

# Digital Tutorial B3-02

## Autocad to Illustrator

### Commands

#### Drafting

C (circle)

PL (polyline): creates a connected chain of line segments which can be edited and moved

H (hatch): creates patterns within selected boundaries

BPOLY: creates an automatic closed polyline inside of any strange shape or to get a better (closed) line for hatching.

XL (extension lines): creates lines which extend infinitely and super helpful for alignment

#### Translation

##### AL (align)

CO (copy)

M (move)

MI (mirror)

O (offset)

##### RO (rotate)

#### Editing

##### E (erase)

EX (extend): extends lines to a selected length or boundary

F (fillet): connects two lines at a point at their intersection to make a corner. Can make radiused corners)

##### F-M (fillet multiple)

HE (hatch edit) edits properties of hatches

##### PE (polyline edit)

##### S (stretch)

TR (trim): trims lines to a selected boundary

#### Utilities

QUICK SELECT

##### Change Model Space Scale

DI (measure): measures the distance between two points

##### Layer Current

##### Layer Isolate/Unisolate

##### LEN (length)

##### F10 (polar snap)

MA (match properties): matches the properties of objects (linetype, layer, etc.) to a preselected object

##### MO (properties)

##### OS (object snap)

##### Object Snap Tracking

RE (redraw): regenerates the screen if items go missing or errors appear

#### Navigation

QUICK SELECT

DI (measure): measures the distance between two points

##### Z-E (zoom extents)

##### Zoom Out

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### Layer & CTB Settings

NEW LAYERS	COLOR	LINETYPE	PEN WIEGHT
0	WHITE (7)	CONTINUOUS	.18
0_GRID	DARK GRAY (8)	CENTER	.13
0_NOTE	LIGHT GRAY (9)	CONTINUOUS	.13
2_COLS	RED (1)	CONTINUOUS	.45
2_EDGE	GREEN	CONTINUOUS	.30
2_EDGE-LITE	WHITE	CONTINUOUS	.18
2_OVHD	WHITE	DASHED	.18
2_WALL	YELLOW	CONTINUOUS	.45