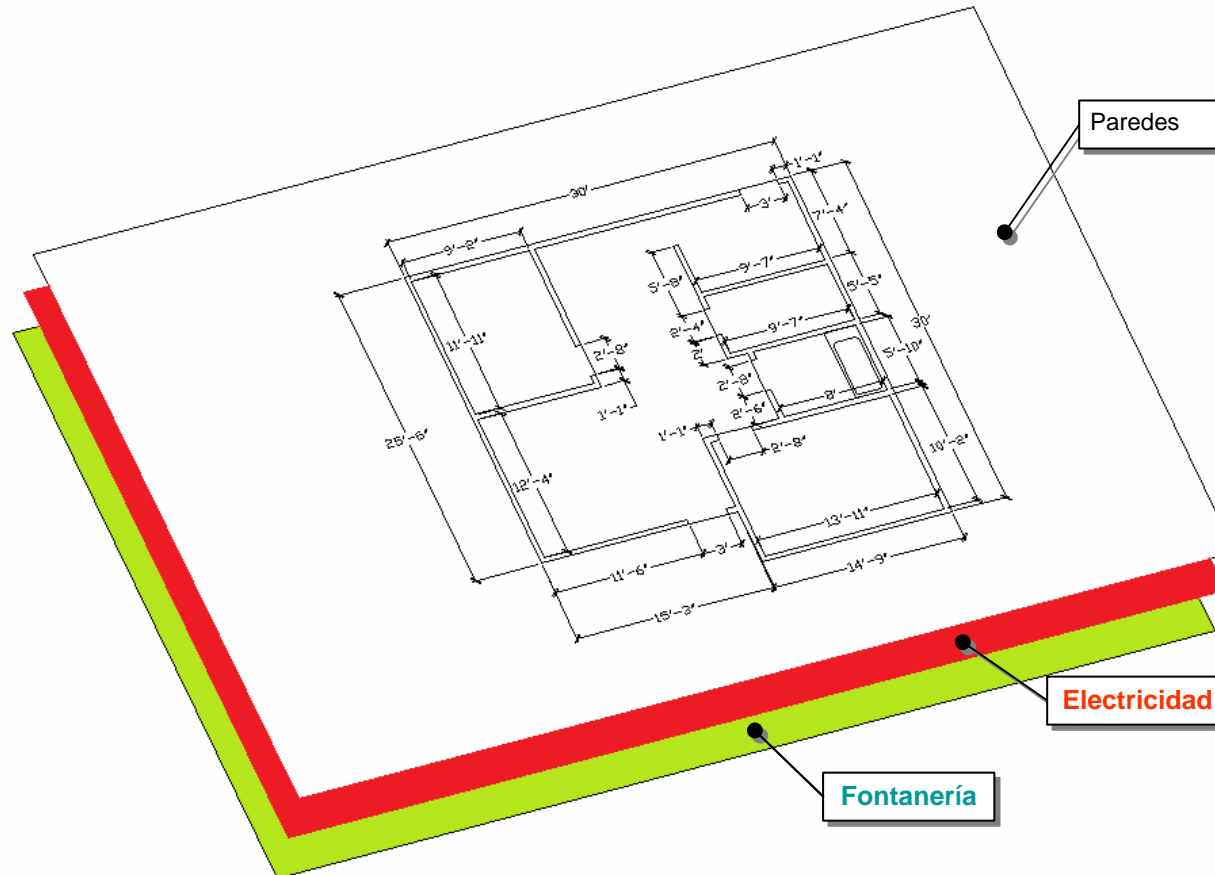
- Propiedades
 - ✓ Asignación
 - ✓ Gestión
- **Capas**
- Bloques

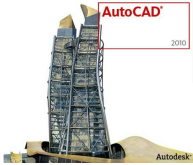




Capas (Diseño estructurado)

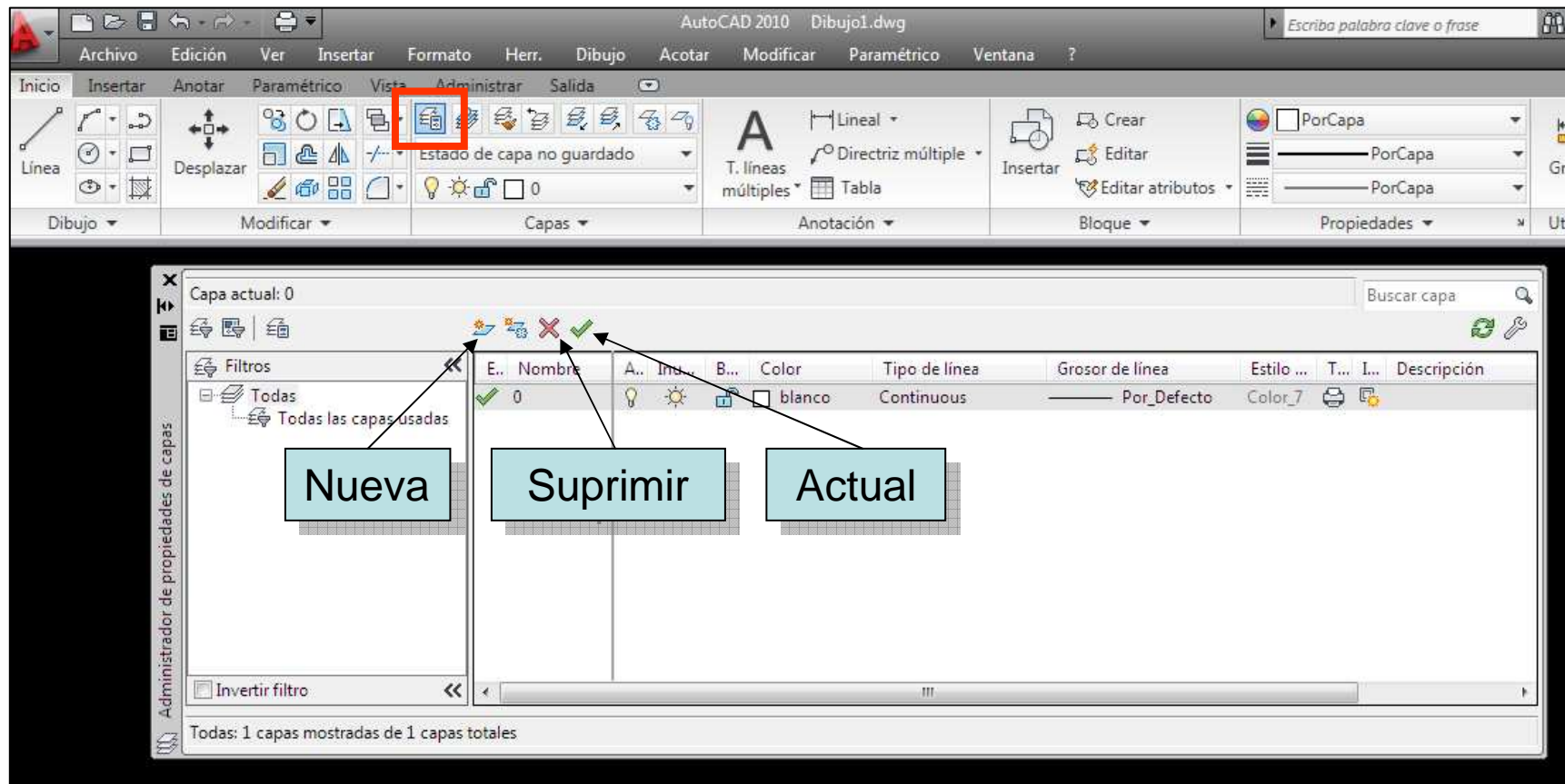
- Capas

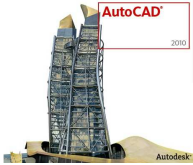




Capas (Diseño estructurado)

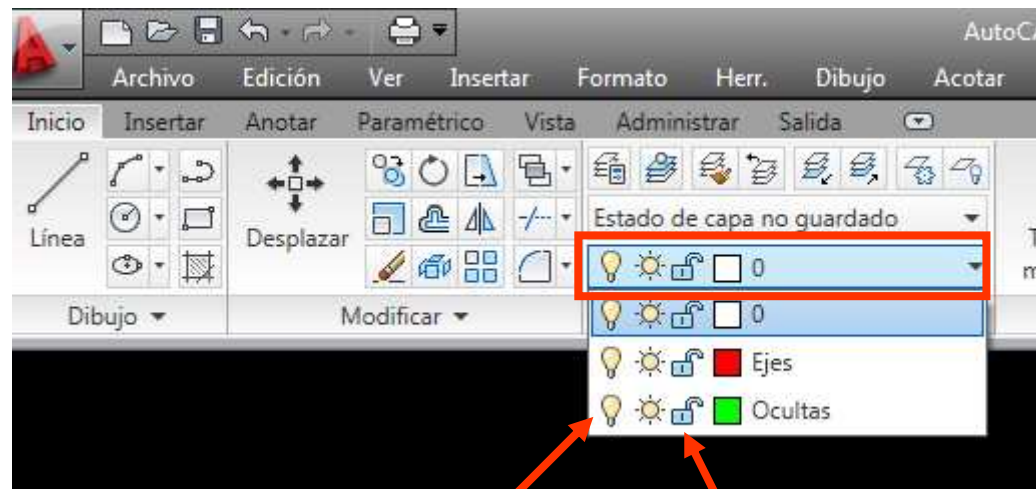
- Administrador de propiedades de capas





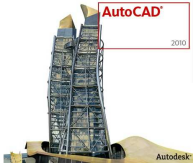
Capas (Diseño estructurado)

- Dibujar en capas

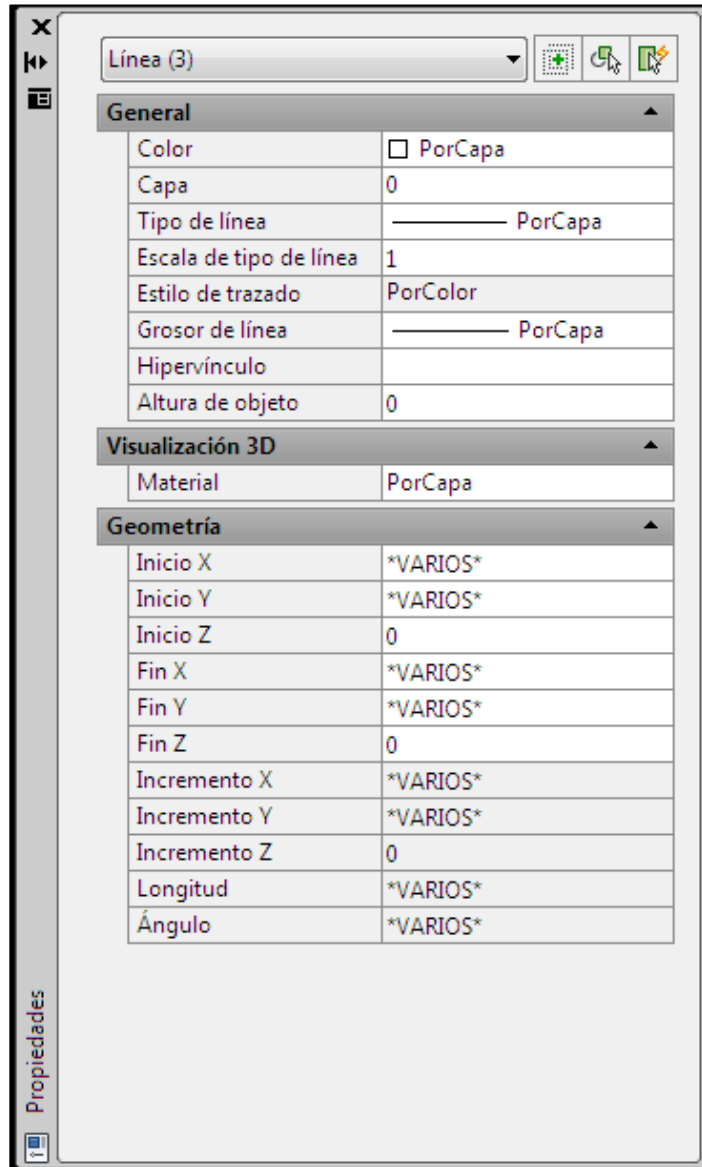


Activar

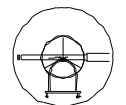
Bloquear

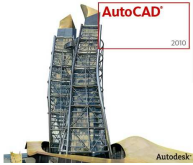


Capas (Diseño estructurado)



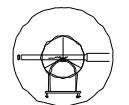
- Asignar capas a objetos ya dibujados
 - ✓ Igualar propiedades
 - ✓ Seleccionando objetos y seleccionando la nueva capa
 - ✓ Propiedades (*doble click con ratón sobre objetos*)

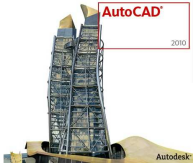




Diseño estructurado

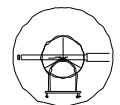
- Propiedades
 - ✓ Asignación
 - ✓ Gestión
- Capas
- **Bloques**

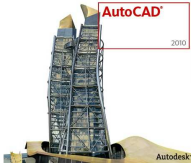




Bloques (Diseño estructurado)

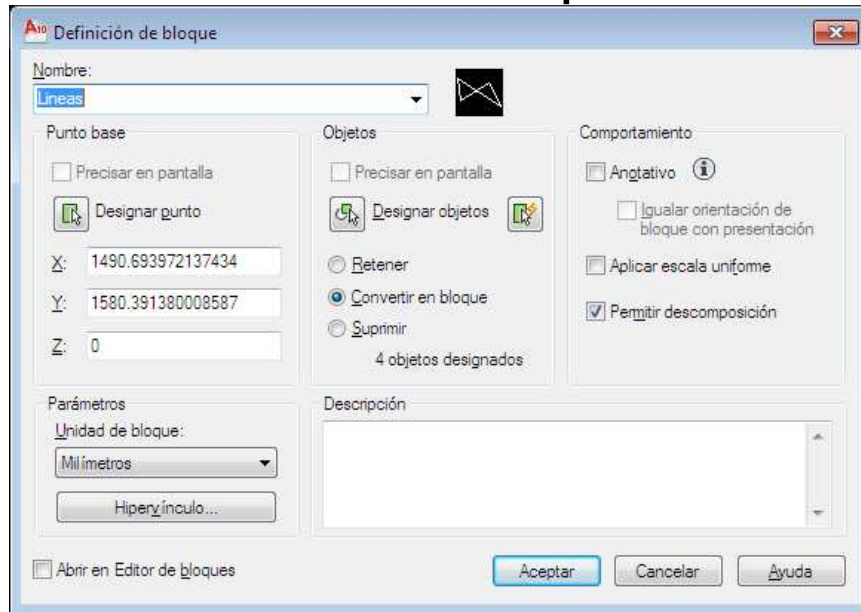
- Definición: conjunto objetos que formar una unidad
- Tipos
 - ✓ Bloques externos (no los veremos)
 - ✓ Bloques internos (cinta *Dibujo 2D y anotaciones*)
 - Creación
 - Inserción
 - Redefinición (**descomponer**)



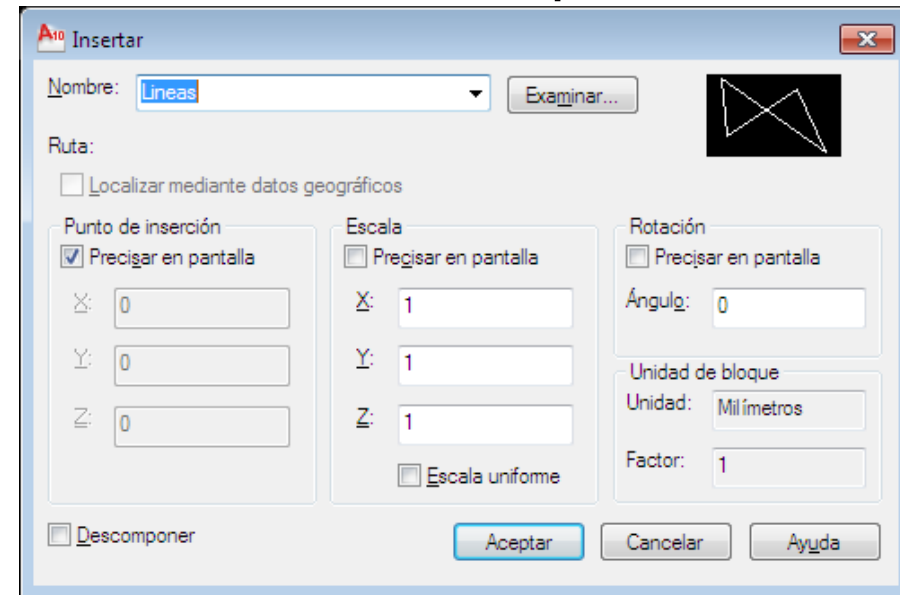


Bloques (Diseño estructurado)

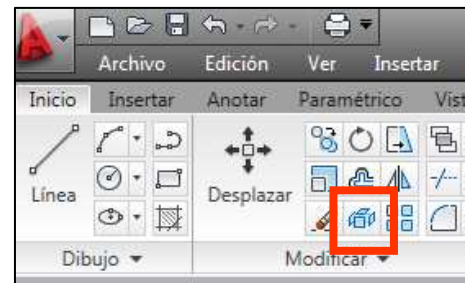
- Creación de bloques

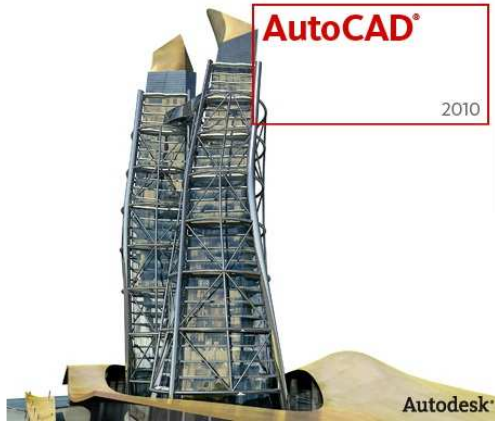


- Inserción de bloques



- Redefinición de bloques
 - ✓ Comando **Descomponer**





A dibujar...

