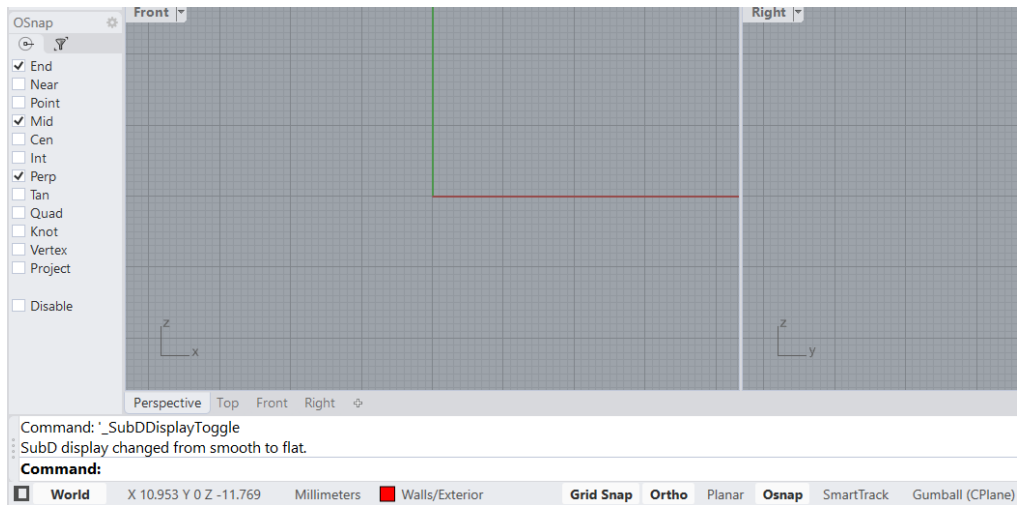


Open the file **Practice with Lines.3dm**

Modeling aids



Grid Snap, F9, type S + ENTER, or Grid Snap on/off

F7 to show/hide grid or Grid command

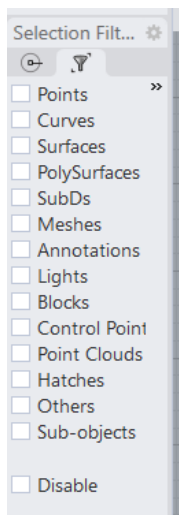
Ortho F8, SHIFT, Status bar, Shortcut O + ENTER

Ortho settings: Ortho snap every 45deg

Orthoangle command

Osnap

Filters To select particular type of objects (Make sure layers are unlocked)



Right-click a filter option to select it and unselect all the others

Activate/deactivate

CTRL + A to select all items checked in Filters

Selection Options

SHIFT to add

CTRL to deselect

Window

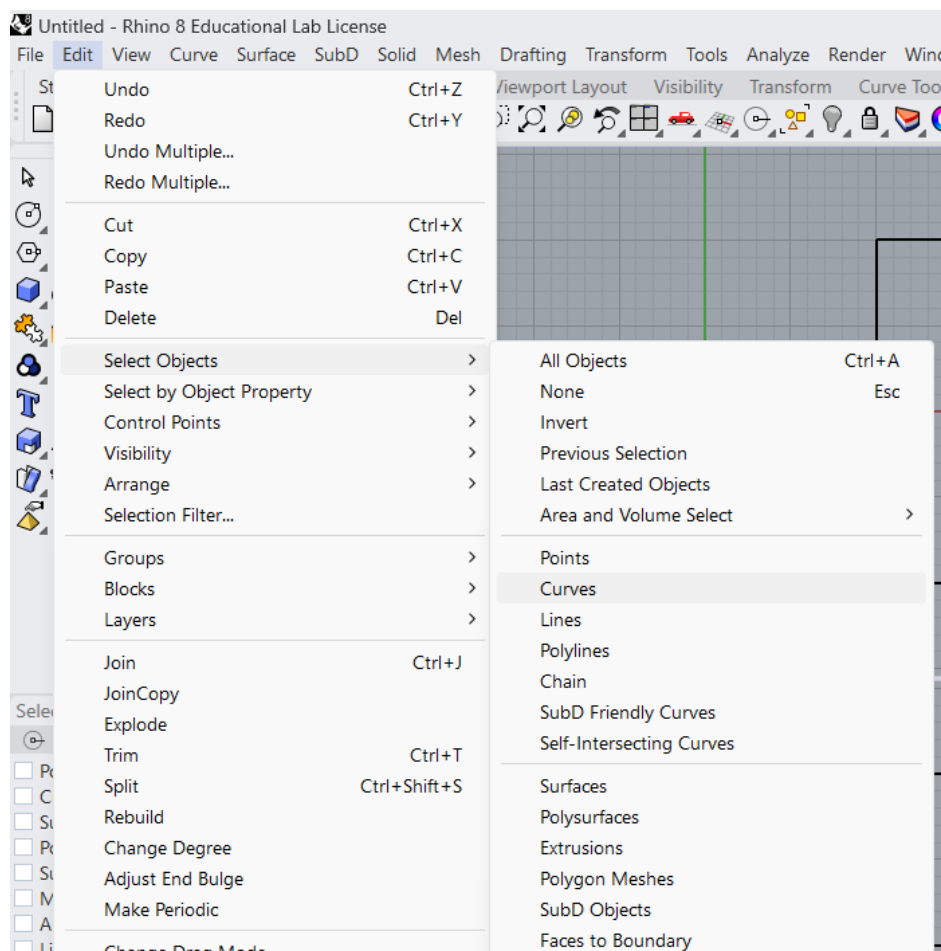
Crossing

Selection cycle (overlapping objects)

Open **Delete.3dm**

Practice selecting, deleting, Undo, filter

To select particular objects: Edit > Select Objects > Curves

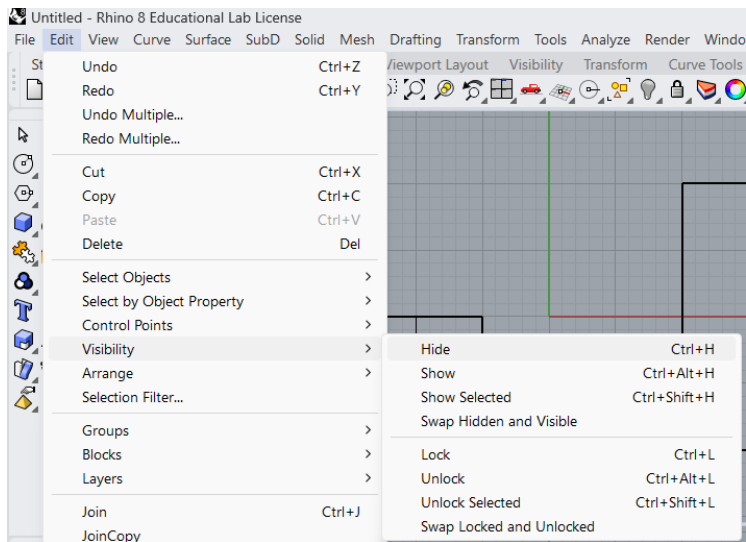


Edit > Select Objects > Invert

Object visibility and locking

Select objects

Edit > Visibility > Hide



Edit > Visibility > Hide

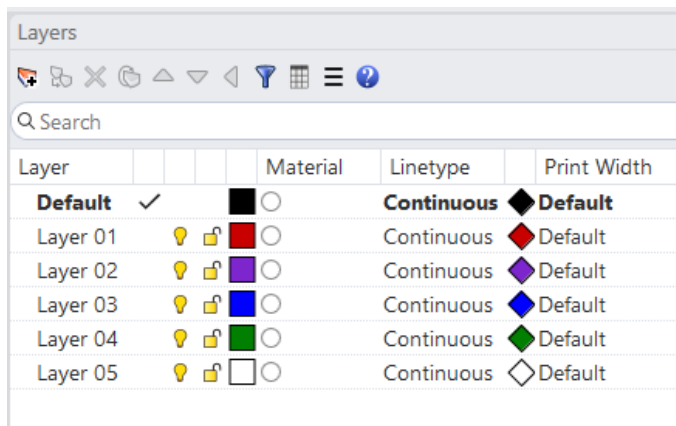
Edit > Visibility > Lock

Edit > Visibility > Unlock

Layers

New file

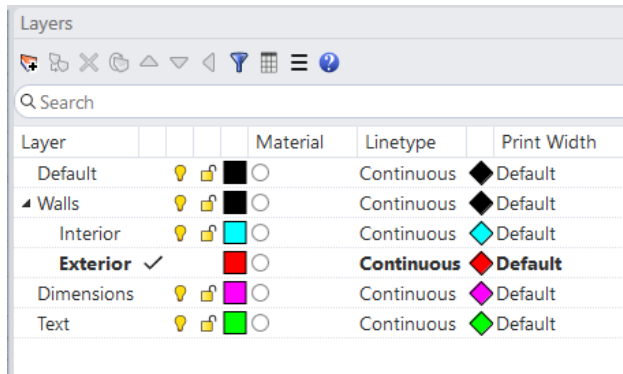
Edit > Layers > Edit layers or right-side menu



Delete Layer01 to Layer05

New layer : Walls, Dimensions, Text

Select Walls, new Sublayer: Exterior and Interior



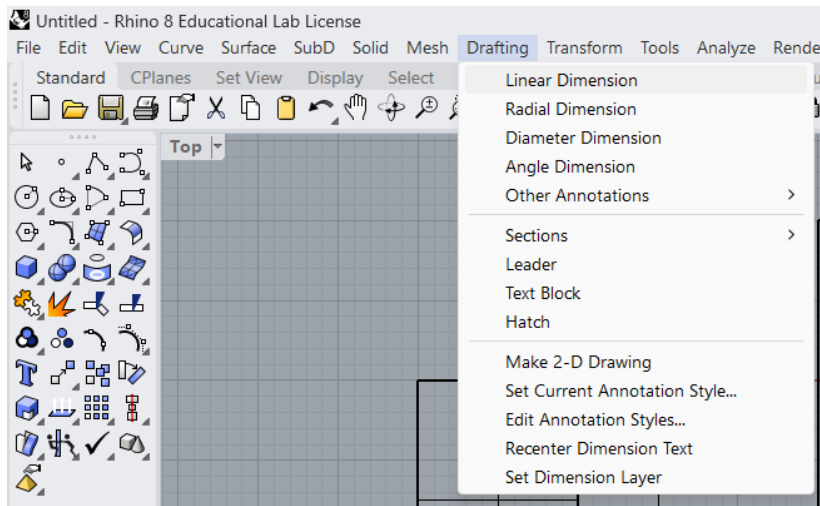
TAB to add more layers

Assign colors

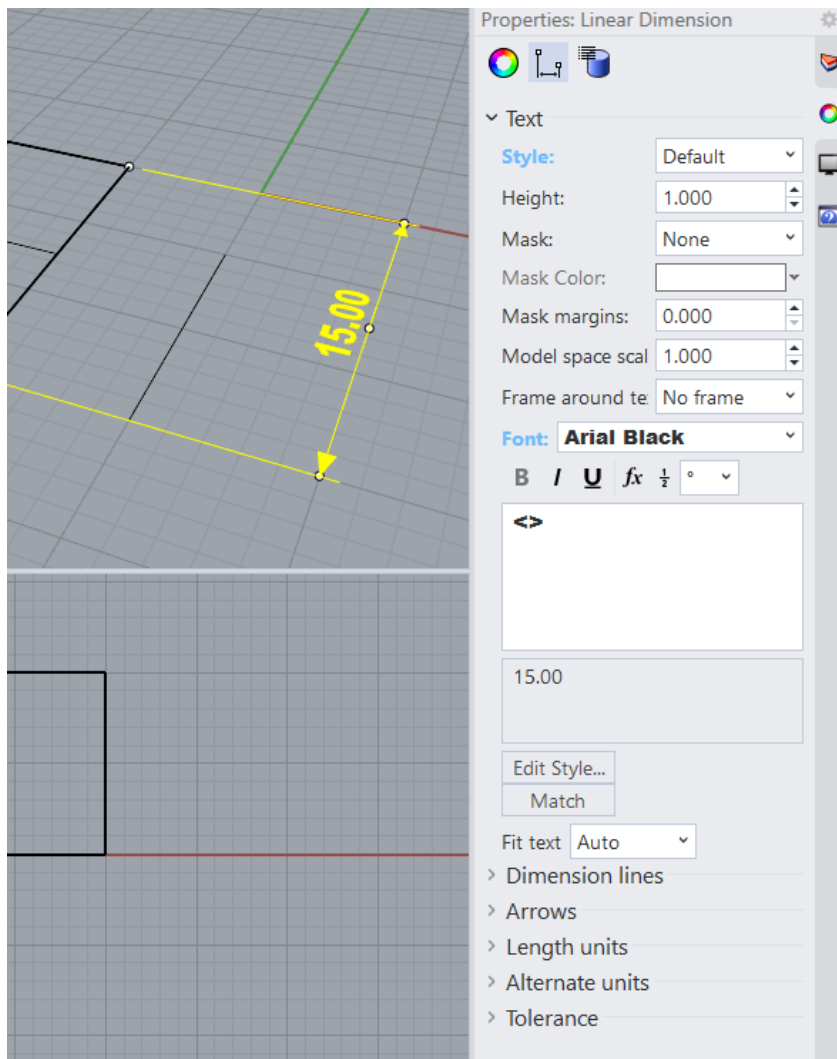
Make current using the Status bar

Draw exterior walls on Walls: Exterior layer and Interior walls on Walls Interior, etc.

Drafting > Linear Dimensions

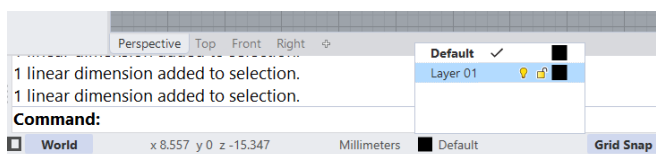


Use the Properties panel to control the Dimensions



Drafting > Text Block

Select + change object layer. Use Status bar



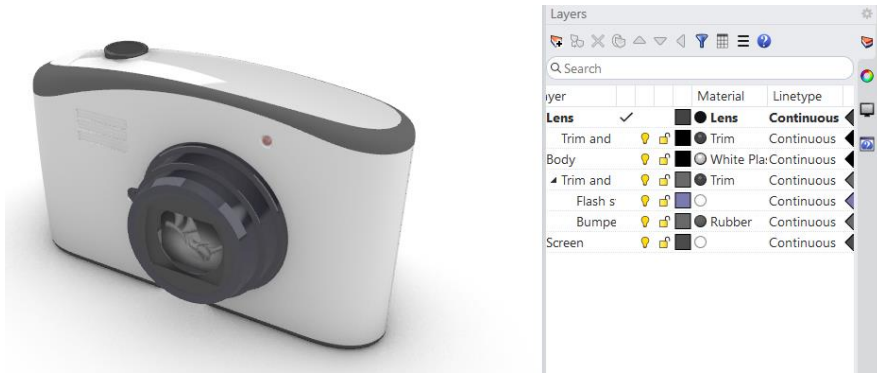
Edit > Layers > Change Object Layer

Use Properties panel to change object layer

Practice with Layers

Open the file Camera.3dm

Practice with layers



Move layers out and in of parent layer

Reorder layers