

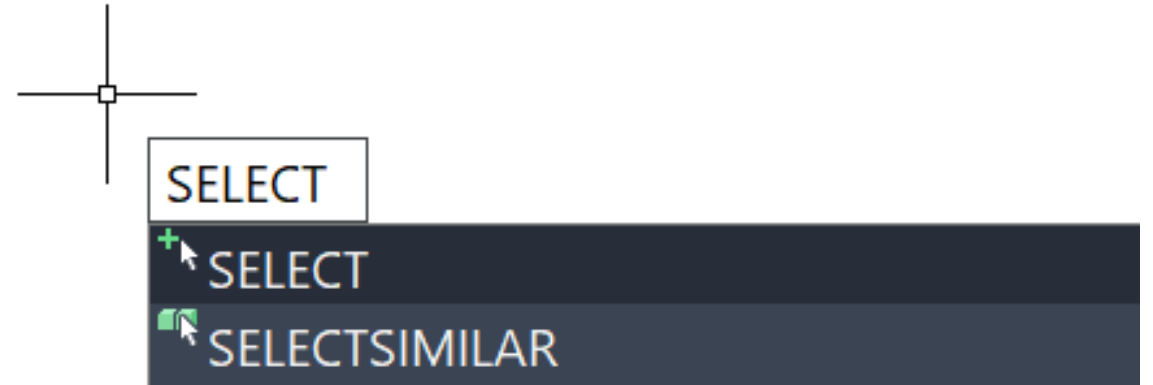


MODIFICAÇÃO DE OBJETOS

Seleção de objetos

✓ Comando: ***SELECT / SELECIONAR***

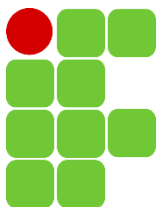
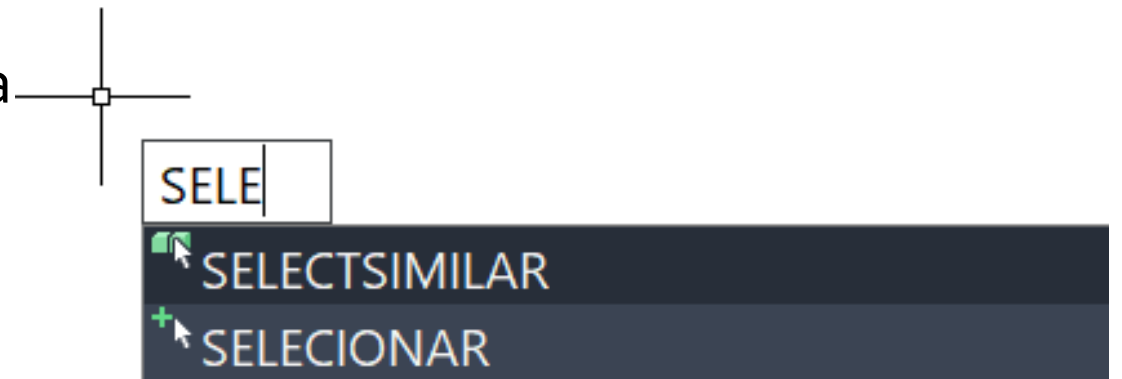
✓ Selecionar objetos do desenho



✓ Comando: ***SELECTSIMILAR***

✓ Selecionar objetos SIMILARES do desenho

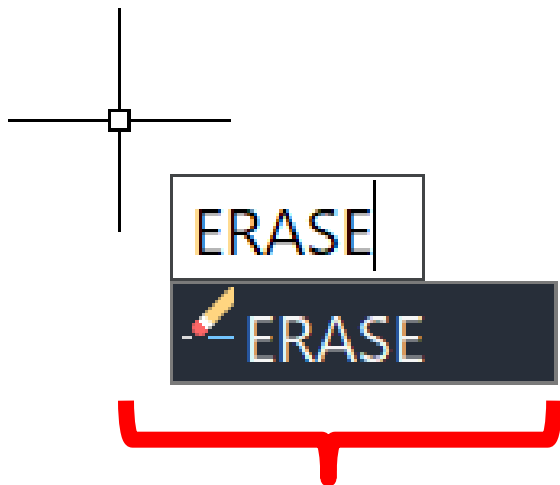
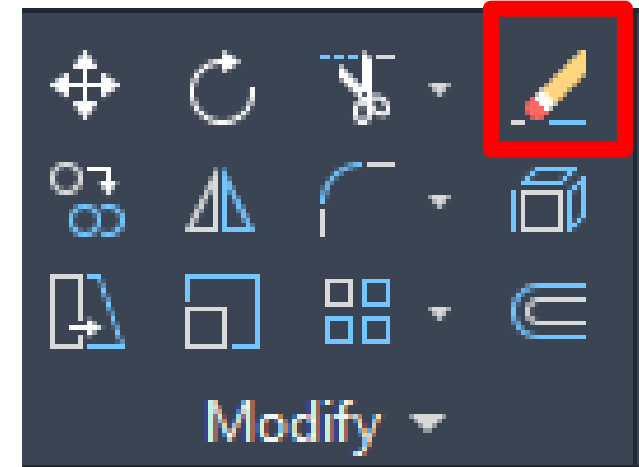
✓ Clicar sobre o objeto ou selecionar uma
“janela”



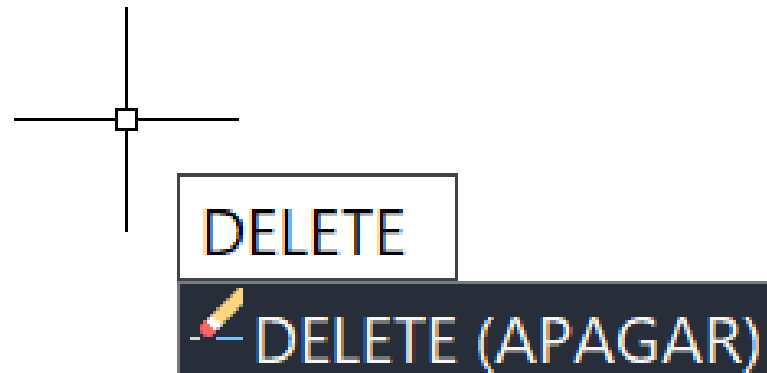
Apagar objetos

✓ Comado: **ERASE / DELETE**

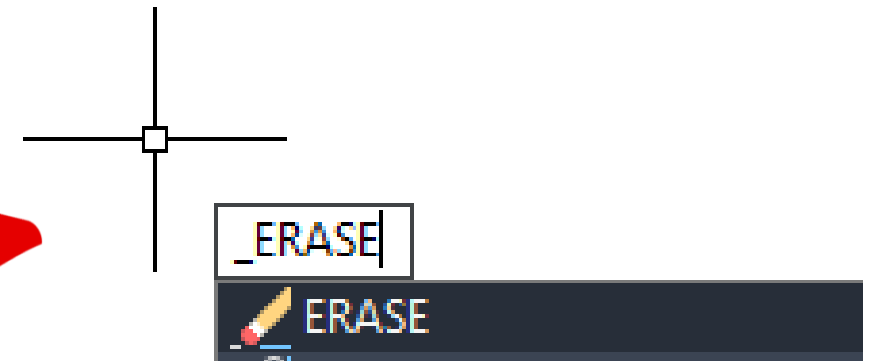
Ribbon



AutoCAD English

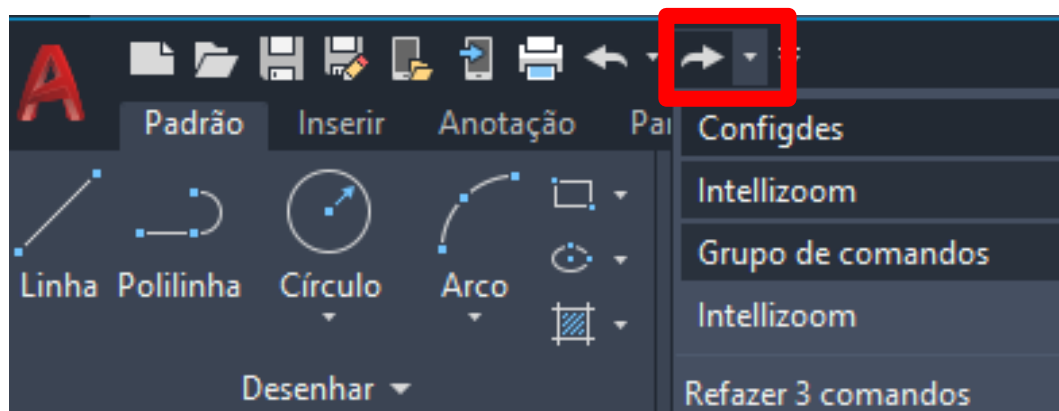
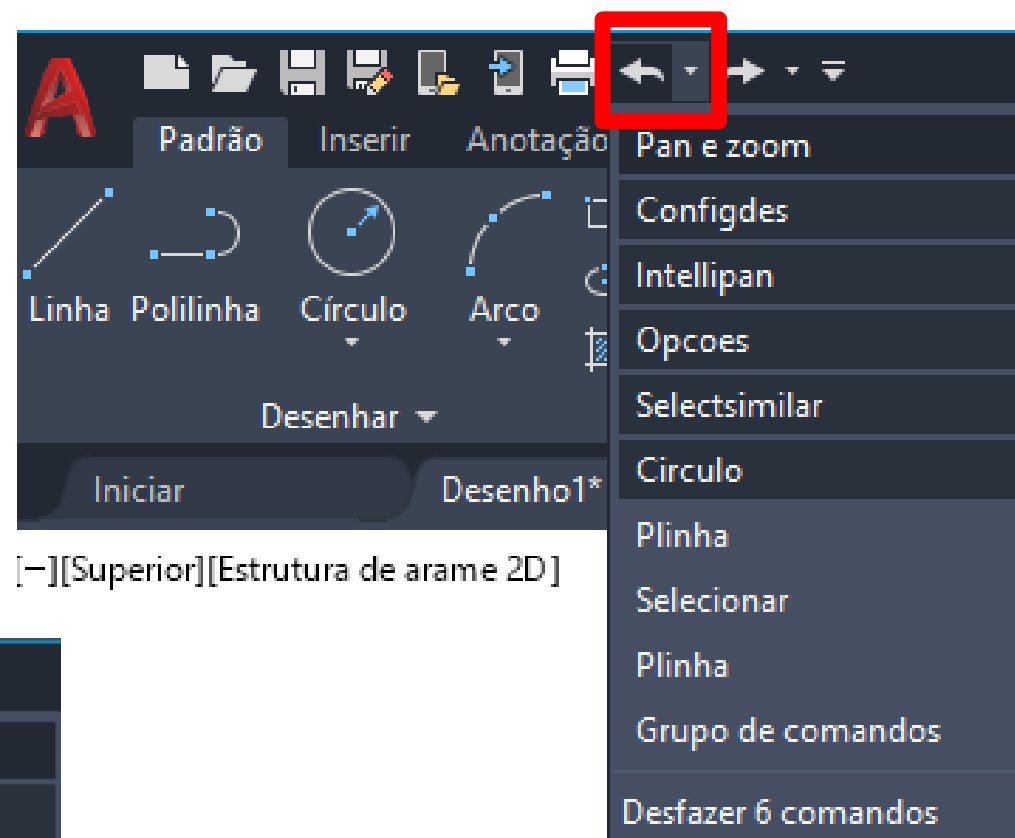


AutoCAD Português



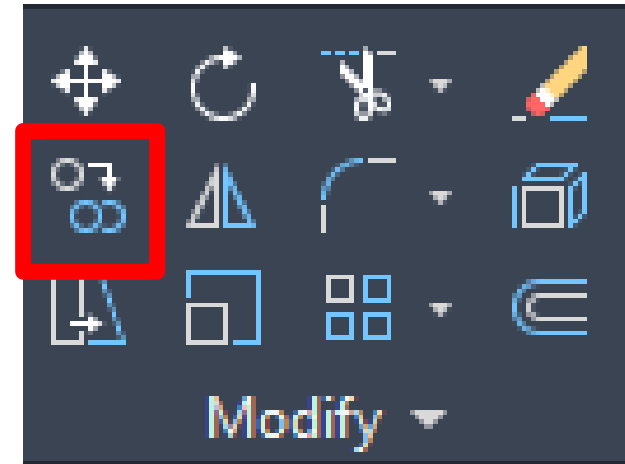
Desfazer/refazer comandos

- ✓ Desfazer comandos:
 - ✓ Atalho: **CTRL + Z**
 - ✓ Comando: **UNDO / DESFAZER**
- ✓ Refazer comandos:
 - ✓ Atalho: **CTRL + Y**
 - ✓ Comando: **REDO / REFAZER**

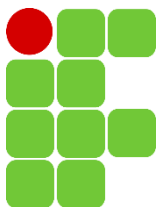


Copiar objetos

Ribbon



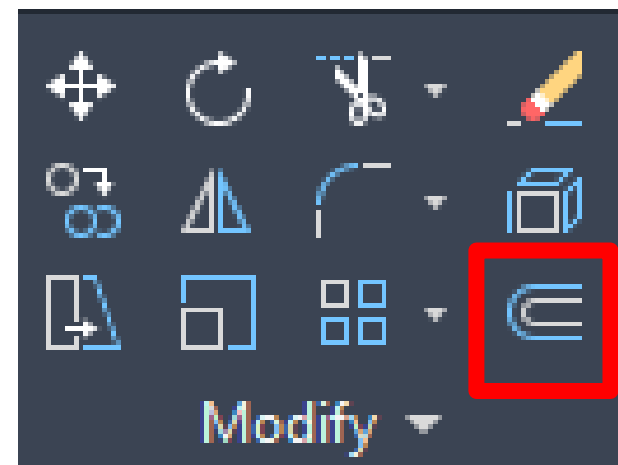
1. Comando: ***COPY/COPIAR*** → **Com** um ponto de referência
2. ***CTRL + C e CTRL + V*** → **Sem** um ponto de referência
3. ***CTRL + C e PASTEORIG/COLARORIG*** → No mesmo ponto mas em arquivos distintos



Cópia paralela

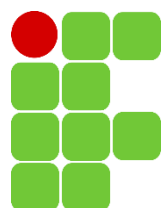
✓ Comando: **OFFSET / DESLOCAMENTO**

Ribbon



 **OFFSET** Specify offset distance or [Through Erase Layer] <Through>:

 **DESLOCAMENTO** Especificar distância de deslocamento ou [Através aPagar Camada]:



Permite selecionar um objeto: o ponto marcado por essa opção indica a posição da cópia que se deseja efetuar.

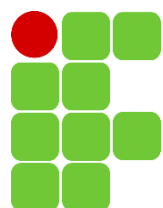
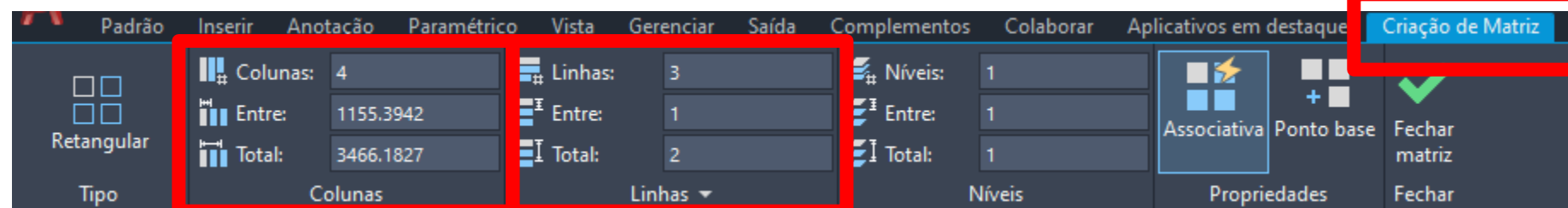
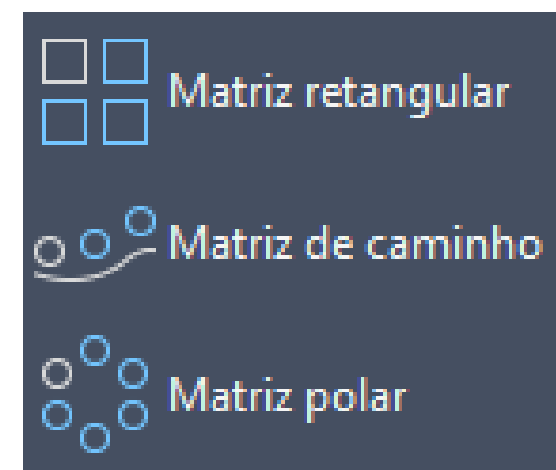
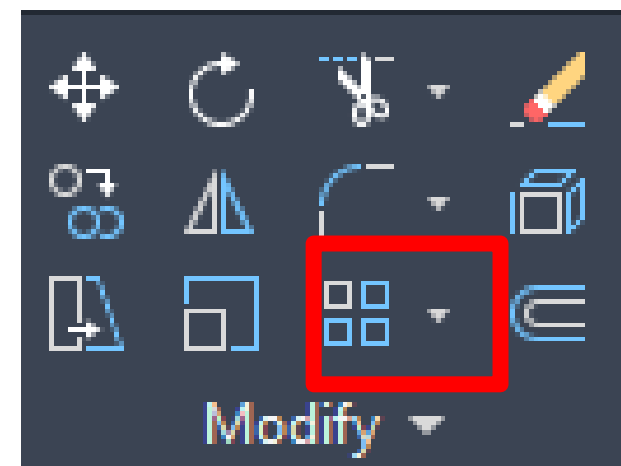
Apaga o objeto de origem após efetuar a cópia paralela.

Determina se os objetos copiados serão criados no layer atual ou no layer do objeto de origem.

Cópias ordenadas

✓ Comando: **ARRAY / MATRIZ**

Ribbon



Espelhar objetos

✓Comando: **MIRROR / ESPELHAR**

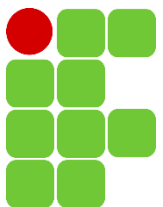
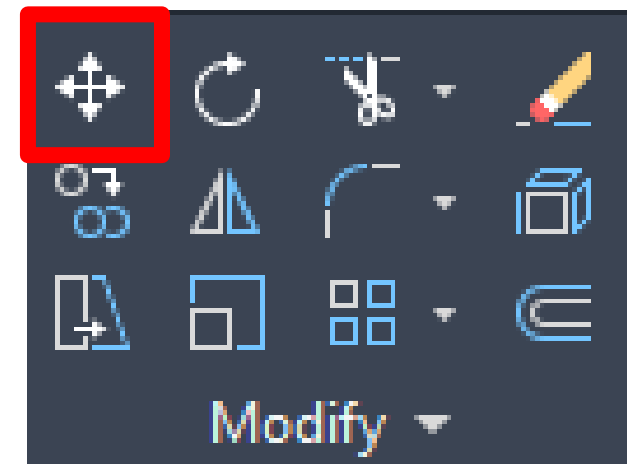
Ribbon



Mover objetos

✓Comando: **MOVE / MOVER**

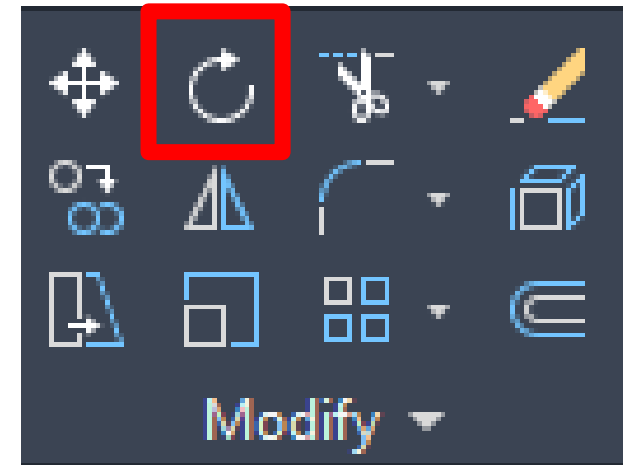
Ribbon



Rotacionar objetos

✓ Comando: **ROTATE / ROTAC**

Ribbon

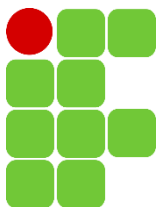
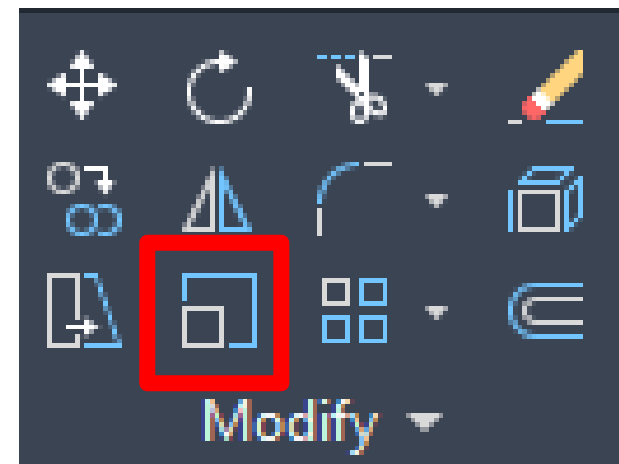


Ampliar/reduzir objetos

✓ Consiste em aplicar uma **ESCALA**.

✓ Comando: **SCALE / ESCALA**

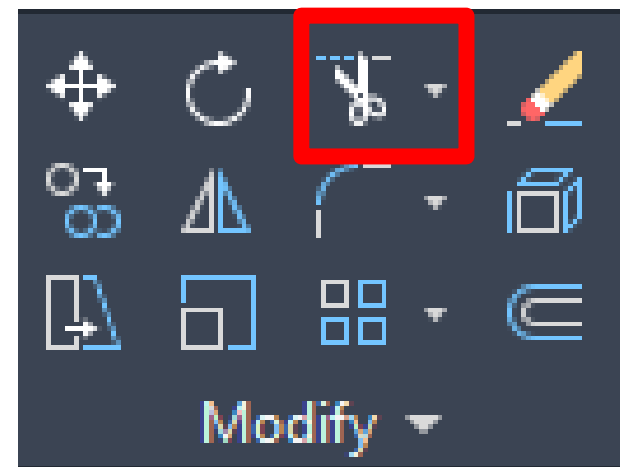
Ribbon



Cortar parte do objeto

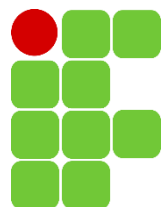
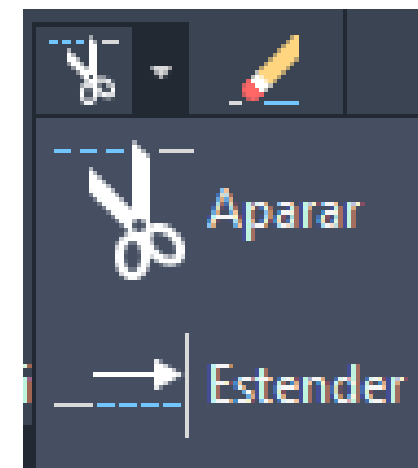
✓ Comando: **TRIM / APARAR**

Ribbon



Estender objetos

✓ Comando: **EXTEND / ESTENDER**



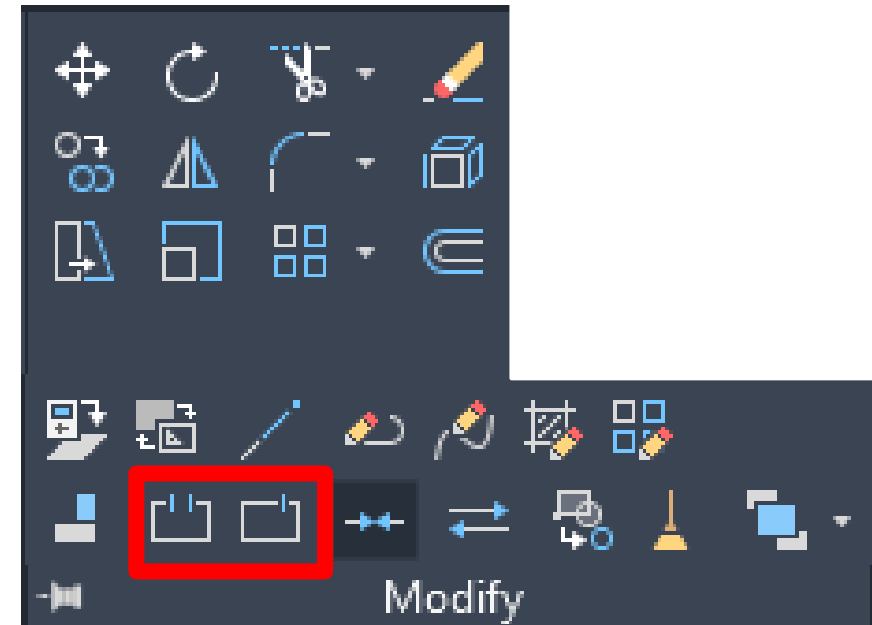
Quebrar objeto

✓ Comando: **BREAK / QUEBRAR**

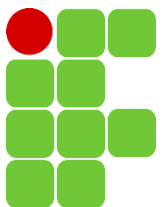
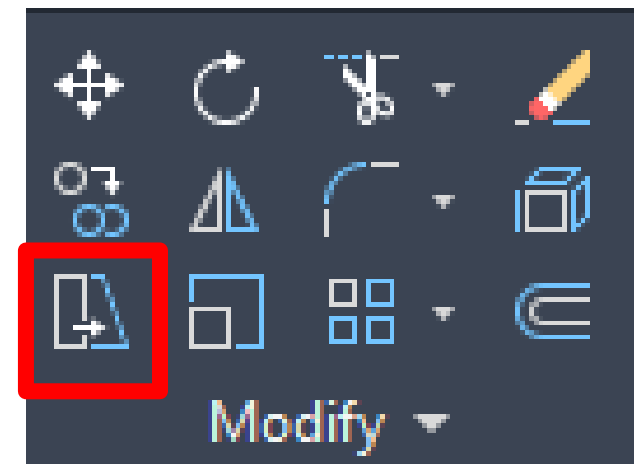
Esticar objeto

✓ Comando: **STRETCH / ESTICAR**

Ribbon



Ribbon



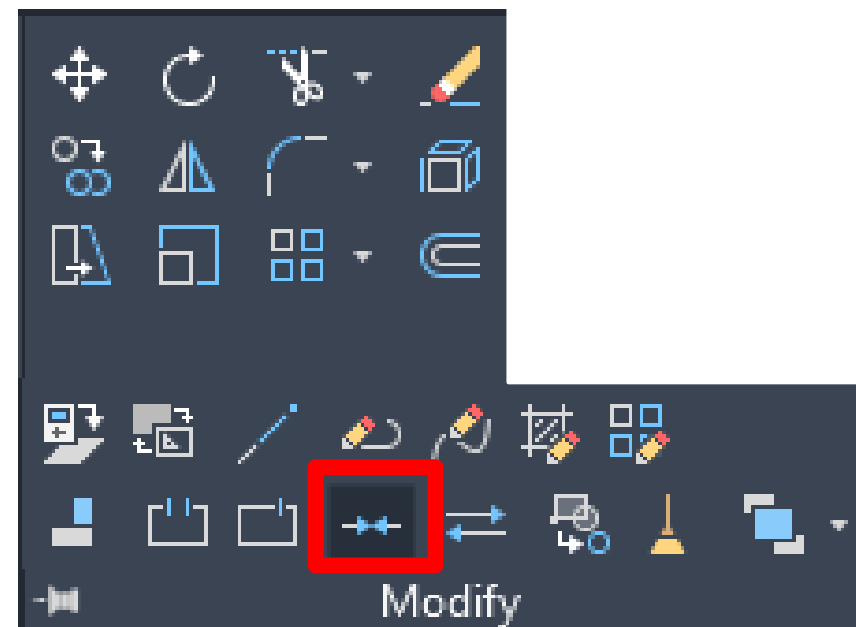
Unir objetos

✓ Comando: **JOIN / UNIR**

ATENÇÃO

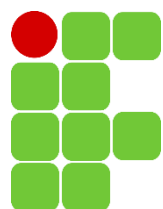
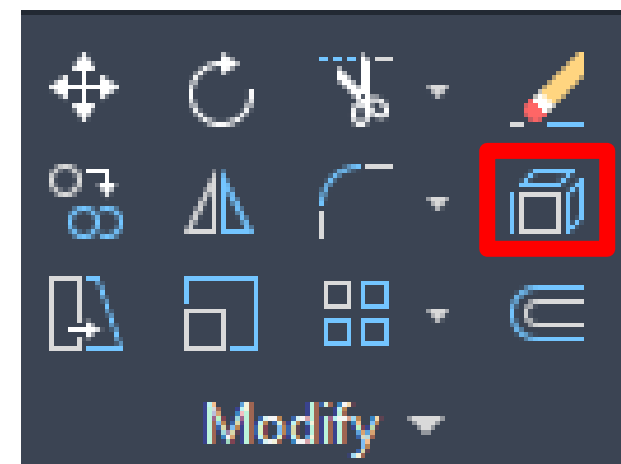
Não pode haver espaços entre os objetos (linhas, polilinhas, arcos) e eles devem estar no mesmo plano.

Ribbon



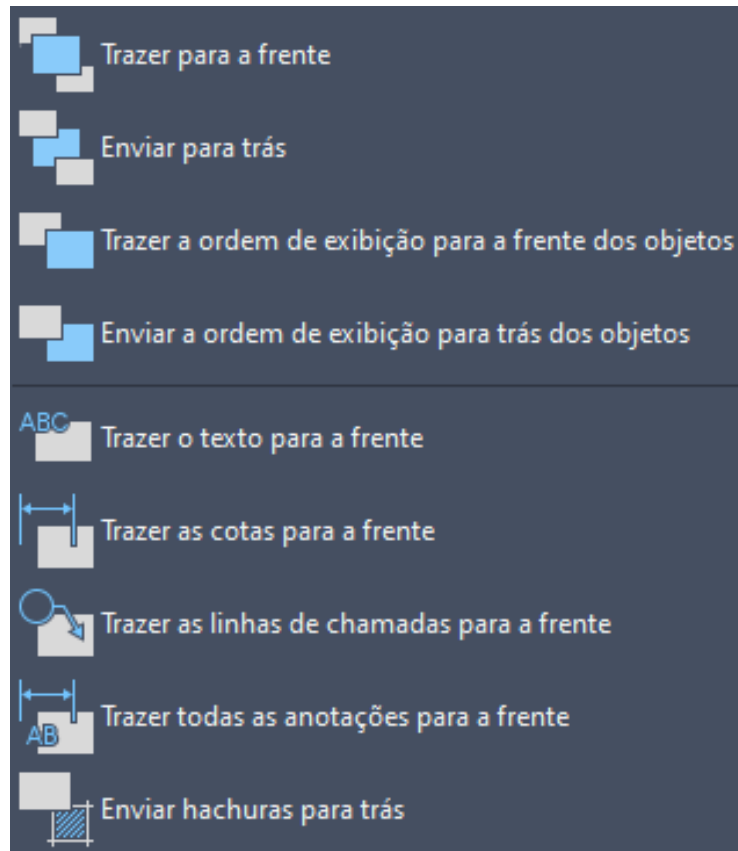
Decompor objetos

✓ Comando: **EXPLODE / EXPLODIR**

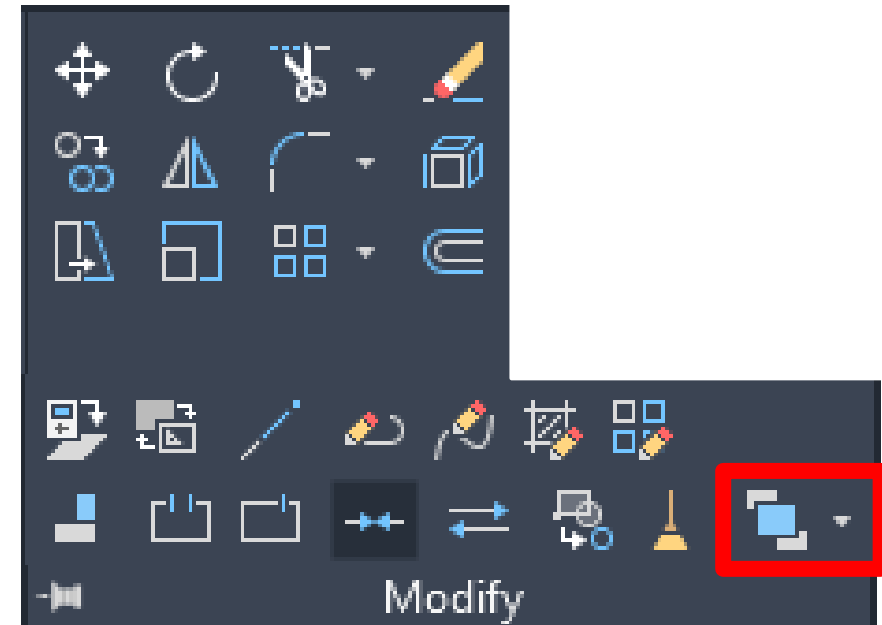


Ordenar os objetos

✓ Comando: **DRAWORDER / ORDEMDES**

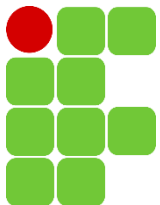


Ribbon

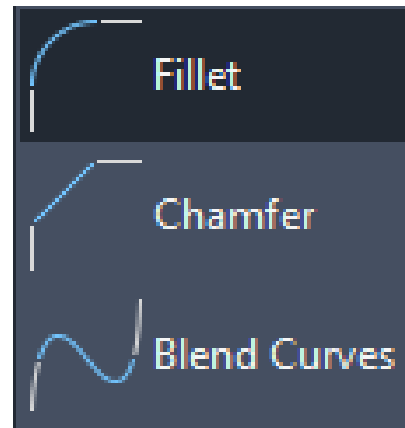
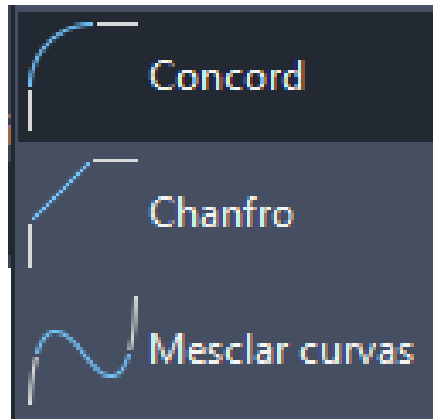


OU

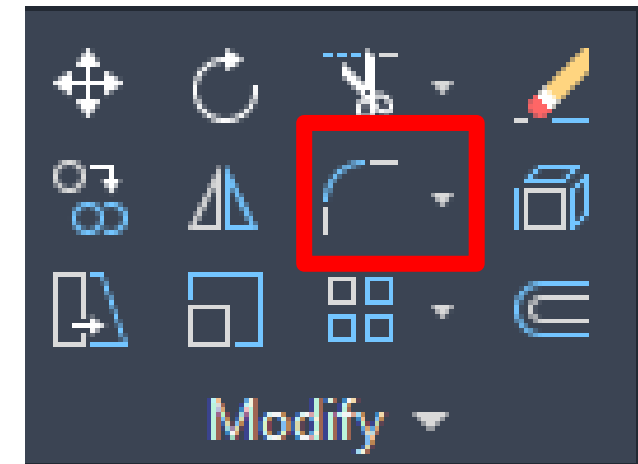
Botão direito do mouse sobre o objeto selecionado e...



Concordâncias

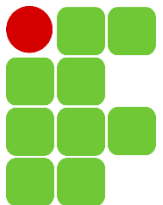


Ribbon

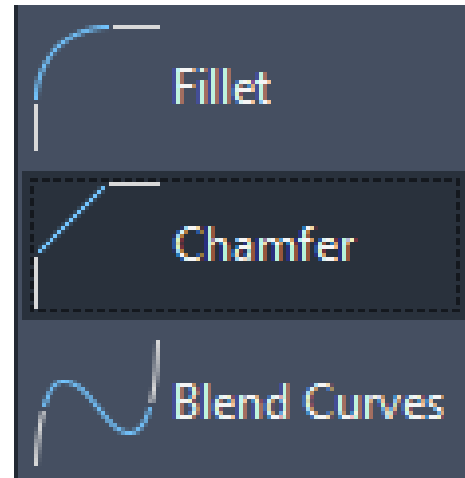
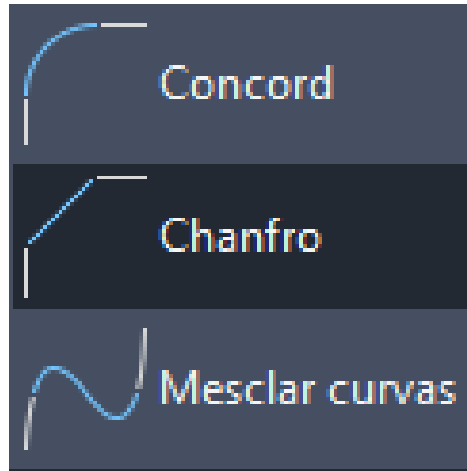


✓ Comando: **FILLET / CONCORD**

Deve-se especificar o raio de concordância.

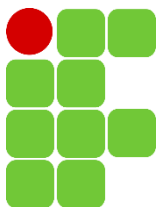


Concordâncias

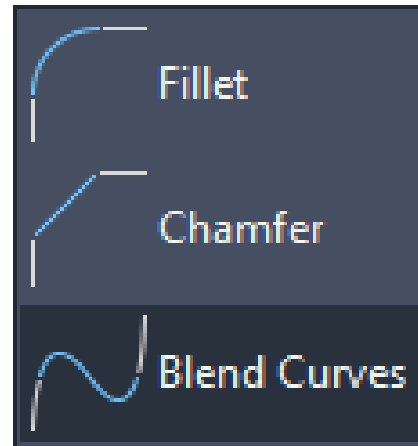
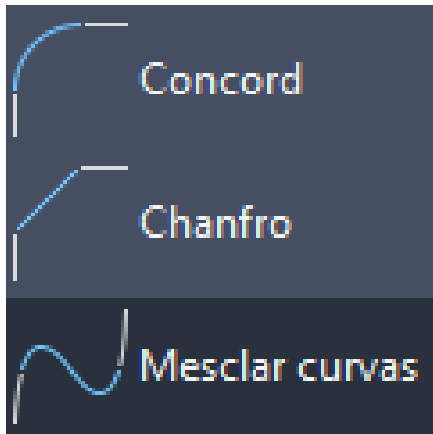


✓ Comando: **CHAMFER / CHANFRO**

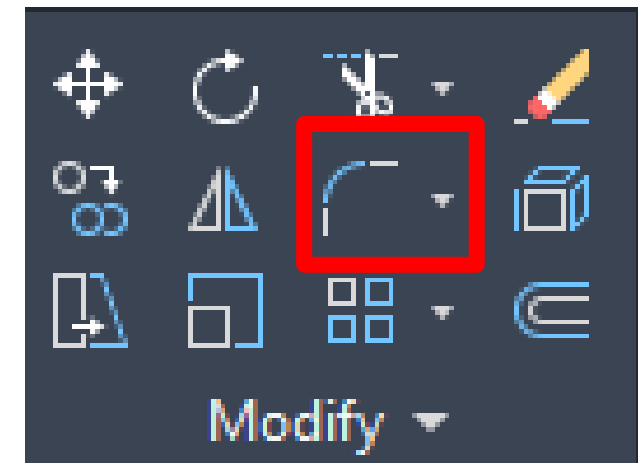
Deve-se especificar as distâncias ou uma distância e o ângulo para chanfrar.



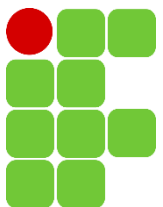
Concordâncias



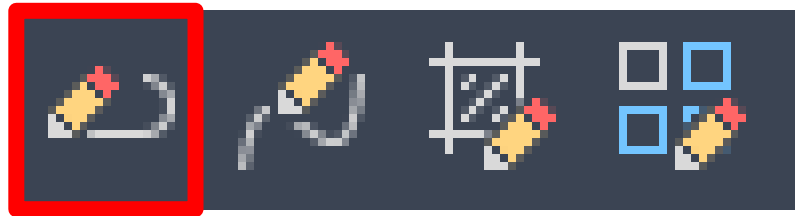
Ribbon



- ✓ Comando: **BLEND / MESCLAR**
- ✓ Une duas curvas.



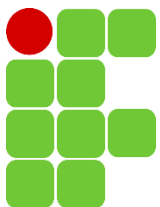
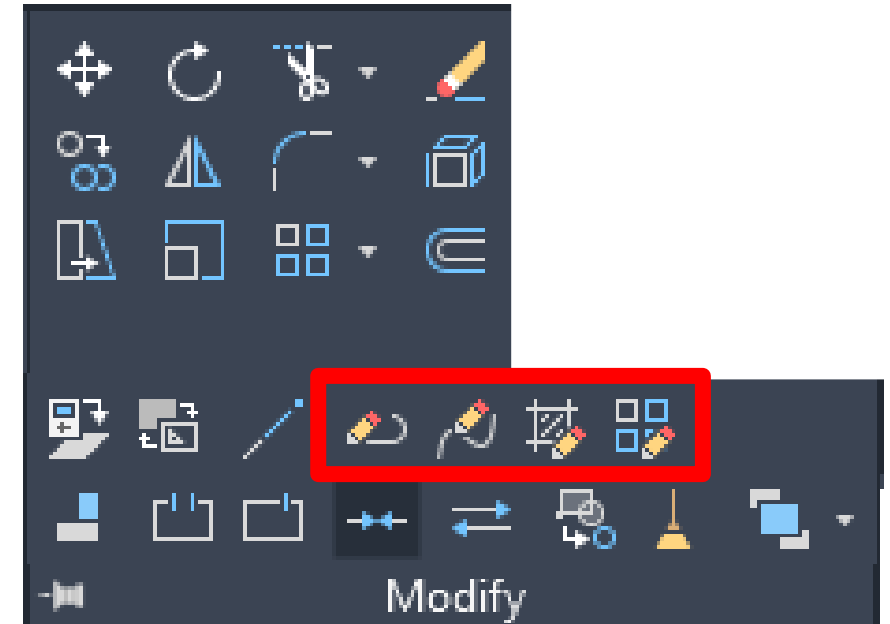
Edições de objetos



✓Comando: **PEDIT / EDITARP**

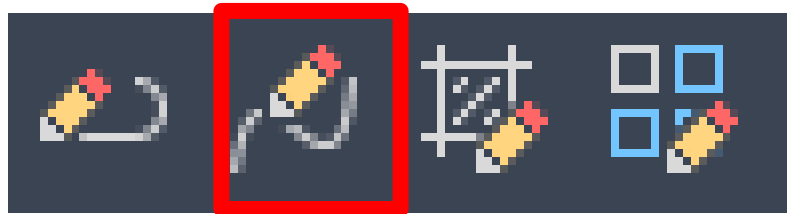
Inserir uma opção
Fechar
Unir
Largura
Editar vértice
Ajustar
Spline
desfCurva
gerar Tipolinha
Reverter
Desfazer

Ribbon



 PEDIT Enter an option [**C**lose **J**oin **W**idth **E**dit vertex **F**it **S**pline **D**ecurve **L**type gen **R**everse **U**ndo]

Edições de objetos



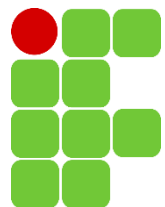
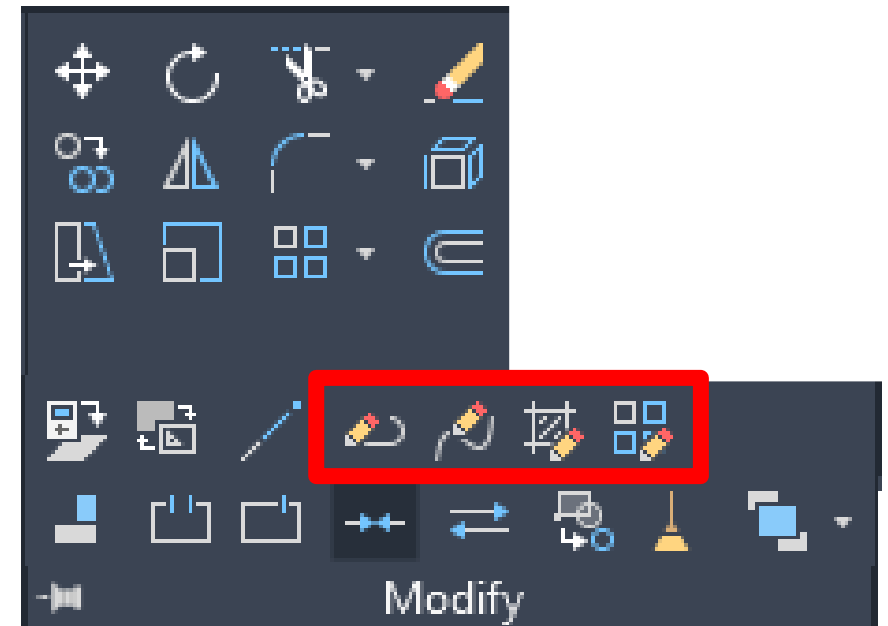
✓ Comando: **SPLINEDIT**
EDITASPLINE

Insira uma opção

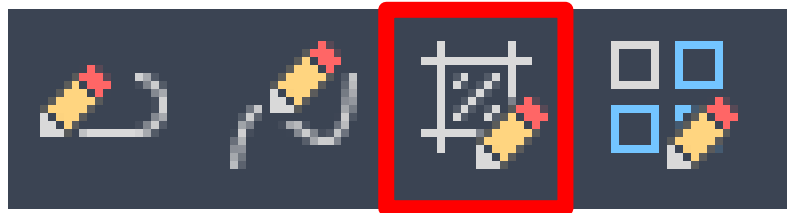
Fechar
Unir
Ajustar dados
Editar vértice
converter para Polilinha
REverter
Desfazer
● salr

 SPLINEDIT Enter an option [**C**lose **J**oin **F**it data **E**dit vertex convert to **P**olyline **R**everse **U**ndo **eX**it]
<eXit>:

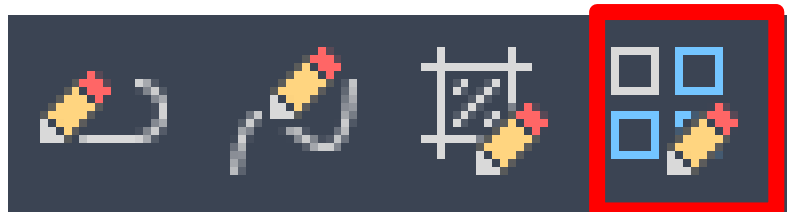
Ribbon



Edições de objetos

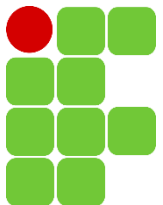
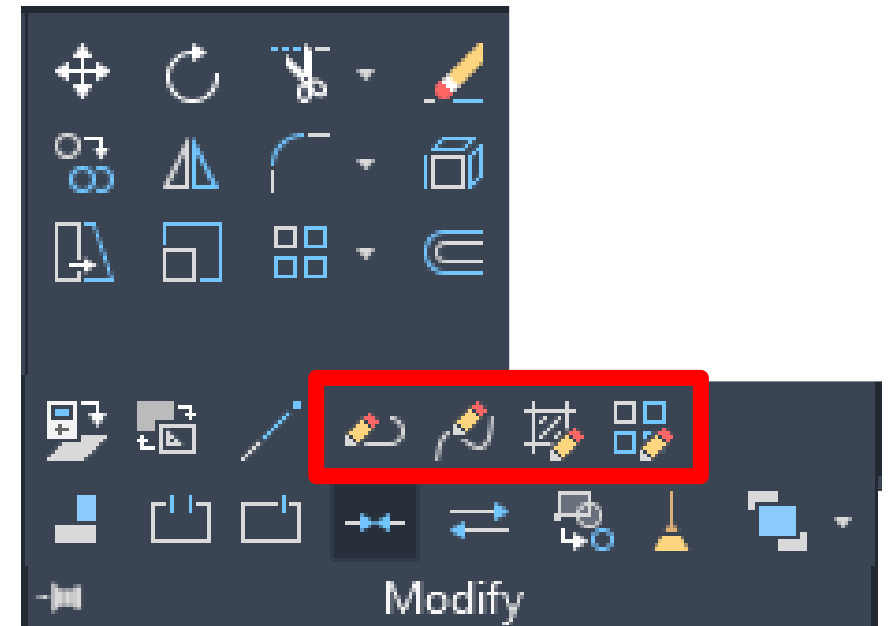


✓Comando: **HATCHEDIT / EDITARHACH**



✓Comando: **ARRAYEDIT / EDITARMATRIZ**

Ribbon

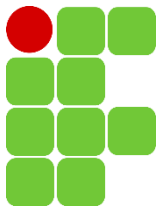
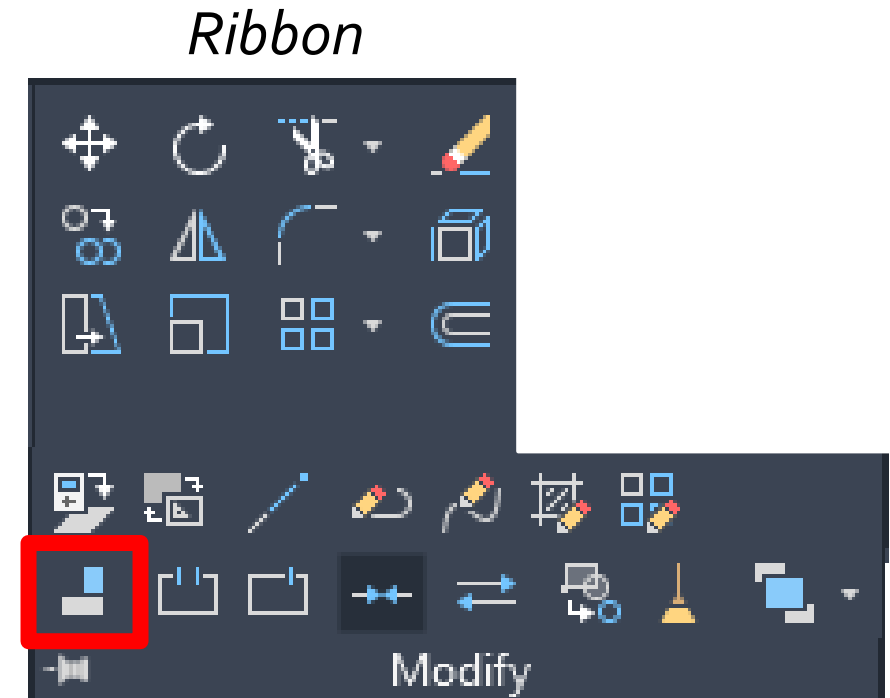


Alinhar objetos

✓ Comando: **ALIGN / ALINHAR**

✓ Pode ser aplicado de 3 formas:

1. Usando um ponto: equivale ao "Move";
2. Utilizando dois pontos: permite mover, rotacionar e aplicar uma escala;
3. Utilizando três pontos: permite mover e rotacionar tridimensionalmente.



Obrigado!