The University of Jordan

School of Engineering

Mechanical Engineering Department

Engineering Graphics & Descriptive Geometry (0904131)

Fall 2024/2025

Practice to AUTOCAD

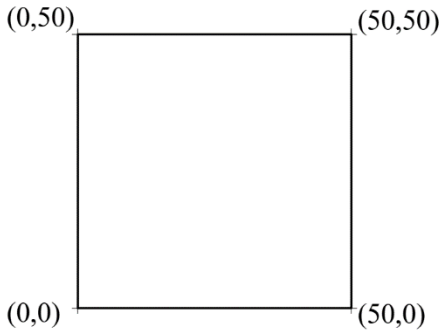
2D Drawing and 3D Modeling

Prepared by

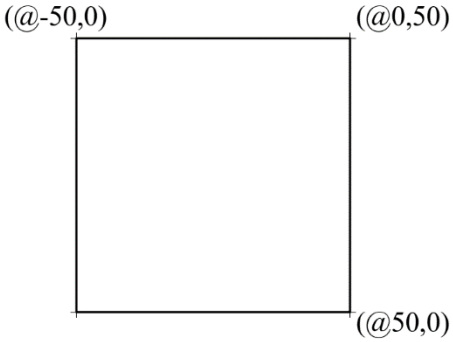
Eng. Salam Al-Majali *Eng. Reem Al-Daraien*

Introduction to 2D Drawing

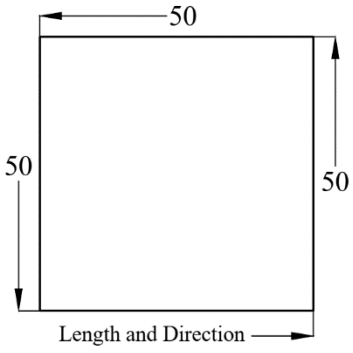
1. Introduction to the software worksheet.
2. Drawing Limits: Metric and Imperial.
3. Zoom and Pan.
4. Snap (F9) and Grid (F7).
5. Line and Polyline Commands: Ortho. (F8), Absolute, Relative, and Polar Coordinates.
6. Erase and Move Commands.



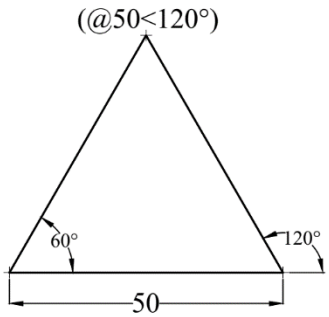
Absolute Coordinates



Relative Coordinates



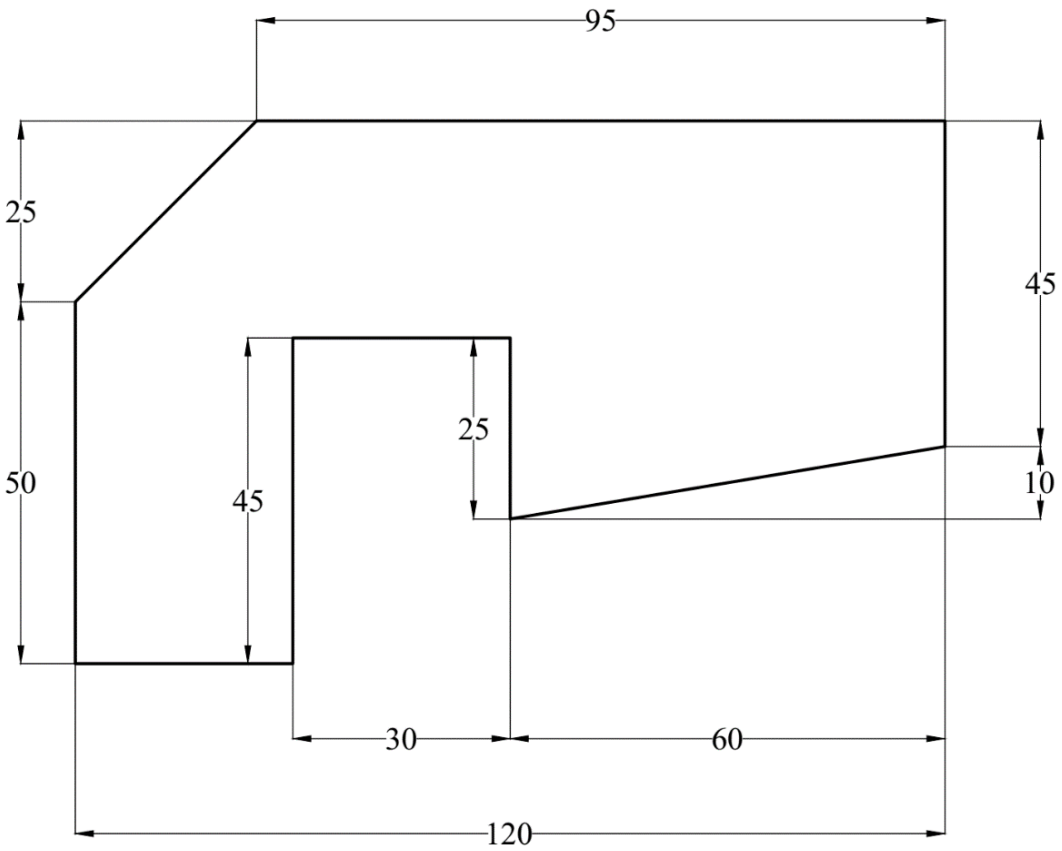
Ortho. Mode



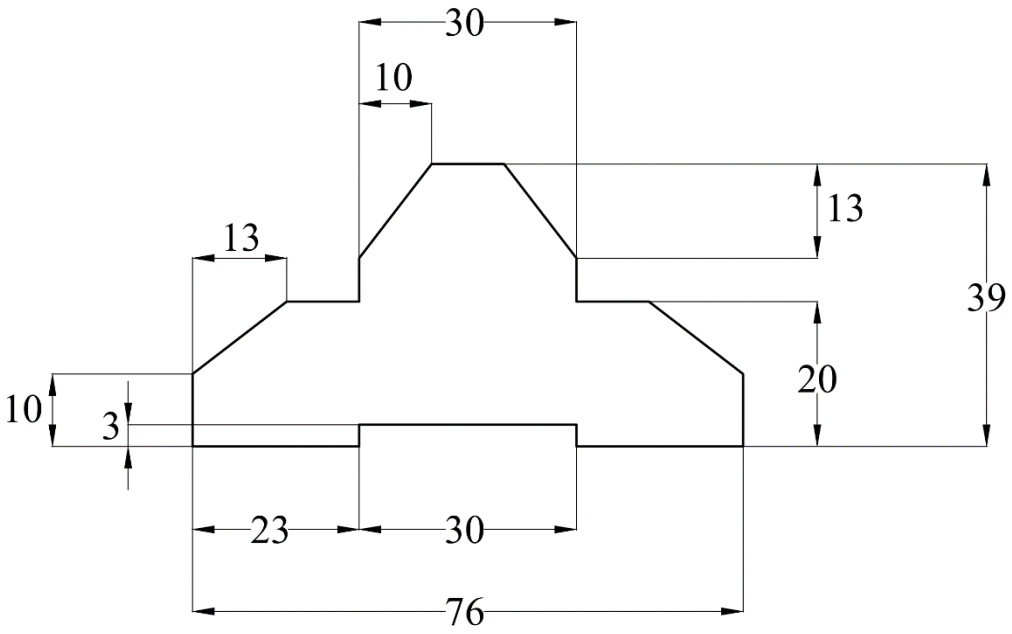
Polar Coordinates

Draw the following exercises. Dimensions are in millimeters.

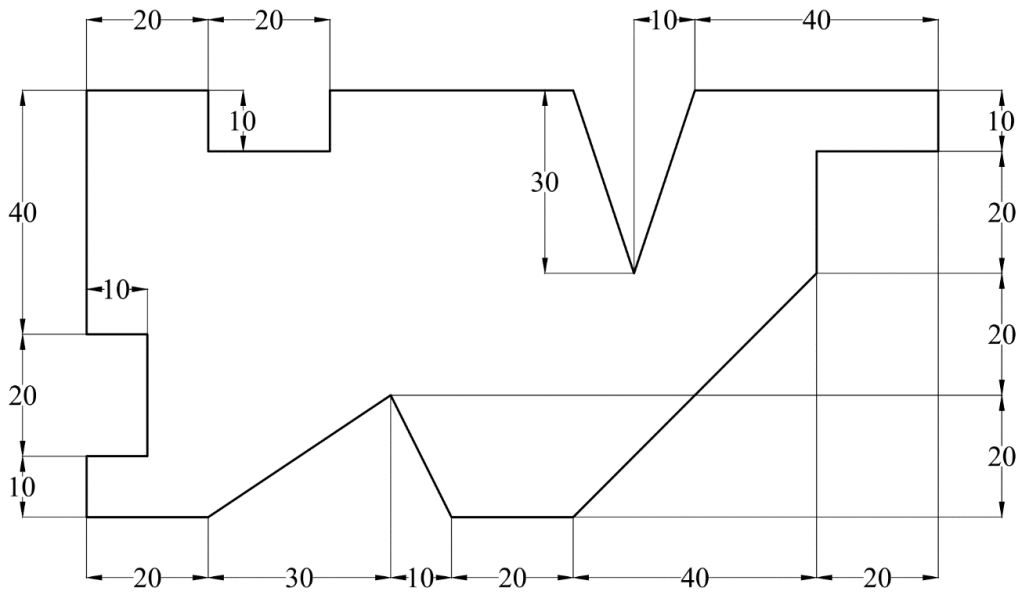
Ex. 1



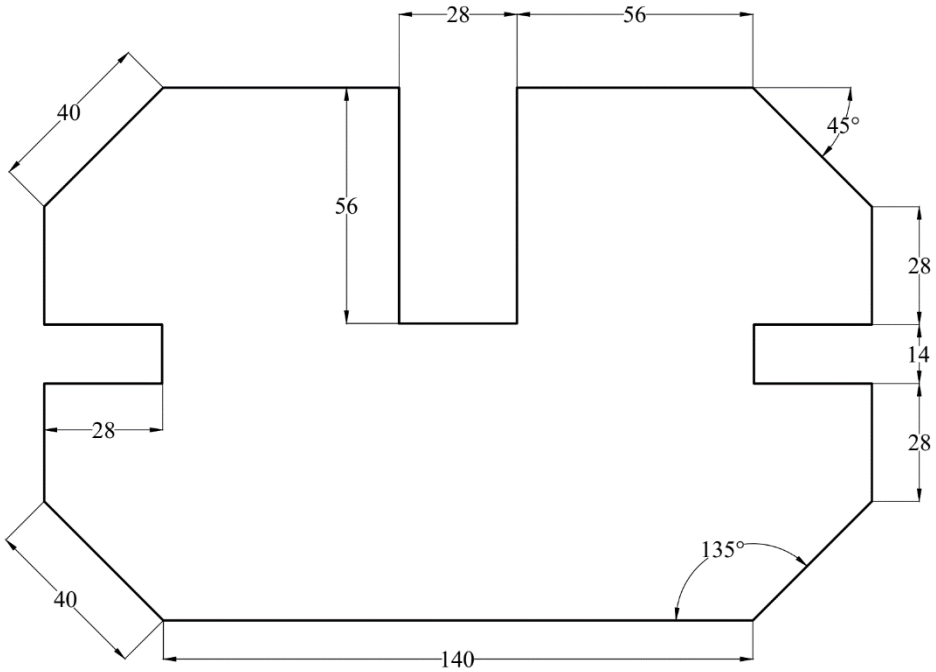
Ex. 2



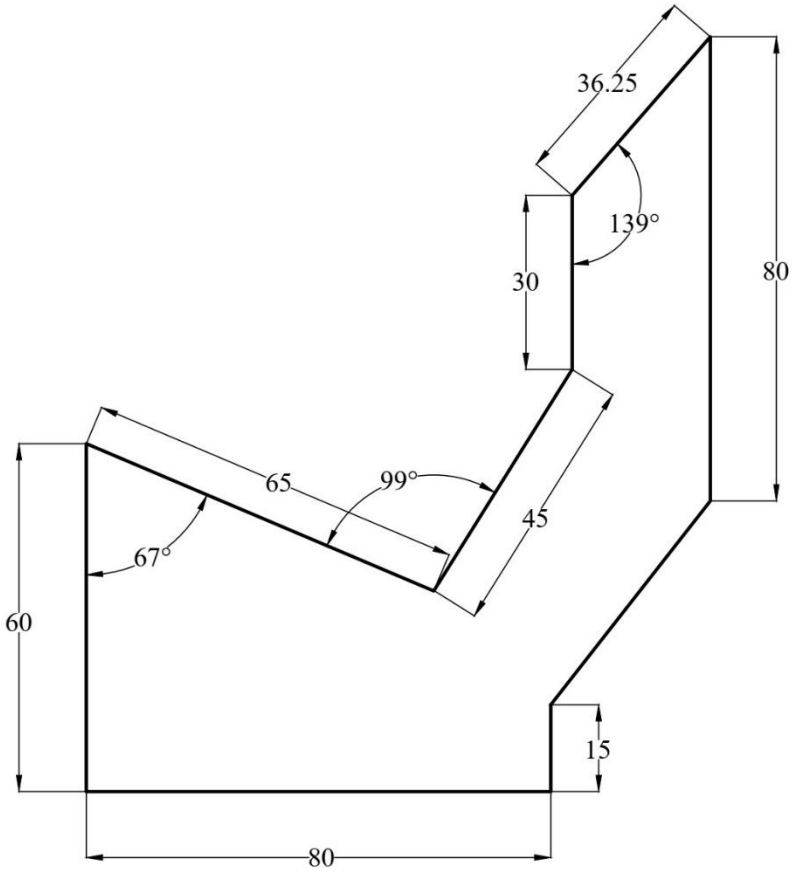
Ex. 3


20
20
10
40
10
10
30
40
20
10
20
20
20
10
20
30
10
20
40
20

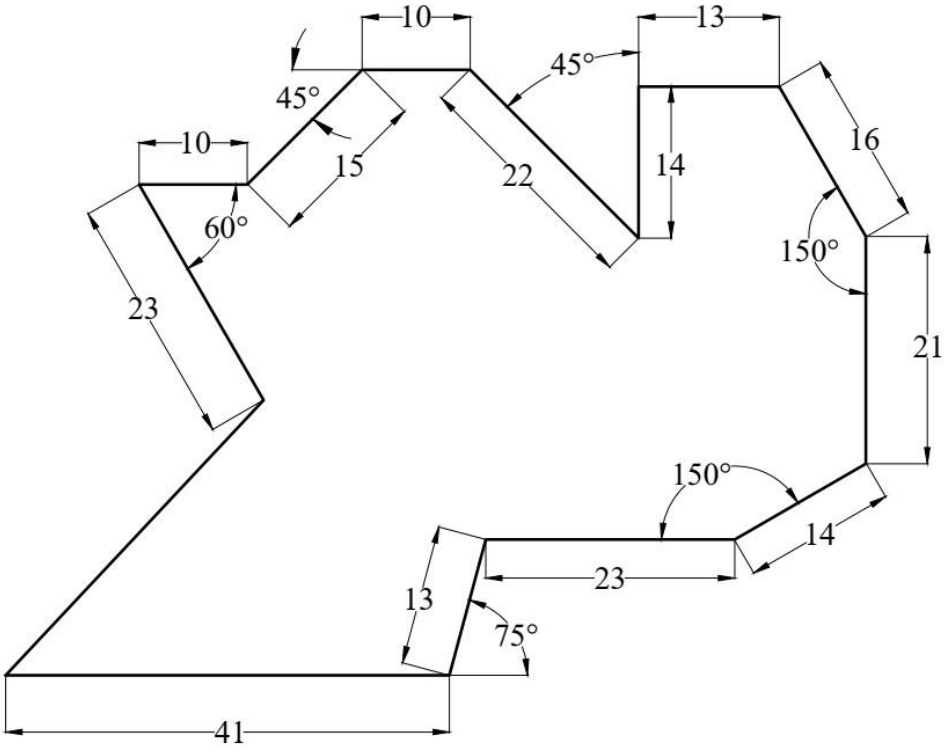
Ex. 4


28
56
40
45°
56
28
14
28
28
135°
40
140

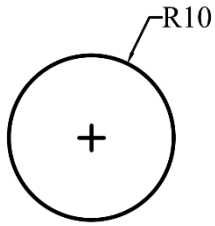
Ex. 5


36.25
139°
30
80
65
99°
45
67°
60
15
80

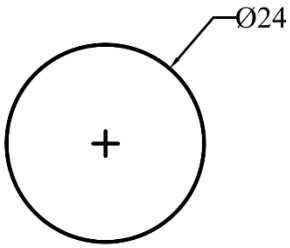
Ex. 6


10
13
45°
45°
10
15
22
14
16
60°
150°
23
21
150°
14
23
13
75°
41

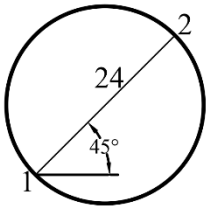
Circles



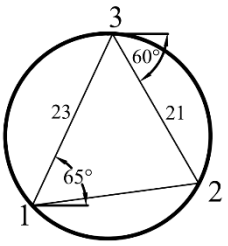
Circle, Radius



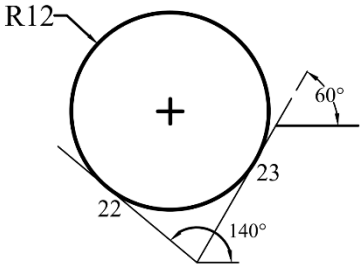
Circle, Diameter



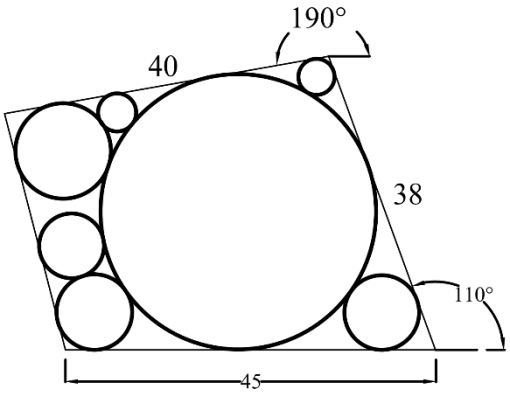
2-Point



3-Point



Tan,Tan, Radius



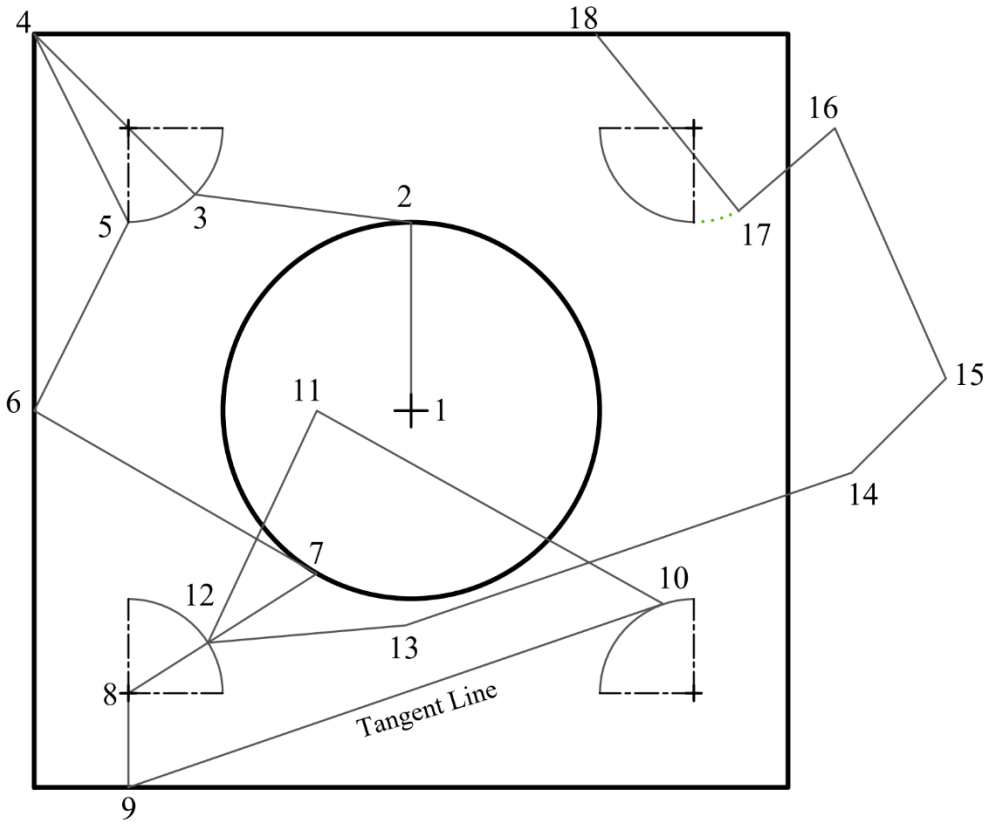
Tan,Tan, Tan

Object Snap

F(3), 

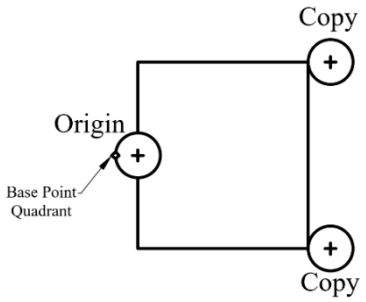
1. Using the **absolute coordinates**, draw a 4" **square** with lower left corner at (1.5, 2.5).
2. Draw a 1" radius **circle** with a center at (3.5, 4.5).
3. Draw four **circles** centered at (2,3), (5,3), (5,6) and (2,6) with 0.5 radius.
4. Draw a **point** at (6,4.5).
5. Use **Object Snap** to draw line segments through 18 Points using the following modes:

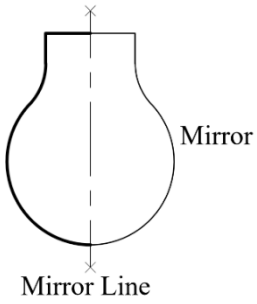
1	Center	10	Tangent
2	Quadrant	11	Midpoint between Quadrant and Center
3	Midpoint	12	Intersection
4	End	13	Apparent Intersection of Lines (1-2) and (6-7)
5	End	14	Parallel to line (9-10), distance = 2.5
6	Midpoint	15	Node (0.5,0.5)
7	Tangent	16	**From** the upper right corner at (0.25,-0.5)
8	Center	17	Extension of arc by (0.25)
9	Perpendicular	18	Near any point on top line

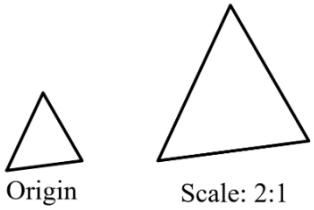


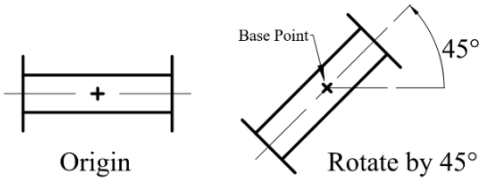
Modify Commands

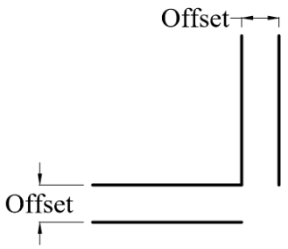
Basic Modify Commands: Copy, Mirror, Scale, Rotate, Offset, Trim, Fillet, Chamfer, Extend, Stretch, Explode, Break, Join, Divide, Properties, and Match Properties.

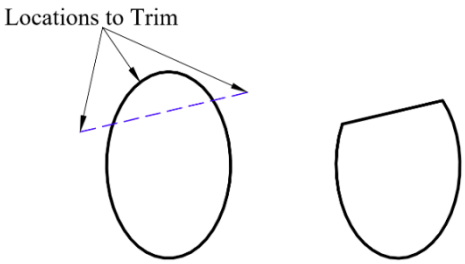


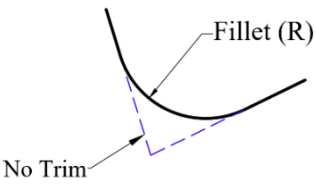


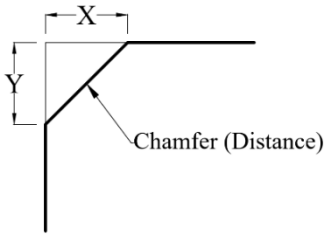




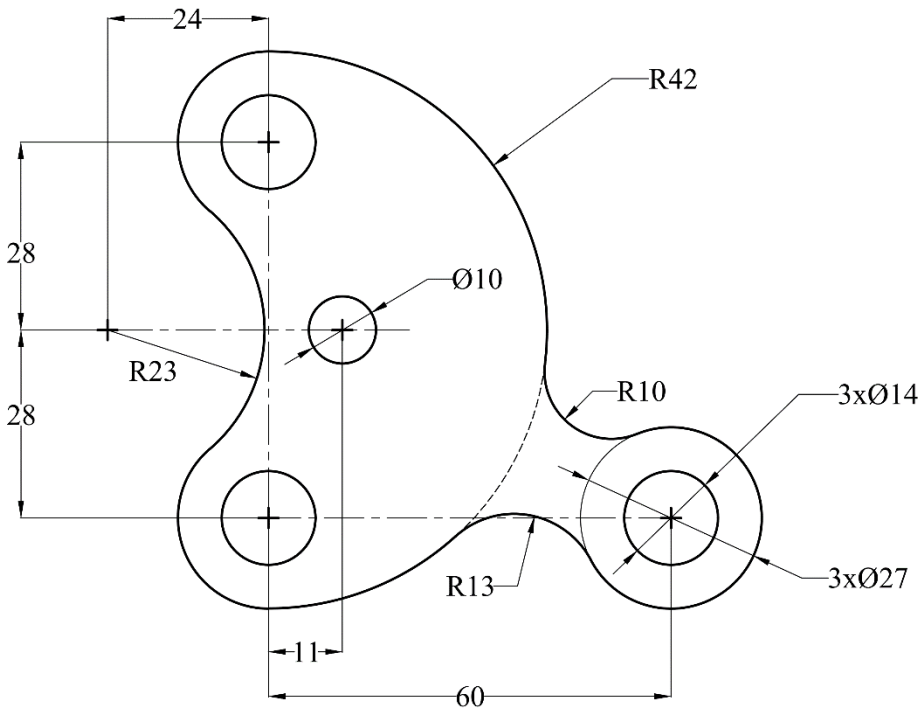




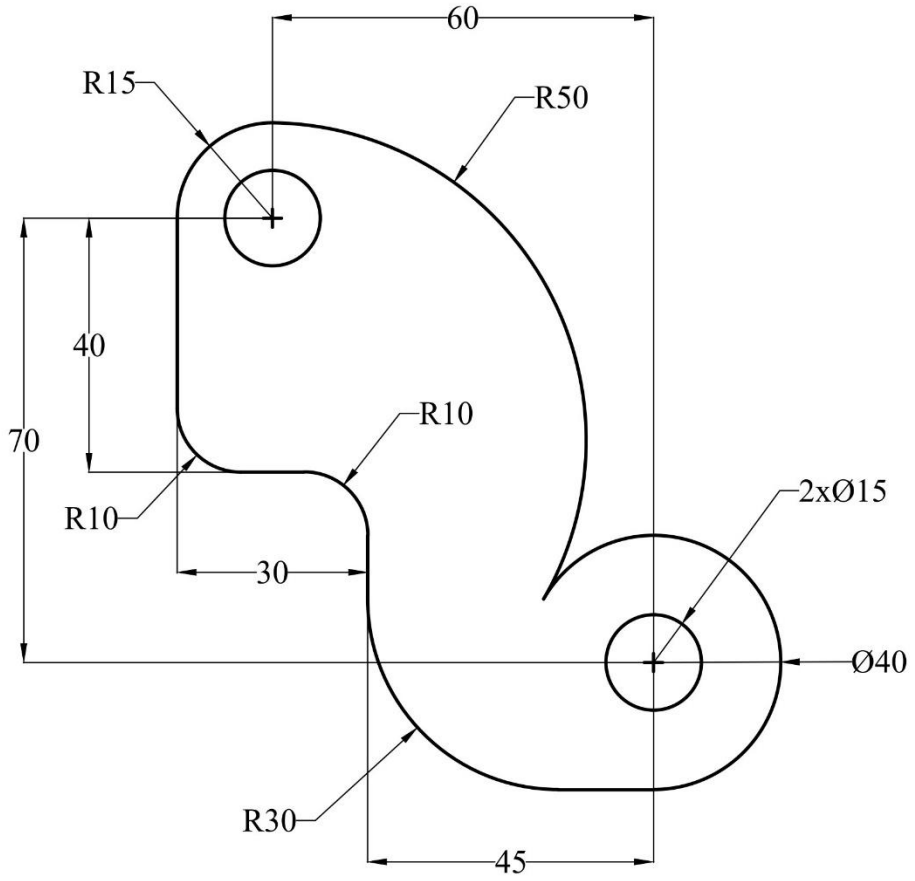




Ex. 1


24
R42
28
Ø10
R23
28
R10
3xØ14
R13
3xØ27
11
60

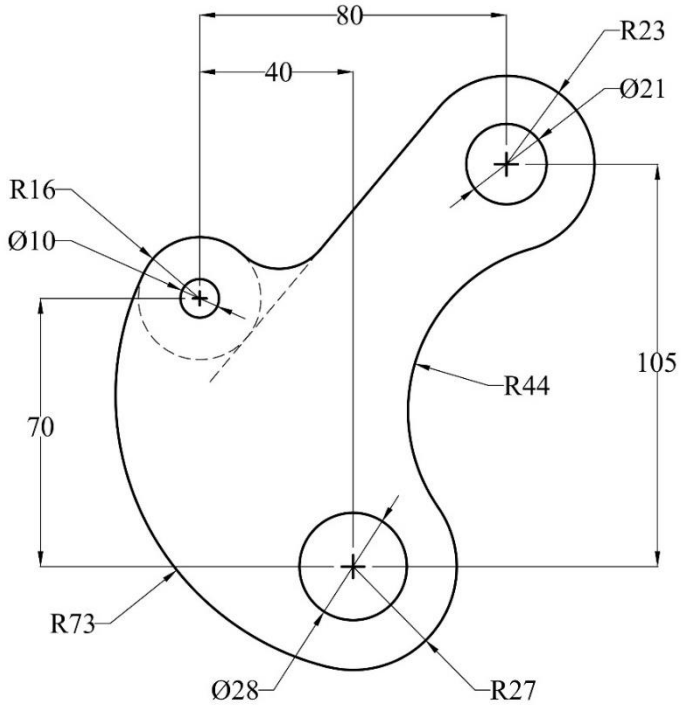
Ex. 2


60
R15
R50
40
70
R10
R10
2xØ15
30
Ø40
R30
45

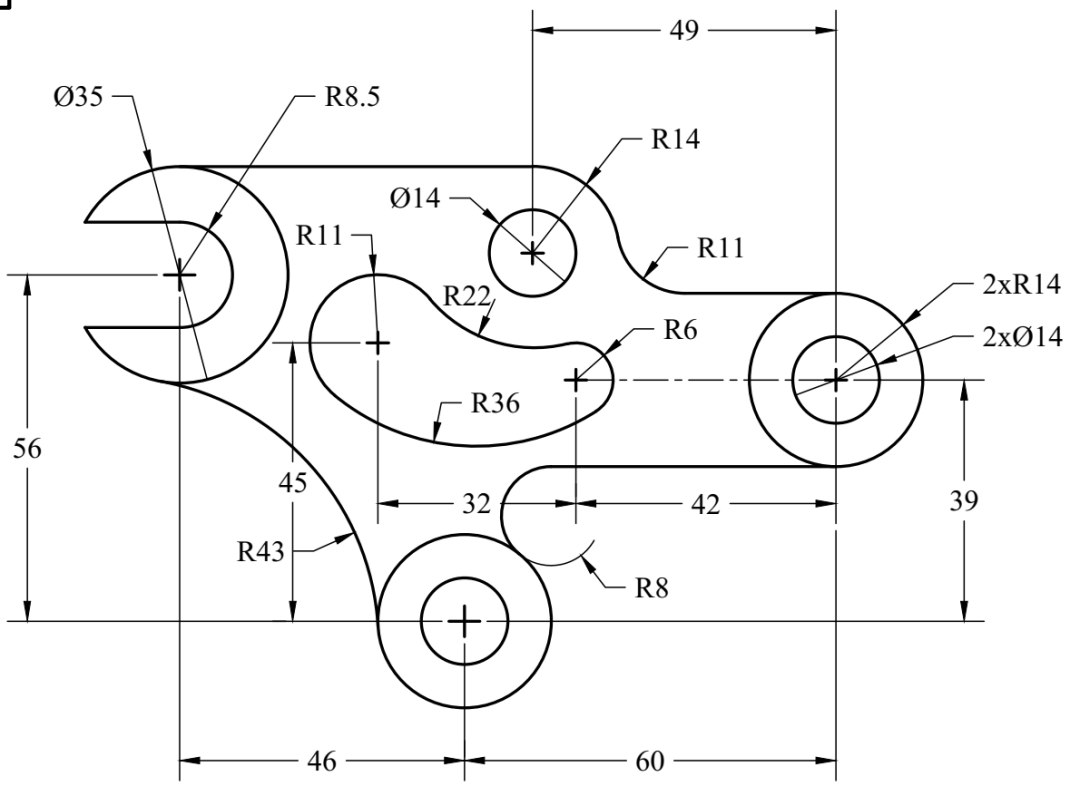
Note: Use Object **Snap to Tangent** to 

draw the Tangent Line shown in the following exercises.

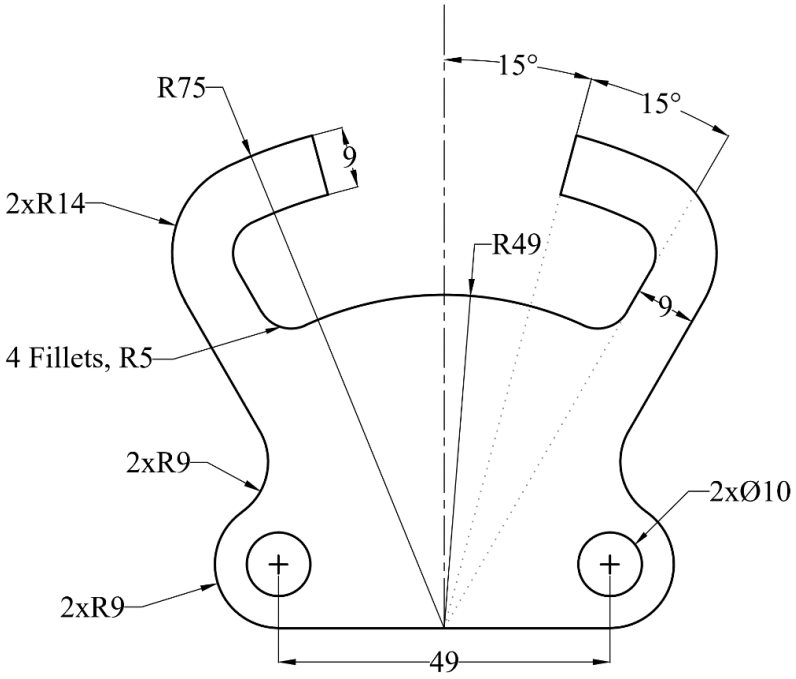
Ex. 3



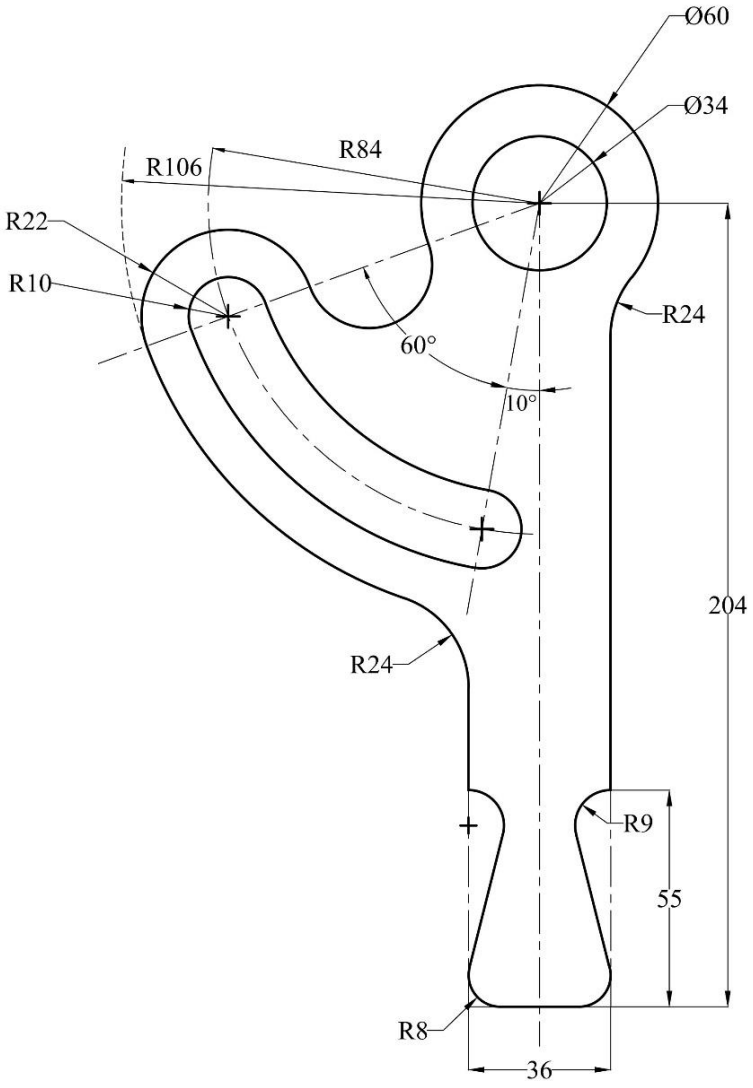
Ex. 4



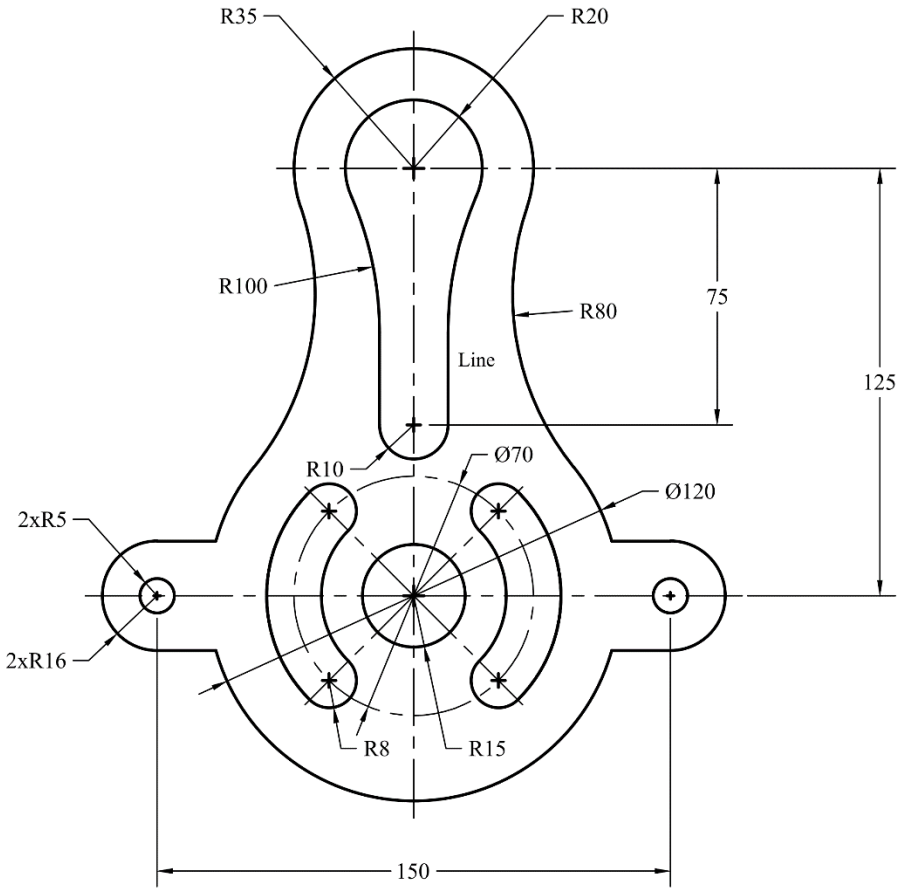
Ex. 5


15°
15°
R75
9
2xR14
R49
9
4 Fillets, R5
2xR9
2xØ10
2xR9
49

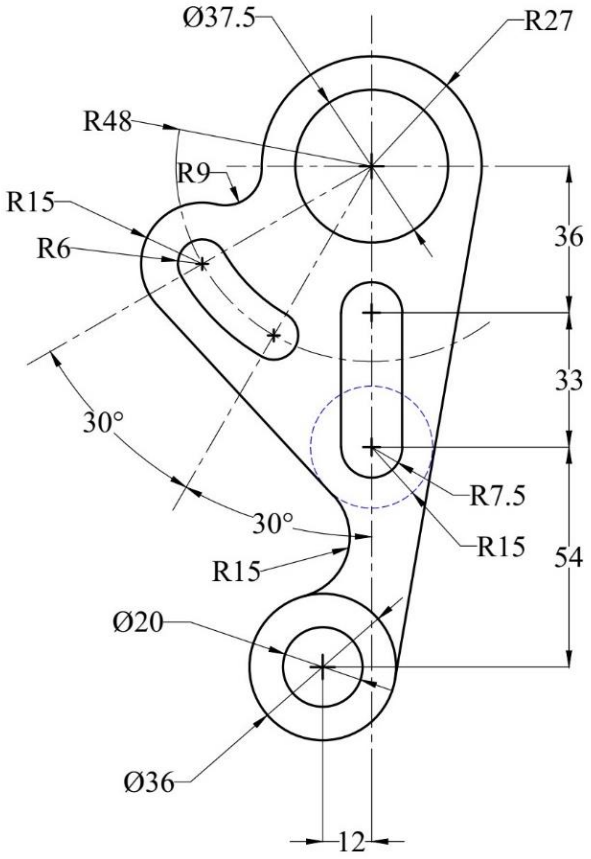
Ex. 6


Ø60
Ø34
R84
R106
R22
R10
R24
60°
10°
204
R24
R9
55
R8
36

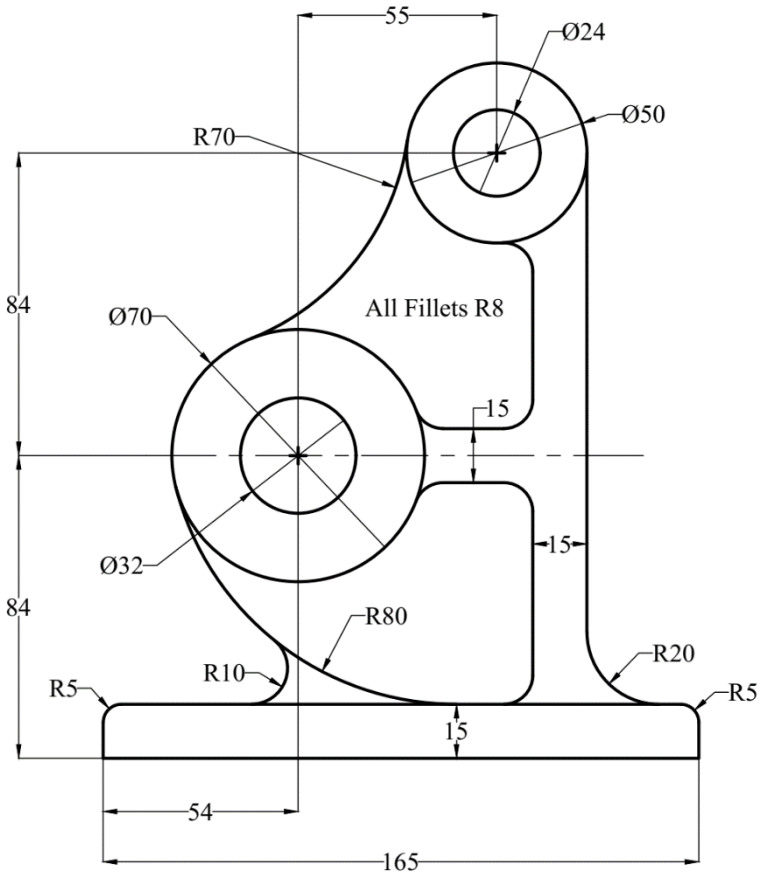
Ex. 7


R35
R20
R100
R80
75
125
Line
R10
Ø70
Ø120
2xR5
2xR16
R8
R15
150

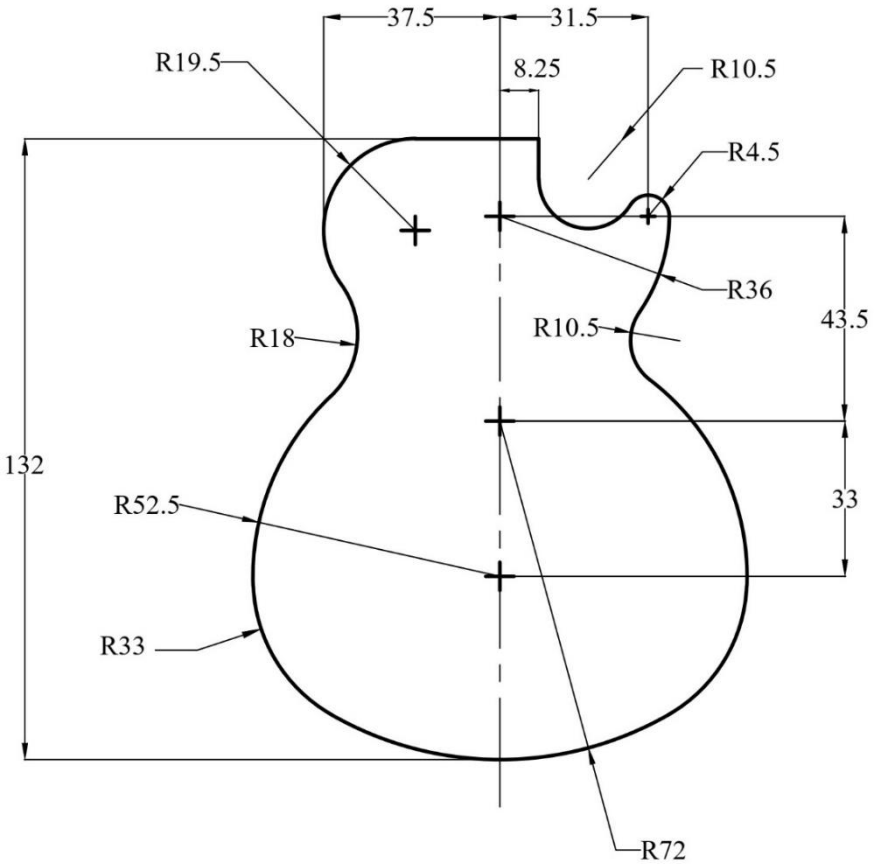
Ex. 8


Ø37.5
R27
R48
R9
R15
R6
36
33
30°
30°
R7.5
R15
54
R15
Ø20
Ø36
12

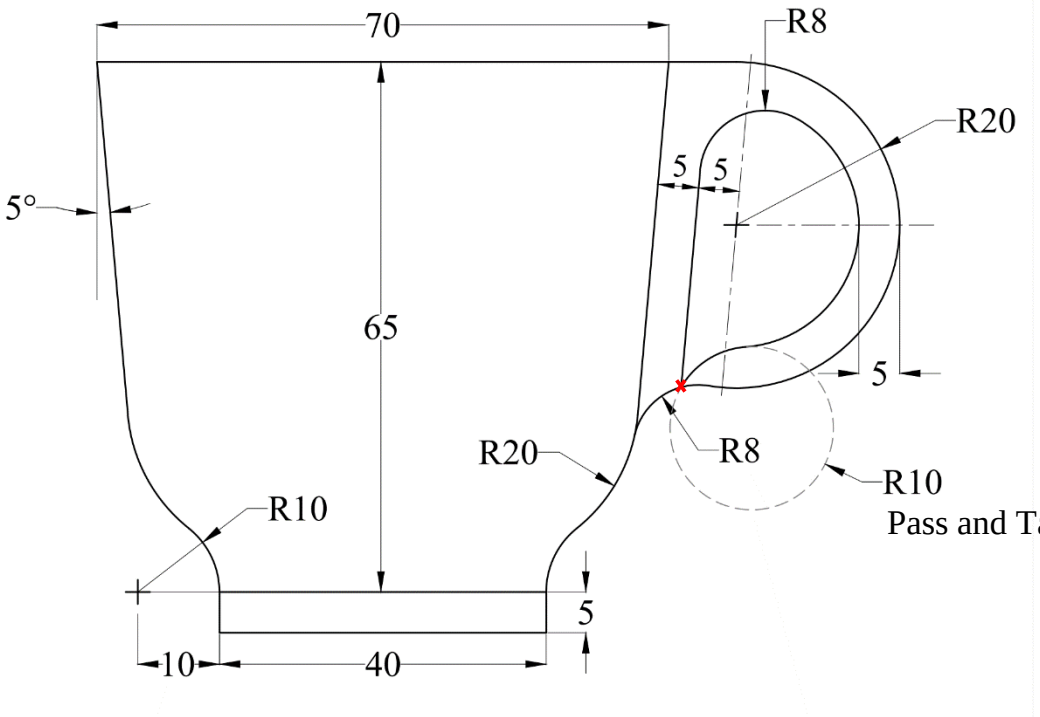
Ex. 9


55
Ø24
Ø50
R70
84
Ø70
All Fillets R8
15
15
Ø32
84
R80
R20
R10
R5
R5
15
54
165

Ex. 10

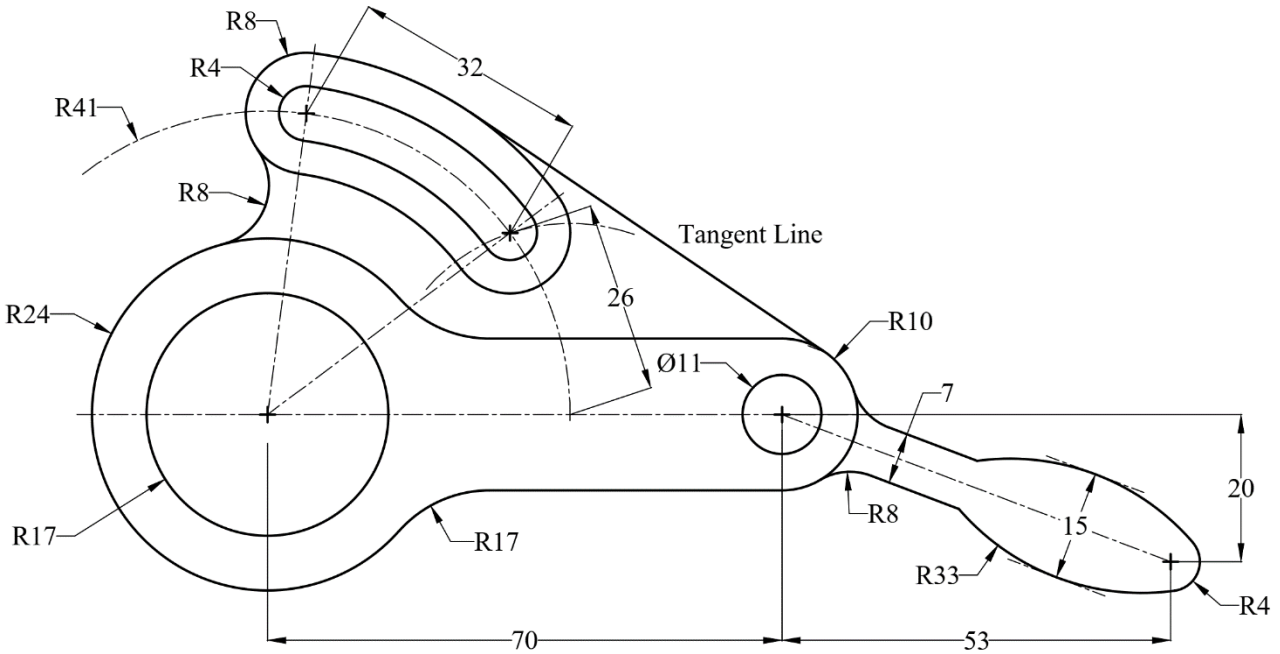

37.5
31.5
R19.5
8.25
R10.5
R4.5
R36
43.5
R18
R10.5
132
R52.5
33
R33
R72

Ex. 11



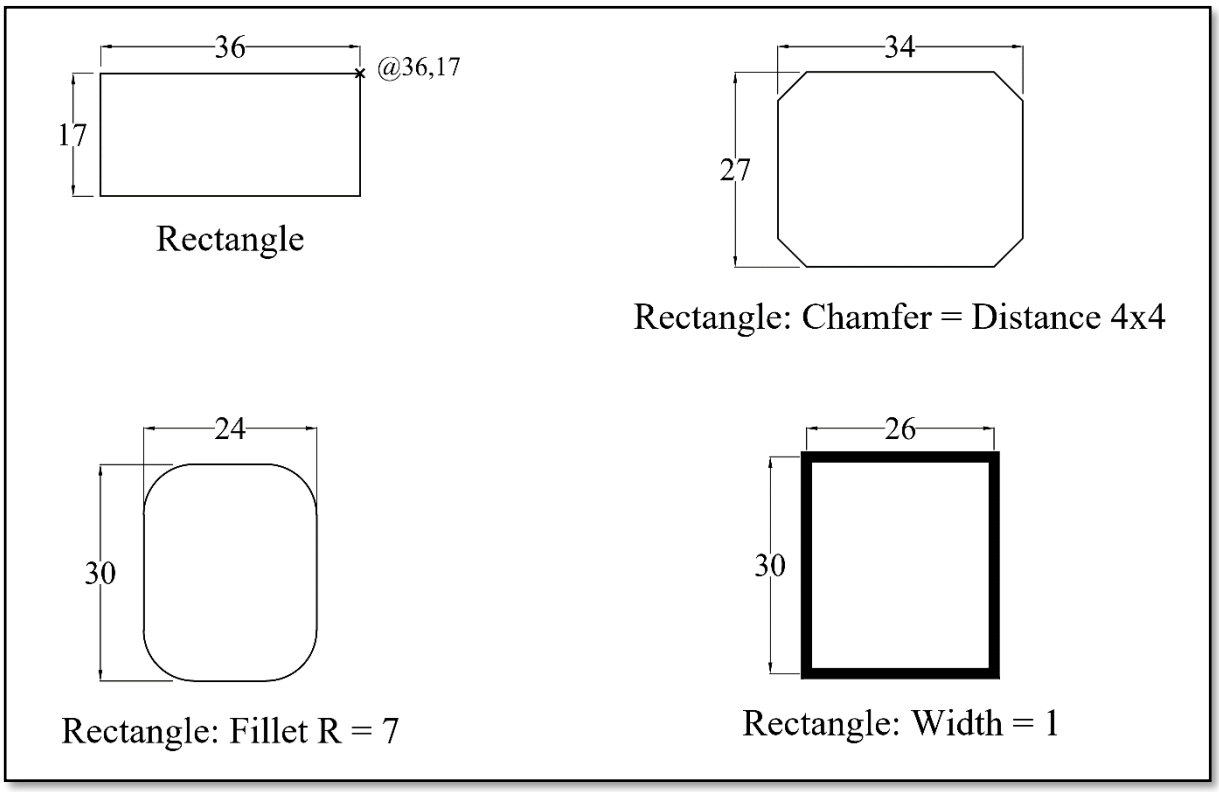
Pass and Tangent

Ex. 12



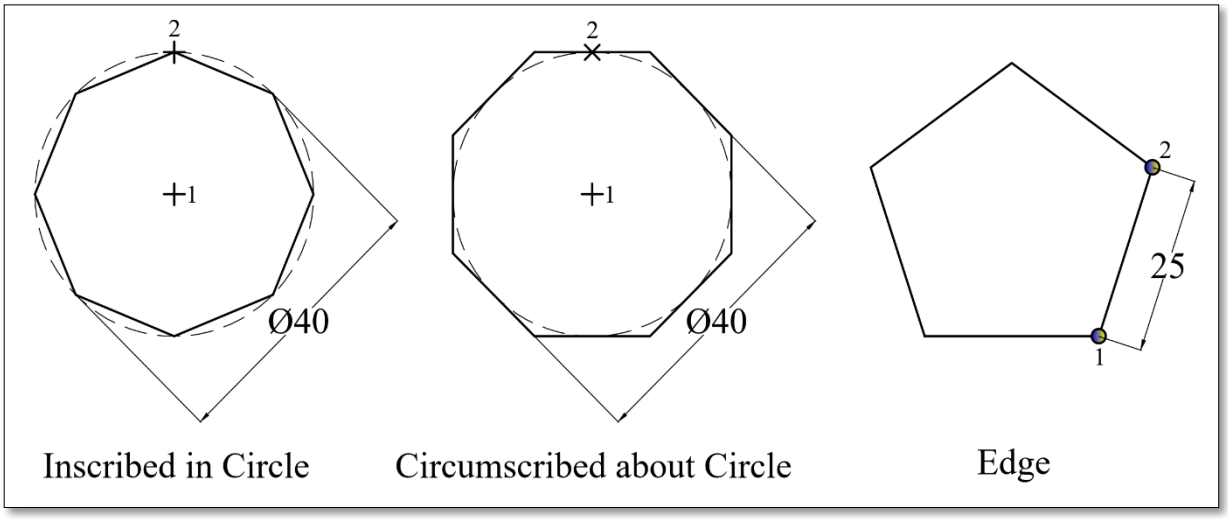
Rectangle and Polygon Commands

1. Rectangle

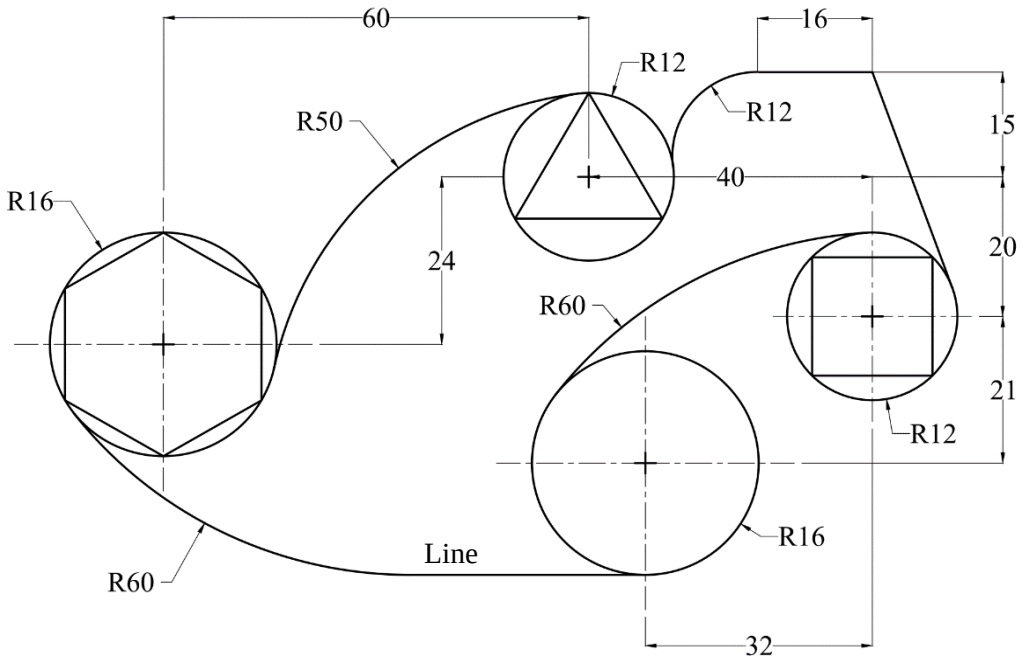


2. Polygons:

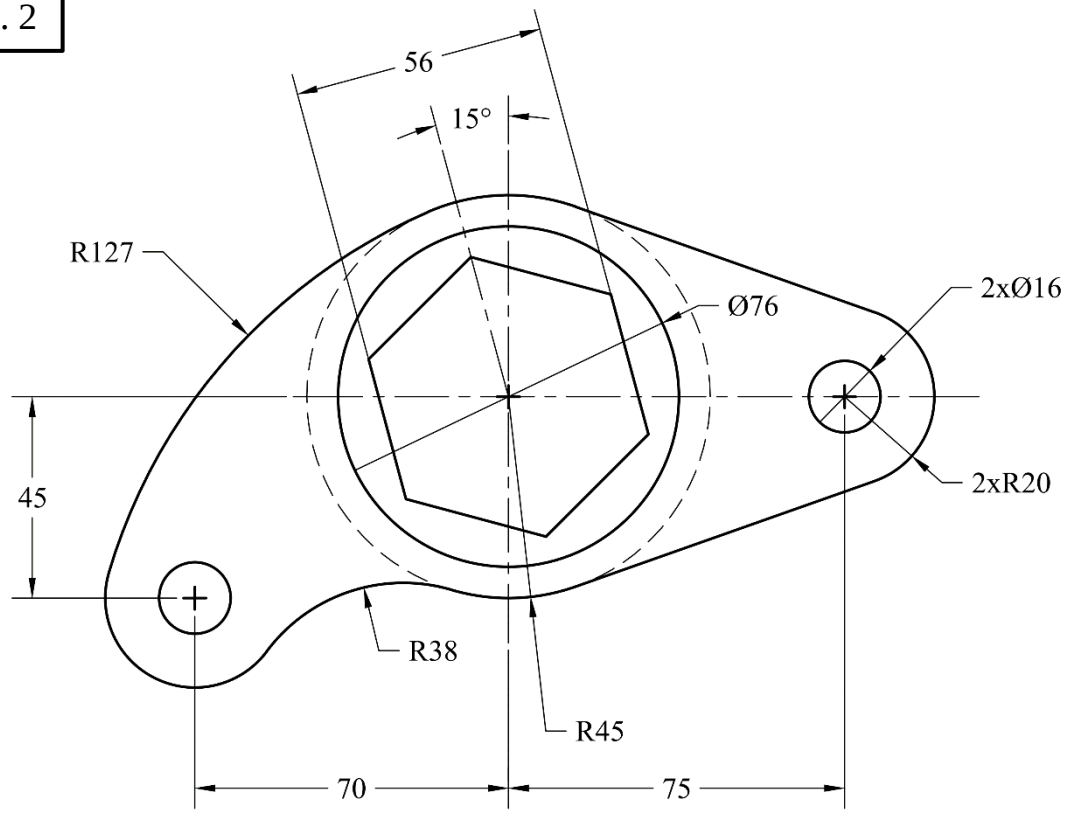
a. Center, Radius: Inscribed and circumscribed about the circle.
b. Edge.



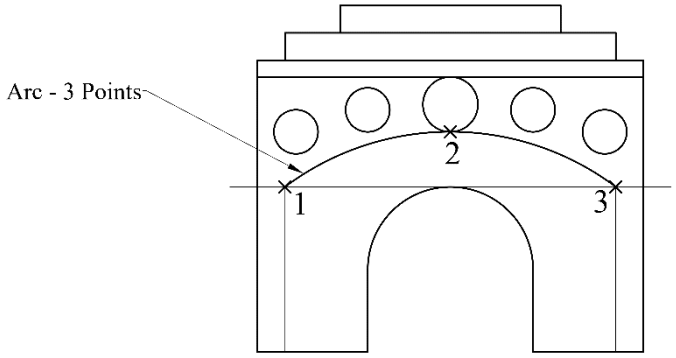
Ex. 1


60
16
R12
R12
R50
15
40
R16
24
20
R60
21
R12
R16
Line
R60
32

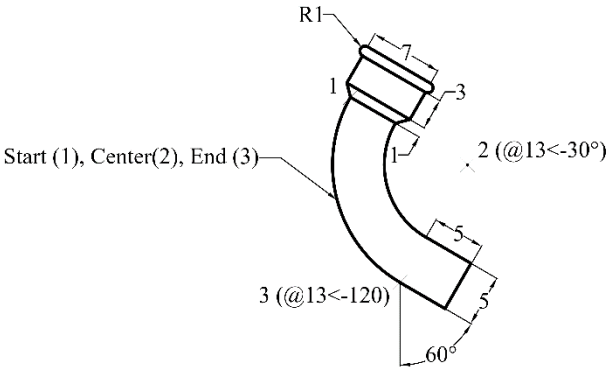
Ex. 2


56
15°
R127
Ø76
2xØ16
45
2xR20
R38
R45
70
75

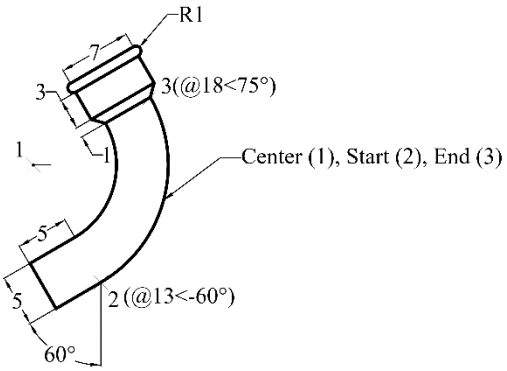
Arc Commands



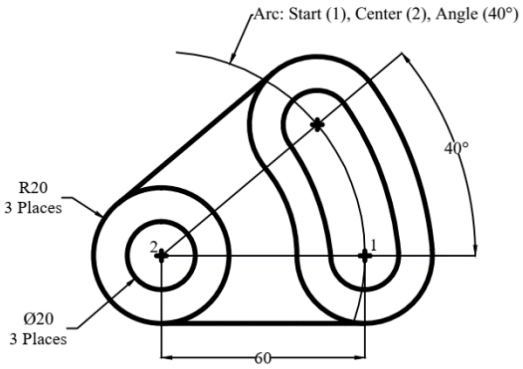
(a)



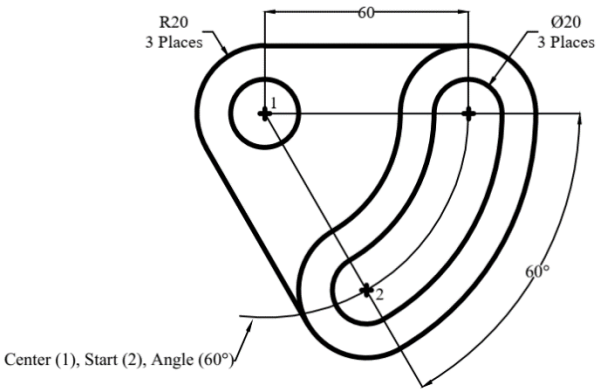
(b)



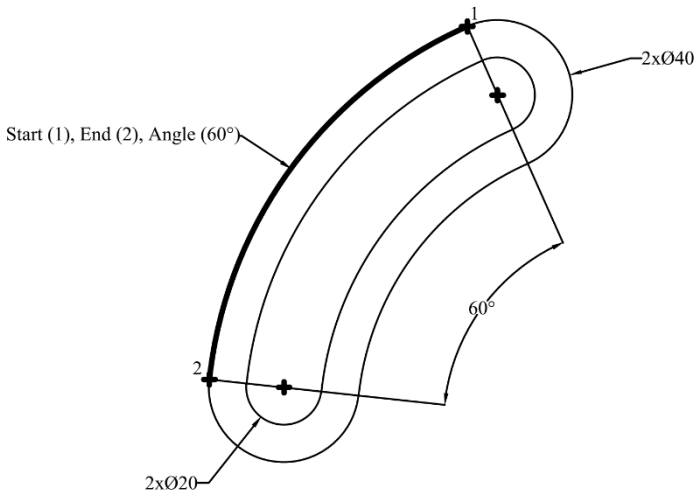
(c)



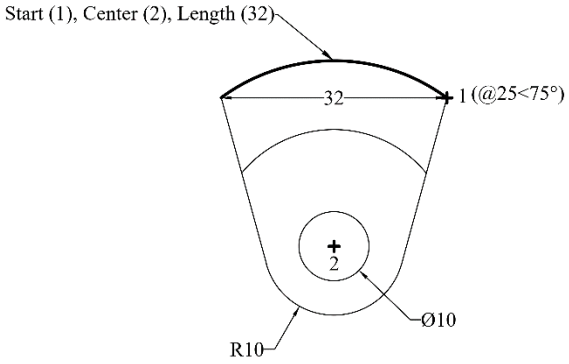
(d)



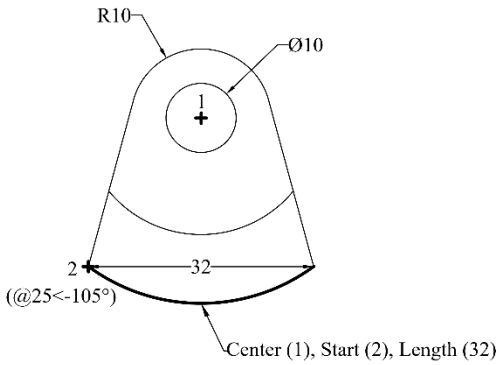
(e)


1
2xØ40
Start (1), End (2), Angle (60°)
60°
2
2xØ20

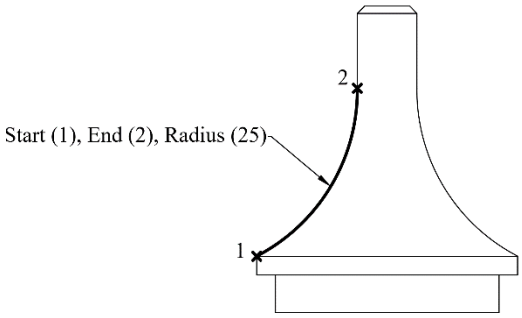
(f)


Start (1), Center (2), Length (32)
32
1 (@25<75°)
2
Ø10
R10

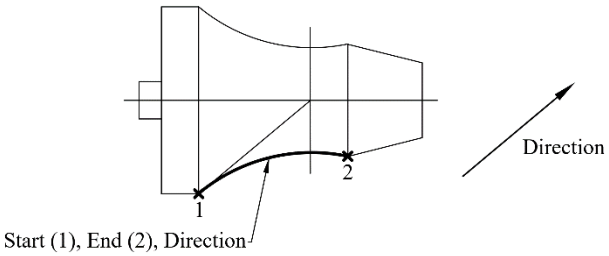
(g)


R10
Ø10
1
2
32
(@25<-105°)
Center (1), Start (2), Length (32)

(h)


2
Start (1), End (2), Radius (25)
1

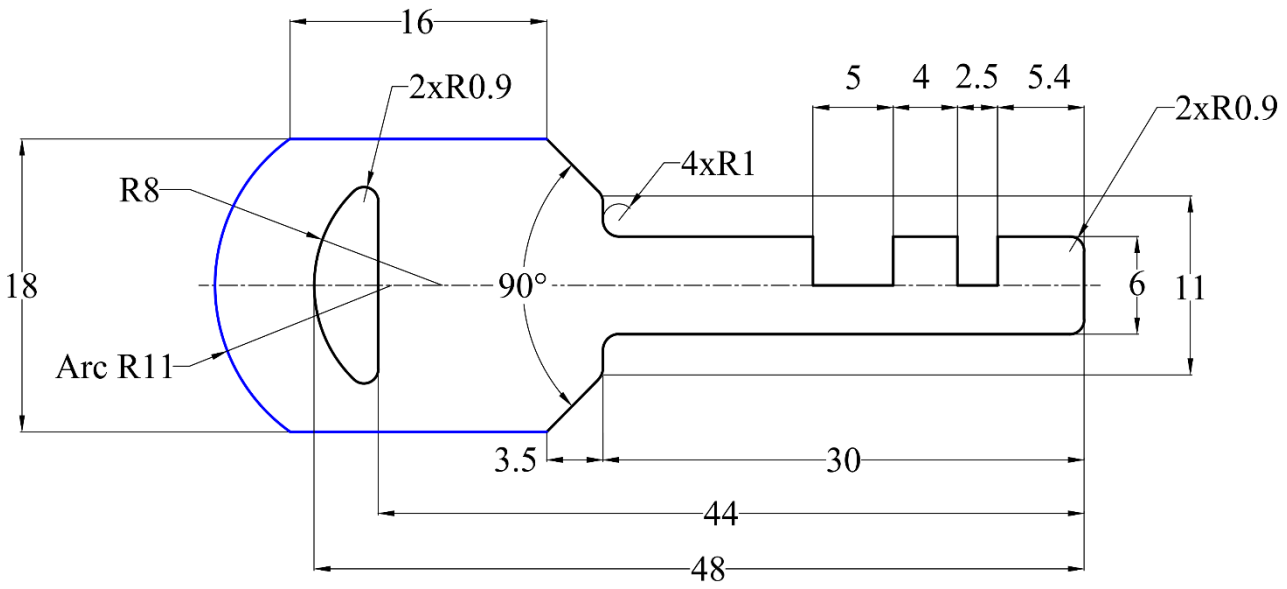
(i)


Direction
2
1
Start (1), End (2), Direction

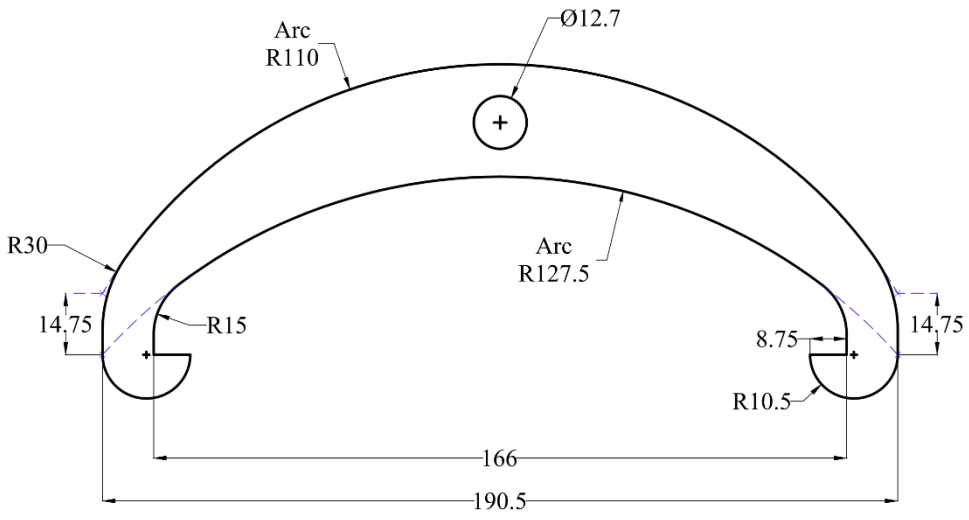
(j)

Ex. 1

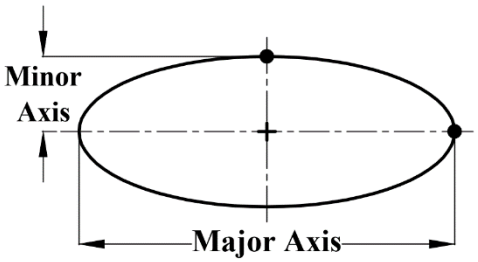
Ex. 1: Arc Key



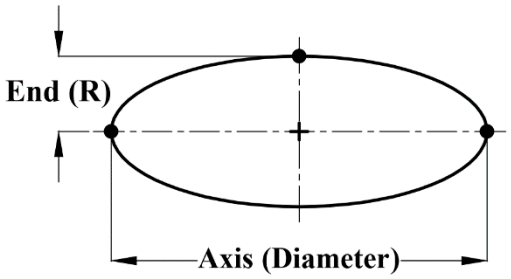
Ex. 2: Clamp of Laundry Machine



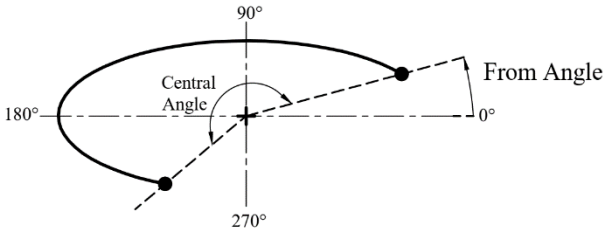
Ellipse Commands



Ellipse (Center, Radius)

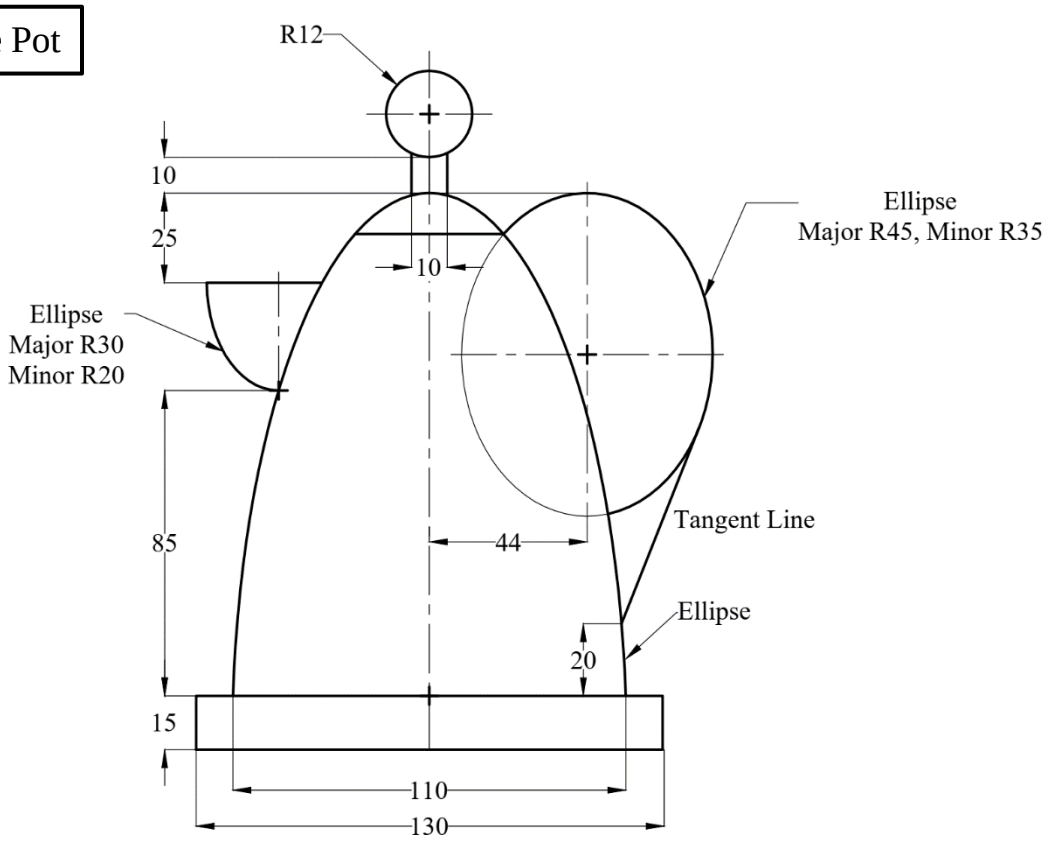


Ellipse (Axis, End)

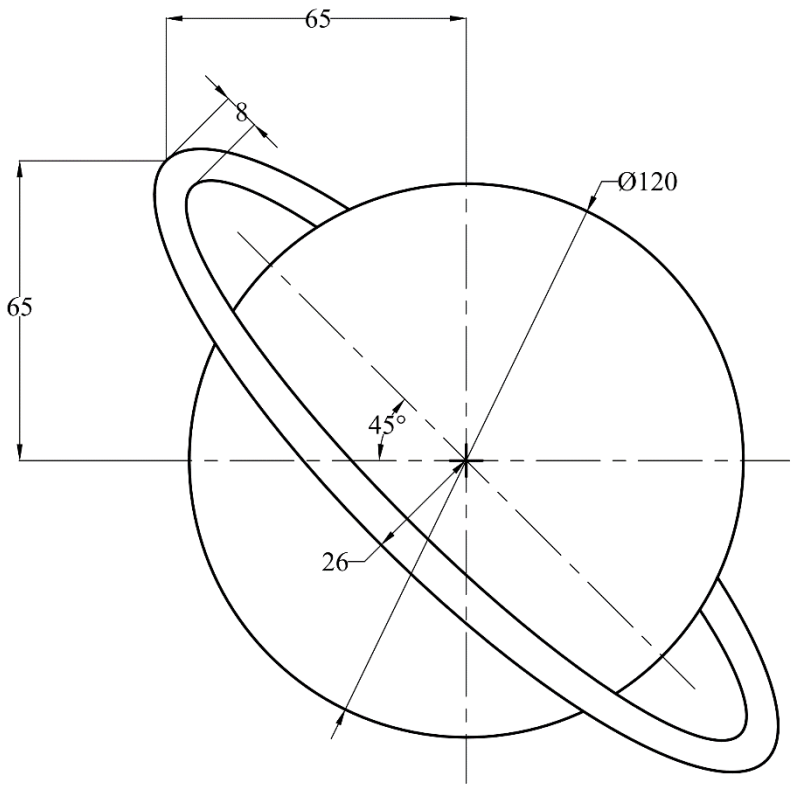


Elliptical Arc

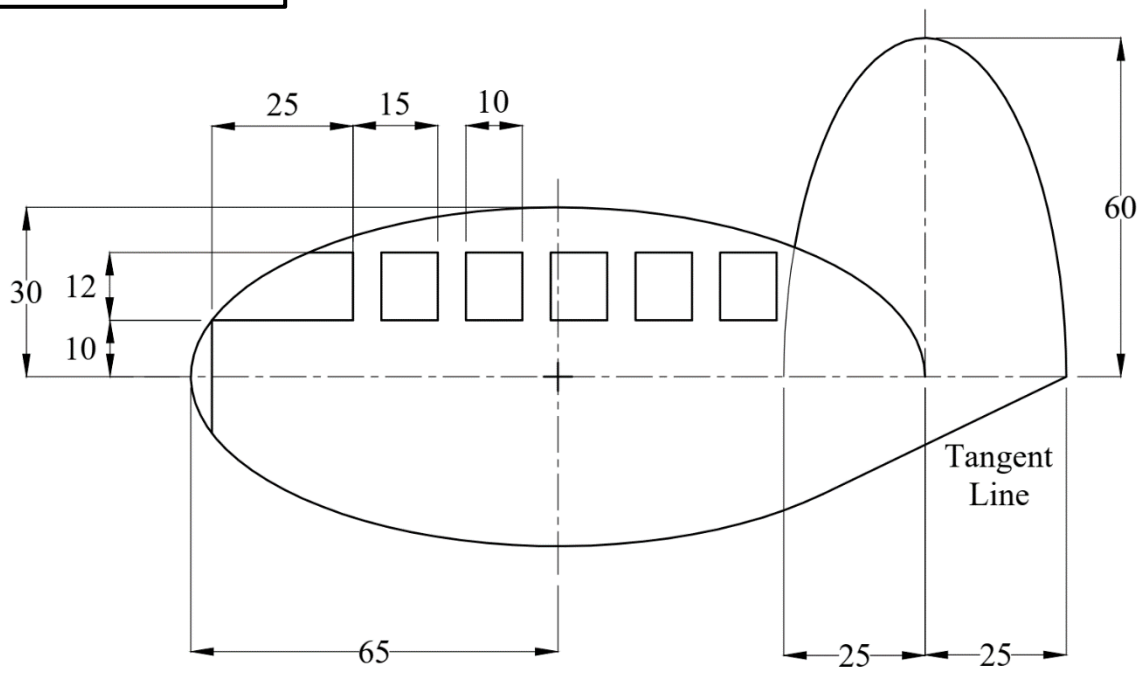
Ex. 1: Coffee Pot



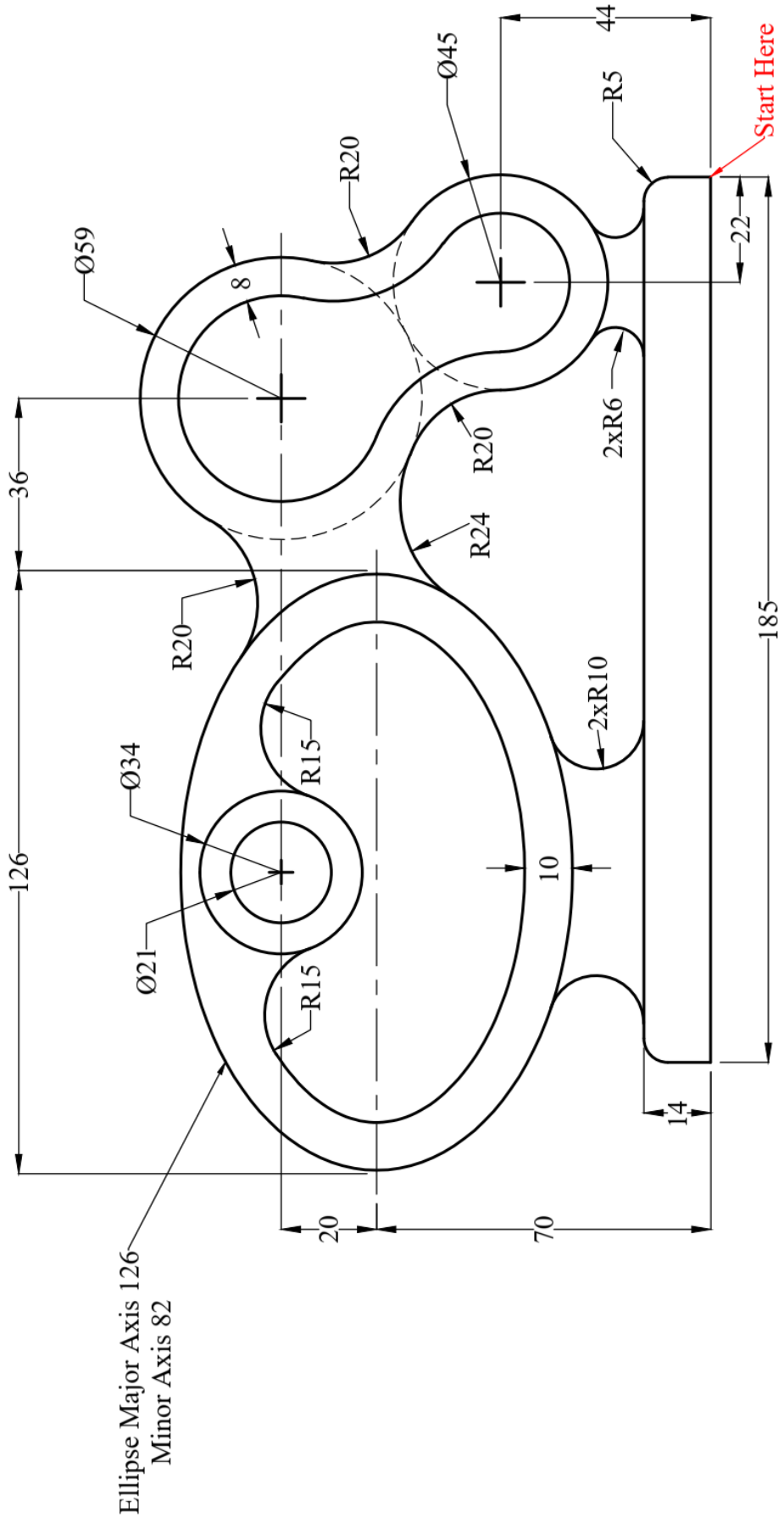
Ex. 2



Ex. 3: Toy Aeroplane

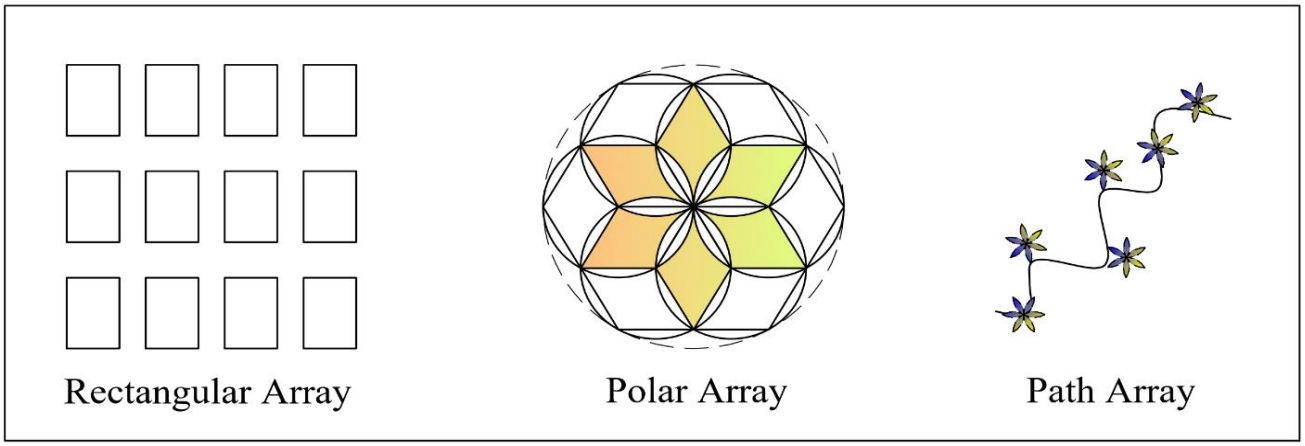


Ex. 4

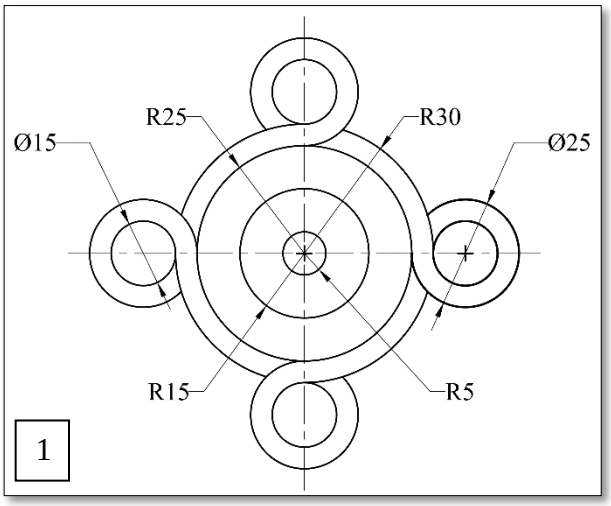

Start Here
44
Ø45
R5
R20
Ø59
8
22
2xR6
R20
R24
36
R20
185
2xR10
Ø34
R15
126
10
Ø21
R15
14
20
70
Ellipse Major Axis 126
Minor Axis 82

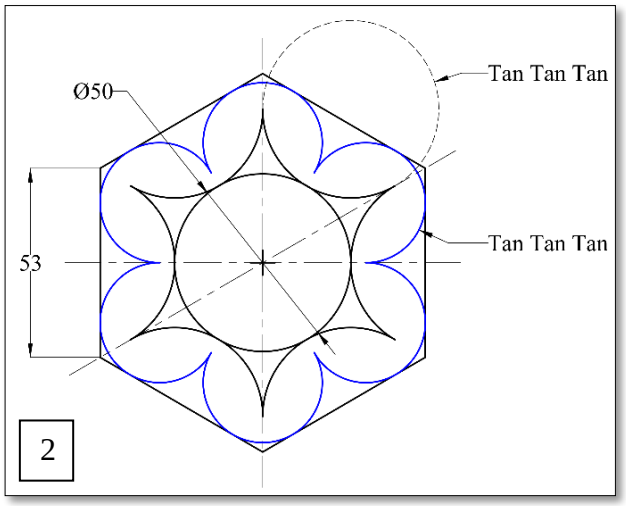
Array

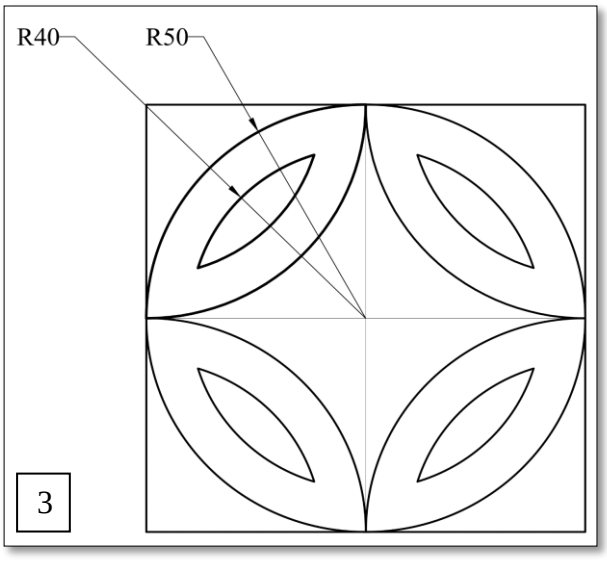
Associative and Explode

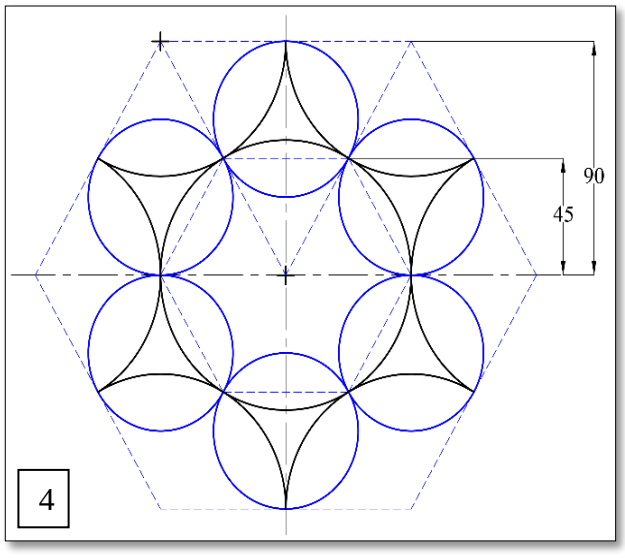


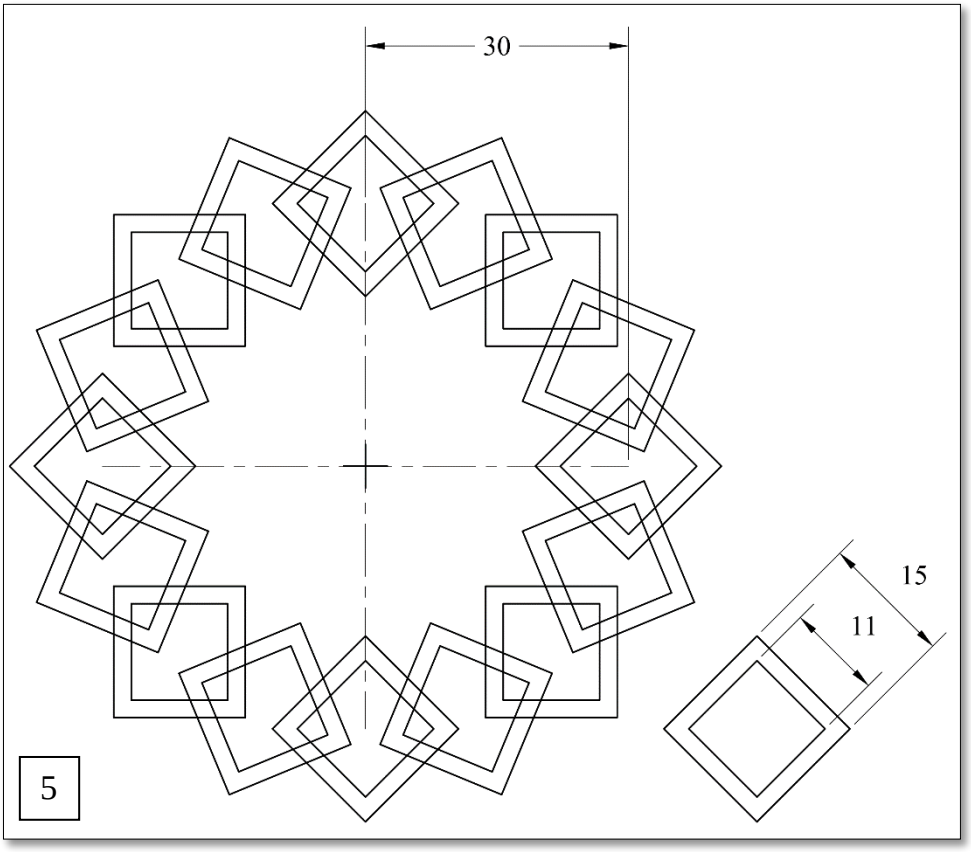
Draw the following patterns in exercise from (1) to (8) using Polar Array Command.

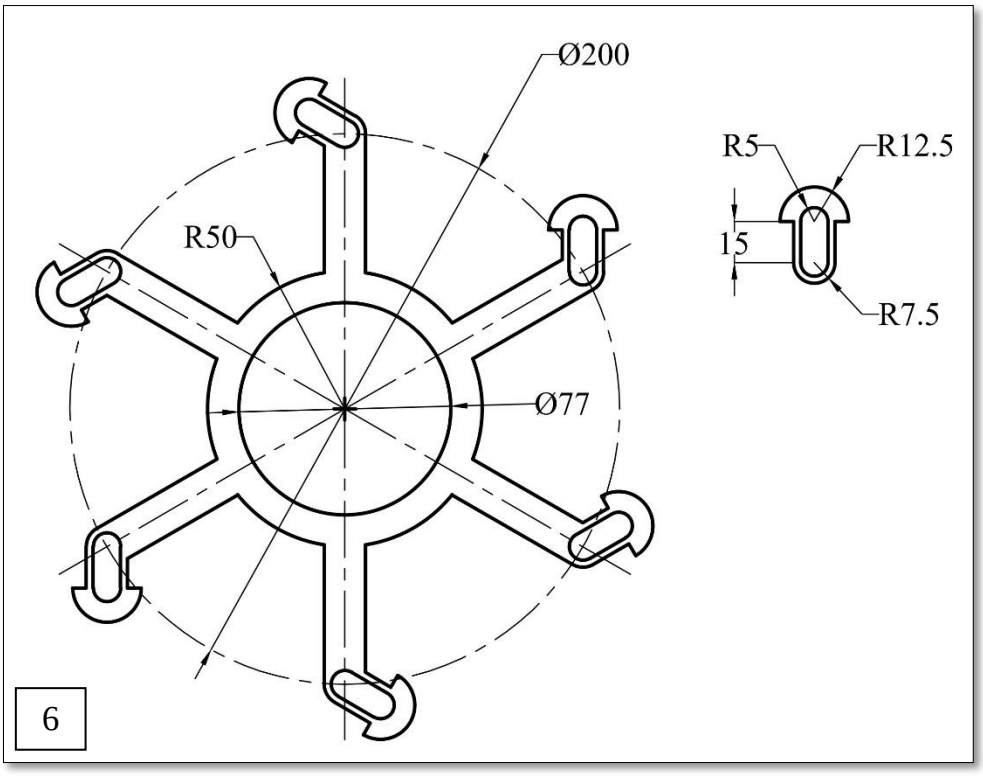


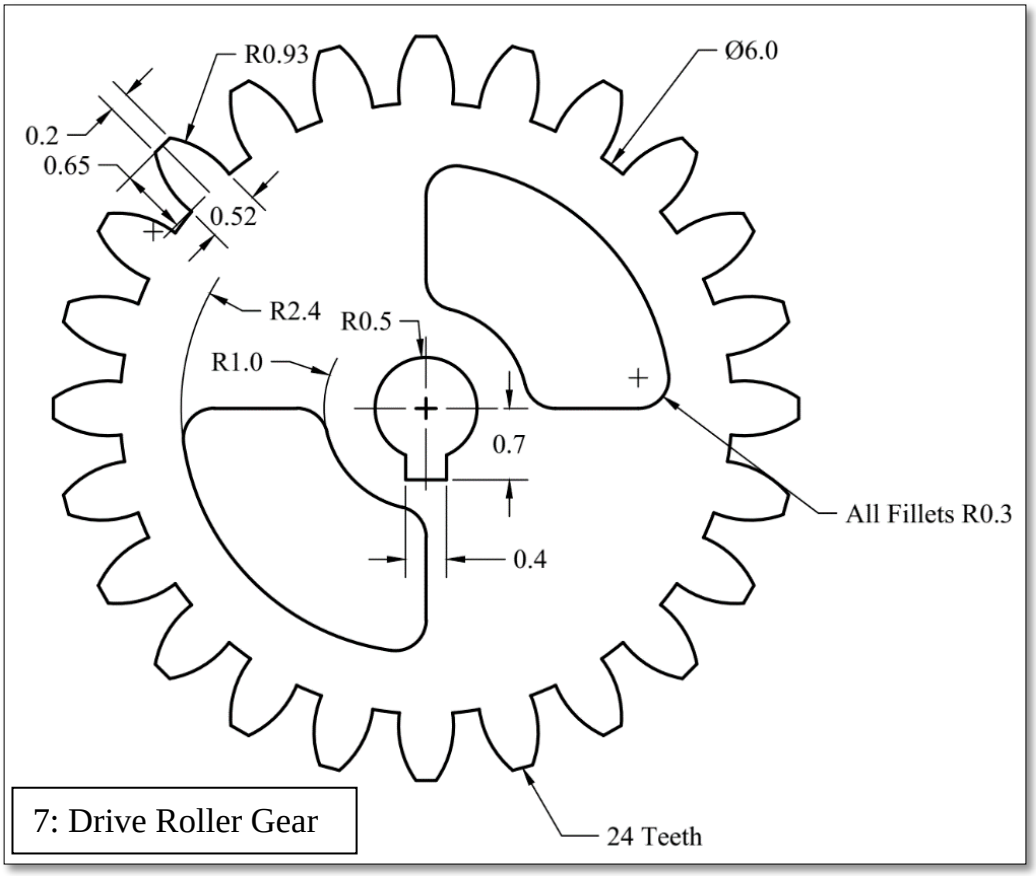


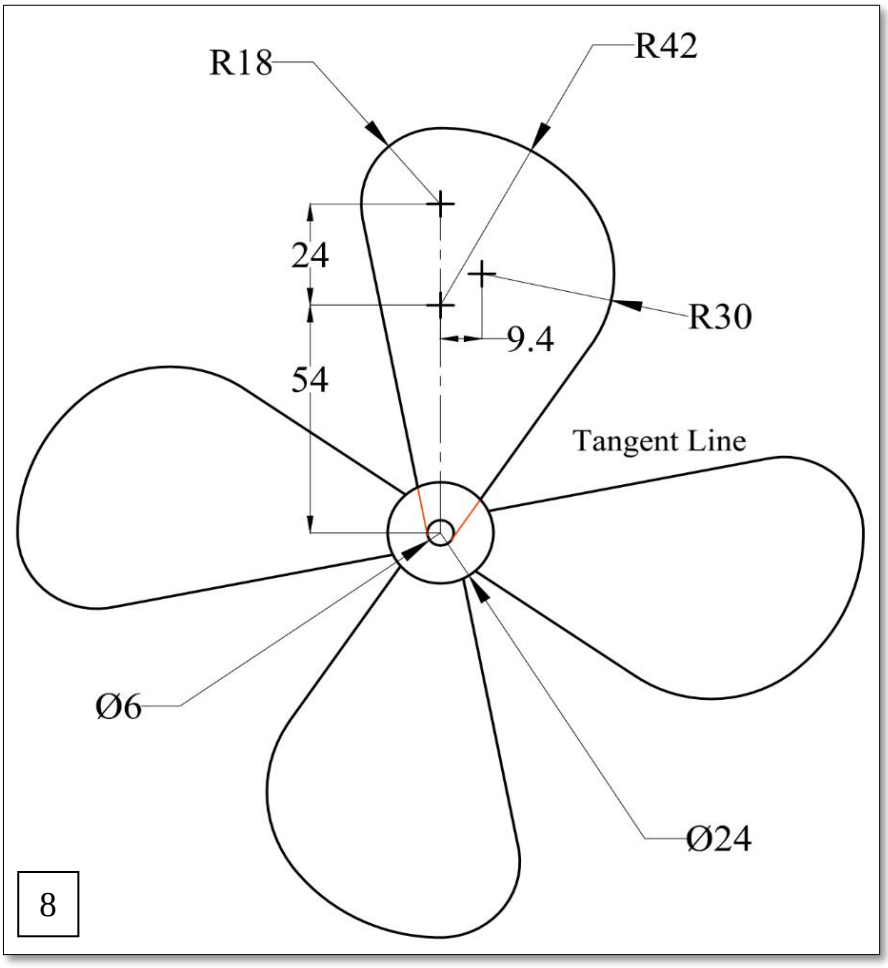




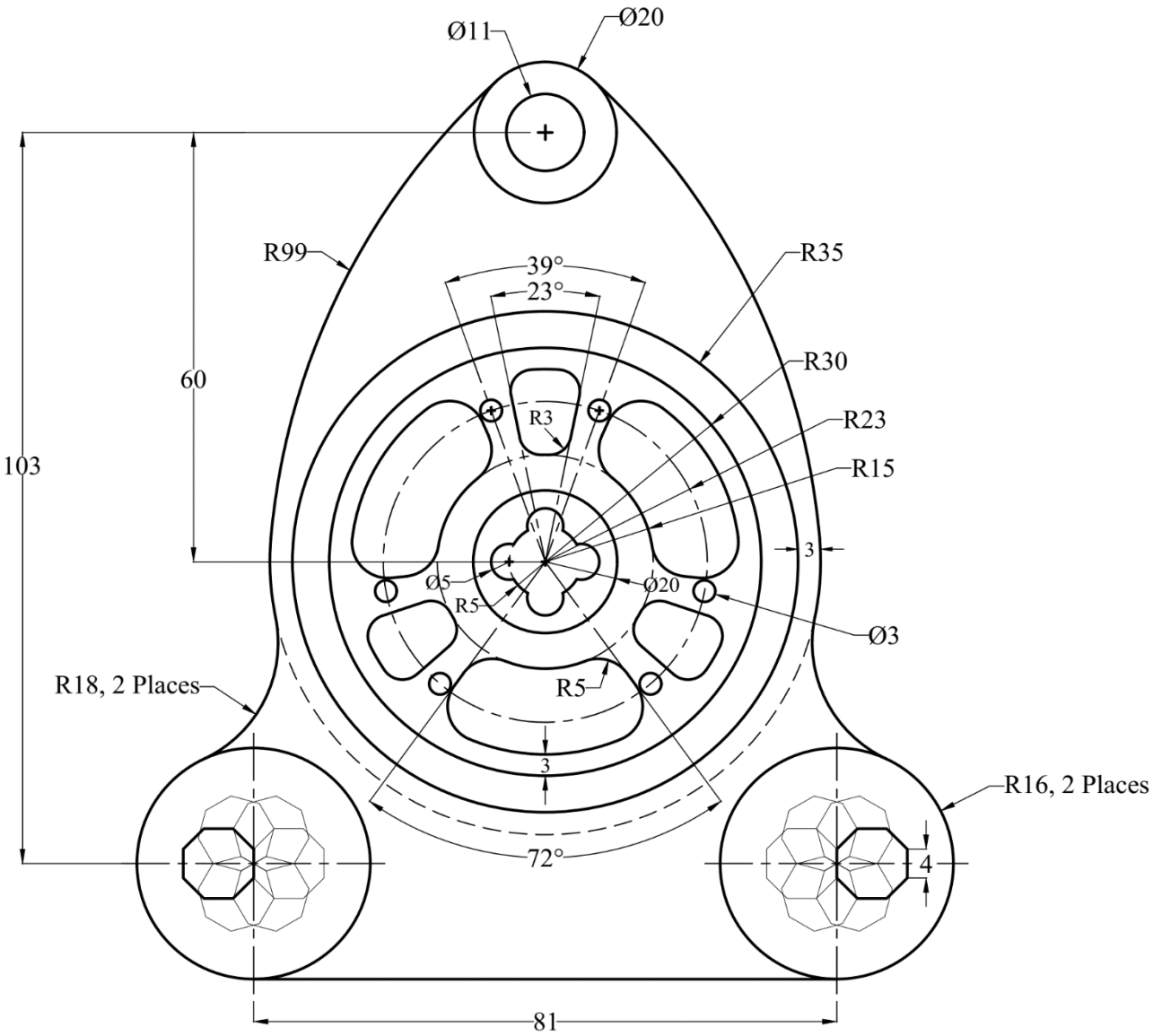

30
15
11
5


Ø200
R50
Ø77
R5
R12.5
15
R7.5
6

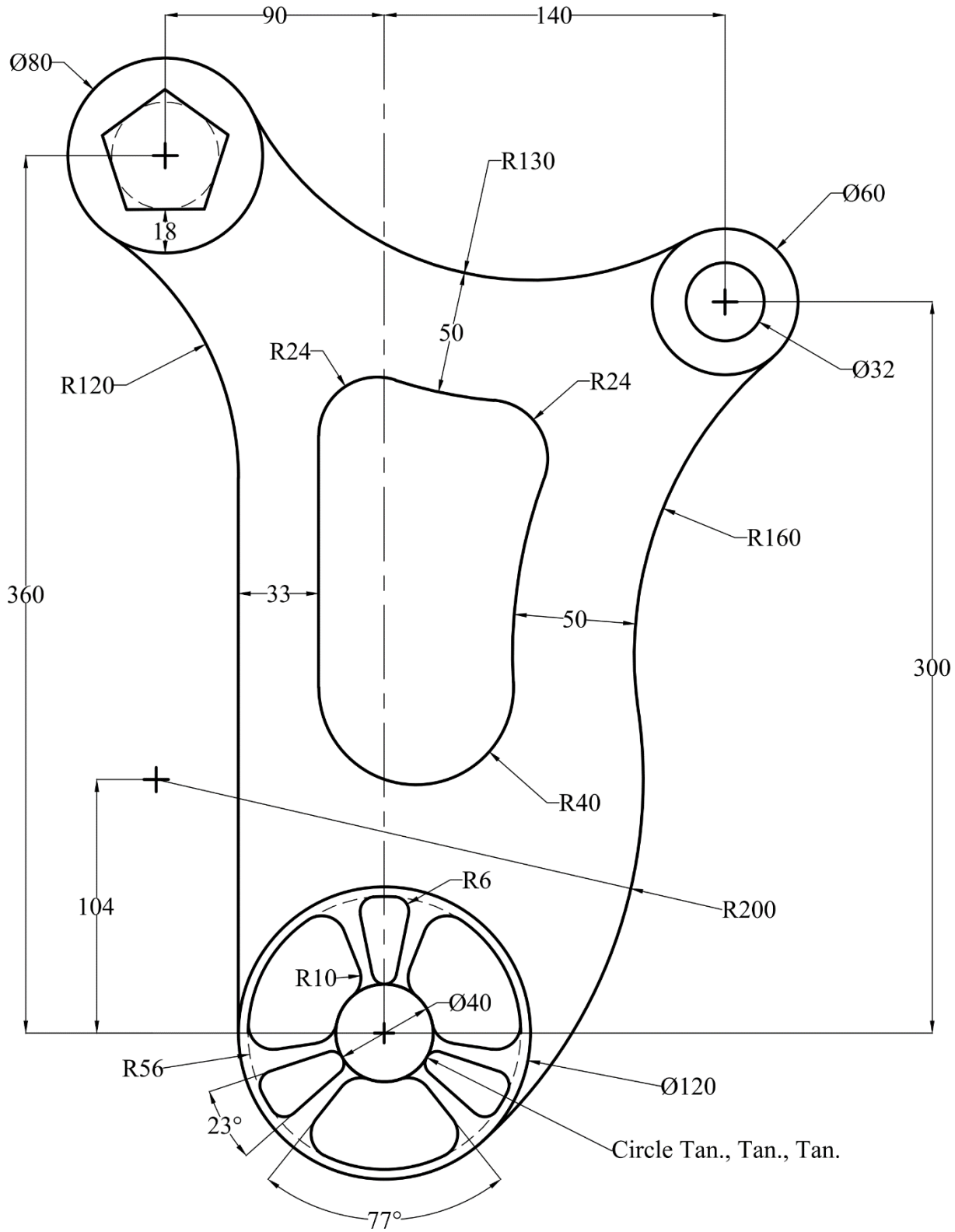

R0.93
Ø6.0
0.2
0.65
0.52
R2.4
R0.5
R1.0
0.7
All Fillets R0.3
0.4
24 Teeth
7: Drive Roller Gear


R18
R42
24
R30
9.4
54
Tangent Line
Ø6
Ø24
8

Ex. 1


Ø11
Ø20
R99
39°
23°
R35
60
R30
R23
103
R3
R15
3
Ø5
R5
Ø20
Ø3
R18, 2 Places
R5
3
R16, 2 Places
72°
4
81

Ex. 2


90
140
Ø80
R130
Ø60
18
50
R24
R24
R120
Ø32
R160
360
33
50
300
R40
104
R6
R200
R10
Ø40
R56
Ø120
23°
Circle Tan., Tan., Tan.
77°

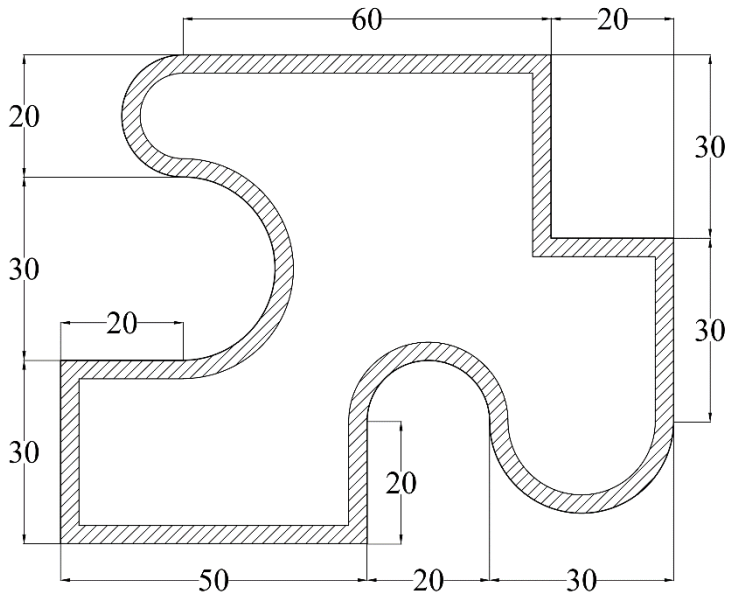
Join, Region, Boundary, Hatch, and Area

Case A:

1. Use the **Polyline** command to draw the outline of the given layout.
2. Use the **Offset** command to draw the inner wall. (Offset Distance = 3).
3. **Hatch** the area as shown in the Figure. (**Type**: ANSI31, **Scale**: 2).
4. Find the **Area** and the **Perimeter** of the hatched zone.

Area =   Perimeter =

5. Use the **Text** command to insert the **Area** and the **Perimeter** values on the screen.
6. Put all **Dimensions** on the Figure.



Case B:

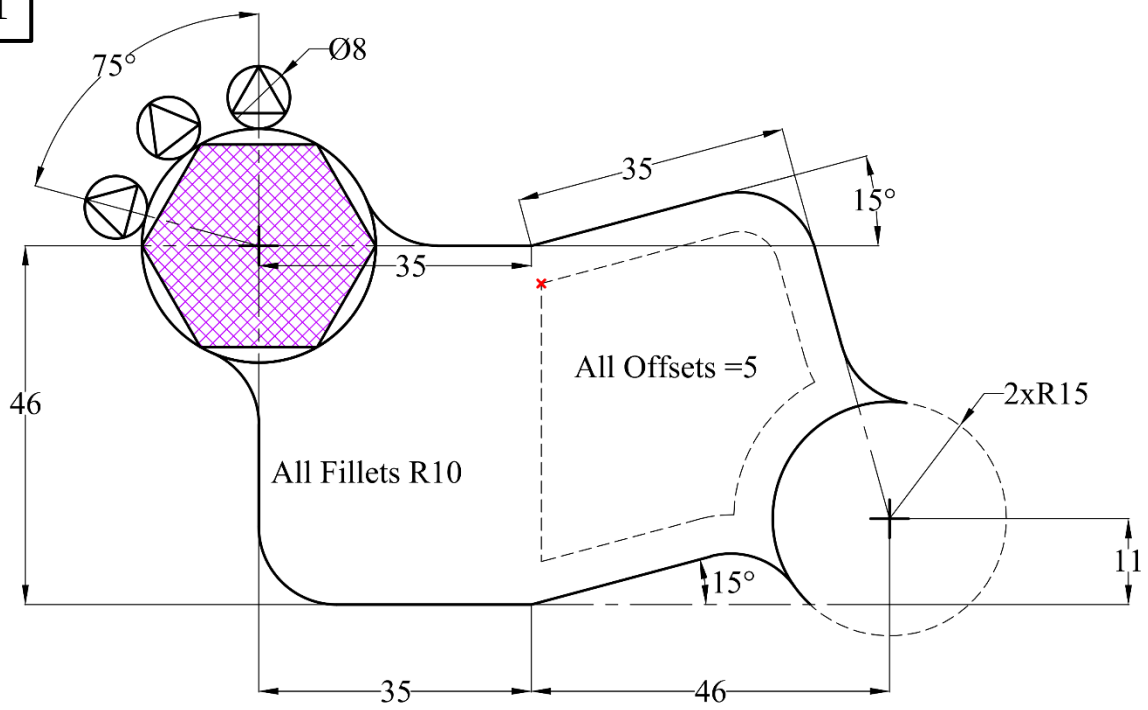
1. Use the **Line** command to draw the outlines of the given layout.
2. Use **Join or Boundary** commands to turn the outlines into one.
3. Use the **Offset** command for the inner wall. (Offset Distance = 3).
4. Use (Add and Subtract Area) command to find the **Area** of the inner wall.

Add Area =   Subtract Area =

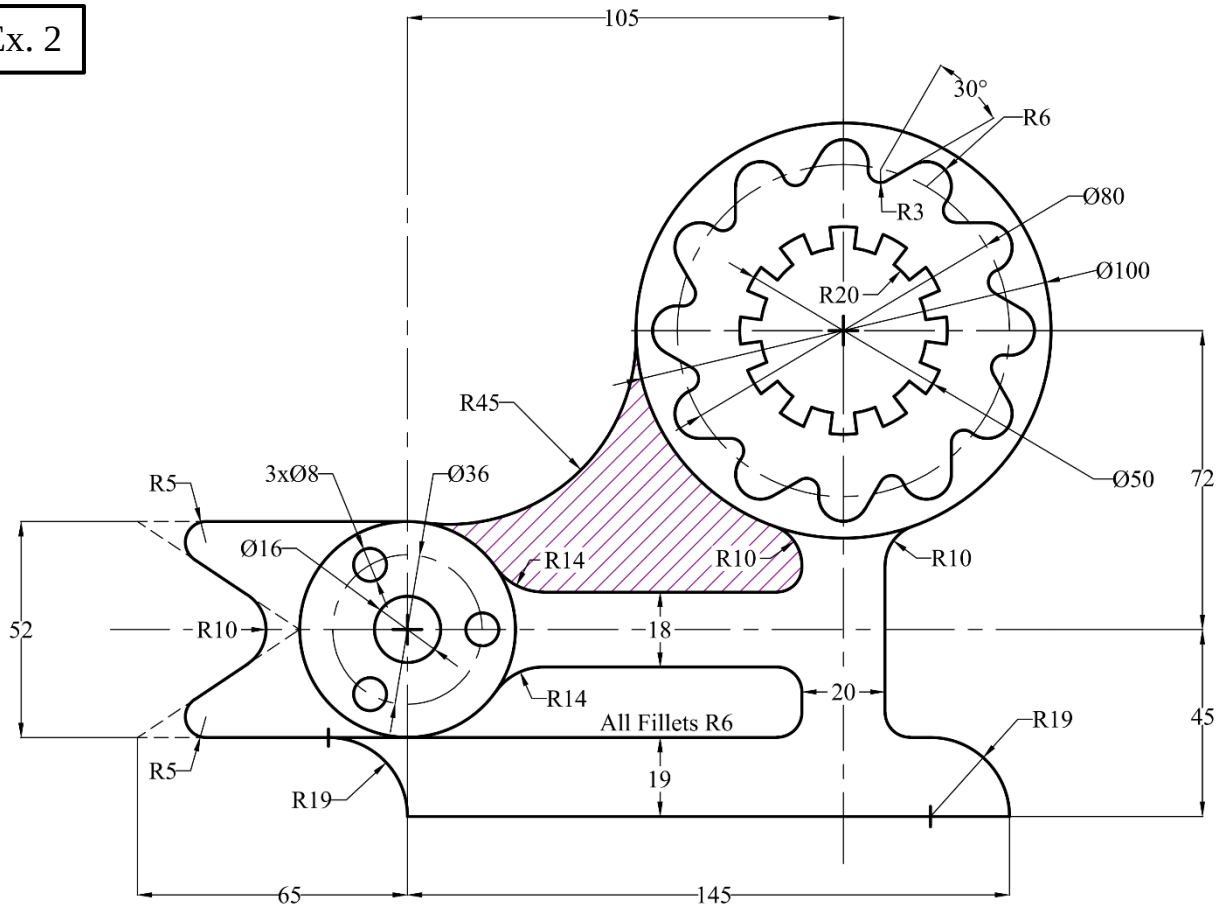
5. Use the **Text** command to insert the **Area** and the **Perimeter** values on the screen.
6. Put all **dimensions** on the Figure.

Draw the following exercises, then find the area of the hatched zone.

Ex. 1



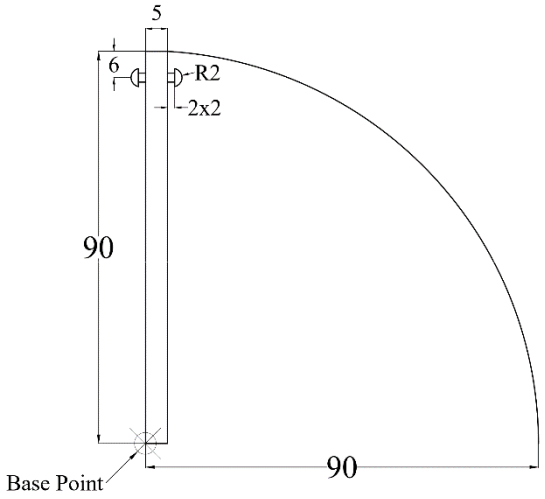
Ex. 2



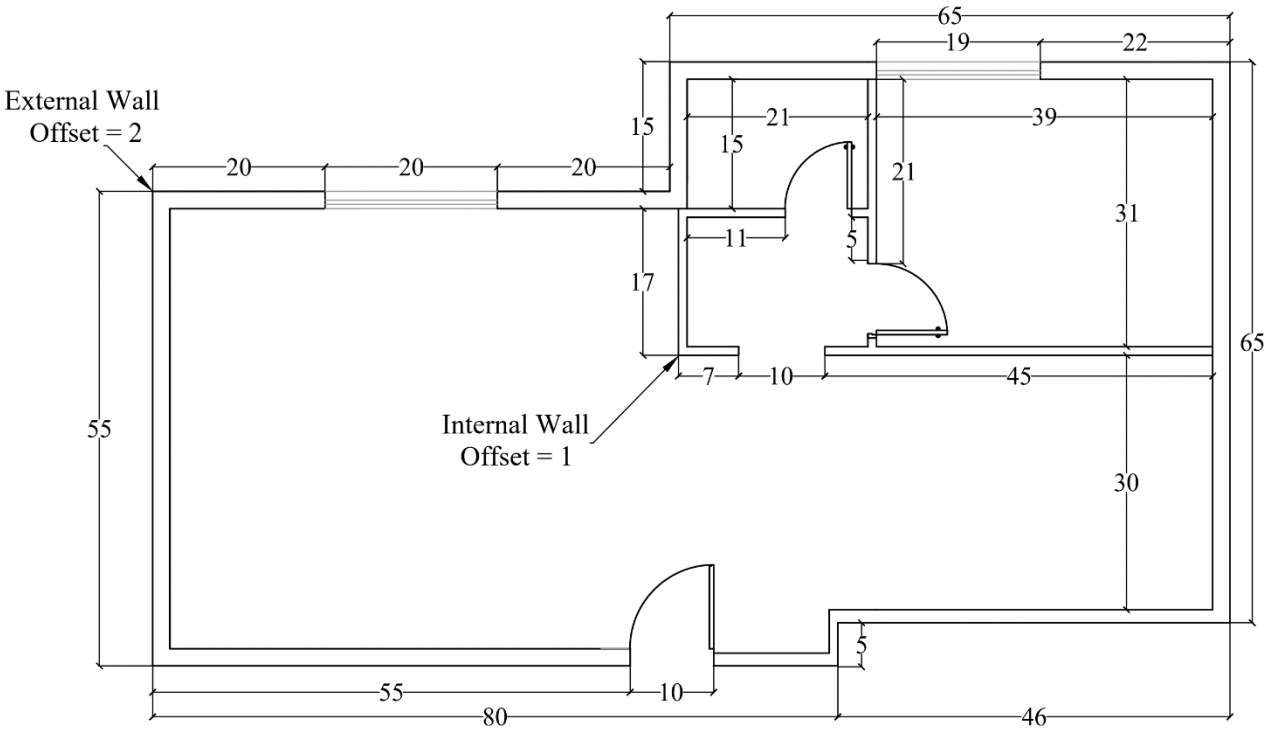
Block

Create, and Insert

1. Draw the following **"Door"**, create a block, and name it **"Door"**.

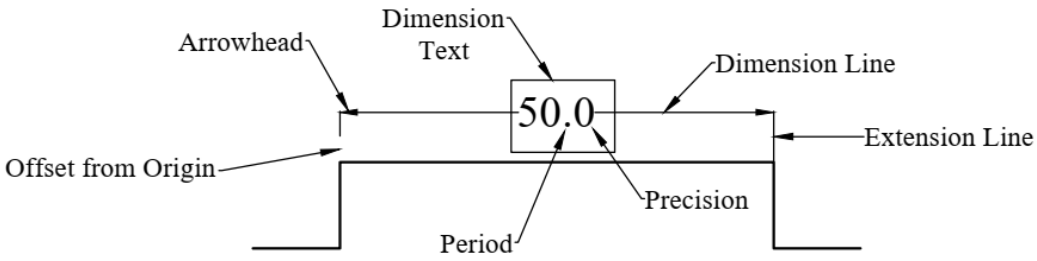


2. Insert the **"Door"** block in the proper places as shown in the given layout. Scale: 10:1

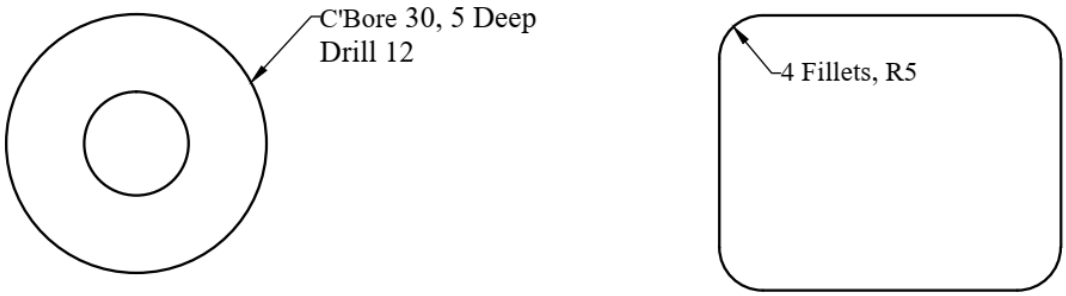



TEXT
Text Height


Dimensions


Arrowhead
Dimension Text
Dimension Line
50.0
Extension Line
Offset from Origin
Precision
Period


Leaders


C'Bore 30, 5 Deep
Drill 12
4 Fillets, R5

Dimensioning Rules

A. Dimension Placement

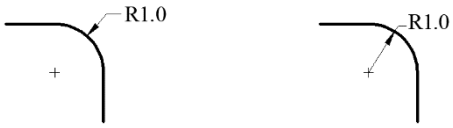
- Place dimensions on the most descriptive views.
- Take dimensions from visible lines not from hidden lines.
- Organize and align dimensions for ease of reading.
- The dimensions are normally positioned to maintain a minimum of 3/8" (9.52mm) open space around the object.
- Do not repeat dimensions.
- Dimensions should not cross other lines (unless necessary).
- Extension lines may cross other extension lines or object lines if necessary.
- Arrowheads are long and narrow (3 to 1 ratio).
- Do not place dimensions within views (unless necessary).
- Give an overall dimension and omit one of the chain dimensions.
- Shorter dimensions are placed inside longer ones.
- Angles may be dimensioned either by coordinates or angular measurements in degrees.
- Place angular dimensions outside the angle.
- Dimension cylinders in their rectangualr views with diameter.

B. Dimensioning for Holes

- Dimension holes in the circular view.

C. Dimensioning for Fillets, Rounds, and Arcs

- **Rounds** are dimensioned either by a leader pointing toward the center of the arc or the arrow may be placed inside (if space permits).



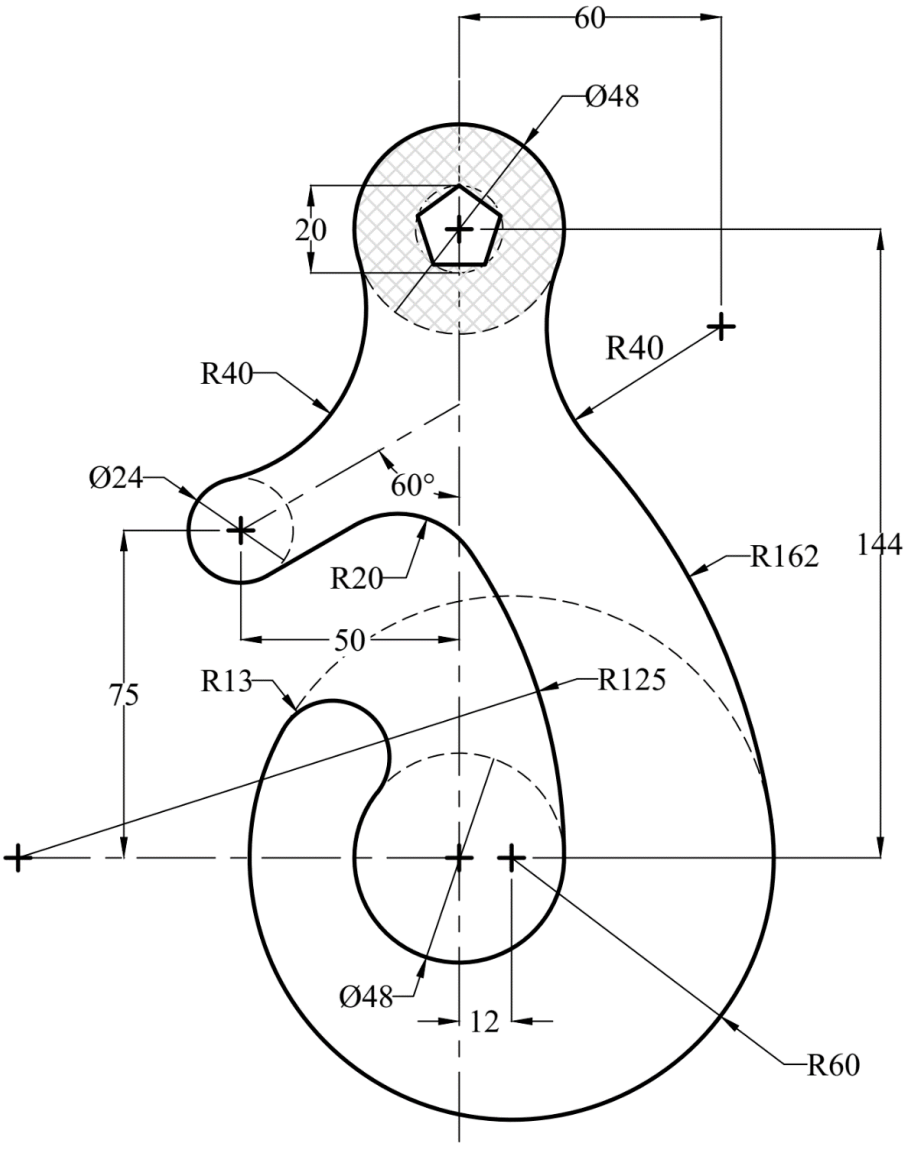
- A very slightly rounded corners may be denoted by: Break Corner.
- **Fillets** (inside rounded corners) are dimensioned by the same rules as rounds.
- If all fillets and rounds haveequal radii, the note “All Fillets and Rounds 1.0R” may be used instead of dimensioning each sperately.
- **Arcs** are dimensioned with a radius. Small arcs are dimensioned as they were fillets and rounds.

Layers

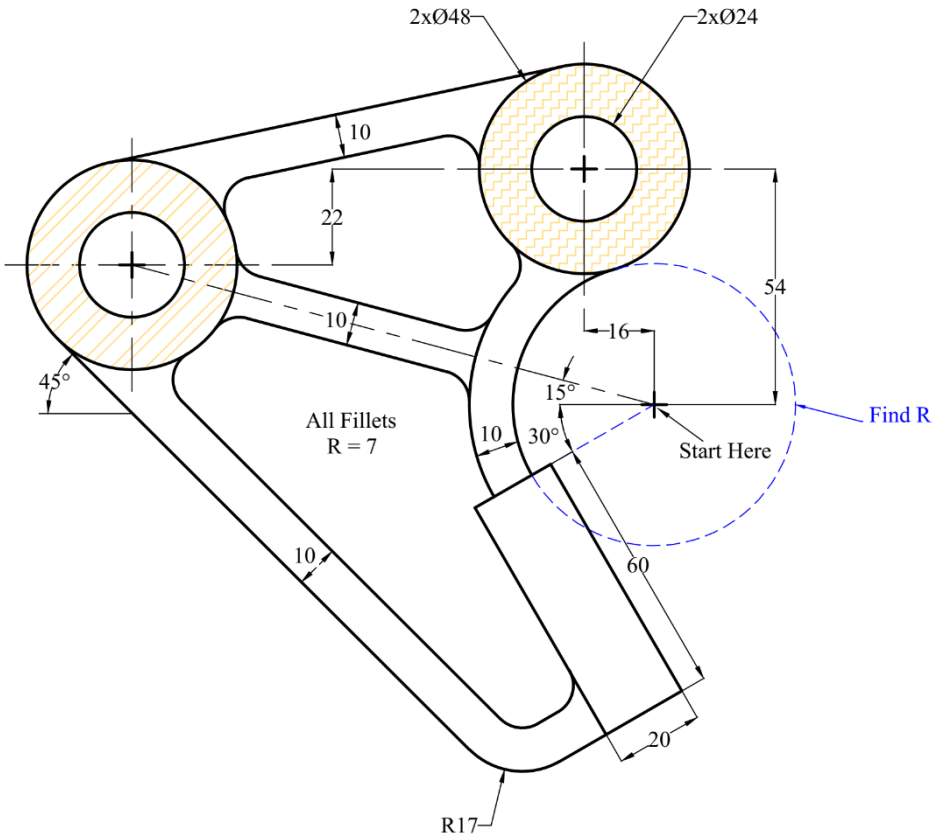
1. Create six layers as indicated in the table below with different colors.
2. Put all dimensions.
3. Find the area of the hatched zone and insert its value as a text on the screen.

Layer	Name	Line Type	Line Weight
1	Outlines	Continuous	0.53
2	Centerlines	Center	0.35
3	Hidden Lines	Hidden	0.40
4	Hatching	Continuous	0.30
5	Dimensions	Continuous	0.30
6	Text	Continuous	Default

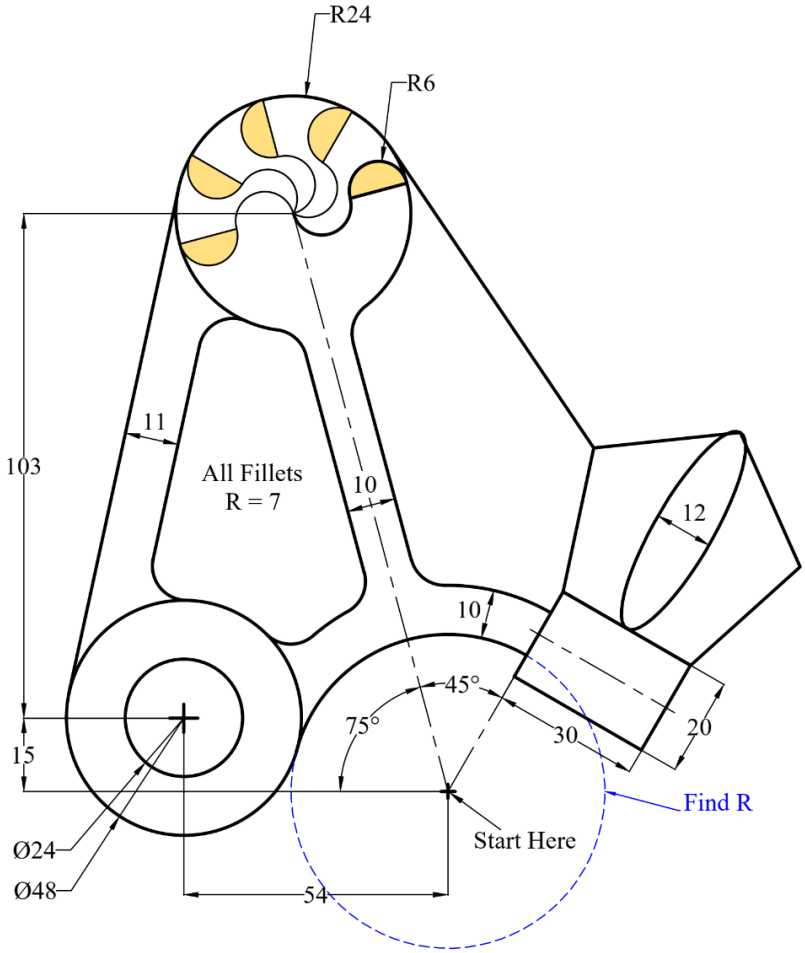
Ex. 1



Ex. 2


2xØ48
2xØ24
10
22
54
10
16
45°
15°
All Fillets
R = 7
10
30°
Start Here
Find R
10
60
20
R17

Ex. 3

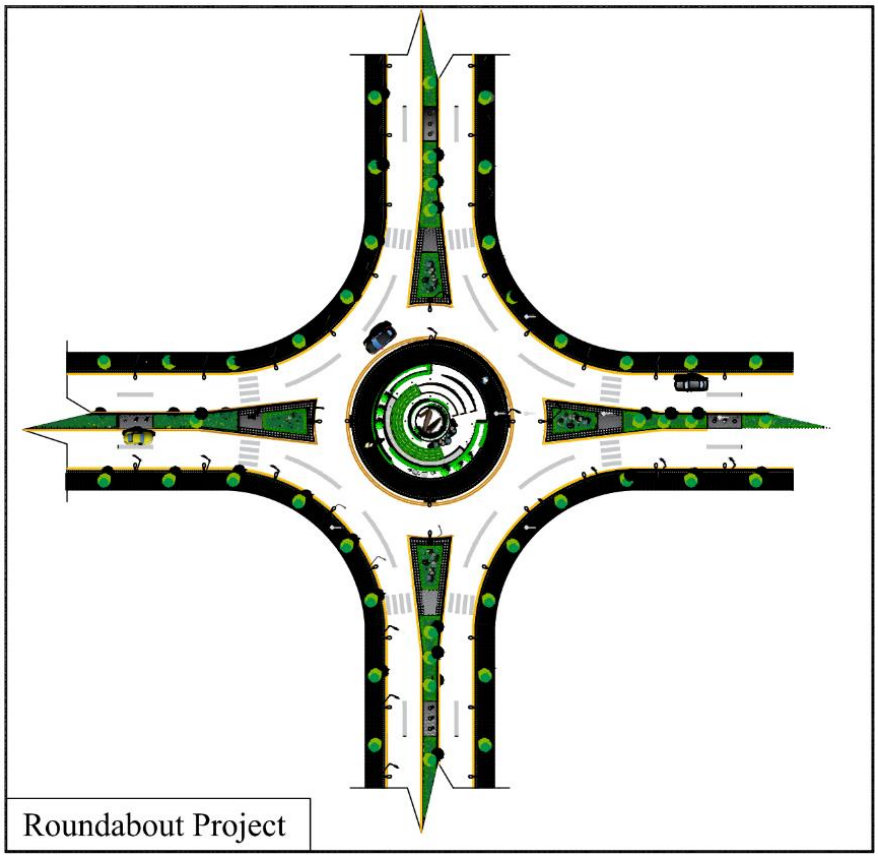

R24
R6
11
103
All Fillets
R = 7
10
12
10
45°
75°
30
20
15
Find R
Start Here
Ø24
Ø48
54

Layout Plot and Publish

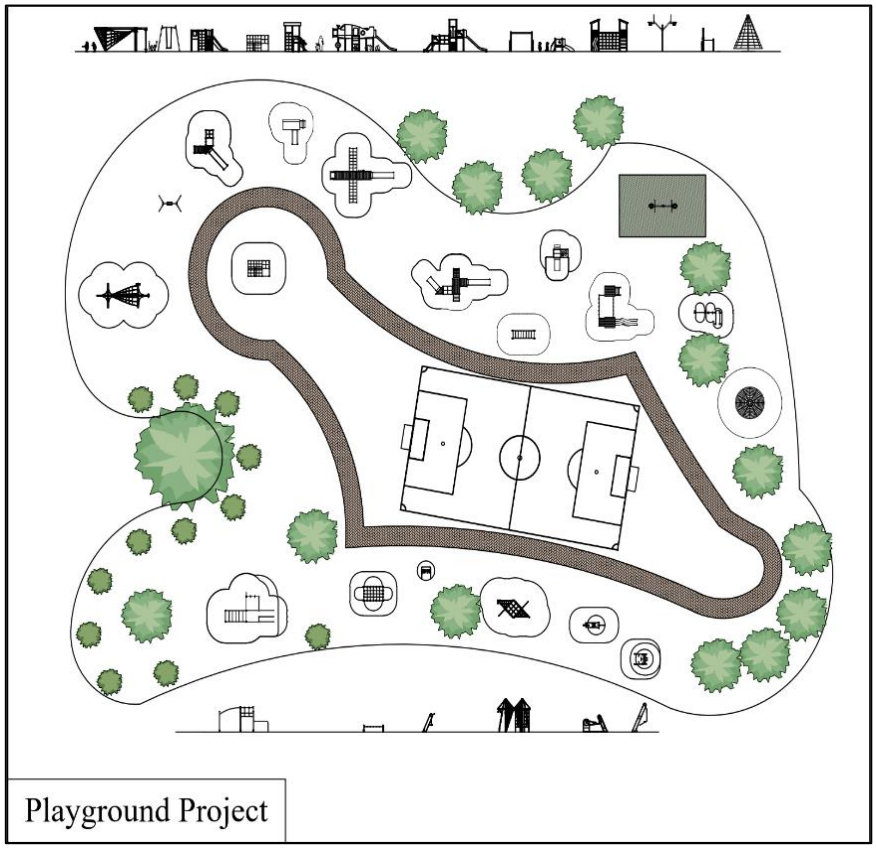
In reference to the previous exercise (Ex. 1); Hook,

1. Create a new **Page Setup** and name it “Hook”.
2. Change the following settings:
    a. **Printer**: Your current **Windows system printer** or choose **DWF to PDF.pc3**.
    b. **Paper Size**: ISO A3 (420 × 297 mm).
    c. **Plot area:** Window or Layout.
    d. **Plot scale** = 1:1.
    e. **Orientation**: Portrait.
3. Use the **Plot** command.
4. If the Plot command is not used, tab to **“Layout”** and repeat the above steps.
5. Use **Viewport** command and choose (**1 viewport**) to draw the required view.
6. Use **Publish** command to create the layout as a **Pdf** file.

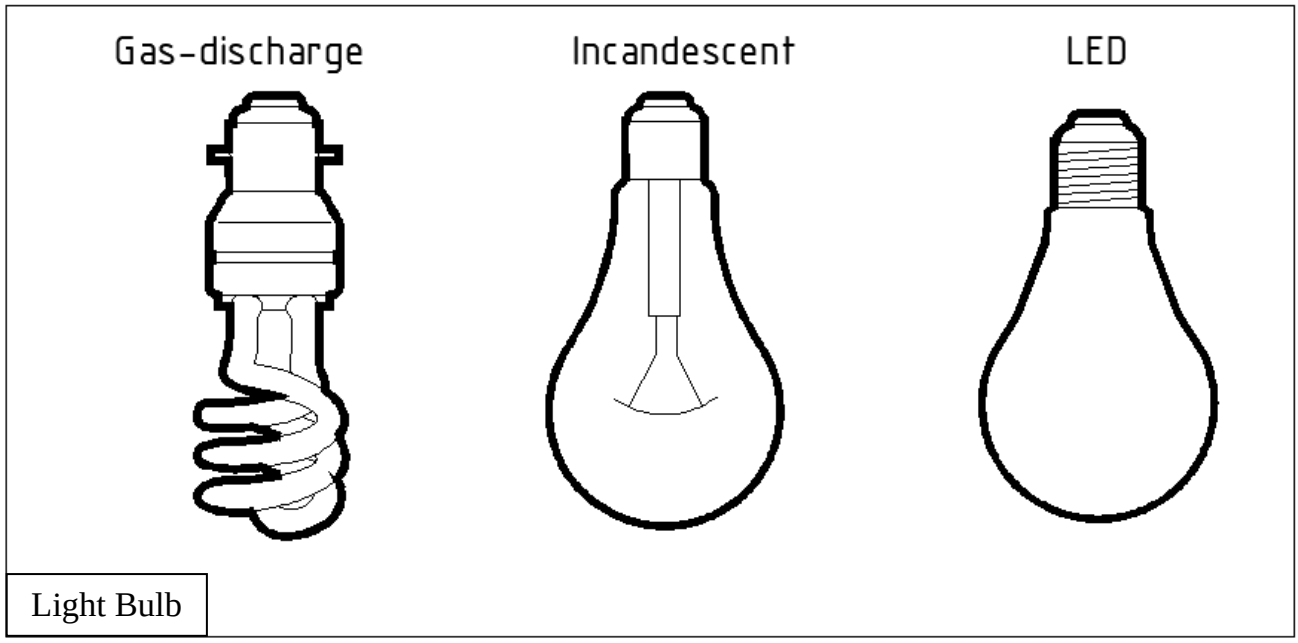
Engineering Applications



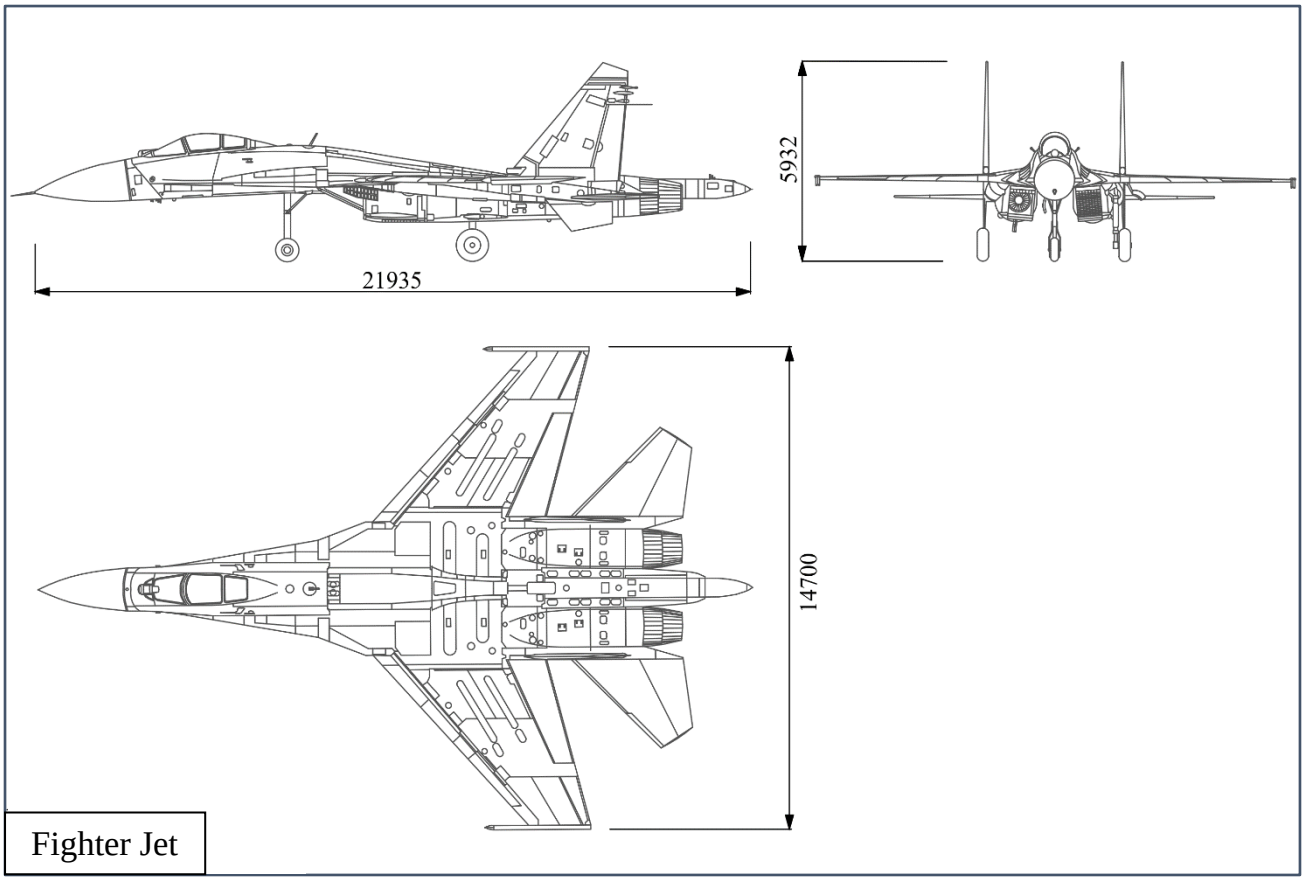
Roundabout Project



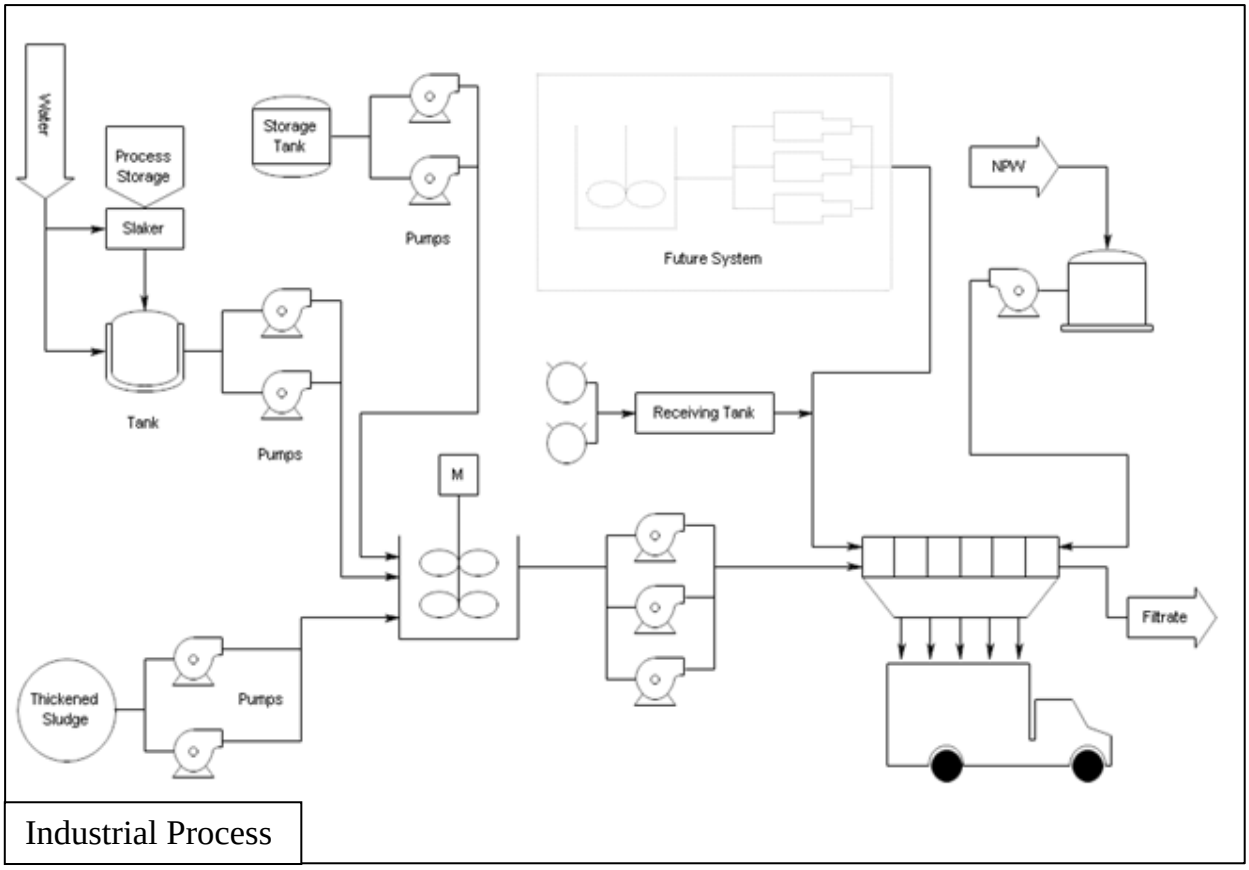
Playground Project



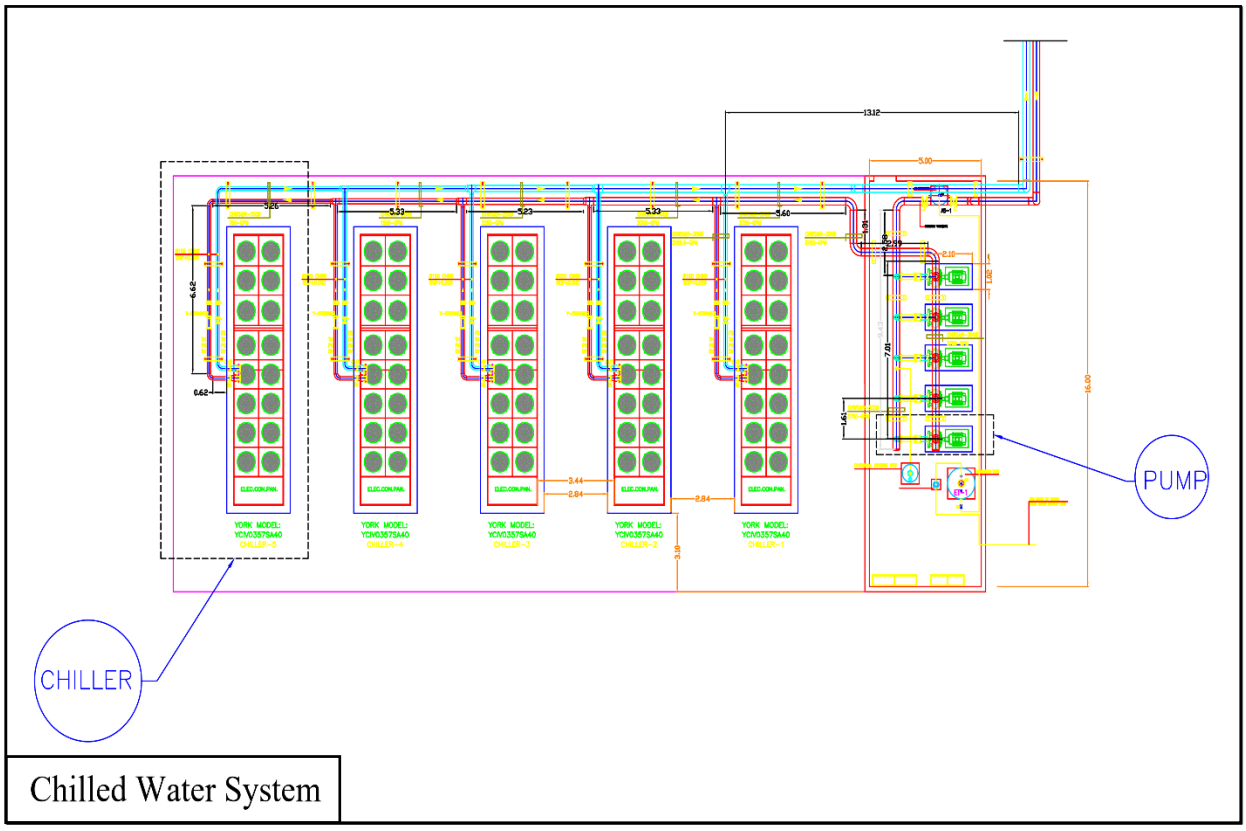
Light Bulb



Fighter Jet



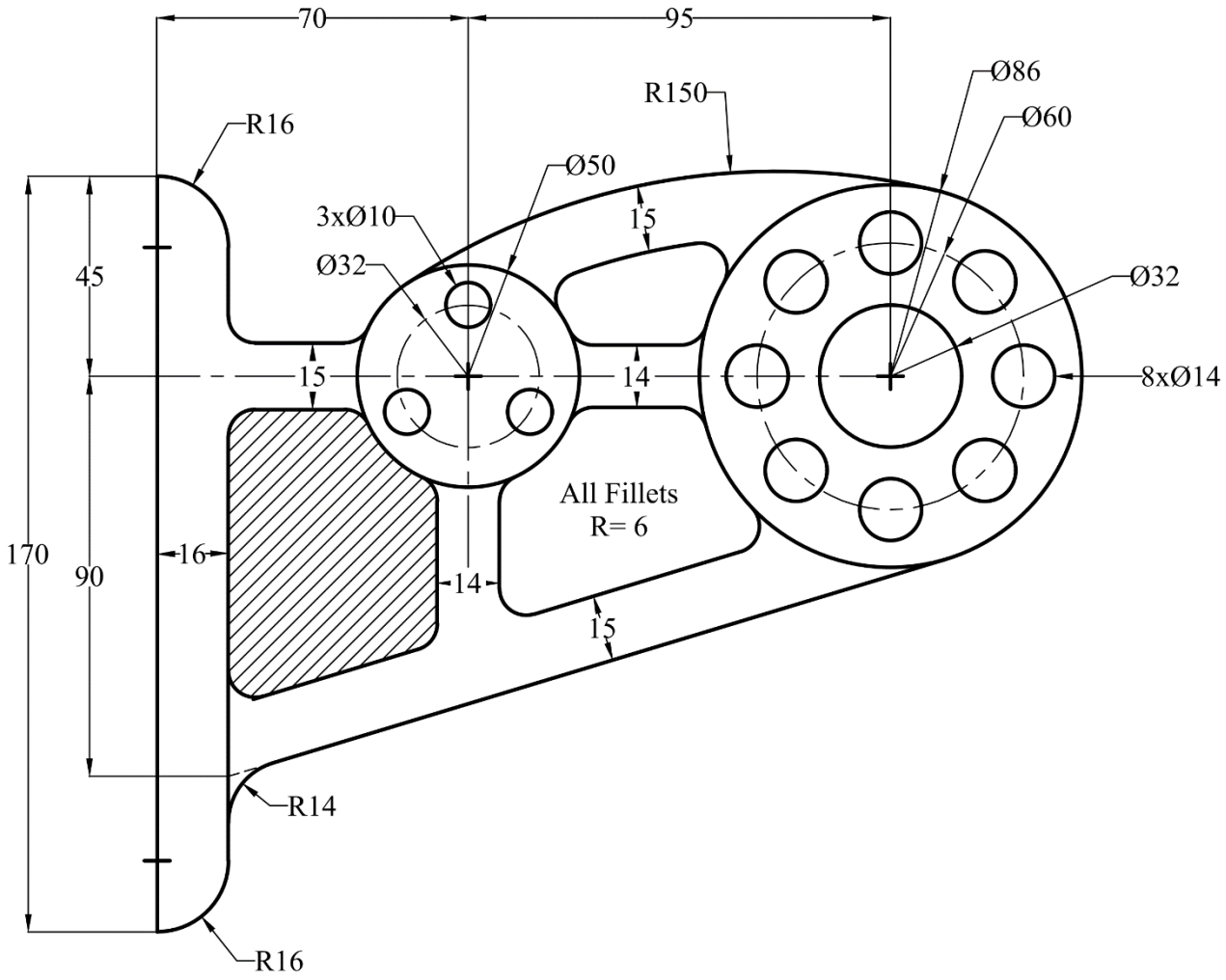
Industrial Process



Chilled Water System

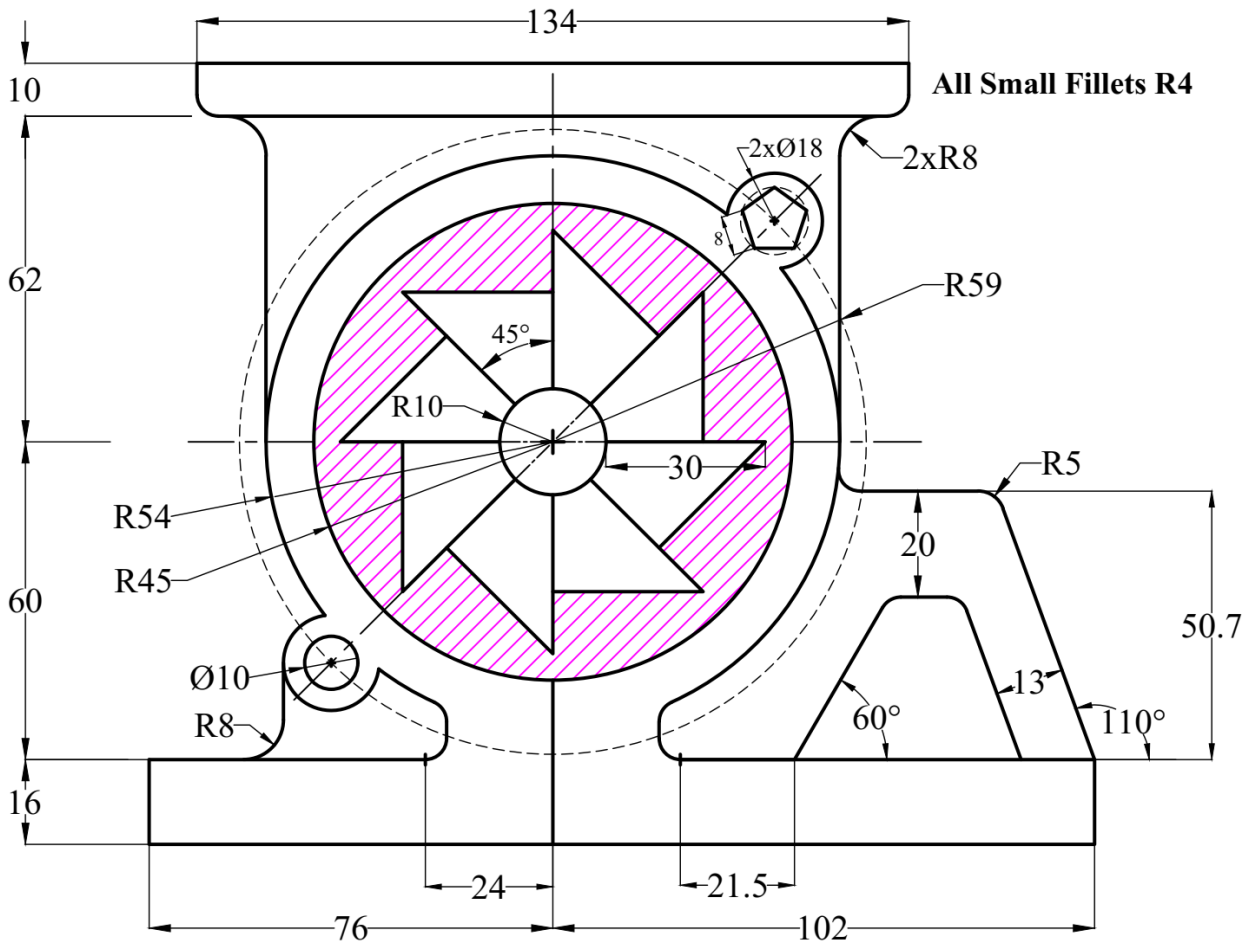
Past Exam (1)

1. Draw the following Figure using the appropriate layers.
2. **Hatch** the zone as shown in the Figure.
3. Find the **area** of the hatched zone.
4. Copy the Figure and make it as a block.
5. Put all **dimensions** on the original drawing.
6. Insert the block with a **scale** (2) and a rotational **angle** (30º).



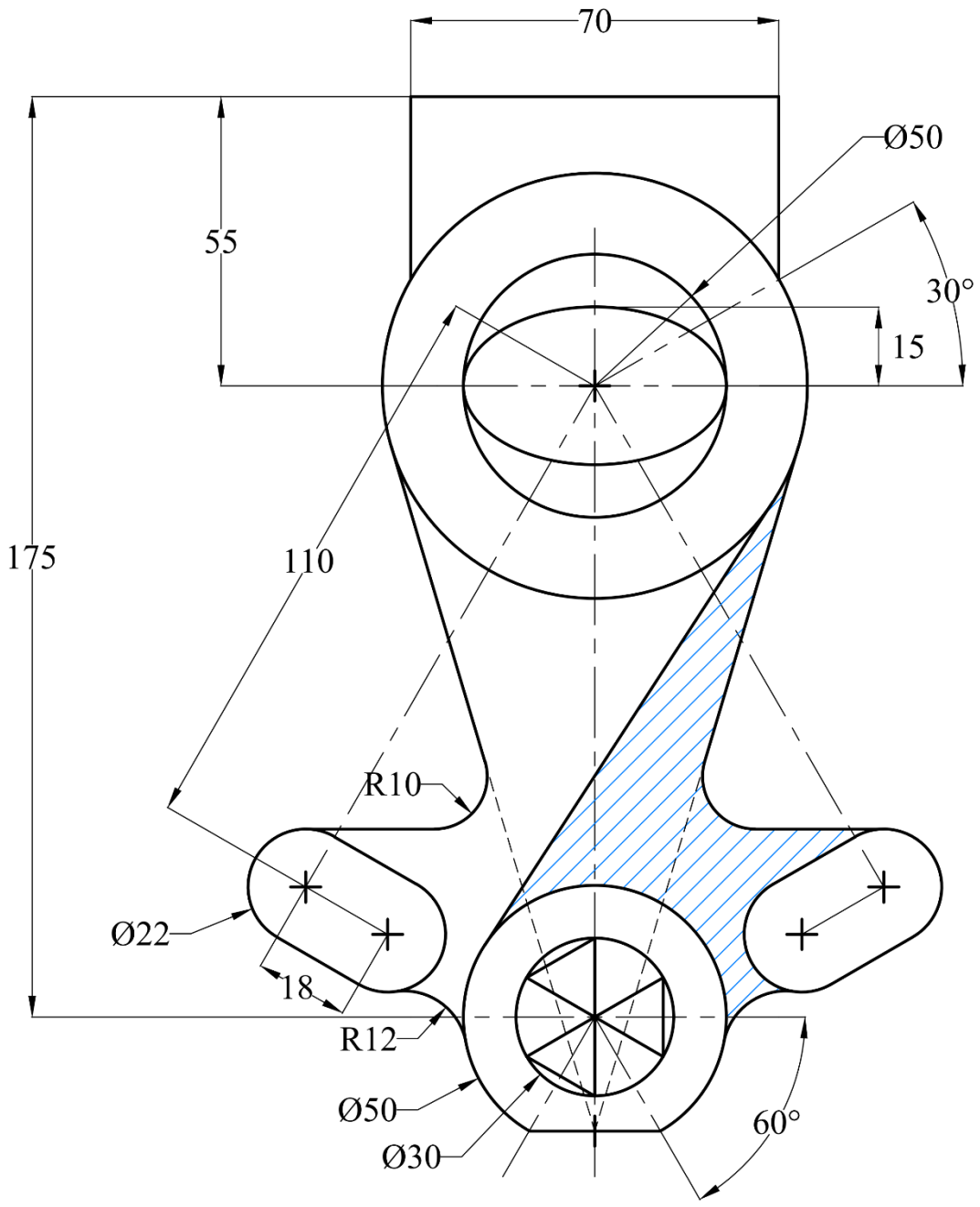
Past Exam (2)

1. Draw the following Figure using the appropriate layers.
2. **Hatch** the zone as shown in the Figure.
3. Find the **area** of the hatched zone.
4. Copy the Figure and make it as a block.
5. Put all **dimensions** on the original drawing.
6. Insert the block with a **scale** (0.5) and a rotational **angle** (75º).



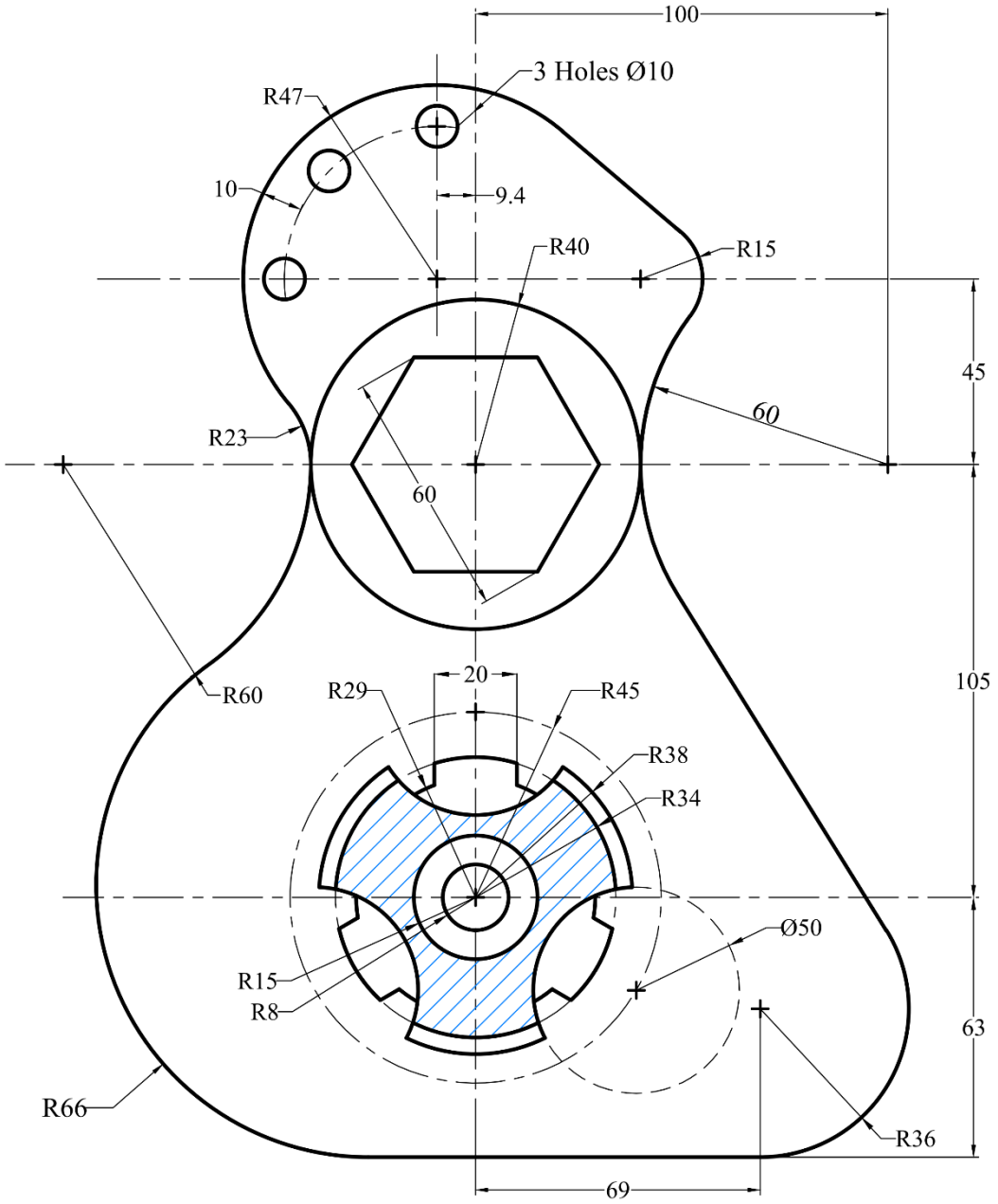
Past Exam (3)

1. Draw the following Figure using the appropriate layers.
2. **Hatch** the zone as shown in the Figure.
3. Find the **area** of the hatched zone.
4. Copy the Figure and make it as a block.
5. Put all **dimensions** on the original drawing.
6. Insert the block with a **scale** (0.75) and a rotational **angle** (30º).



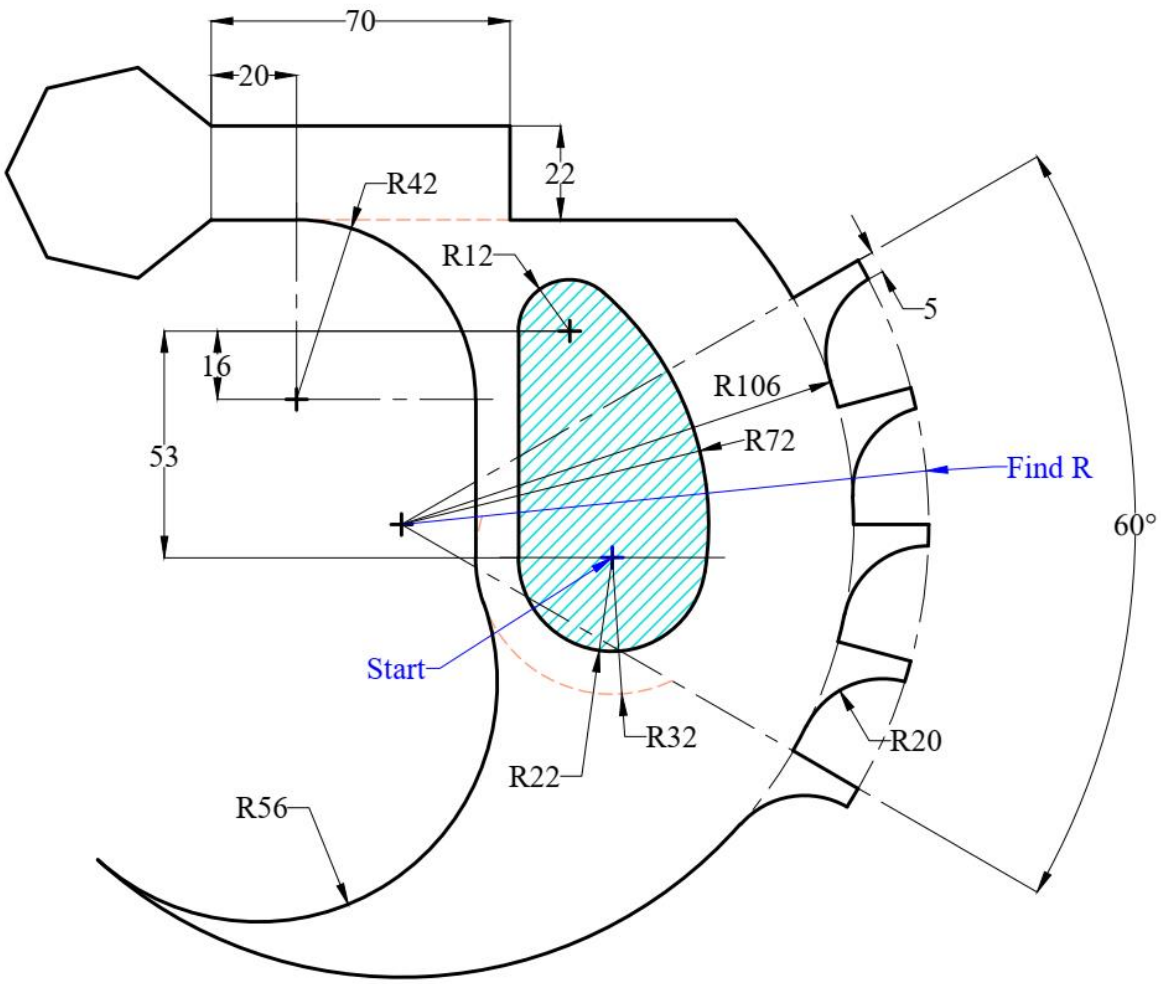
Past Exam (4)

1. Draw the following Figure using the appropriate layers.
2. **Hatch** the zone as shown in the Figure.
3. Find the **area** of the hatched zone.
4. Copy the Figure and make it as a block.
5. Put all **dimensions** on the original drawing.
6. Insert the block with a **scale** (0.5) and a rotational **angle** (60º).



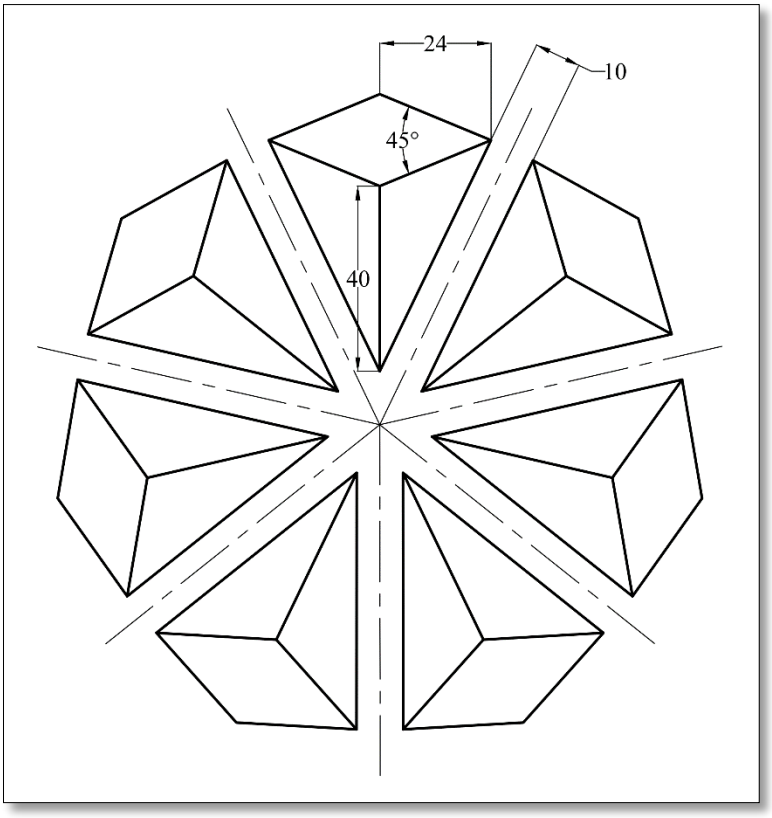
Past Exam (5)

1. Draw the following Figure using the appropriate layers.
2. Find the **area** of the hatched zone.
3. Copy the Figure and make it as a block.
4. Put all **dimensions** on the original drawing.
5. Insert the block with a **scale** (0.6) and a rotational **angle** (80º).

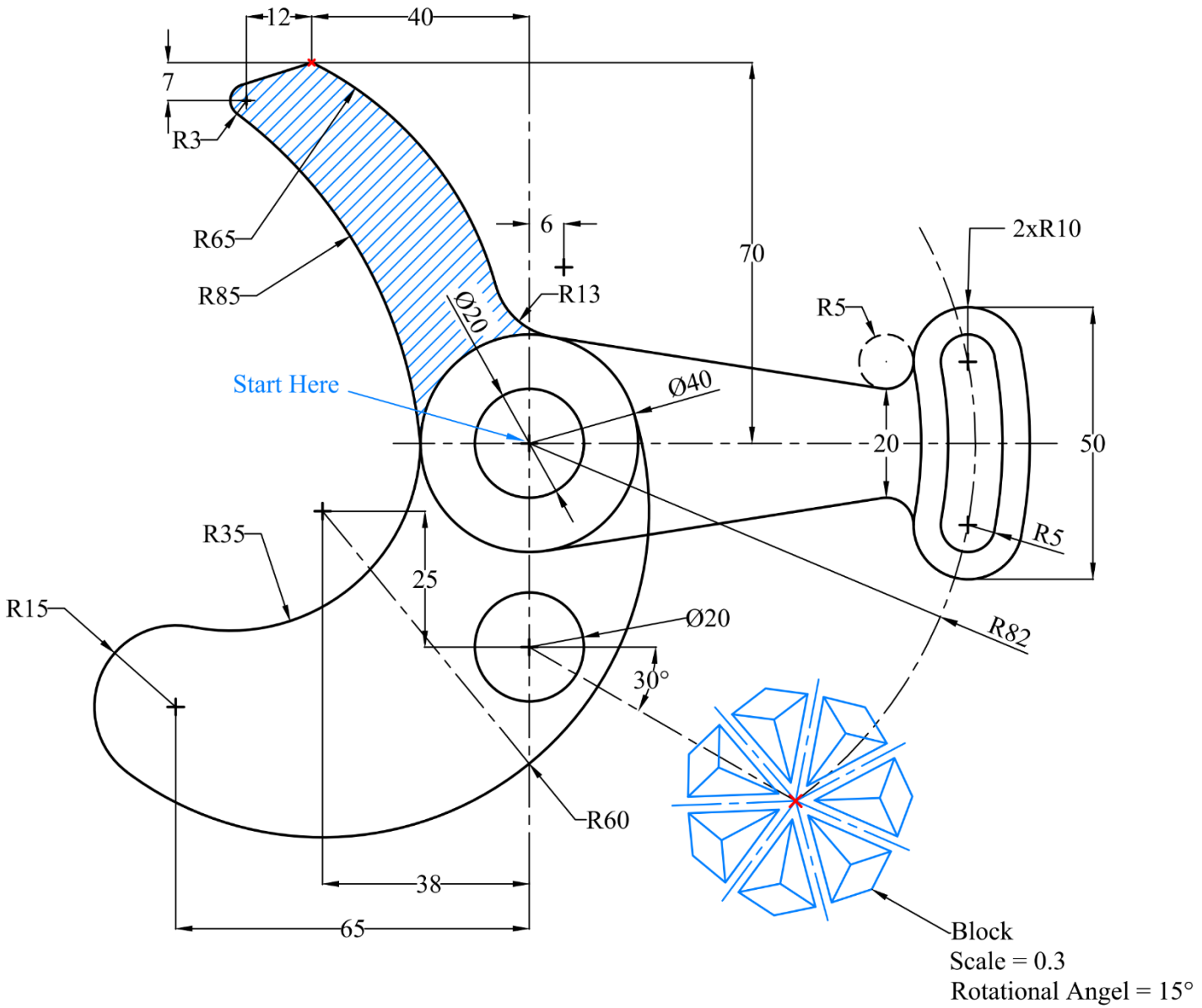


Past Exam (6)

1. Draw the following Figure using the appropriate layers.
2. **Hatch** the zone as shown in the Figure.
3. Find the **area** of the hatched zone.
4. Create the block and insert it as indicated in the figure.
5. Put all **dimensions** on the original drawing.

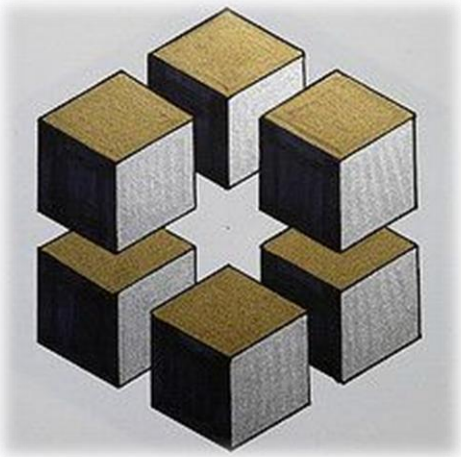


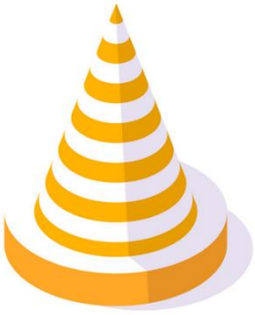
Array Pattern

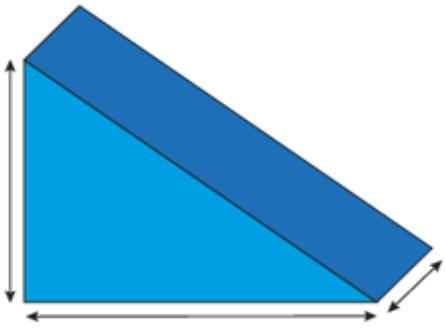

12
40
7
R3
R65
R85
6
R13
70
2xR10
R5
Ø20
Start Here
Ø40
20
50
R5
R35
25
R15
Ø20
R82
30°
R60
38
65
Block
Scale = 0.3
Rotational Angel = 15°

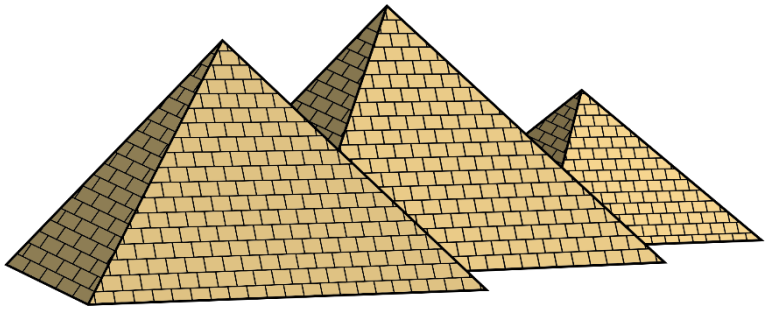
Solids and Universal Coordinates System

Using the solids in 3D Modeling worksheet to draw the following.





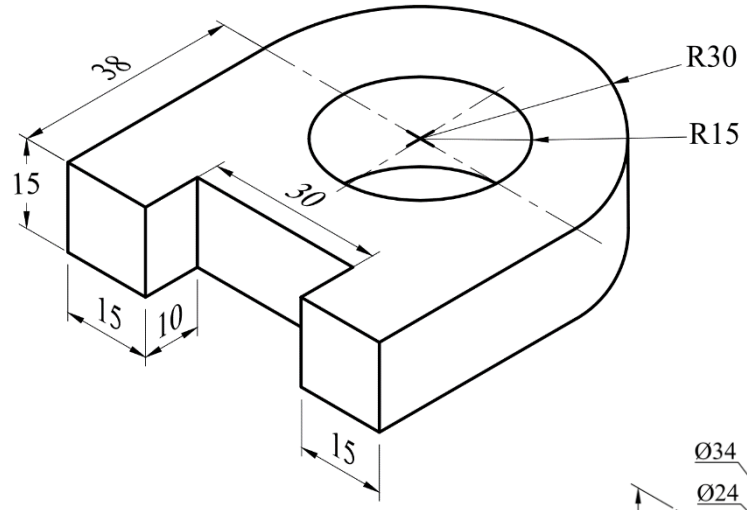




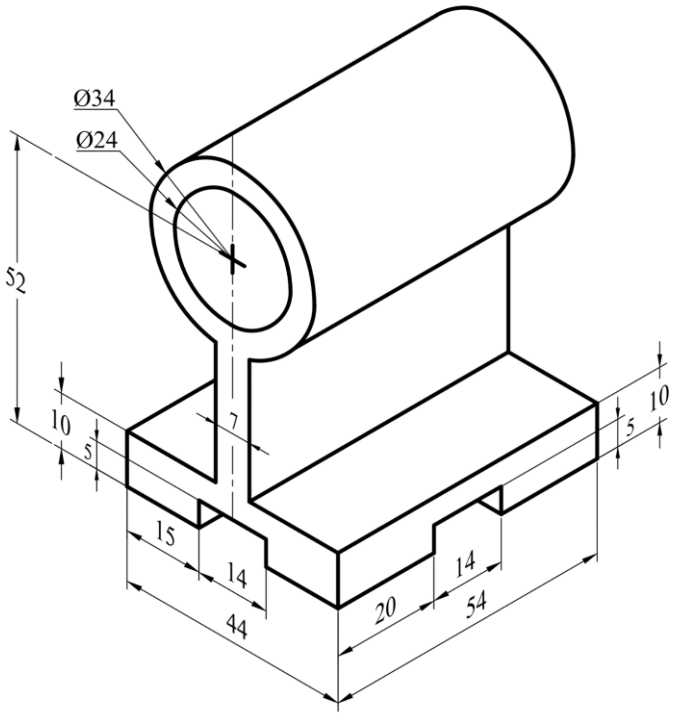
Basic Drawing of 3D Solids

UCS , Extrude , Subtract , and Union

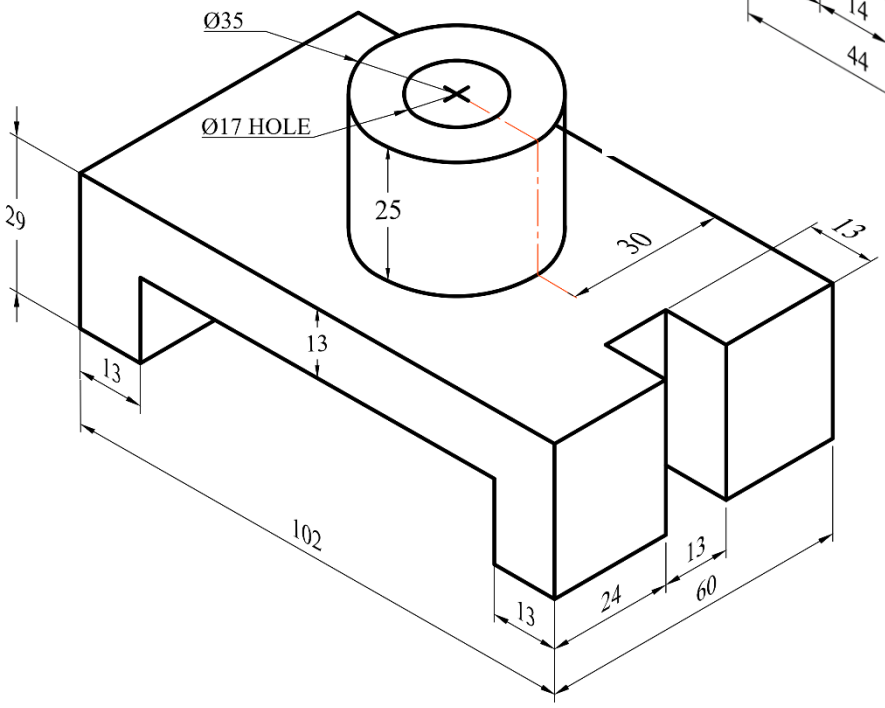
Ex. 1 **Note:** All Holes are Through



Ex. 2

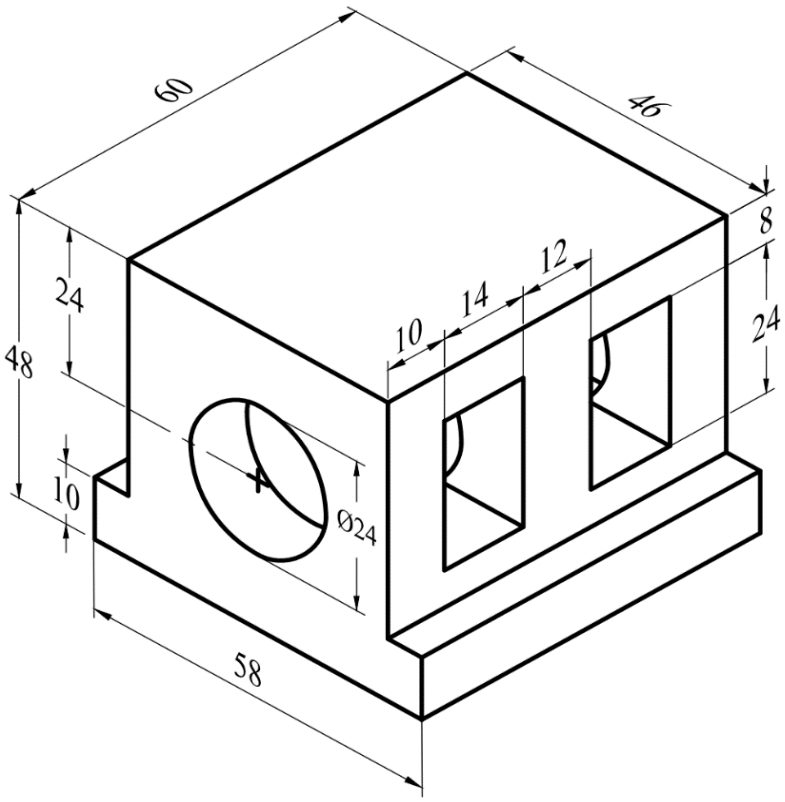


Ex. 3



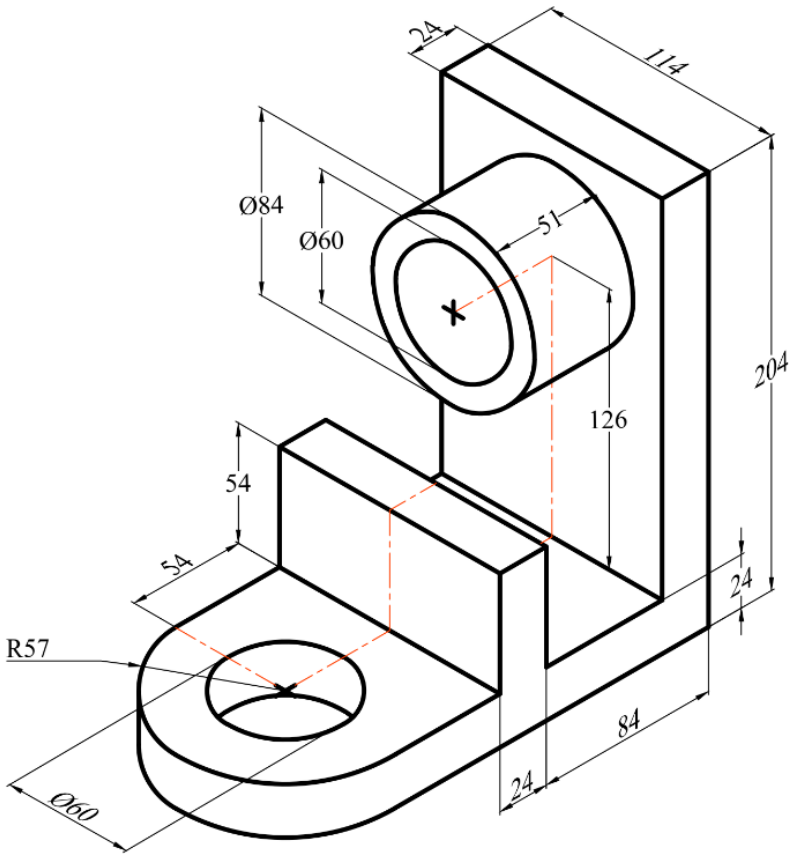
Ex. 4

Note: All Holes Are Through

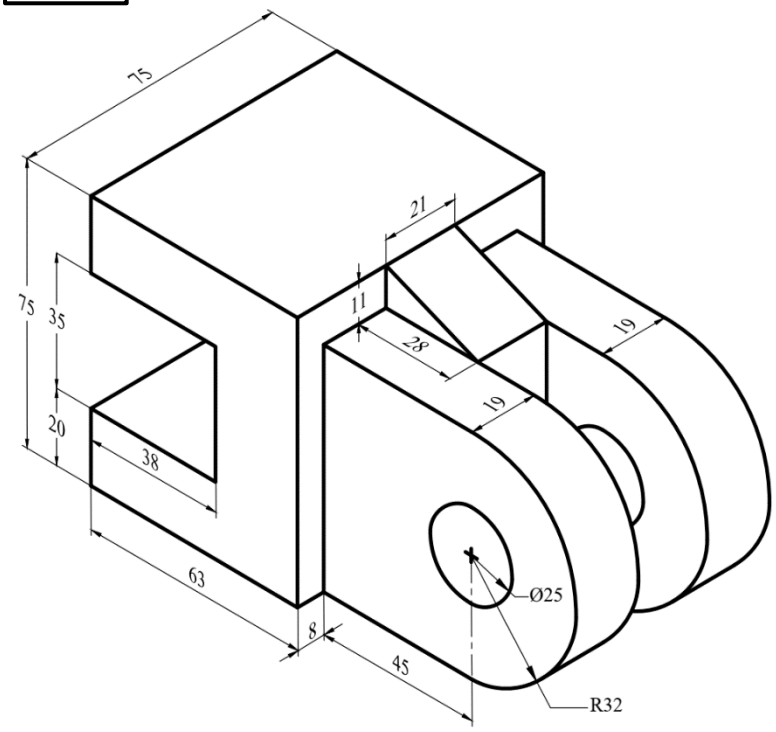


Ex. 5

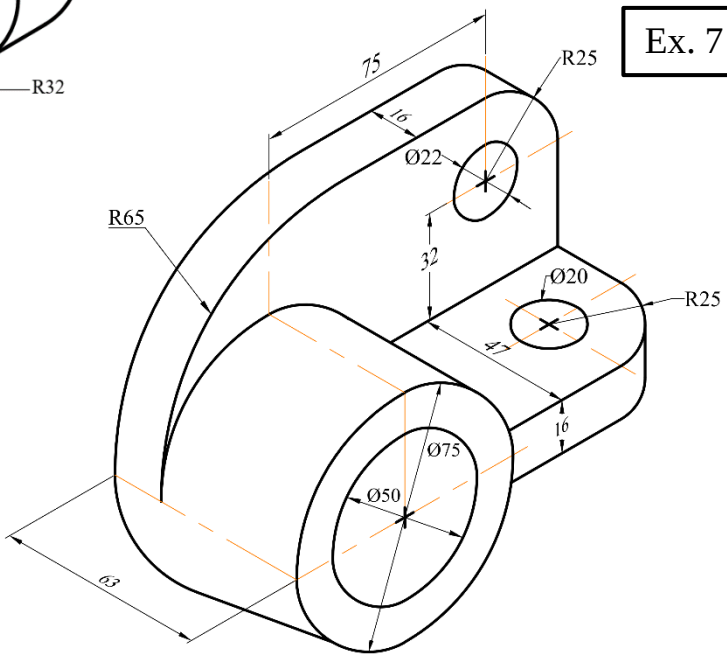
Note: All Holes Are Through



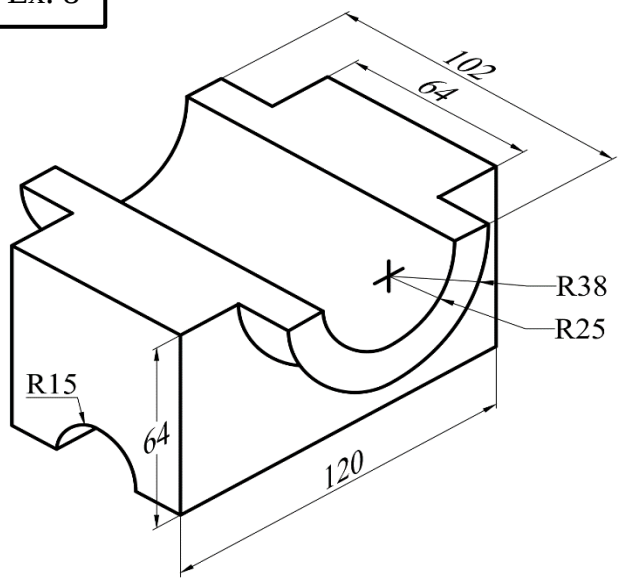
Ex. 6 **Note:** All Holes Are Through



Ex. 7



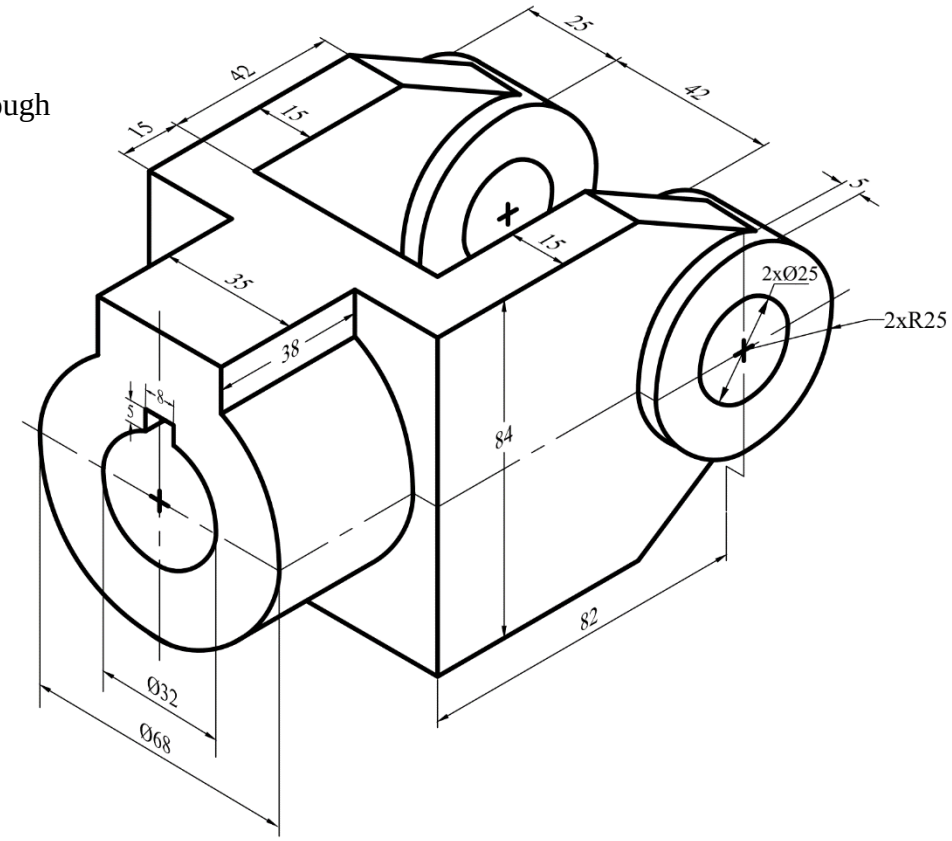
Ex. 8



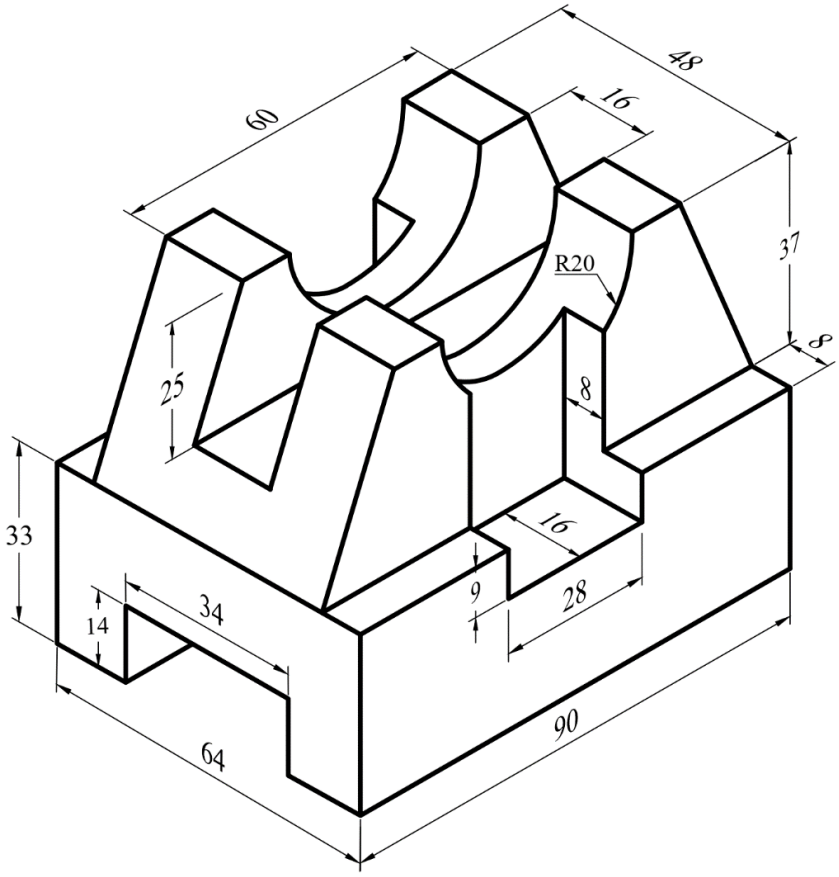
Creating Solids using Presspull

Ex. 1

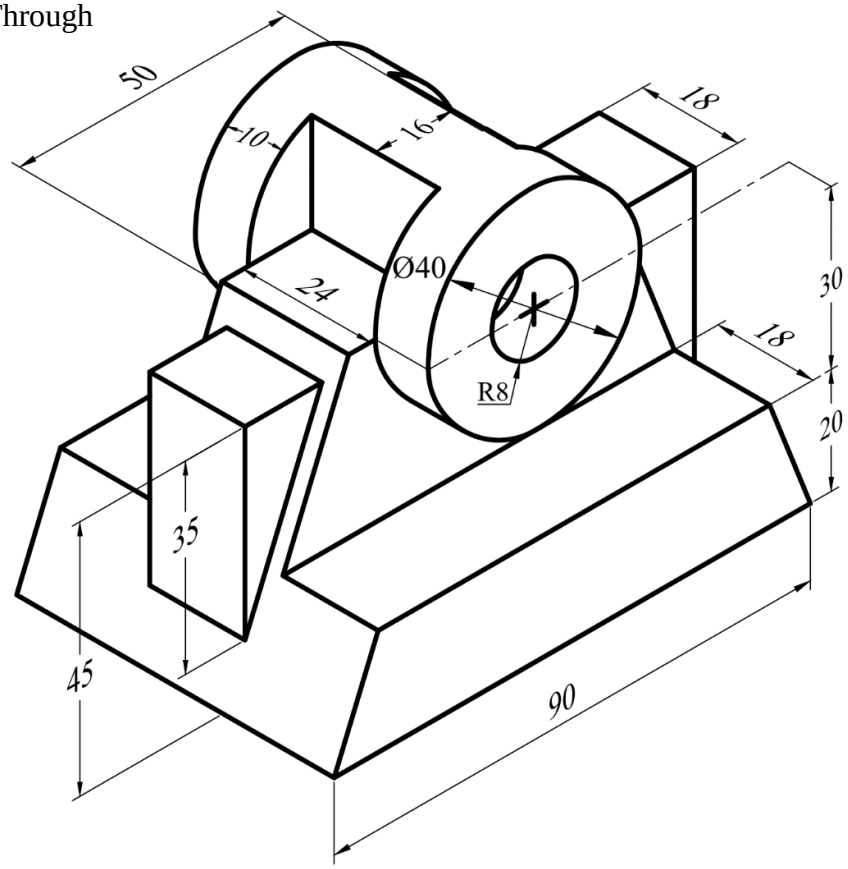
Note: All Holes Are Through



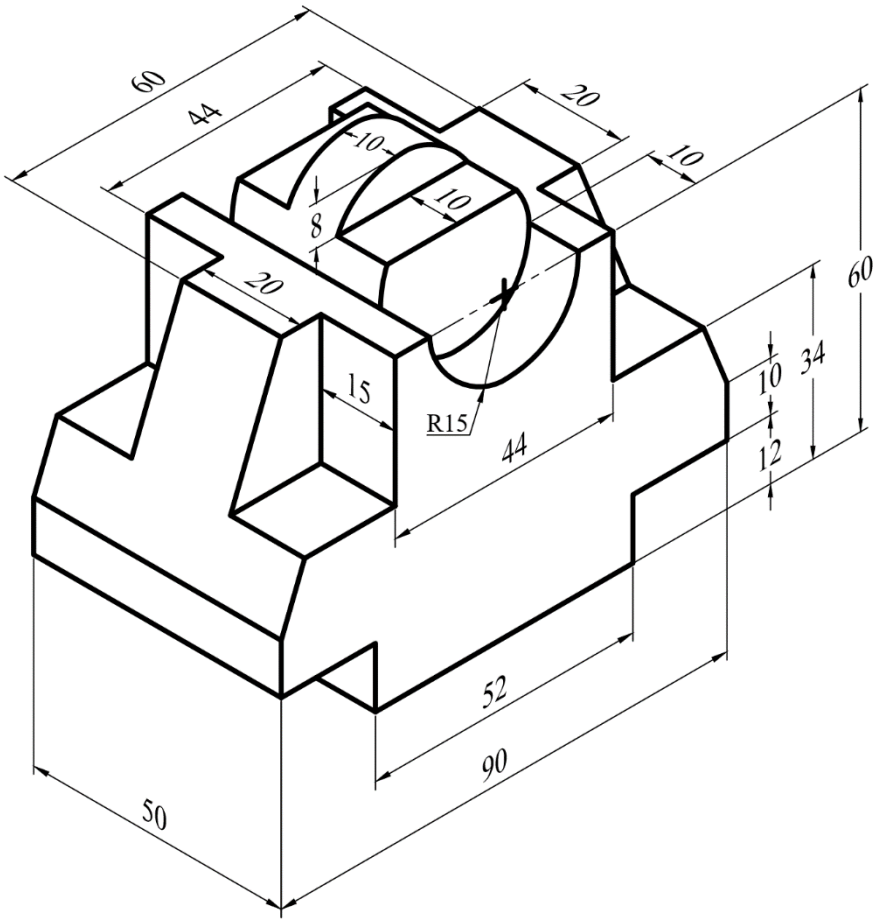
Ex. 2



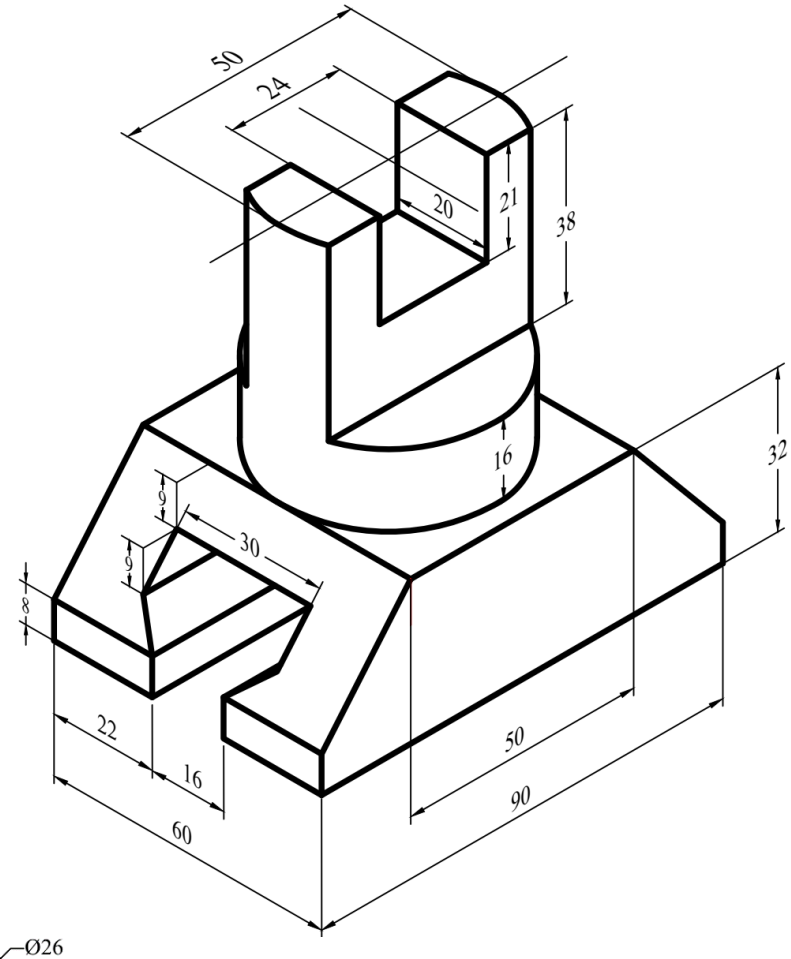
Ex. 3 **Note:** The Hole is Through



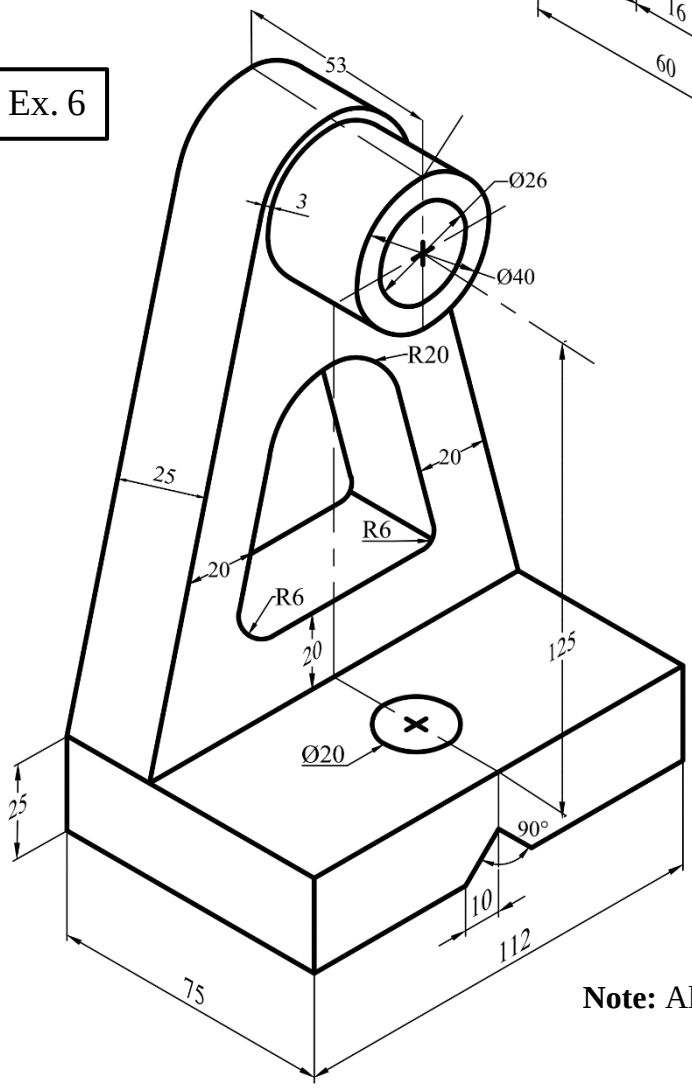
Ex. 4



Ex. 5



Ex. 6

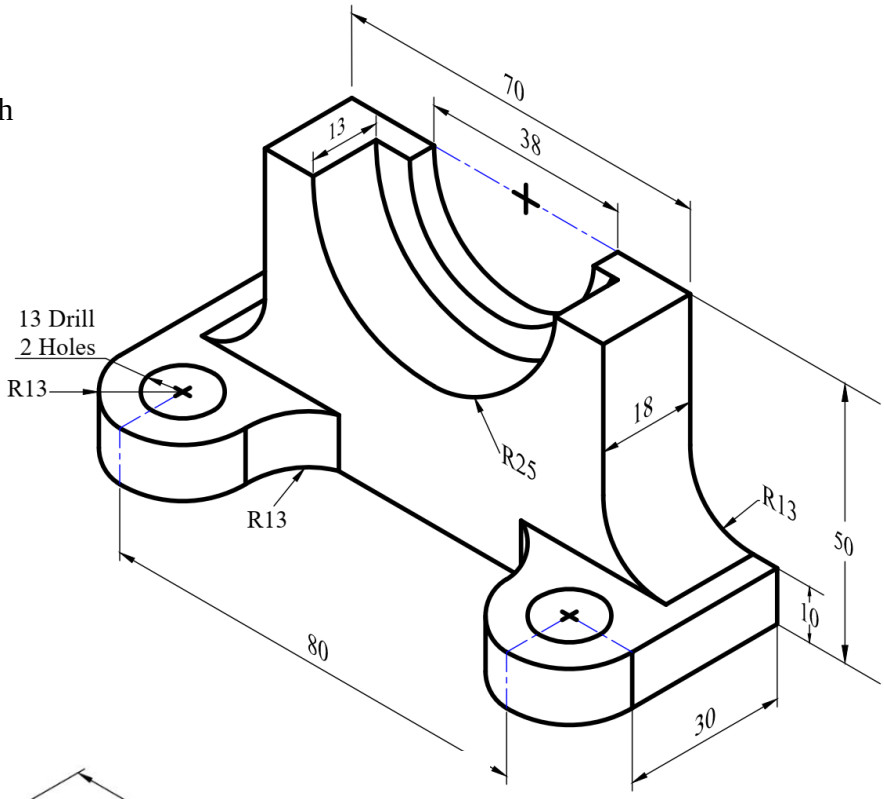


Note: All Holes Are Through

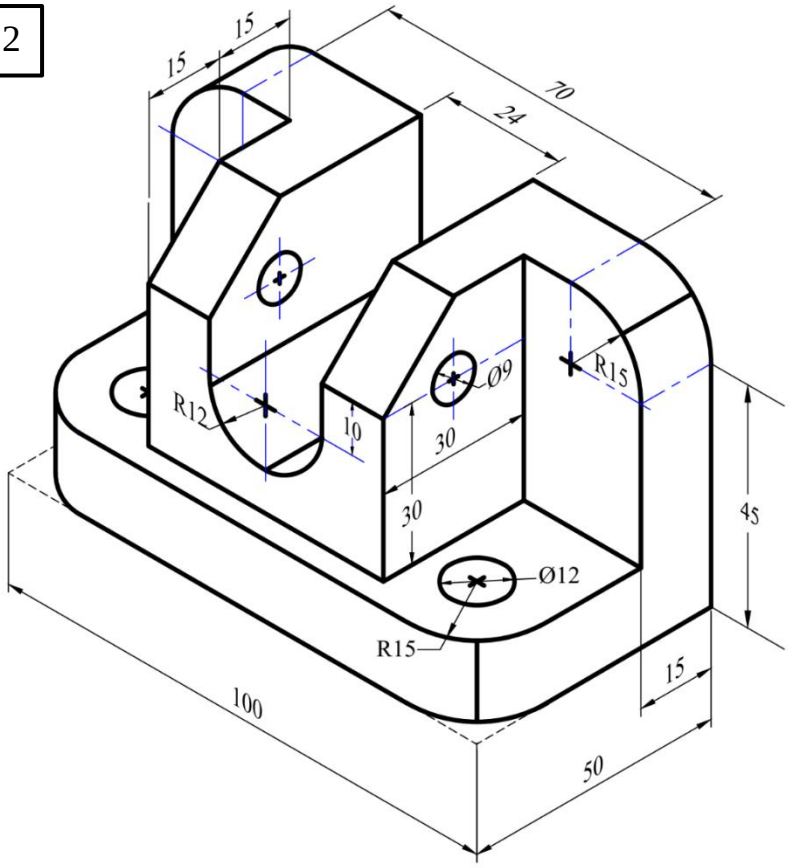
Solids with 3D Mirror, Fillet, Chamfer, and Slice

Ex. 1

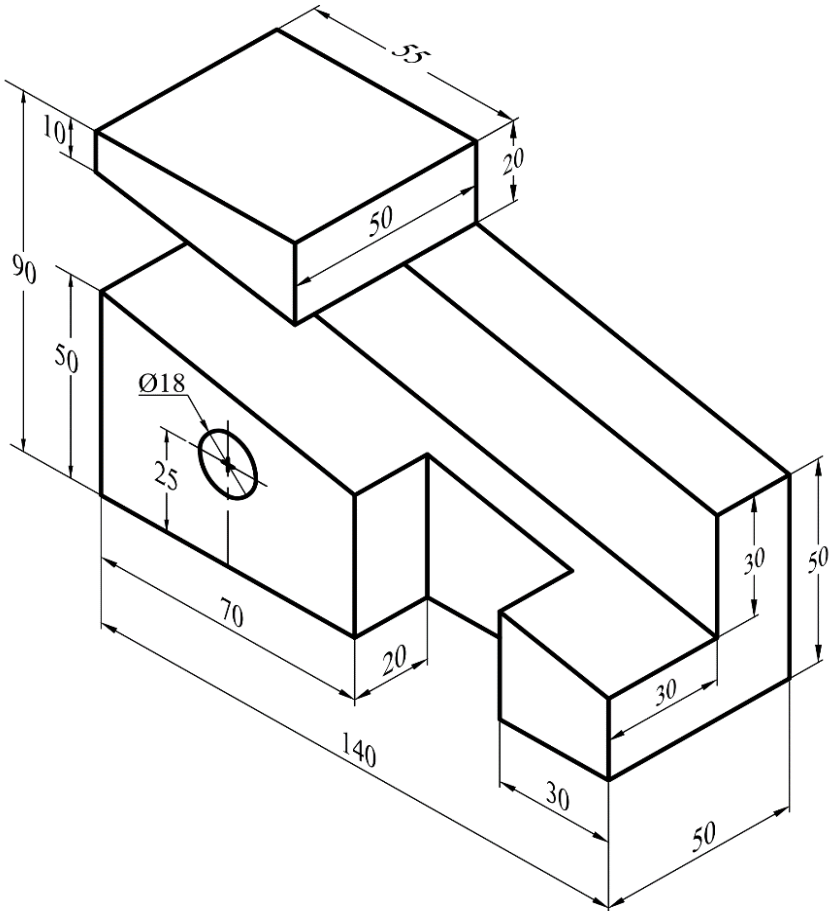
Note: All Holes Are Through



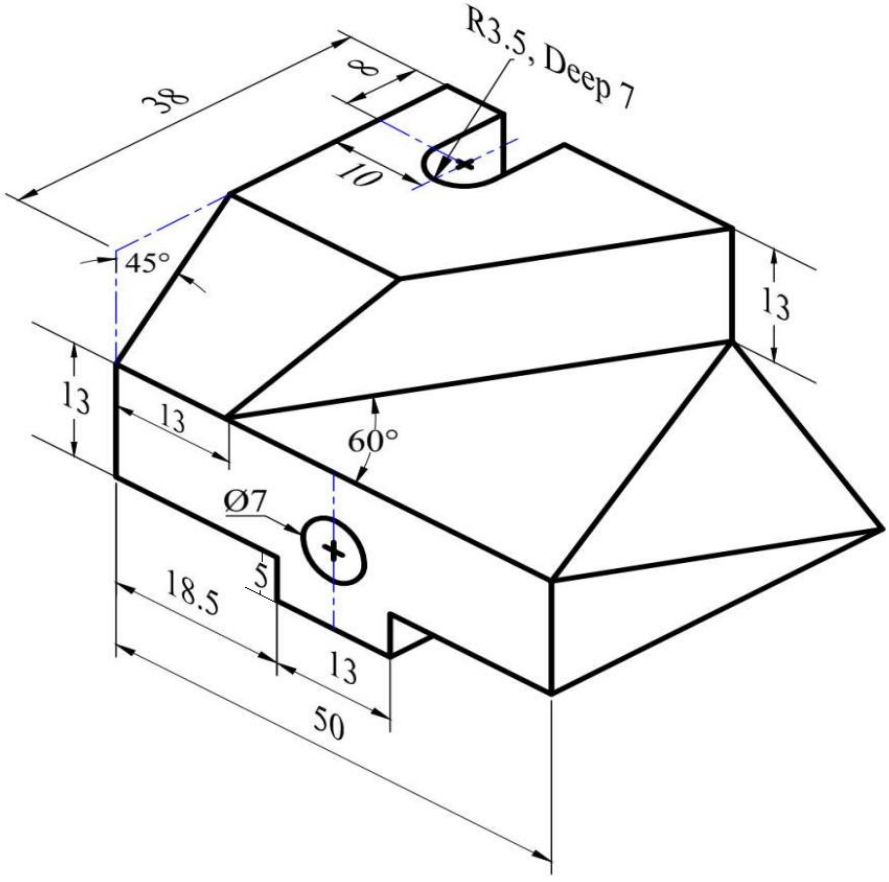
Ex. 2



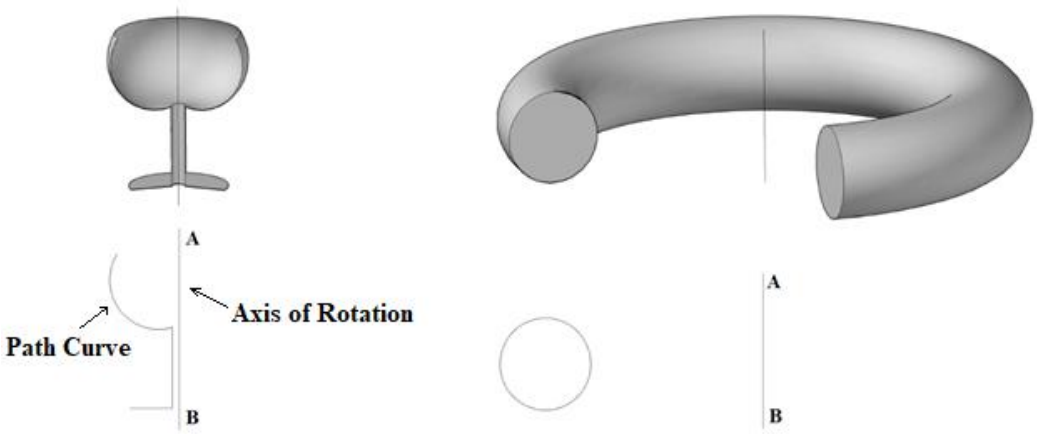
Ex. 3


55
10
20
50
90
50
Ø18
25
70
20
140
30
30
50
50

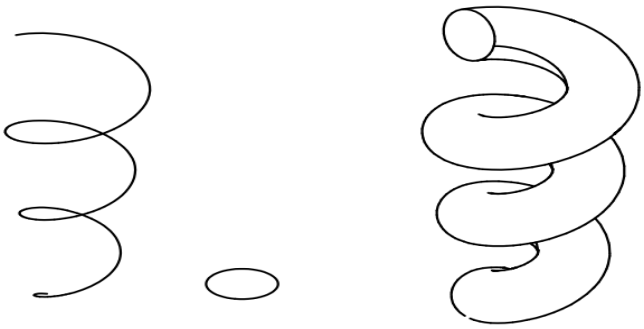
Ex. 4


R3.5, Deep 7
38
8
10
45°
13
13
13
60°
Ø7
5
18.5
13
50

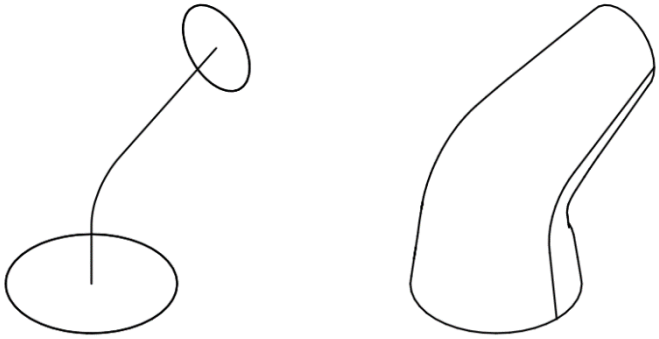
Revolve



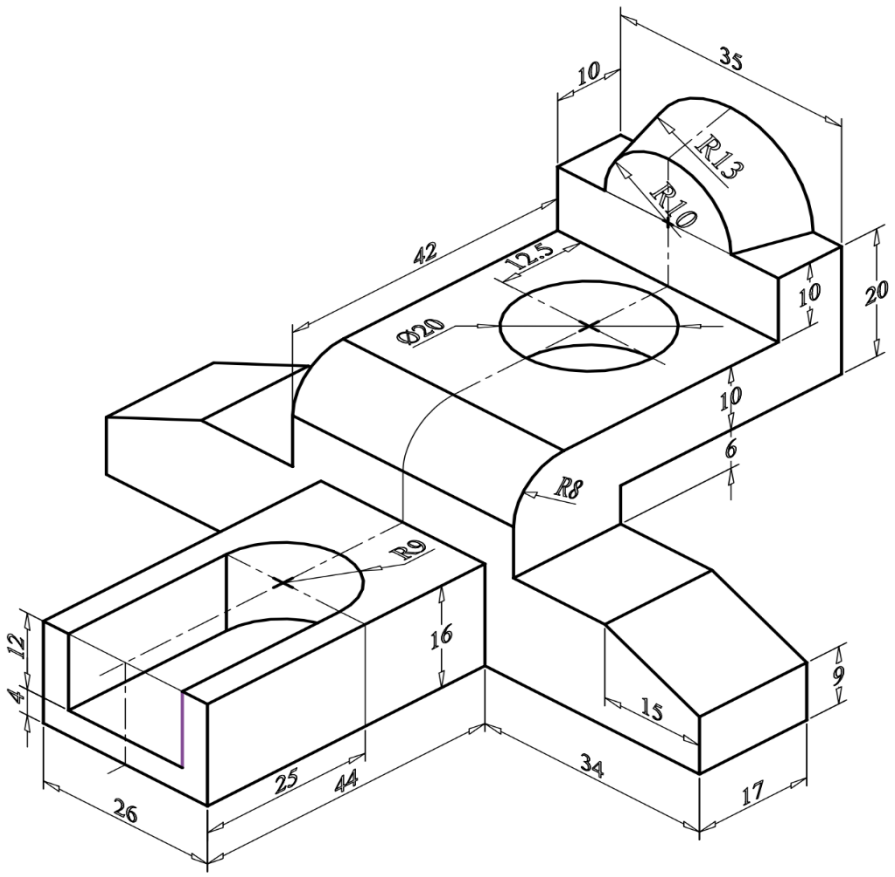
Sweep



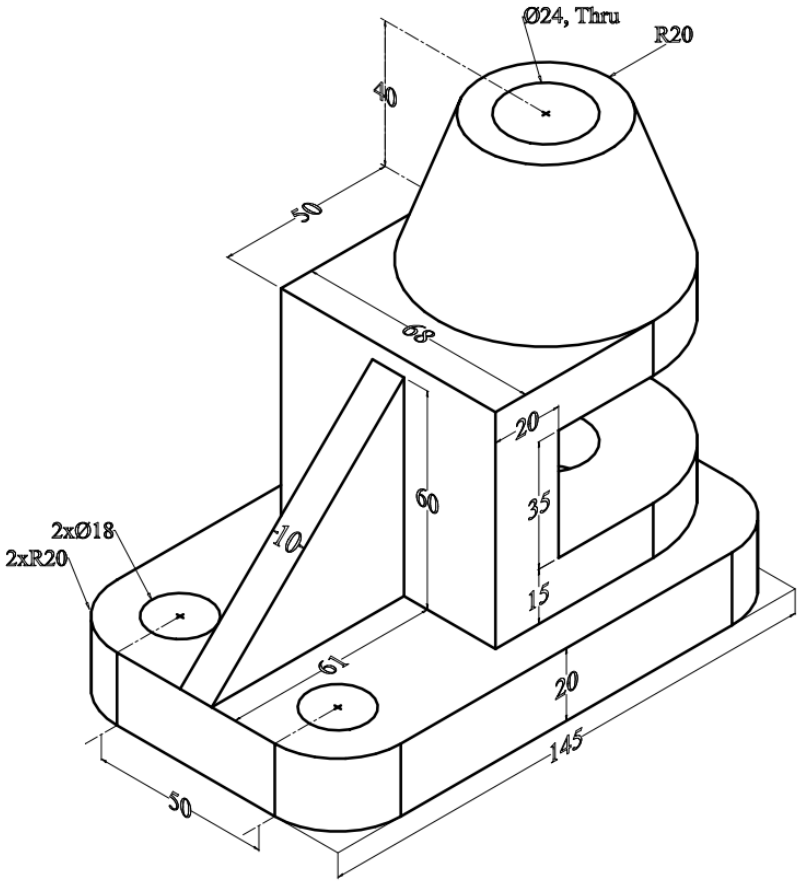
Loft



Ex. 1


10
35
R13
R10
42
12.5
Ø20
10
20
10
6
R8
R9
16
12
4
9
15
25
44
34
17
26

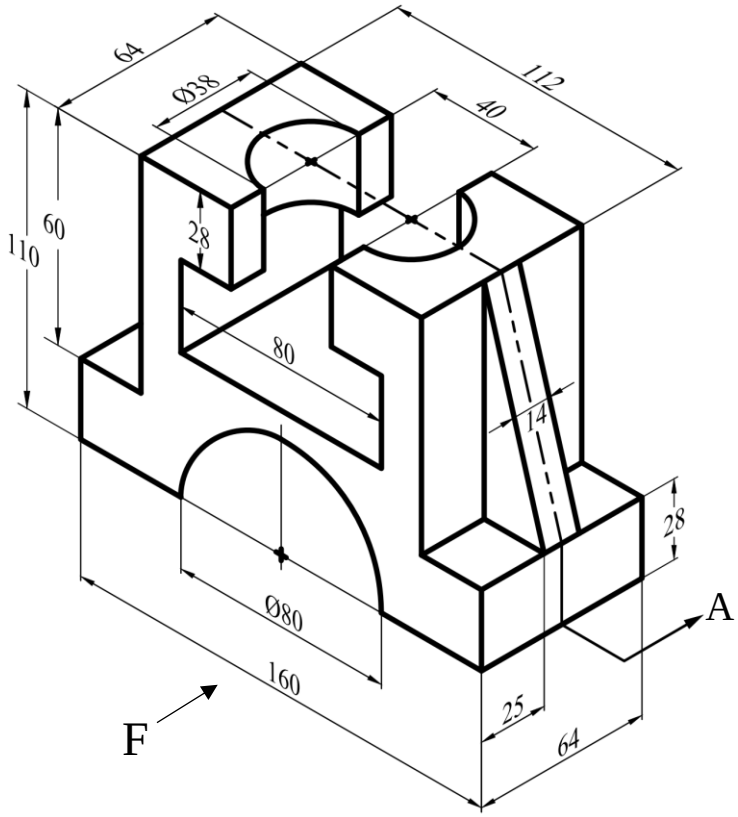
Ex. 2


Ø24, Thru
R20
40
50
60
20
35
15
2xØ18
2xR20
10
61
20
145
50

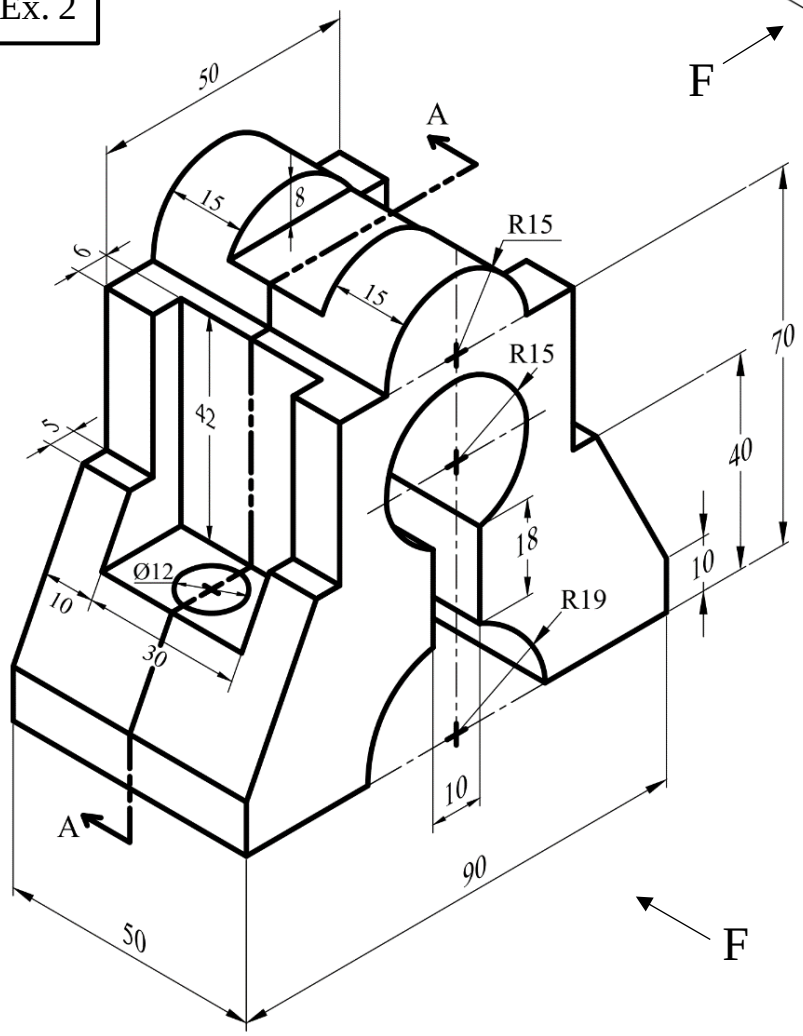
Sectioning and Hatching

Draw the following 3D solid, make a **copy** of the object then make a **full sectional front** view at **A-A.**

Ex. 1



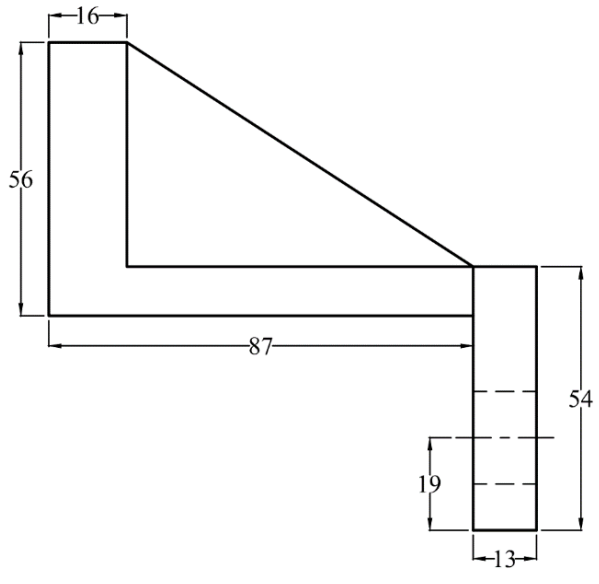
Ex. 2



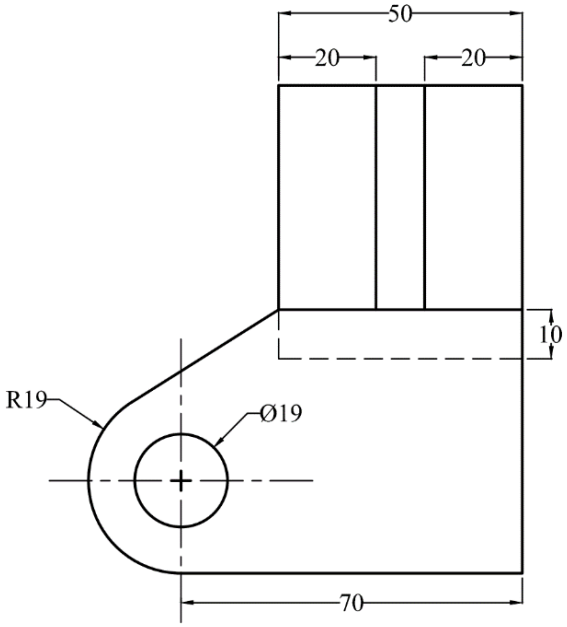
Isometric Drawing

For the given views, construct a 3D-Solid for each of the following exercises.

Ex. 1

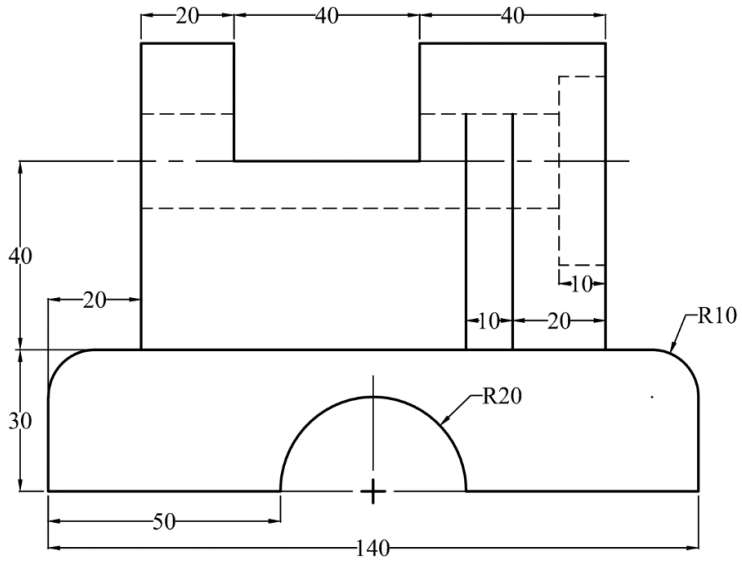


Front View

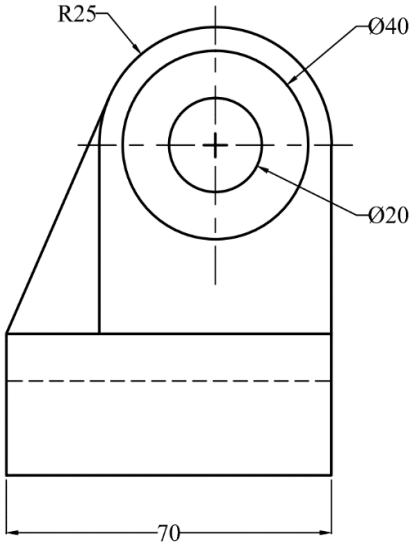


Right Side View

Ex. 2

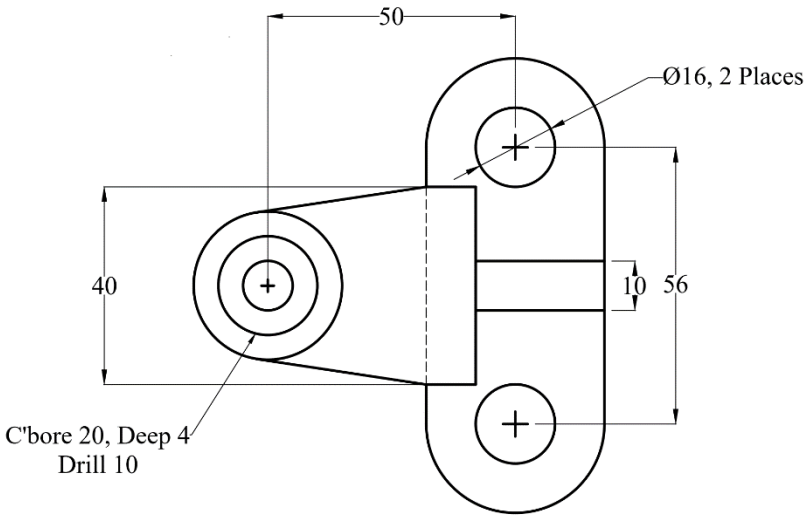


Left Side

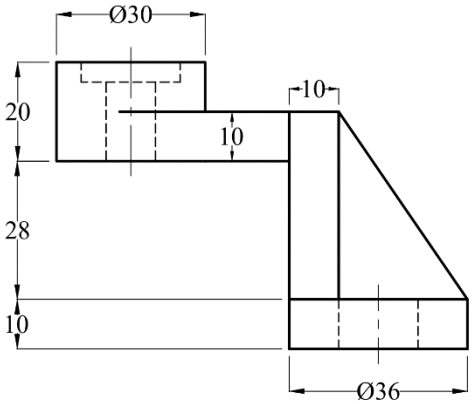


Front View

Ex. 3

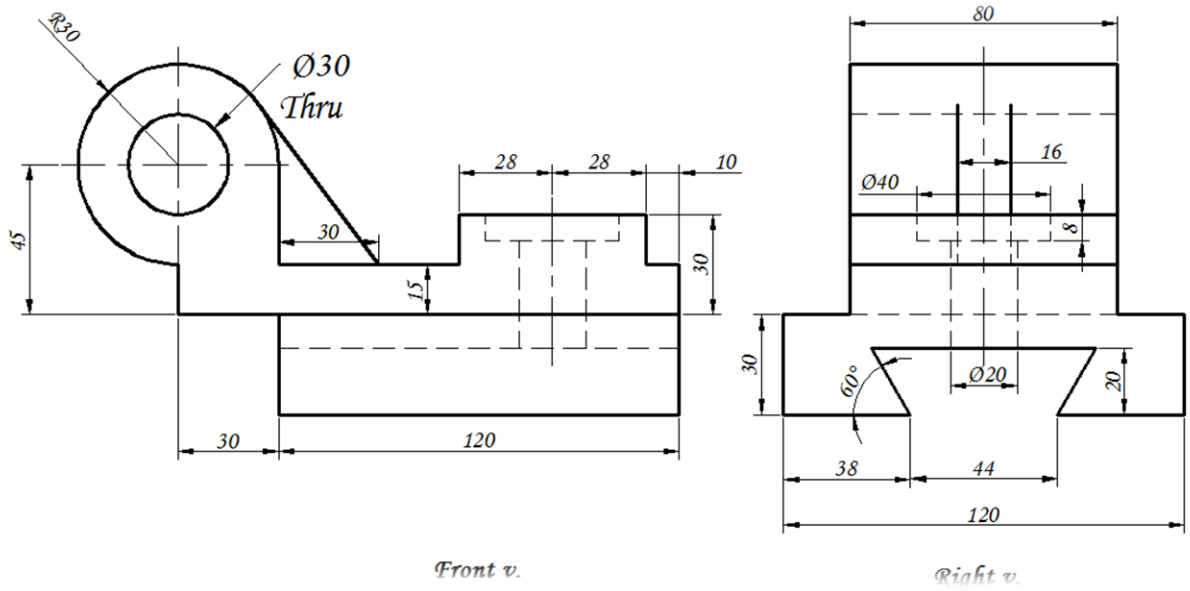


Top View

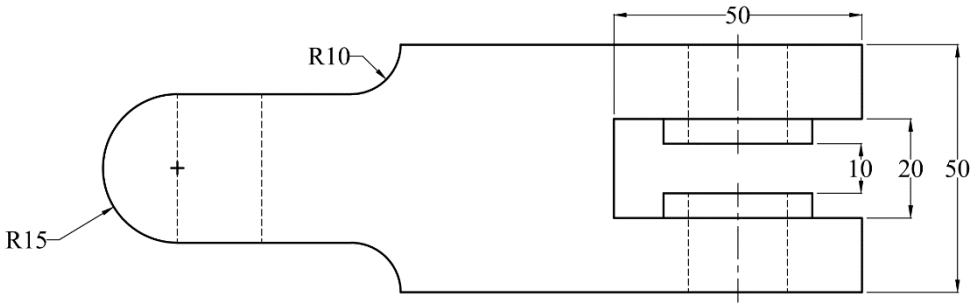


Front View

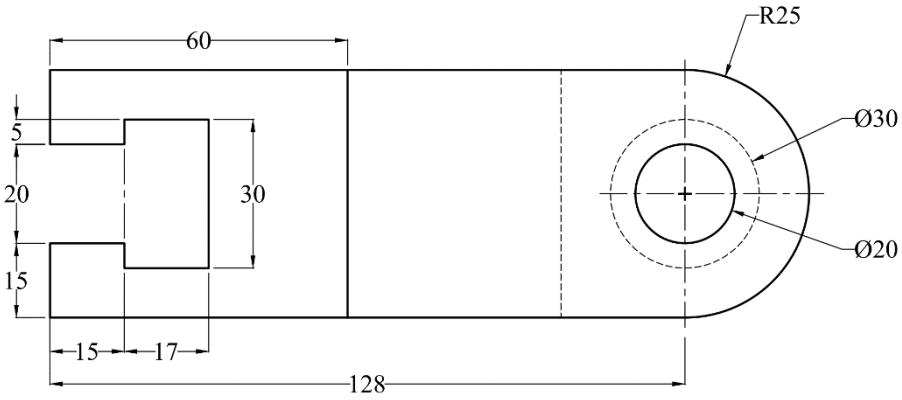
Ex. 4



Ex. 5

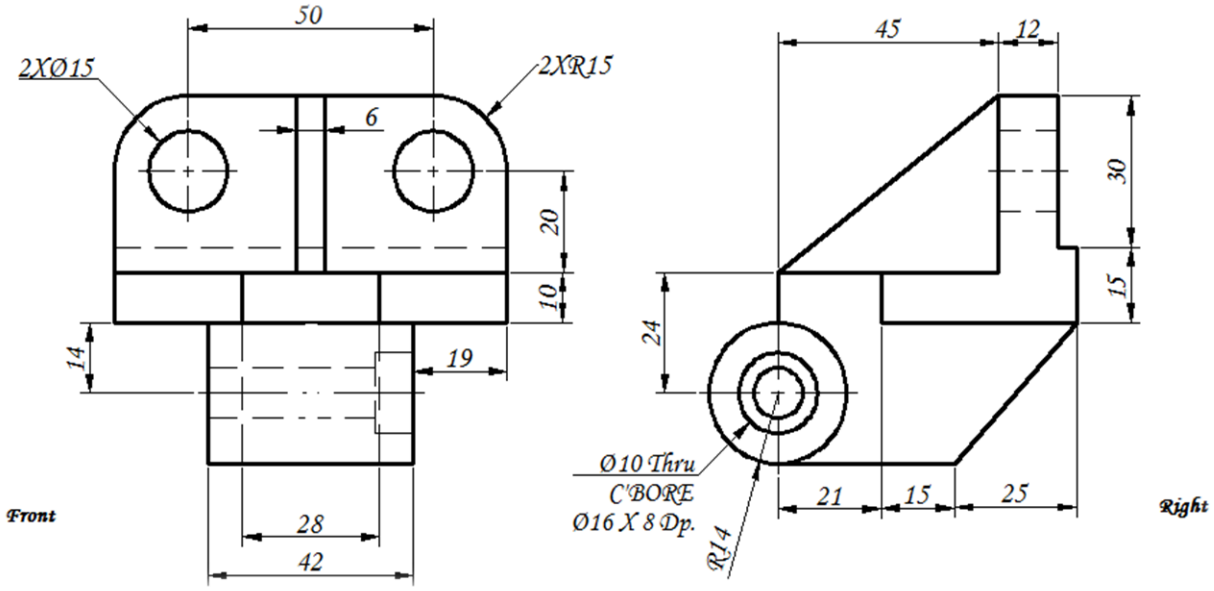


Top View



Front View

Ex. 6



3D Solids - Past Exam (1)

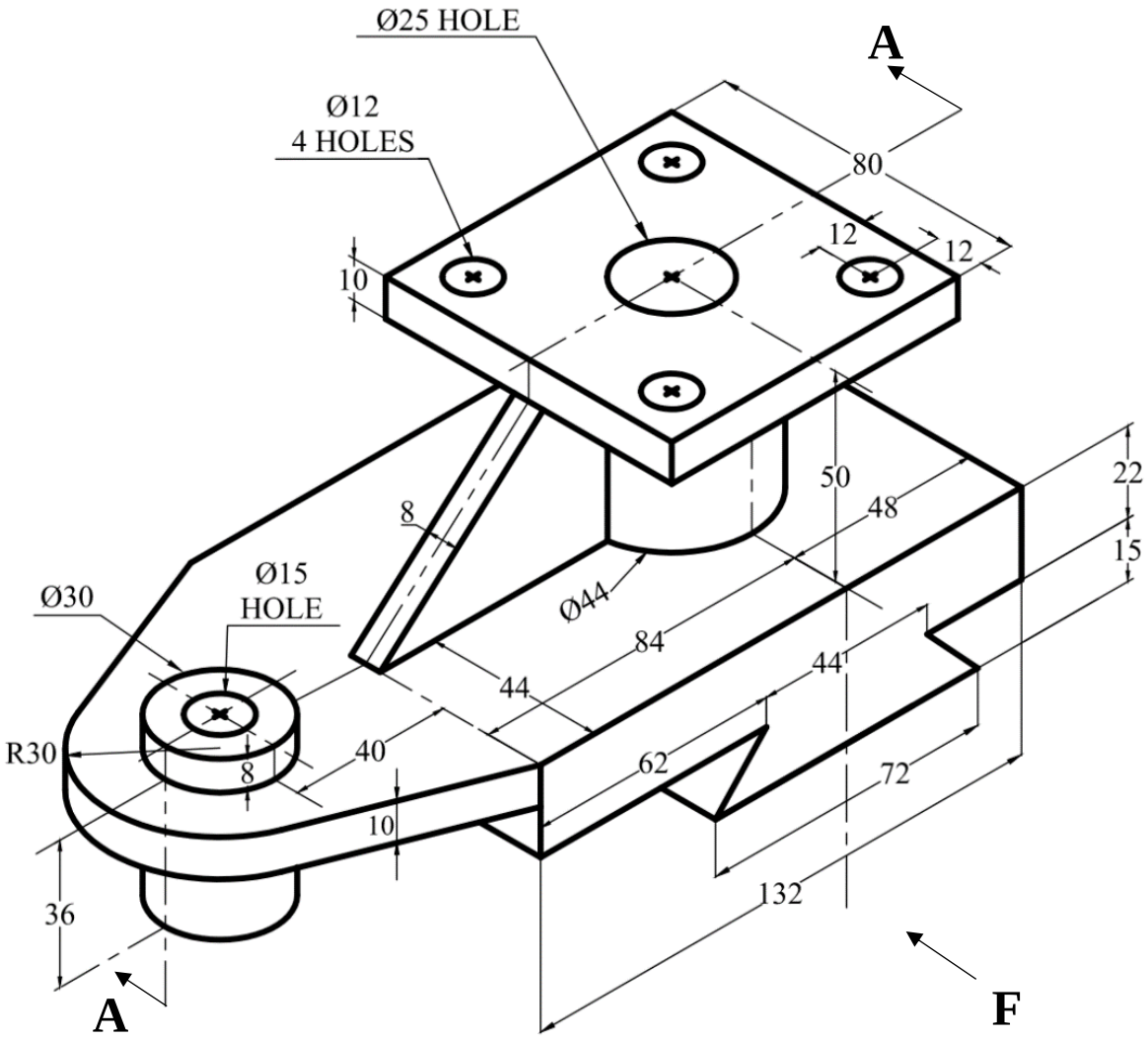
Problem (1): Draw the following 3D solid

Use one layer for each of the following: (3D solid, Hatch line, Text, and Dimension lines).

a. Write your Name, Reg. No, and Department.

b. Make a slice to obtain the full front sectional view at **A-A** (on a copy of the Figure), keep and hatch the back.

c. Add all dimensions as shown in the Figure.



3D Solids - Past Exam (2)

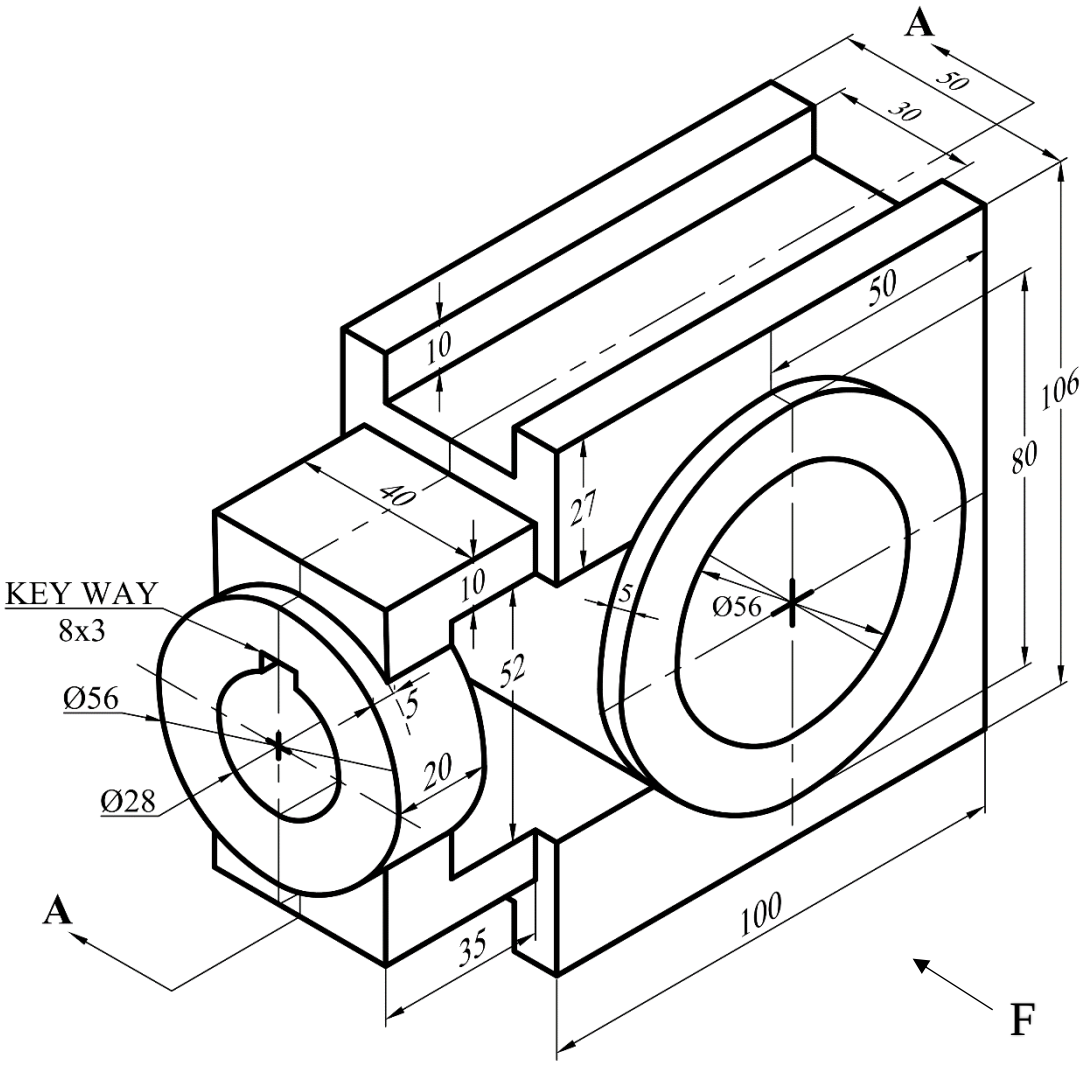
Problem (1): Draw the following 3D solid

Use one layer for each of the following: (3D solid, Hatch line, Text, and Dimension lines).

a. Write your Name, Reg. No, and Department.

b. Make a slice to obtain the full front sectional view at **A-A** (on a copy of the Figure), keep and hatch the back.

c. Add all dimensions as shown in the Figure.



3D Solids - Past Exam (3)

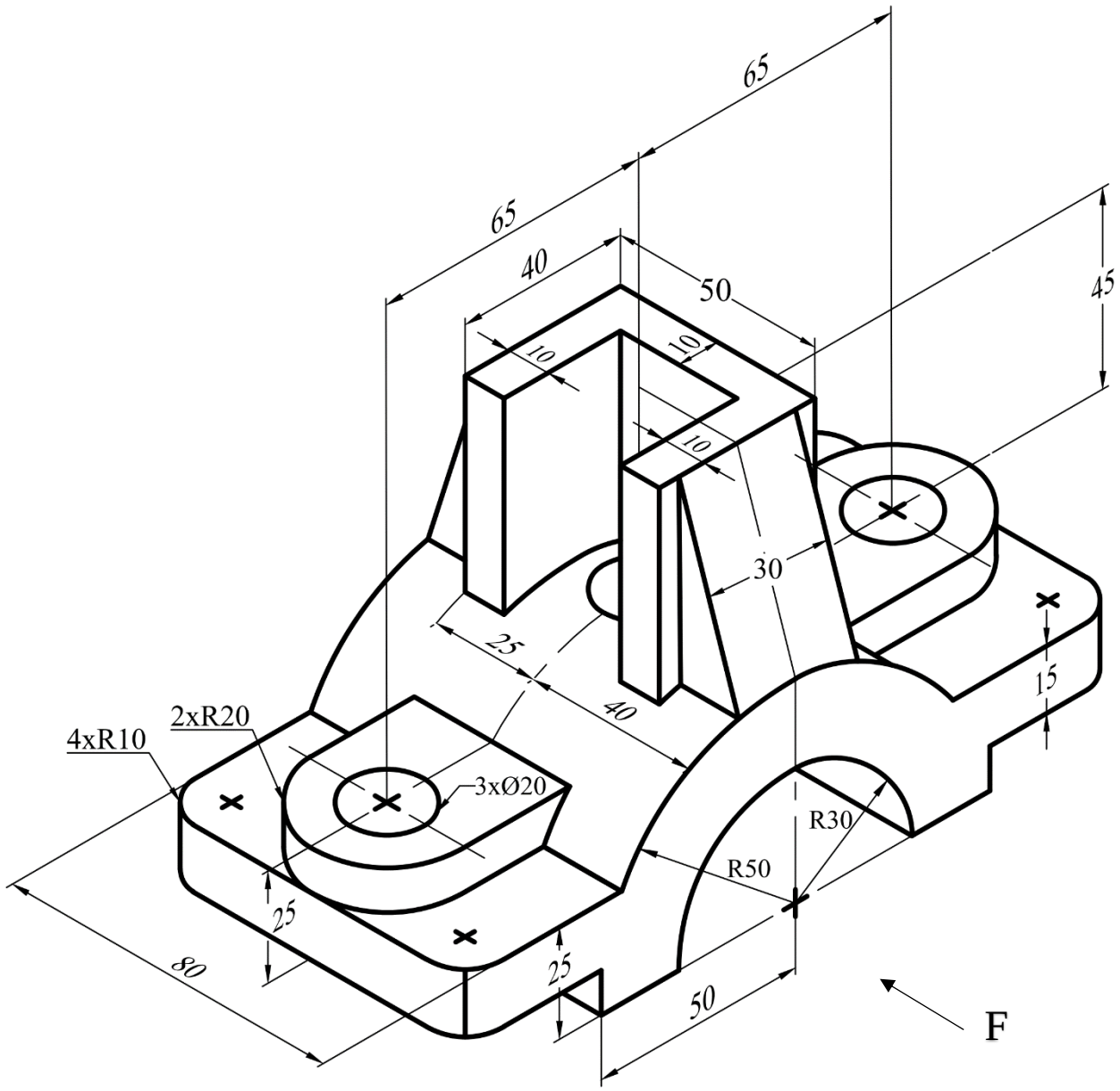
Problem (1): Draw the following 3D solid

Use one layer for each of the following: (3D solid, Hatch line, Text, and Dimension lines).

a. Write your Name, Reg. No, and Department.

b. Make a slice to obtain the full front sectional view (on a copy of the Figure), keep and hatch the back.

c. Add all dimensions as shown in the Figure.



3D Solids - Past Exam (4)

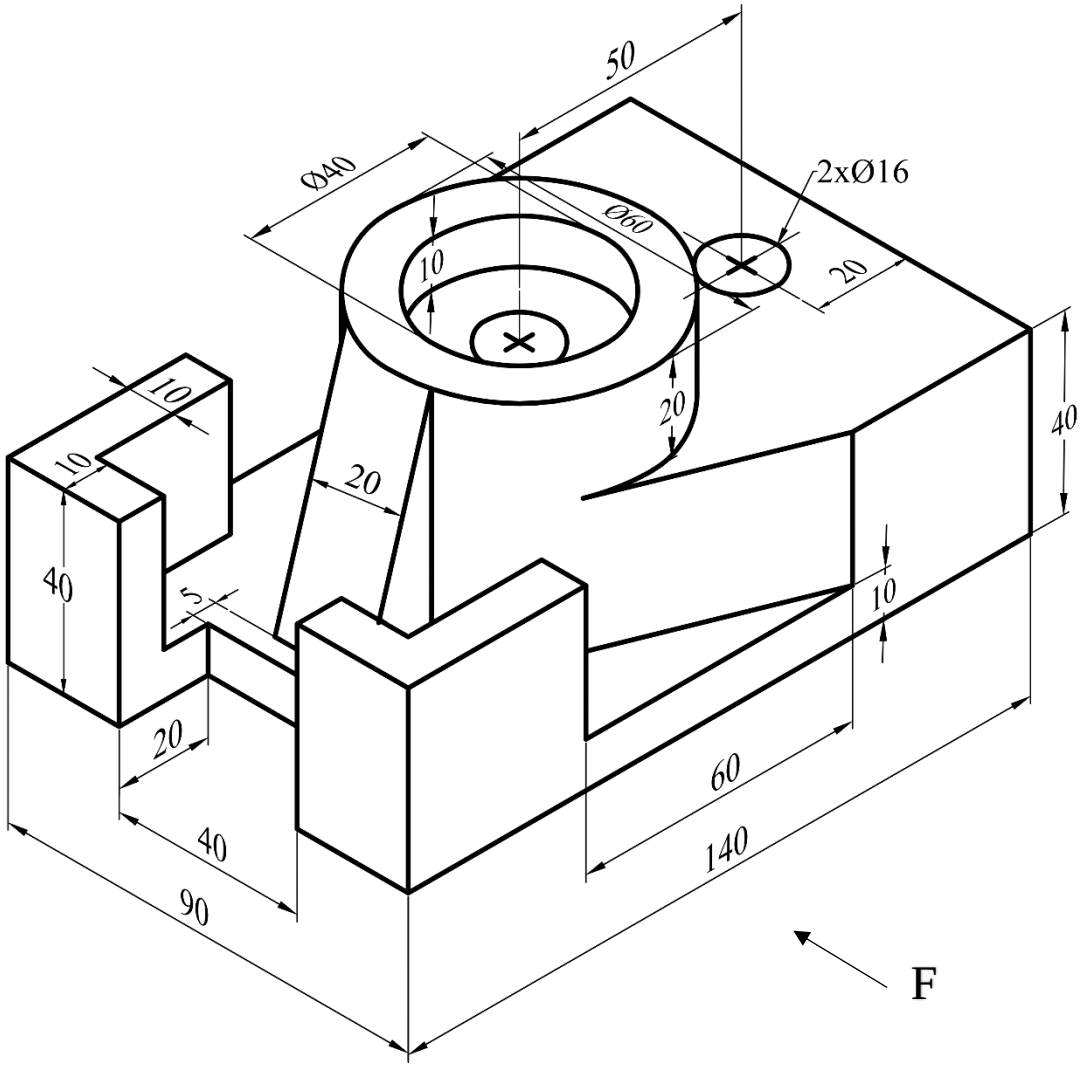
Problem (1): Draw the following 3D solid

Use one layer for each of the following: (3D solid, Hatch line, Text, and Dimension lines).

a. Write your Name, Reg. No, and Department.

b. Make a slice to obtain the full front sectional view (on a copy of the Figure), keep and hatch the back.

c. Add all dimensions as shown in the Figure.



3D Solids - Past Exam (5)

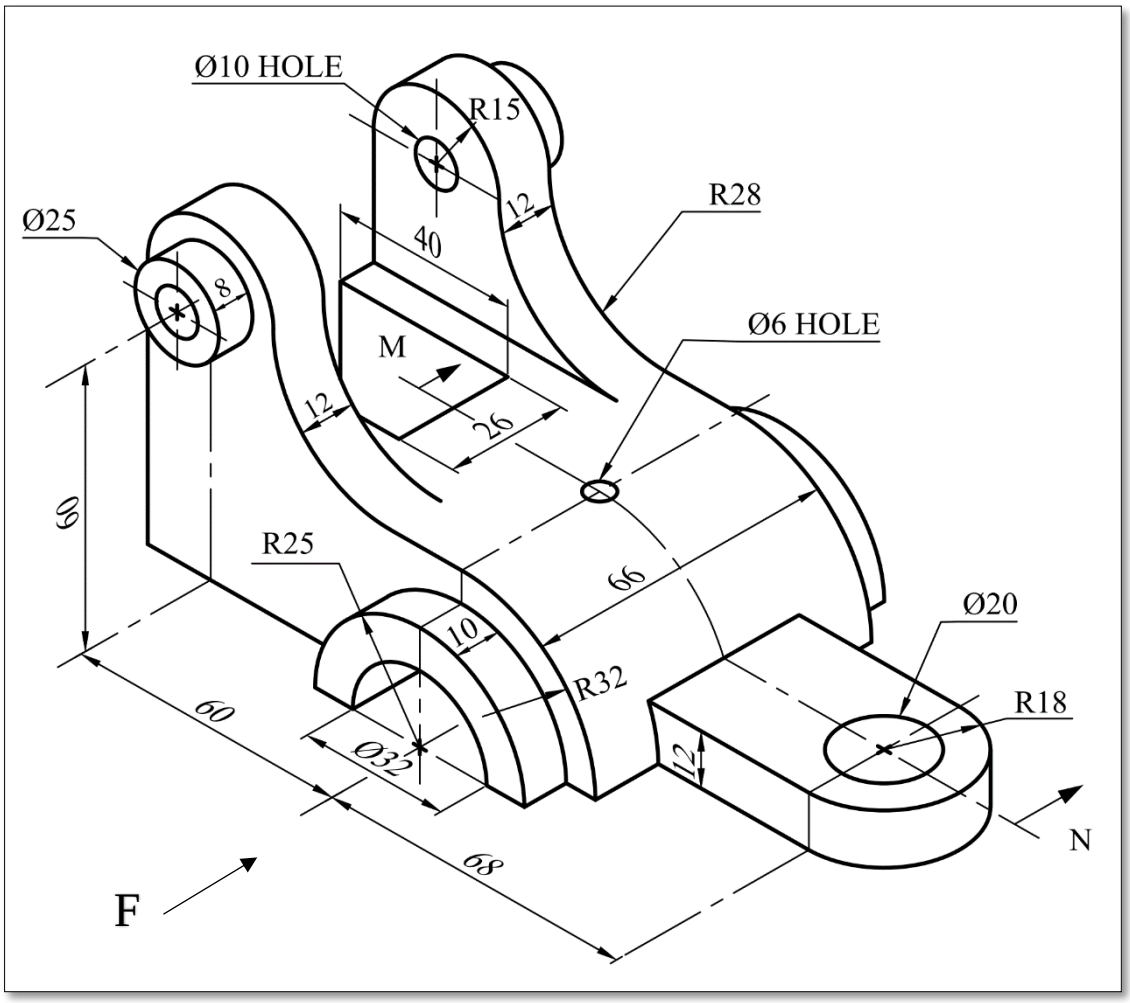
Problem (1): Draw the following 3D solid

Use one layer for each of the following: (3D solid, Hatch line, Text, and Dimension lines).

a. Write your Name, Reg. No, and Department.

b. Make a slice to obtain the full front sectional view at **M-N** (on a copy of the Figure), keep and hatch the back.

c. Add all dimensions as shown in the Figure.



3D Solids - Past Exam (6)

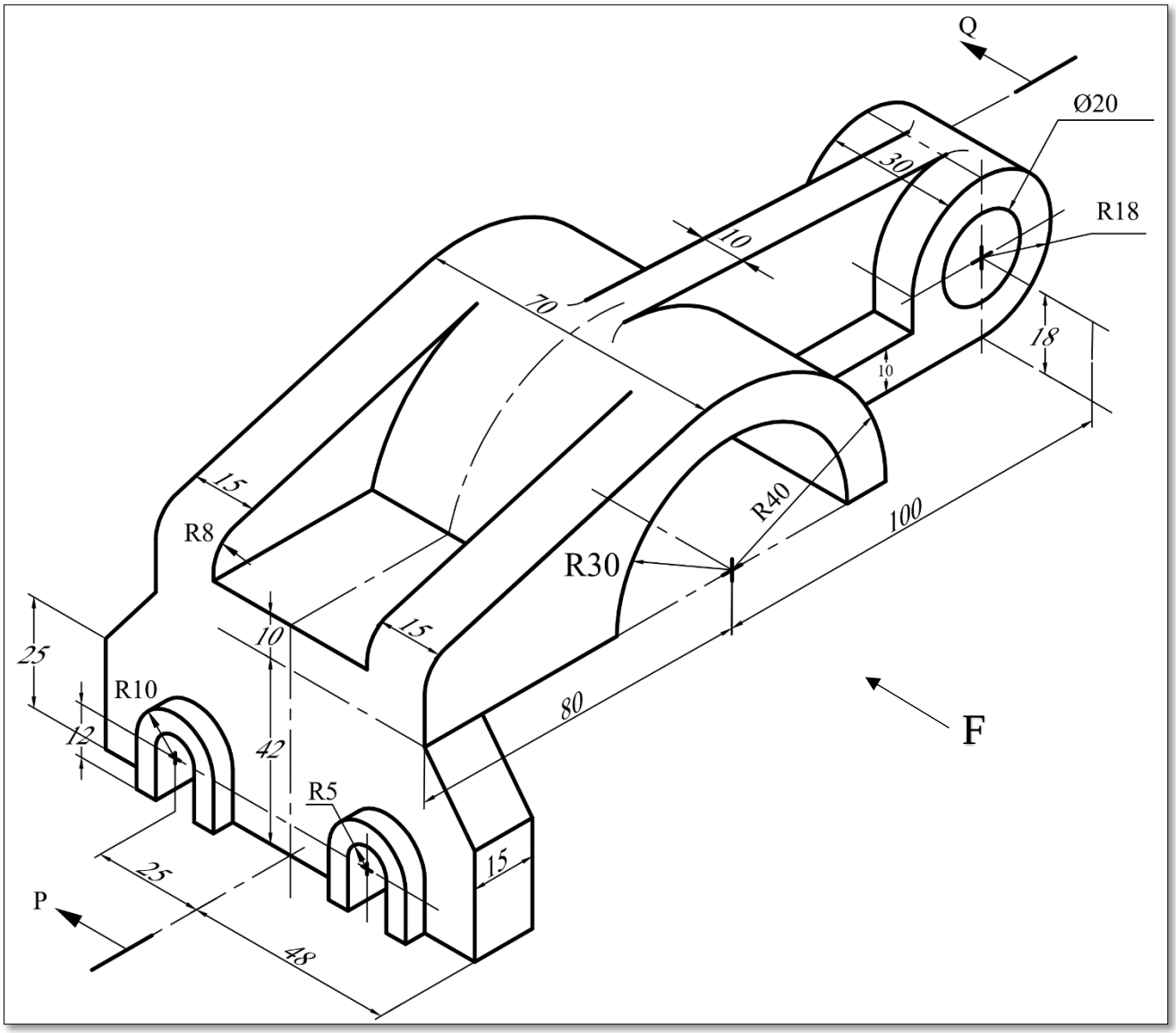
Problem (1): Draw the following 3D solid

Use one layer for each of the following: (3D solid, Hatch line, Text, and Dimension lines).

a. Write your Name, Reg. No, and Department.

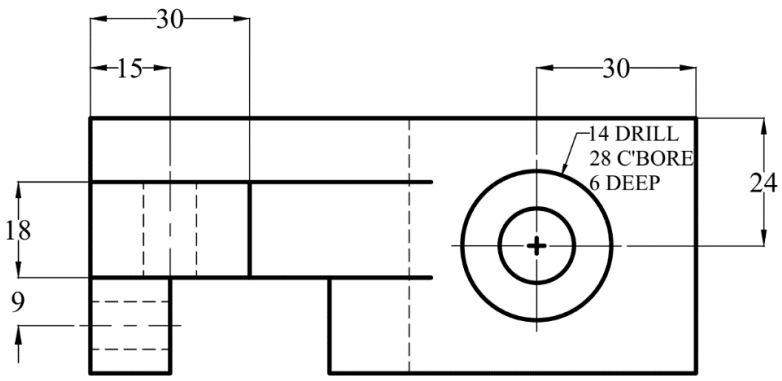
b. Make a slice to obtain the full front sectional view at **P-Q** (on a copy of the Figure), keep and hatch the back.

c. Add all dimensions as shown in the Figure.

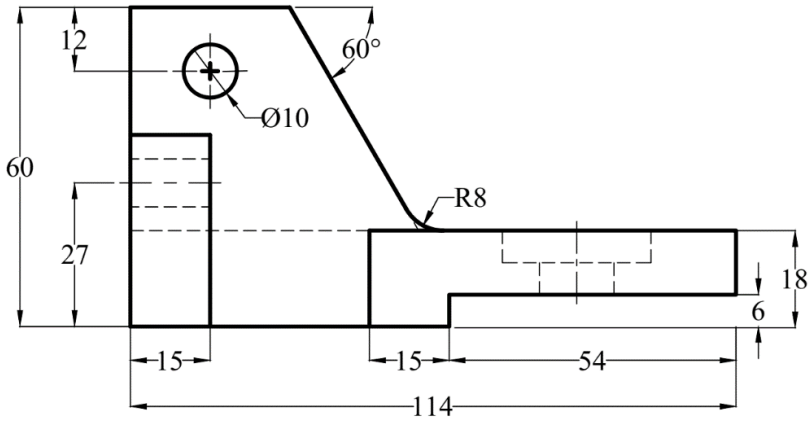


Isometric Drawing
Past Exams

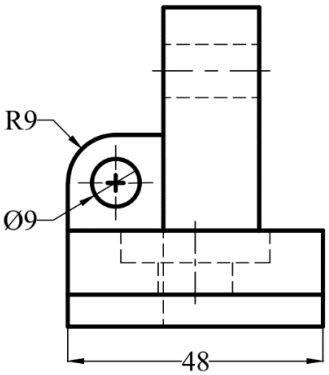
Ex. 1: For the given front and right views, construct a 3D-Solid.



Top View

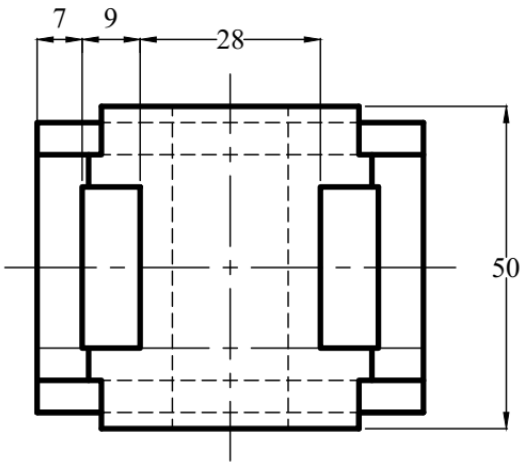


Front View

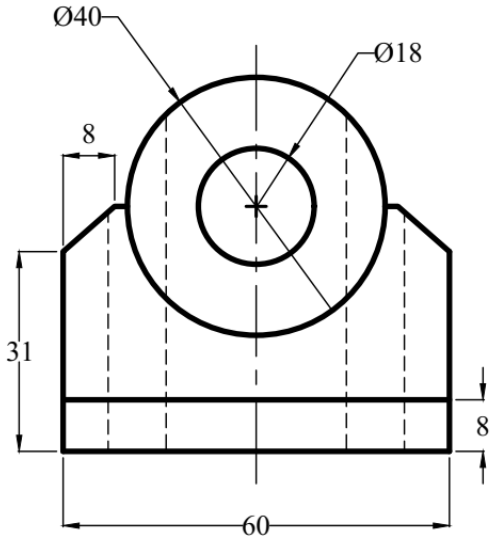


Right Side View

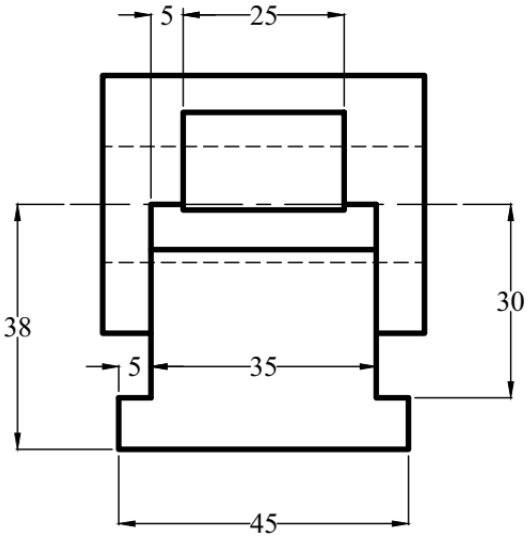
Ex. 2: For the given views, construct a 3D-Solid.



Top View

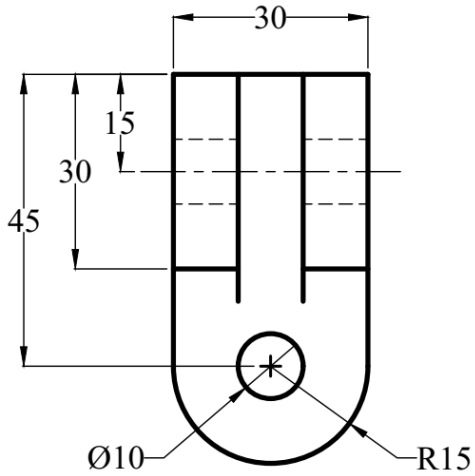


Front View

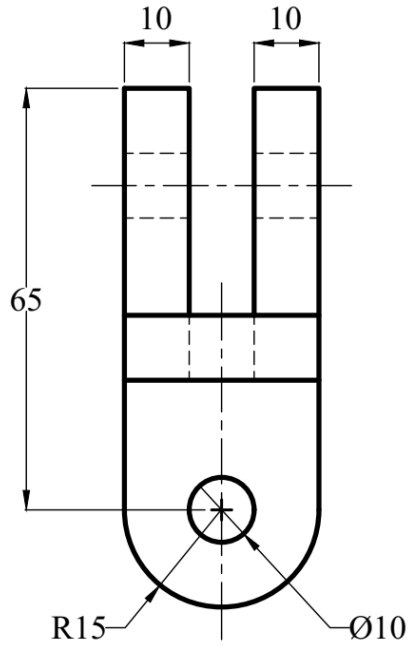


Right Side View

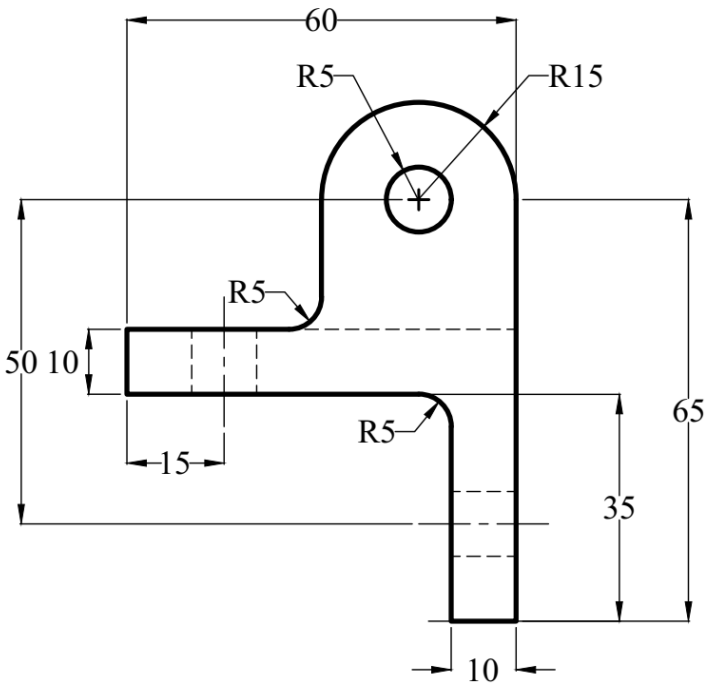
Ex. 3: For the given views, construct a 3D-Solid.



Top View

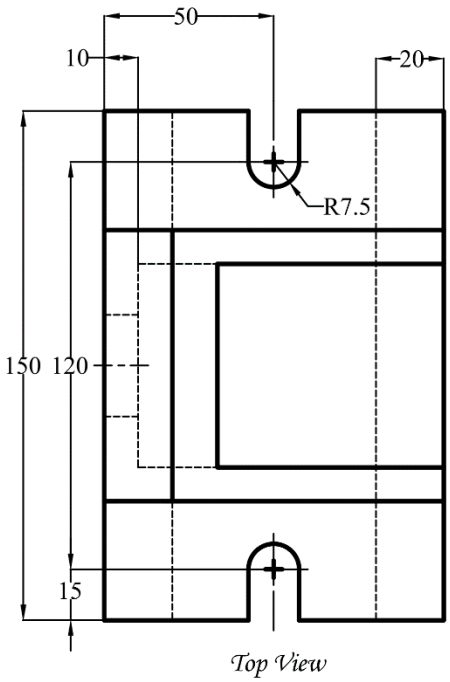


Front View

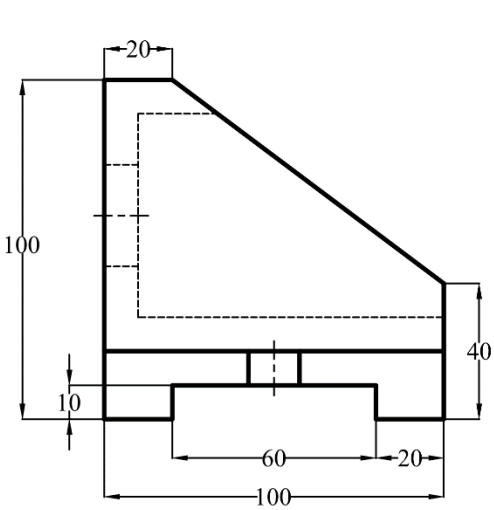


Right Side View

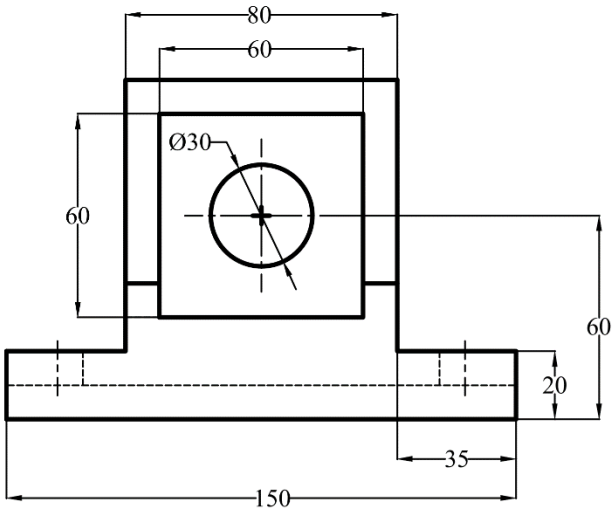
Ex. 4: For the given views, construct a 3D-Solid.



Top View

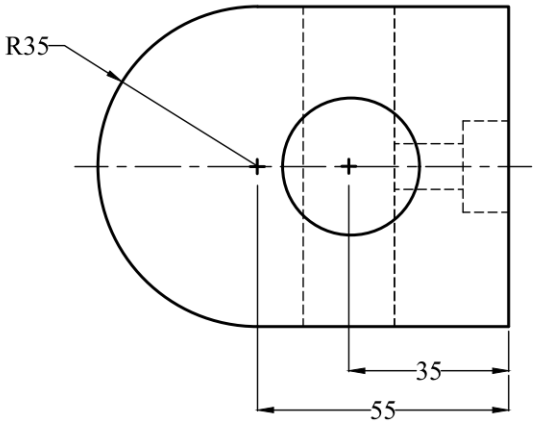


Front View

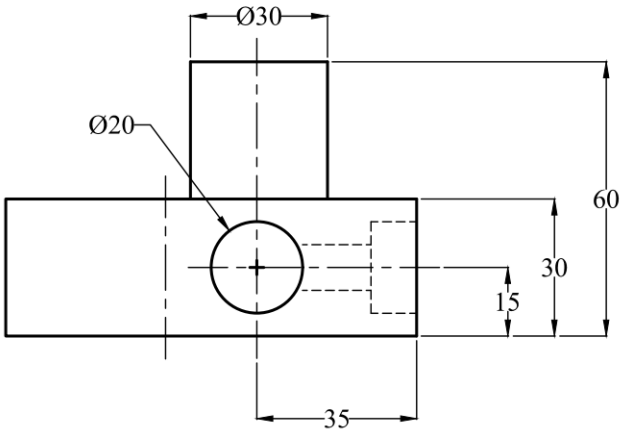


Right Side View

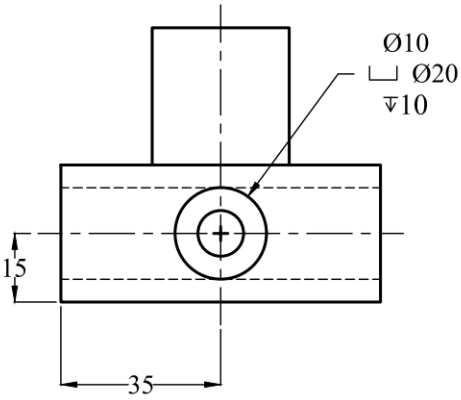
Ex. 5: For the given views, construct a 3D-Solid.



Top View



Front View



Right Side View