

DEPARTMENT OF CIVIL ENGINEERING

LABORATORY MANUAL

FOR

CIVIL ENGINEERING DRAWING LAB-I,
3RD SEMESTER



C. V. RAMAN POLYTECHNIC

(Affiliated to SCTE & VT and Approved by Govt. Odisha)

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Vision:

Civil engineering department is committed to impart knowledge and excellence in civil Engineering to the students and to produce civil engineers of high calibre, technical skills and ethical values to meet current and future challenges.

Mission:

M1: To produce civil engineers with quality technical skills aligned with industry needs to solve real life problems of the society.

M2: To create teaching learning environment for students to acquire knowledge as per need and to motivate towards entrepreneurship and to pursue higher studies.

M3: To serve construction industries, civil engineering profession and the community at large through dissemination of knowledge and technical services to improve quality of life and enhance employability.

M4: To inculcate self-learning attitude and professionalism.

Program Educational Objectives (PEOs)

PEO1- To analyze in civil engineering profession or Higher education by acquiring thorough knowledge and concepts in fundamentals of engineering.

PEO2- To Apply knowledge and skills to real life problems and there by rendering safe and economical structures against natural calamities and also environmentally sustainable and useful to society.

PEO3- To understand entrepreneurial endeavors and to develop effective communication skill and passion for learning.

Program Specific outcomes (PSO)

PSO1- Able to meet the needs of public in the design and execution of quality construction work considering health, safety, cultural and environmental factors.

PSO2- Analyze and design regular and complex structures applying knowledge of building analysis software package.

PSO3- Able to work effectively as an individual or in a team having acquired leadership skills and manage projects in multidisciplinary environment.

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Exercise1: Introduction to computer aided drafting (CAD)

Introduction

Computer Aided Drafting can be done by using the graphic commands available in High Leveling usages (HLL) like BASIC, FORTRAN, PASCAL, Cand C++.

CAD is an important industrial art extensively used in many applications, including automotive, ship building, and aerospace industries, industrial and architectural design, prosthetics,jewellery designing and many more. CAD is also widely used to produce computer animation for special effects in movies, advertising and technical manuals, often called Digital content creation (DCC)

Advantages of using CAD:

- Increases efficiency of your drawings
- Timesaving
- Accurate, precise, & immediately alterable

Disadvantages of using CAD:

- Financially costs more per license
- Must and should have computer basic knowledge irrespective of concept

CAD is divided in many types

- 2D
- 3D
- Orthographic
- Isometric
- Perspective

Exercise2: Software for CAD –Introduction to different software's

AutoCAD is as of tare application for 2D and 3Dcomputer-aided design(CAD) and drafting available since1982 developed by Autodesk founded by *John Walker*.



Logos of the AUTODESK & AutoCAD ®are trademark registered the diamond like A shape Icon shows latest logo of AutoCADforupcoming2014product

Official Name	Version	Release	Date of release	Comments
AutoCADVersion1.0	1.0	1	1982,December	DWGR1.0fileformatintroduced.
AutoCADVersion1.2	1.2	2	1983,April	DWGR1.2fileformatintroduced.
AutoCADVersion1.3	1.3	3	1983,August	DWGR1.3fileformat introduced.
AutoCADVersion1.4	1.4	4	1983,October	DWGR1.4fileformatintroduced.
AutoCADVersion2.0	2.0	5	1984,October	DWGR2.05fileformatintroduced.

AutoCADVersion2.1	2.1	6	1985,May	DWGR2.1fileformatintroduced.
AutoCADVersion2.5	2.5	7	1986,June	DWGR2.5fileformatintroduced.
AutoCADVersion2.6	2.6	8	1987,April	DWGR2.6fileformatintroduced.Lastversionto run without a math co-processor.
AutoCADRelease9	9.0	9	1987,September	DWGR9file format introduced.
AutoCADRelease 10	10.0	10	1988,October	DWGR10fileformatintroduced.
AutoCADRelease11	11.0	11	1990,October	DWGR11fileformatintroduced.
AutoCADRelease12	12.0	12	1992,June	DWGR11/R12fileformatintroduced.Lastrel easeforAppleMacintosh12010.
AutoCADRelease13	13.0	13	1994,November	DWGR13fileformatintroduced.Lastreleasefor Unix, MS-DOS and Windows3.11.
AutoCADRelease14	14.0	14	1997,February	DWGR14fileformatintroduced.
AutoCAD2000	15.0	15	1999,March	DWG2000fileformatintroduced.
AutoCAD2000i	15.1	16	2000,July	
AutoCAD2002	15.6	17	2001,June	
AutoCAD2004	16.0	18	2003,March	DWG2004fileformatintroduced.

AutoCAD2005	16.1	19	2004, March	
AutoCAD2006	16.2	20	2005, March	Dynamic Block introduced.
AutoCAD2007	17.0	21	2006, March	DWG2007 file format introduced.
AutoCAD2008	17.1	22	2007, March	Annotative Objects introduced. AutoCAD 2008 and higher (including AutoCAD LT) can directly import and underlay DGN files.
AutoCAD2009	17.2	23	2008, March	Revisions to the user interface including the option of a Microsoft Office 2007-like tabbed ribbon.
AutoCAD2010	18.0	24	2009, March 24	DWG 2010 file format introduced. Parametric introduced. Mesh 3D solid modeling introduced. Both 32-bit and 64-bit versions of AutoCAD 2010 and AutoCAD LT 2010 are compatible with and supported under Microsoft Windows 7.
AutoCAD2011	18.1	25	2010, March 25	Surface Modeling, Surface Analysis and Object Transparency introduced. October 15, 2010 AutoCAD 2011 for Mac was released. Are compatible with and supported under Microsoft Windows 7
AutoCAD2012	18.2	26	2011, March 22	Associative Array, Model Documentation. Support for complex line types in DGN files is improved in AutoCAD 2012. DGN editing.
AutoCAD2013	19.0	27	2012, March 27	DWG 2013 file format introduced.

AutoCAD2014	19.1	28	2013, March 26	File Tabs, Design Feed, Reality Capture, Autodesk Live Maps
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Table showing various versions of AutoCAD since 1982

Top 10 free open source software as alternatives for AutoCAD:

1. QCAD

This is an application that will allow you to draft two dimensions objects. It's a great tool for all types of technical drawings, works for Windows, Mac OS X and many Linux and Unix Systems, and of course, it is completely free.

2. Cero Elements

One of the more popular choices for 3D work. It is a very fast and flexible alternative to AutoCAD with many options included that AutoCAD is known for having.

3. Google Sketch Up

Just as Google seems to have an alternative for just about any paid program you can think of, it has an AutoCAD alternative as well. Sketch Up has been lauded as a very versatile and easy-to-use alternative for design students and professionals.

4. Free CAD

This is an Open Source 3D modeler that works great for mechanical engineering and product design. The program can help in various types of design and modeling programs and runs exactly the same way on Windows, Mac OSX and Linux platforms.

5. Draft Sight

Great software for students, professionals and teachers which can be used to create, edit and view all types of DWG files, which is the most common format for most CAD-related applications.

6. BRL-CAD

A cross-platform and open source solid modeling system that has a bunch of different features to offer, including interactive geometry editing, image and signal-processing tools and large libraries for making tons of different types of geometric representations.

7. gCAD3D

This free software offers many features, including an integrated 3D-OpenGL viewer, a program interpreter for geometry and NC commands in 3D, an integrated NC processor and can be used with Windows and Linux. The website is a little sparse and confusing, but the free ware is not.

8. Archimedes

A 3D modeling application that allows you to create complex compound 3D shapes. It is touted for being one of the most functional free AutoCAD alternatives out there.

9. PythonCAD

One for the Linux users, this is a CAD package that was written in the Python programming language, hence the name. One of the best open-source CAD packages for Linux, and it's also quite simple to use if you have any kind of prior experience with two and three dimensional modeling.

10. progeCAD

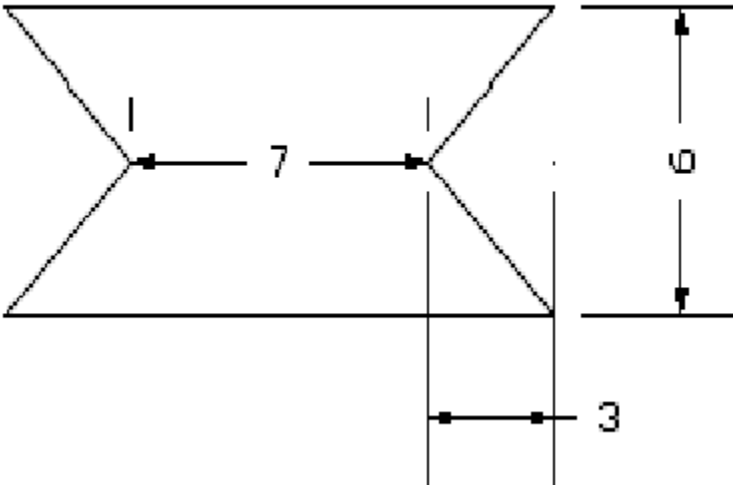
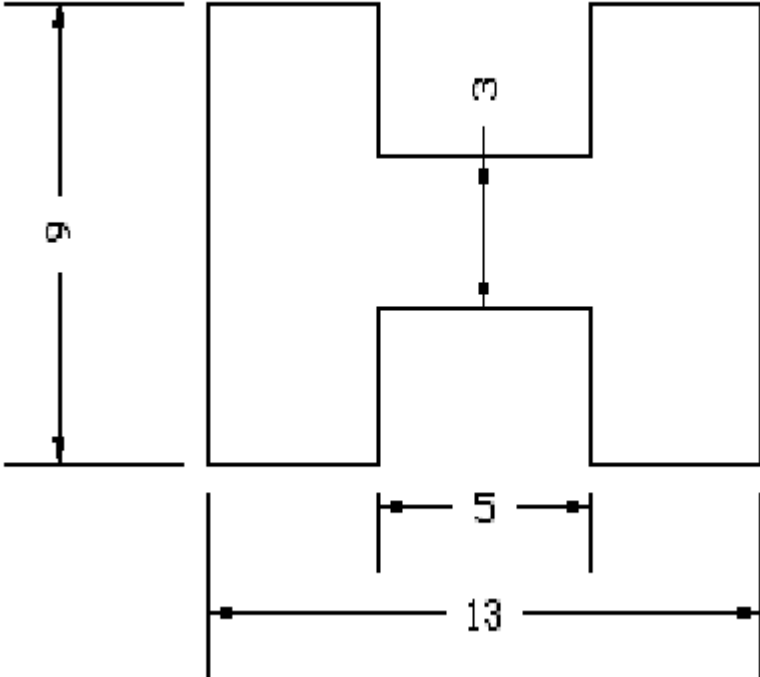
This one is free for private use but cannot be used commercially. It reads and writes pretty much all AutoCAD files and has an interface that is very similar to AutoCAD's, which makes it highly recommended among people who have experience with AutoCAD beforehand.

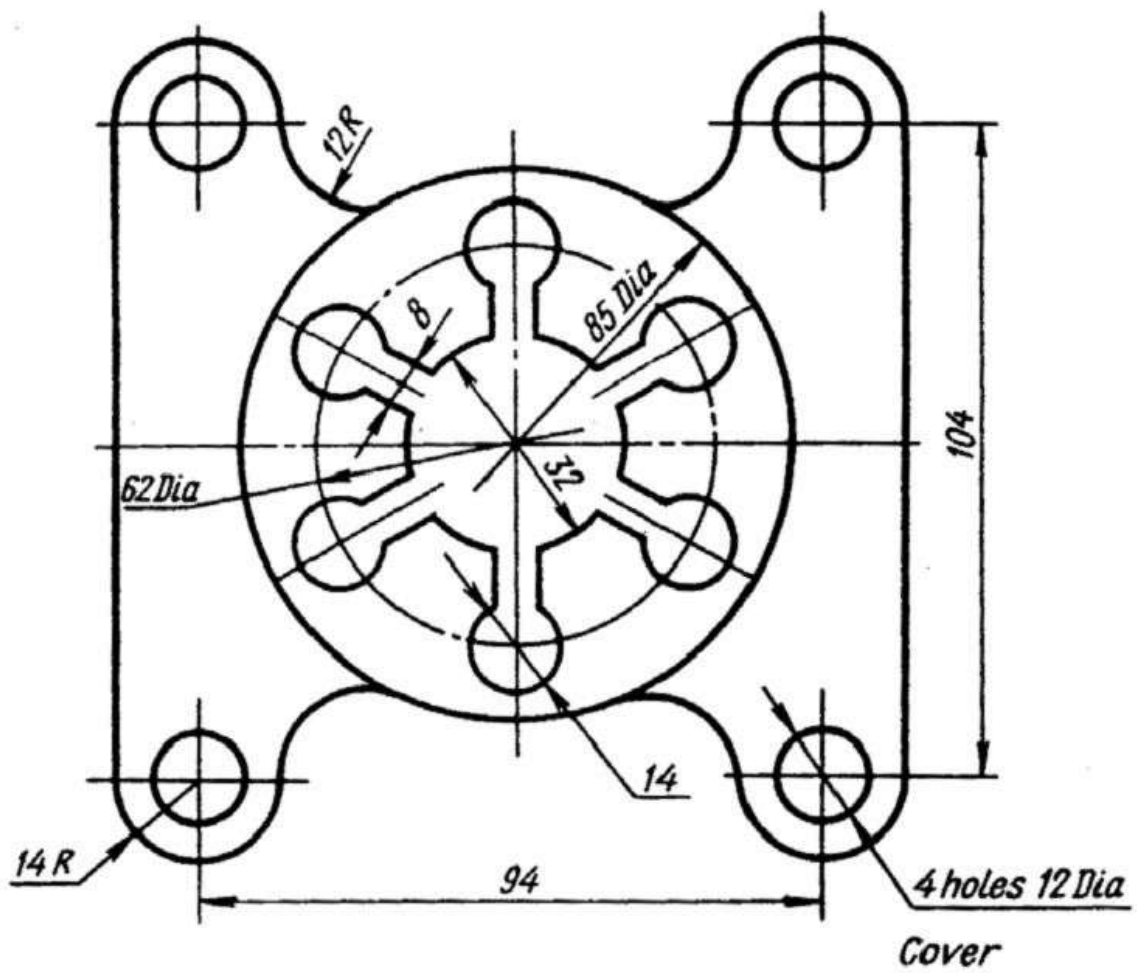
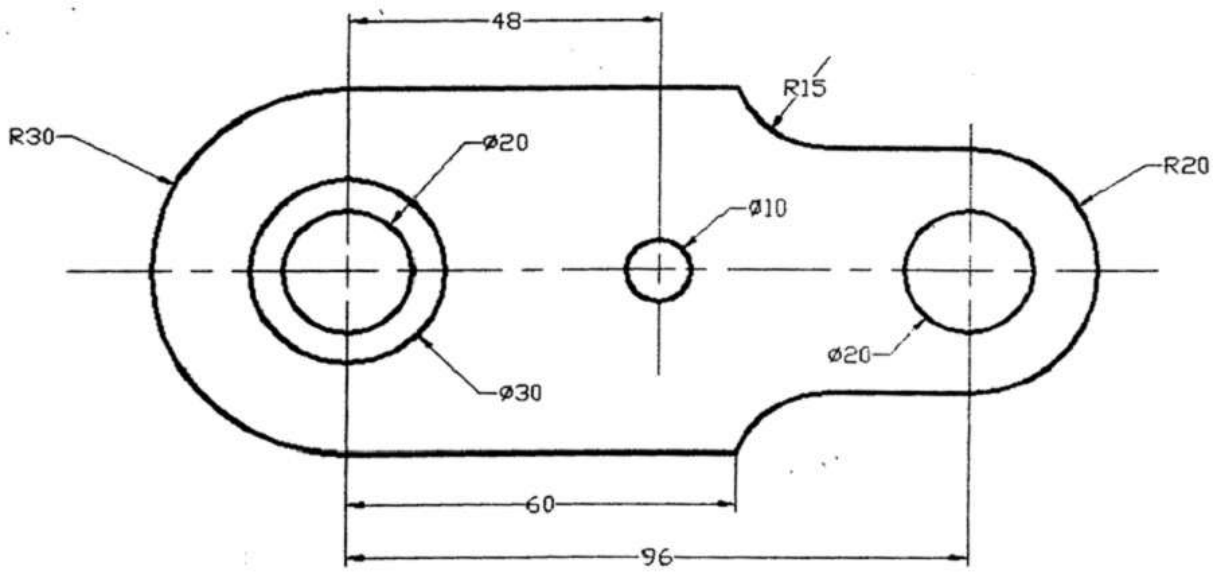
DWG (DraWinG) is a binary file format used for storing two and three dimensional design data and metadata. It is the native format for several CAD packages including DraftSight, AutoCAD, IntelliCAD (and its variants)

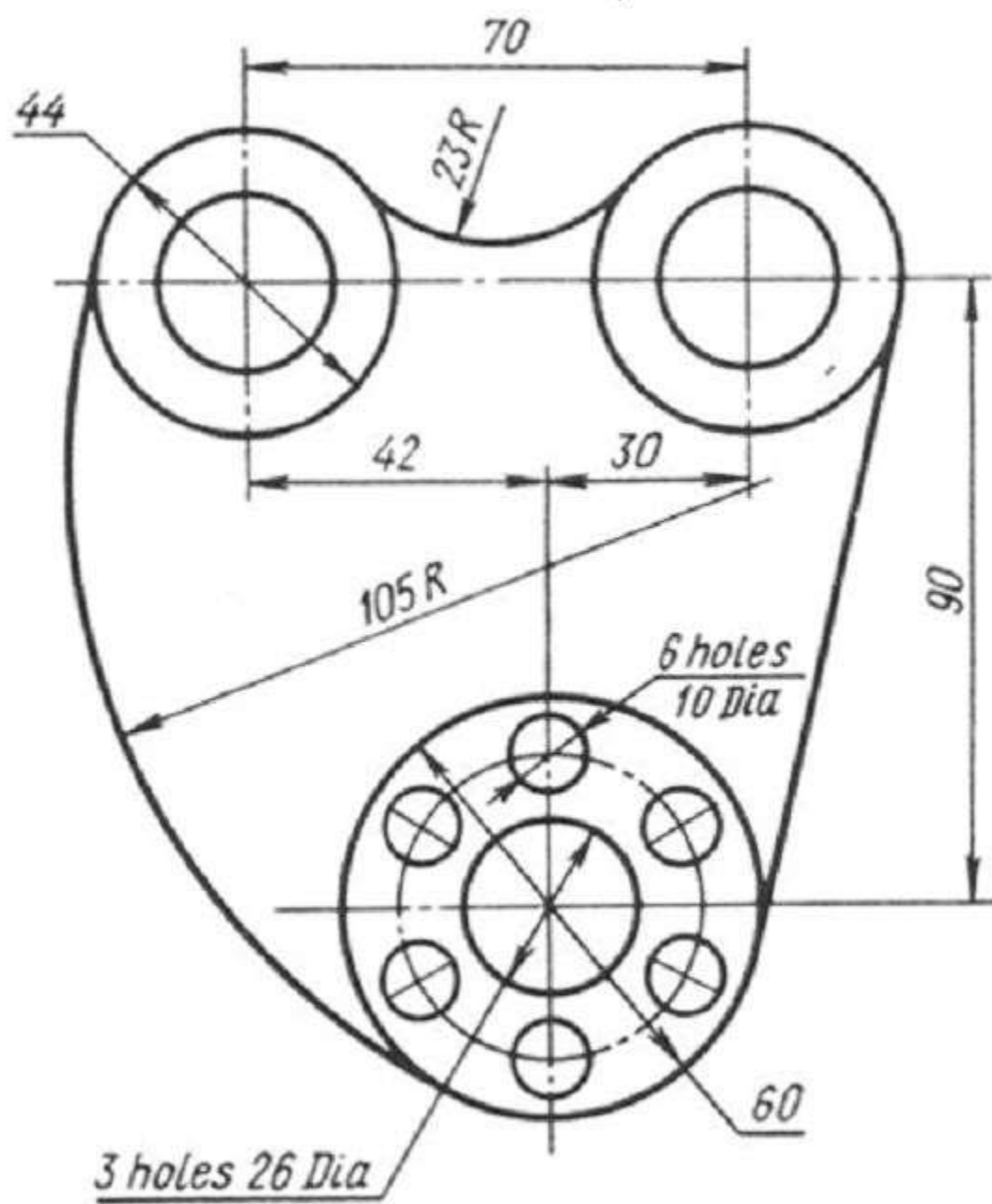
We use *commands* in user interface of AutoCAD.

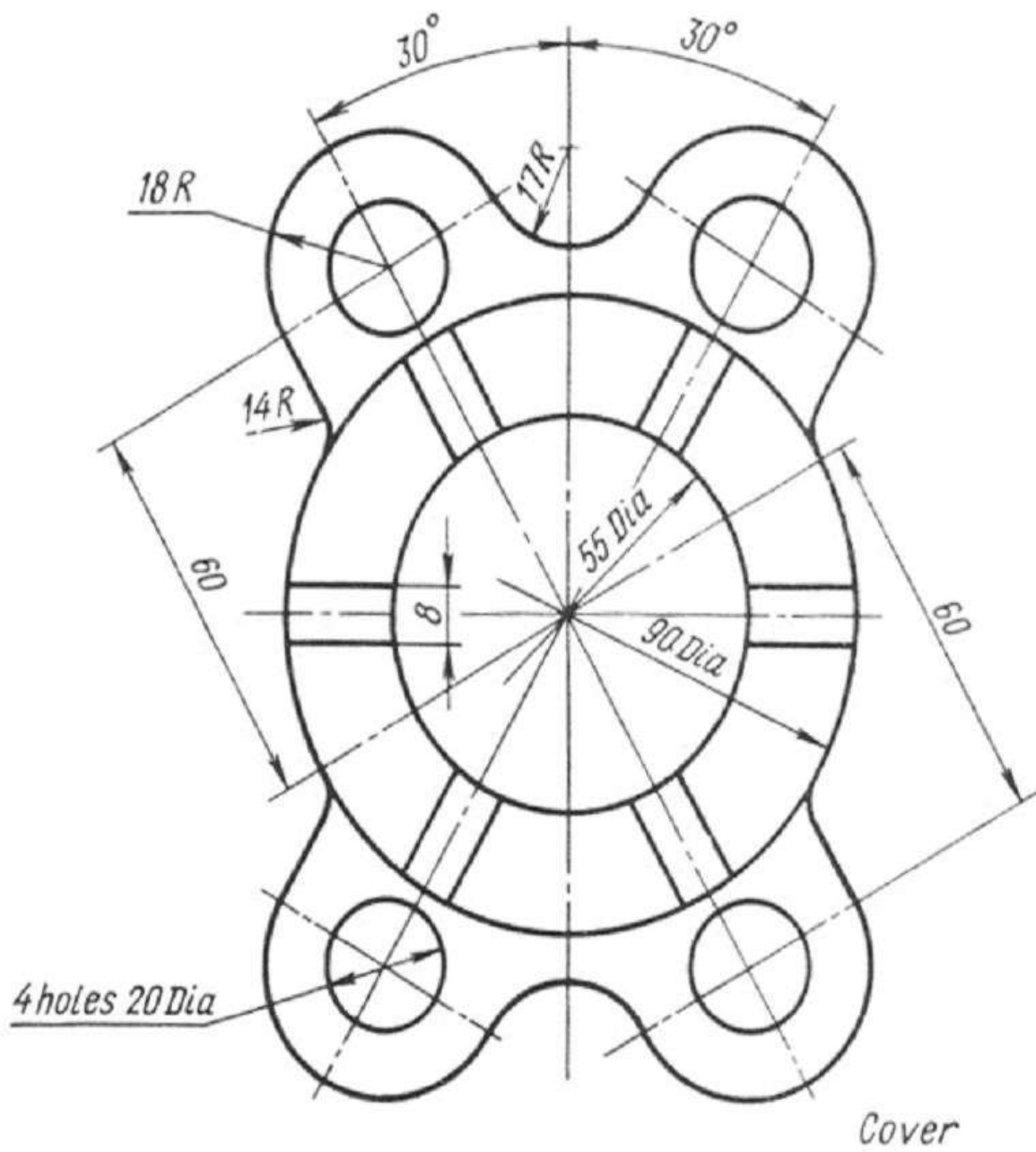
- Commands are case insensitive
- Command means which had predefined function.

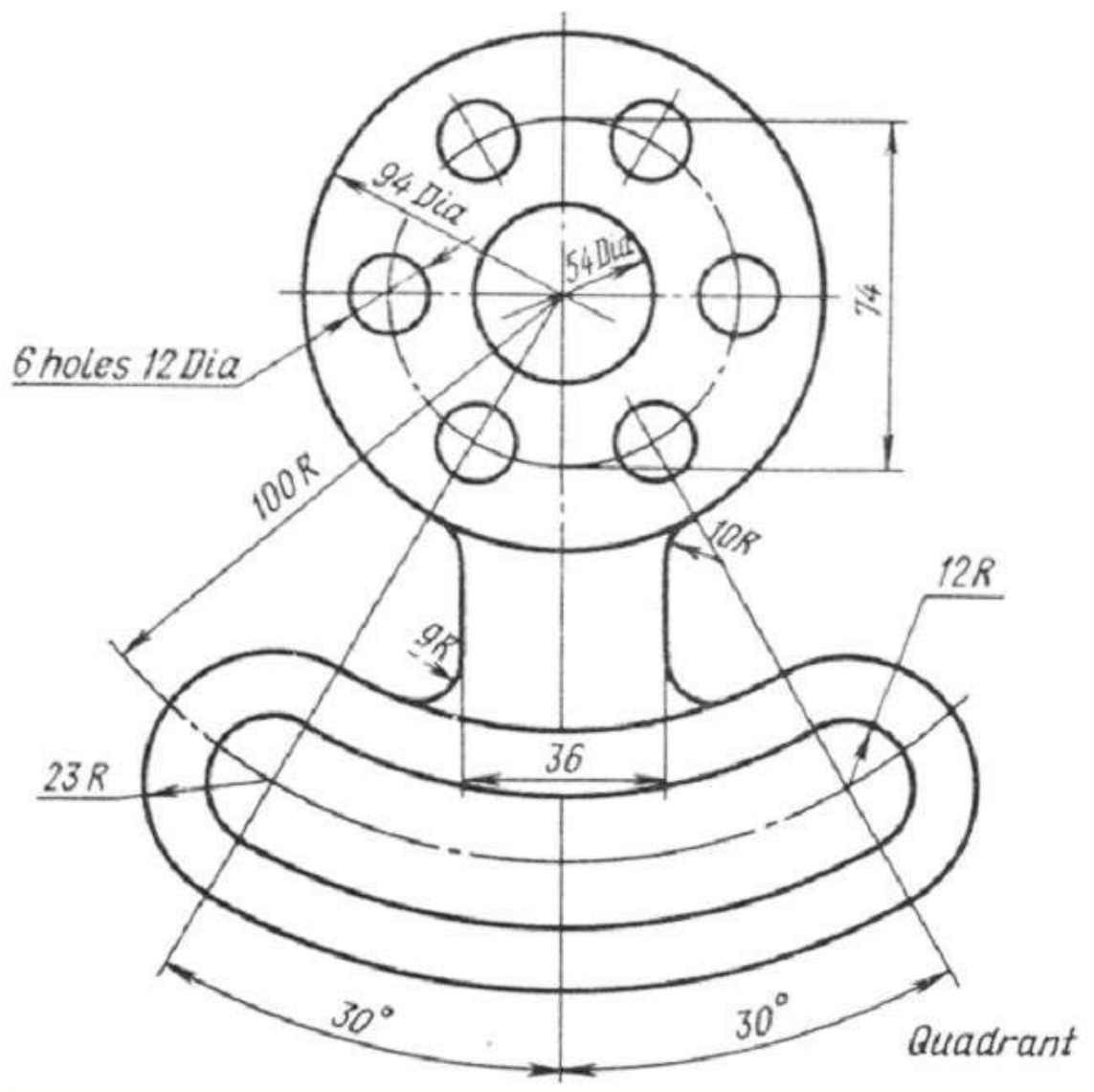
Exercise3:Practicexerciseson CADsoftware

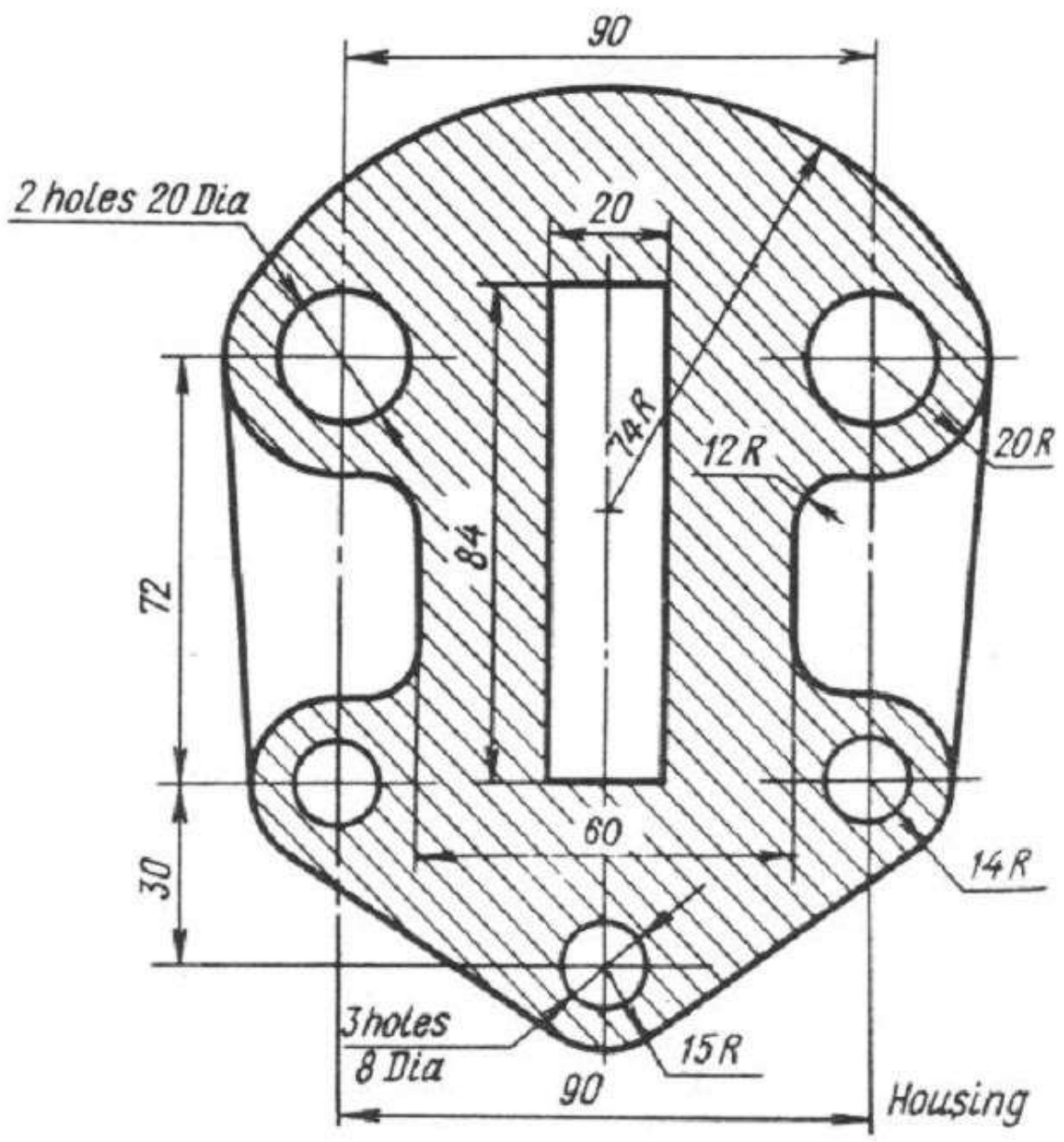


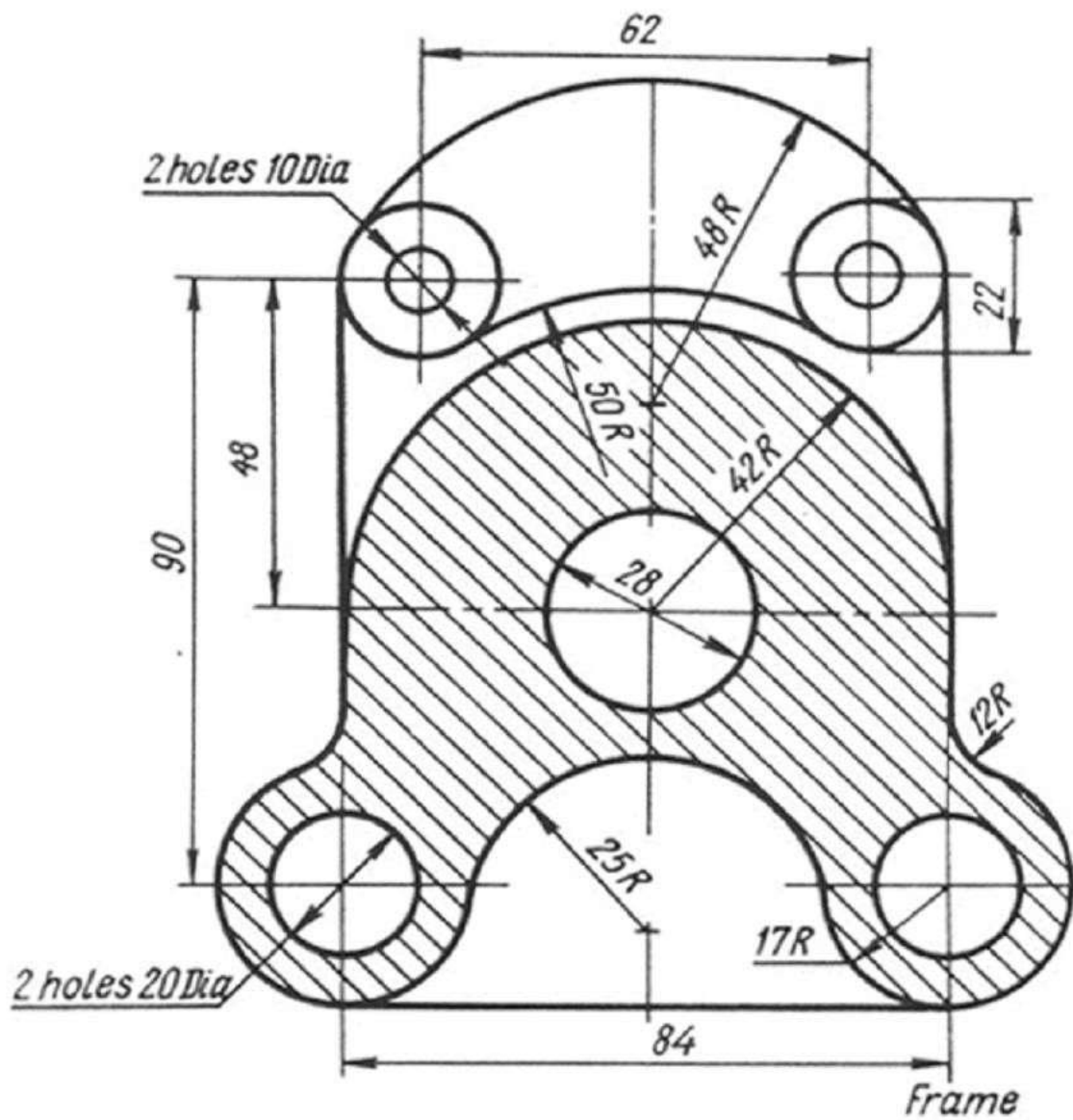












<i>Command</i>	<i>Description</i>	<i>Options</i>
ARC or A	Draws an arc. The default method of drawing arcs is selecting three points (so-called "3pointarc"), which are the two endpoints of the arc and some other point along its locus. Other methods of drawing an arc can be specified by three letters, such as SEA, which means "Start Point, End Point, and Included Angle."	<p>A Included angle</p> <p>C Center point of arc</p> <p>D Direction angle of a line tangent to the arc</p> <p>E Endpoint of arc</p> <p>L Length of chord passing through both endpoints of the arc</p> <p>R Radius</p> <p>S Start point of arc</p> <p><RET> uses the end of the last line or arc as the start point for the arc</p>
BREAK	Erases part of a line, arc or circle, or splits it into two lines or arcs	F allows respecification of first point
CHAMFER	Creates a chamfer (a angled line connection) at the intersection of two lines	<p>D Sets chamfer distances</p> <p>P Chamfers an entire polyline</p>
CIRCLE or C	Draws a circle of any size. The default method is to pick a center point and pick a point on the radius or type the radius dimension, but other methods can be selected.	<p>2P Specifies circle by picking 2 points on the diameter</p> <p>3P Specifies circle by picking 3 points through which the circle will pass</p> <p>D Allows entering the diameter dimension instead of radius dimension</p> <p>TTR Specifies circle by picking two lines, arcs or circles for the circle to be tangent to, and entering the dimension of the radius</p> <p><RET> Enters radius of circle (the default)</p>

COPY or CP	Draws a copy of selected objects using two methods -- "basepoint" method, or "displacement" method.	M Allows multiple copies to be made of an object
ELLIPSE	Draws ellipses	C Allows specification of Center point of ellipse rather than first axis endpoint R Allows specification of eccentricity rotation rather than length of second axis I Draws Isometric circle in current isoplane
EXTEND	Lengthens a line, arc, or polyline to meet a specified "boundary edge"	U Undoes effect of last Extend command
EXPLODE	Separates a block, dimension or hatch pattern into its constituent entities or makes a polyline into a series of straight lines. In the case of a block that is exploded, if it was originally drawn on the 0 layer, it returns to that layer, regardless of the layer it was inserted on, and it loses its referential connection to the original block. In the case of a dimension or hatch pattern that has been exploded, their parts go back to the 0 layer, and are assigned the logical color (BYBLOCK) regardless of the layer they were drawn on. In the case of an exploded polyline, it loses any width it may have had.	
ERASE or E	Erasess selected entities from the drawing	

FILLET	Constructs an arc of specified radius between two lines, arcs, circles, or will create arcs of the specified radius at the vertices of a polyline. Radius of the arc to be constructed may be set to 0, which will make a sharp corner	P Fillets an entire Polyline at the vertices R Allows setting of the fillet radius. Default value is 0. Radius remains set until changed again
HATCH	Allows drawing of cross-hatching and pattern filling	<p> <code><pattern-name></code> uses hatch pattern name from library file to fill designated area with a pseudo-block hatch entity-- can be reduced to individual lines and points by EXPLODEing it. <code><*pattern-name></code> uses hatch pattern name from library file to fill designated area with individual lines and points, not a block U "User-defined" hatch pattern drawn of parallel lines with a specified distance between, at a specified angle, and either single-hatching or double (cross)-hatching ? Lists names of available hatch patterns <code><pattern-name></code> or U can be followed by a comma and the following sub-commands: I Ignores any boundaries inside the outermost boundary N Normal style of selecting boundaries with alternating hatched and un-hatched nested areas O Hatches outermost boundary area only can be transparent <code><2 points></code> Sets lower-left and upper-right drawing limits ON Enables limit-checking OFF Disables limit-checking </p>
LIMITS	Changes the imaginary boundaries of the drawing, and controls whether drawing can be made outside of the boundaries. If limit-checking is ON, drawing cannot be done outside of limits.	<p> can be transparent <code><2 points></code> Sets lower-left and upper-right drawing limits ON Enables limit-checking OFF Disables limit-checking </p>

LINE or L	Draws straight lines	<RET>InreplytoFromPoint:prompt, line begins at end of previous line or arc CInreplytoTopoint:prompt,closes the polygon back to first "FromPoint" UInreplytoTopoint:prompt,undoes last line segment
MEASURE	Places points (or, optionally, Blocks) at intervals along a selected line, polyline, arc or circle. The interval distance is given by the user. If points are used as the marker to be placed along the entity, they are not visible unless the Point type is set to type 3 with the PDMODE command.	B specifies that a defined Block is to be used as a marker instead of a point.
MIRROR	Reflects designated entities about a user-specified axis	
MOVE or M	Moves designated entities to another location	
OFFSET	Creates a new line, polyline arc or circle parallel to the entity and at a specified distance from it.	<number> specifies offset distance T "Through" allows specification of a point through which the offset line, polyline, arc or circle is to pass
OSNAP	Enables points to be precisely located on reference points of existing objects. This is the so-called "Running Mode" of OSNAP, which sets selection method to run continuously until set to NON (none) or until overridden by selecting another "Interrupt Mode"	can be transparent CEN CENTER of arc or circle END closest END point of arc or line INS INSERTion point of Text or Block INT INTersection of line, arc, or circle MID MIDpoint of line, arc, rectangle side, or polygon side NEA NEArest point selected by aperture on line, polyline, arc, or

	<p>a series of options separated by commas. For instance, if you want to always pick either endpoints or intersection points when locating endpoints of lines, you would issue the command as follows: OSNAP<RET> END,INT <RET></p>	<p>circle NODNODE(another name for a Point) NON NONE -- used when a "Running OSNAP" is on to temporarily turn off OSNAP selection PER PER perpendicular point to line, arc or circle -- when used with an arc or circle it will draw a line to the surface of the arc or circle heading toward the center point QUA QU Quadrant point of arc or circle (top, bottom, right or left side) QUI QUI Quick mode -- this is a modifier to one of the other OSNAP options -- it will find the first point that meets the requirements, not necessarily the closest point to the aperture. TANTAN Tangent point to arc or circle</p>
<p>PEDIT</p>	<p>Allows editing of polylines which are already drawn</p>	<p>C Closes an open polyline D Decurves, or returns a Spline curve to its control frame or series of connected straight lines E Edit vertices F Fits curve to a polyline -- makes a series of straight lines into a curve which will pass through the vertices J Joins a line or arc or another polyline to an open polyline L Toggles line type generation to be either a continuous pattern of dashes passing through the vertices, or a pattern which starts and ends at each vertex O Opens a closed polyline S Uses the polyline vertices as a frame for a Spline Curve -- type of Spline Curve is set by the Variable "Splintype."</p>

		<p>U-Undoes one editing operation W Sets a uniform width for the Polyline</p>
PLINE	<p>Draws a 2D polyline, which are connected line or arc segments with user-determined width and taper</p>	<p>H sets the half-width of the polylinesegments U Undoes previous segment W sets the width of polylinesegments <RET> Exits the Pline command The following options are available only as long as you are drawing in Linemode: A Switches to the Arc mode to allow integration of arcs into the polyline C Closes the polyline with straight segment L Segment length (continues previous segment) The following options are available only as long as you are in the Arcmode: A Included angle CE Center Point CL Closes with arc segment D Starting direction L Chord length, or switches to linemode R Radius S Second point of 3-point arc</p>
PLOT	<p>Plots a drawing to a plotting device, a printer, or to a "PlotFile."</p>	
POINT	<p>Draws single points. Appearance of the points is set by the Variable PDMODE</p>	
POLYGON	<p>Draws regular polygons with a specified number of sides. Polygons are Polyline entities.</p>	<p>E Specifies size and rotation of polygon by picking endpoints of one edge C Circumscribes polygon around a</p>

		circle I Inscribes polygon within a circle
PURGE	Removes unused Blocks, TextStyles, Layers, Linetypes, and DimensionStyles from current drawing	A Purges All unused named objects BP urges unused Blocks D Purges unused Dimstyles L A Purges unused L Ayers LT Purges unused Linetypes SH Purges unused Shape files ST Purges unused TextStyles
QSAVE	Saves the current drawing "Quickly" without requesting a filename (as long as file has already been given a name)	
QTEXT	Controls display of text -- command stands for "QuickTEXT"	ON Lines of text displayed as rectangles OFF Lines of text displayed as text
QUIT	Exits AutoCAD -- if the current drawing has not been saved its current state, a dialogue box will appear asking if you want to Save the drawing, Discard the changes, or Cancel the Exit command	
REGEN	Regenerates the current Viewport by recalculating the vector locations of all endpoints	
ROTATE	Rotates existing objects parallel to the current UCS	
SAVE	Requests a filename and saves the drawing	
SAVEAS	Same as SAVE, but also renames the current drawing and keeps the new name current	

STRETCH	Allows moving a portion of a drawing while retaining their connections to other parts of the drawing. You cannot stretch Blocks, Hatch patterns, or Text entities, however.	
TEXT	Draws text characters of any size with selected styles	<p>J Prompts for justification options</p> <p>SL Justifies text between two points, with style-specified width factor, AutoCAD computes approximate height proportional to length of text line</p> <p>C Centers text horizontally about a defined point</p> <p>F Fits text between two points, with specified height, AutoCAD computes approximate width factor to fill the distance between the two points</p> <p>M Centers text horizontally and vertically about a defined point</p> <p>R Right-justifies text</p> <p>BL Bottom Left justification</p> <p>BC Bottom Center justification</p> <p>BR Bottom Right justification</p> <p>ML Middle Left justification</p> <p>MC Middle Center justification</p> <p>MR Middle Right justification</p> <p>TL Top Left justification</p> <p>TC Top Center justification</p> <p>TR Top Right justification</p>
TRIM	Erases a portion of selected entities that cross a specified "cutting edge"	U Undoes last trim operation
U or Undo	Reverses the effect of the previous command	
UCS	Defines or modifies the current User Coordinate System	<p>D ("Delete") Deletes one or more saved coordinate systems</p> <p>E ("Entity") Sets a UCS with the same extrusion direction as that of the selected entity</p>

		<p>O("Origin") Shifts the origin of the current coordinate system</p> <p>P ("Previous") Restores the Previous UCS</p> <p>R ("Restore") Restores a previously saved UCS</p> <p>S("Save") Saves the current UCS</p> <p>V("View") Establishes a new UCS whose Z-axis is parallel to the current viewing direction</p> <p>W ("World") Sets the current UCS to the World Coordinate System</p> <p>X Rotates the current UCS around the X-axis</p> <p>Y Rotates the current UCS around the Y-axis</p> <p>Z Rotates the current UCS around the Z-axis</p> <p>ZA Defines a UCS using an origin point and a point on the positive portion of the Z-axis</p> <p>3 Defines a UCS using an origin point, a point on the positive portion of the X-axis, and a point on the positive Y-portion of the XY plane</p> <p>? Lists specified saved coordinate systems</p>
UCSICON	Controls visibility and placement of the User Coordinate System Icon, which graphically indicates the origin and orientation of the current UCS. The options normally affect only the current viewport.	<p>A Changes settings of all active viewports</p> <p>N("No Origin") Displays the UCSICON at the lower-left corner of the viewport (i.e., not at the Origin)</p> <p>OR("ORigin") Displays the UCSICON at the origin of the current UCS, if possible (if the origin point is not within the current viewport, the location of the UCSICON defaults to the lower-left corner of the viewport)</p> <p>OFF Turns the UCSICON off</p> <p>N Turns the UCSICON on</p>
UNDO	Reverses the effect of multiple commands, and provides control over the "Undo" facility	<p><number> Undoes the <number> of most recent commands in reverse order</p> <p>A ("Auto") Controls treatment of menu items as UNDO "Groups"</p> <p>B("Back") Undoes back to previous UNDO "Mark"</p> <p>C("Control") Enables/disables the UNDO feature</p> <p>E("End") Terminates an UNDO Group (a</p>

		<p>sequence to be treated as one command)G ("Group") Begins an UNDO Group (asequencetobetreatedasonecommand)</p> <p>M ("Mark") Places "marker" in UNDO file(forusewith"Back")</p> <p>ControlSub-Options</p> <p>AllEnablesthefullUNDOfeature</p> <p>NoneDisablesUandUNDOentirely,anddiscards any previous UNDO informationsavedearlier in theeditingession</p> <p>One Limits U and UNDO to a singleoperation</p>
UNITS	Selects coordinate and angledisplayformatsandprecision	canbetransparent
ZOOM	Enlarges or reduces the displaymagnification of the drawing,without changing the actual sizeof the entities	<p>canbetransparent</p> <p><number>multiplierfromoriginalmagnification</p> <p><numberX>multiplierfromcurrentmagnification</p> <p><number XP>multiplier of magnificationrelativetopaperspace--usedforplottingtogetright plotscalein eachviewport</p> <p>A("All") fillslimitsofdrawingtoscreen</p> <p>C("Center")makespickedpointthecenterofthescreen</p> <p>D("Dynamic") makesanadjustiblerectangularlensappearonthescreenwhichiscapable of being made smaller or larger andmoved to different positions over the drawingand once set by the user, the drawing willquickly zoom to the location andmagnification set for the lens. This subcommand is no longer useful because allcomputers have very fast zooms naturallynow.</p> <p>E("Extents")makesthefarthestedgesoftheactual visible drawing fill up the graphicscreen</p> <p>L ("Lower-Left") makes the point pickedbecomeshovedtothelower-leftcornerofthegraphicscreen</p> <p>P("Previous")zoomsbacktowhateverthe</p>

		<p>last zoom, previous to the current zoom was -</p> <p>- AutoCAD stores about 10 of these, so you can walk backward in zoom magnification 10 times</p> <p>V ("Virtual Screen") makes the largest area available to the graphics card fill the graphics screen -- this varies with the quantity of graphics RAM that your graphics card has</p> <p>W ("Window") asks you to pick the lower left corner and the upper right corner of a zoom window and then fit that window to the graphics screen</p>
3DPOLY	Creates a 3D polyline	<p>C Closes the polyline back to the first point</p> <p>U Undoes (deletes) the last segment entered</p> <p><RET> Exits 3DPOLY command</p>

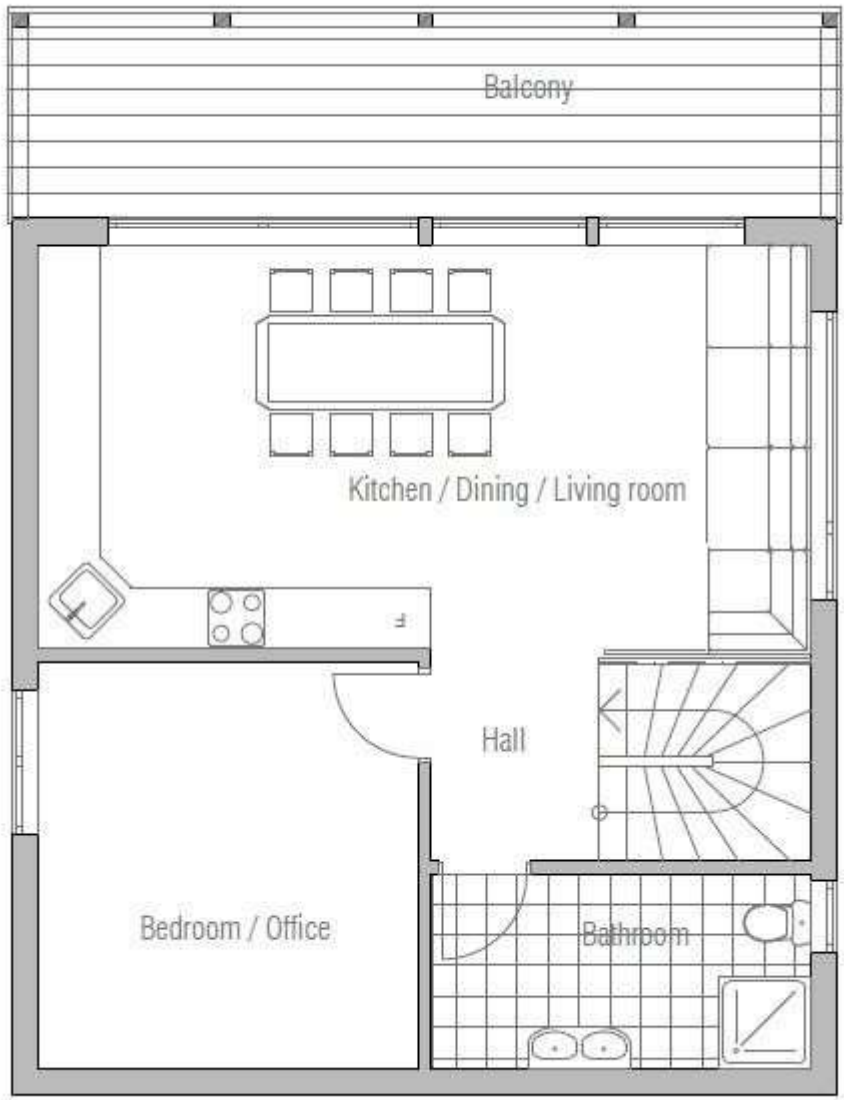
EXERCISE4:Drawingofplansofbuildingsusingsoftware

a)Singlestoreyedbuildingsb)multistoryedbuildings

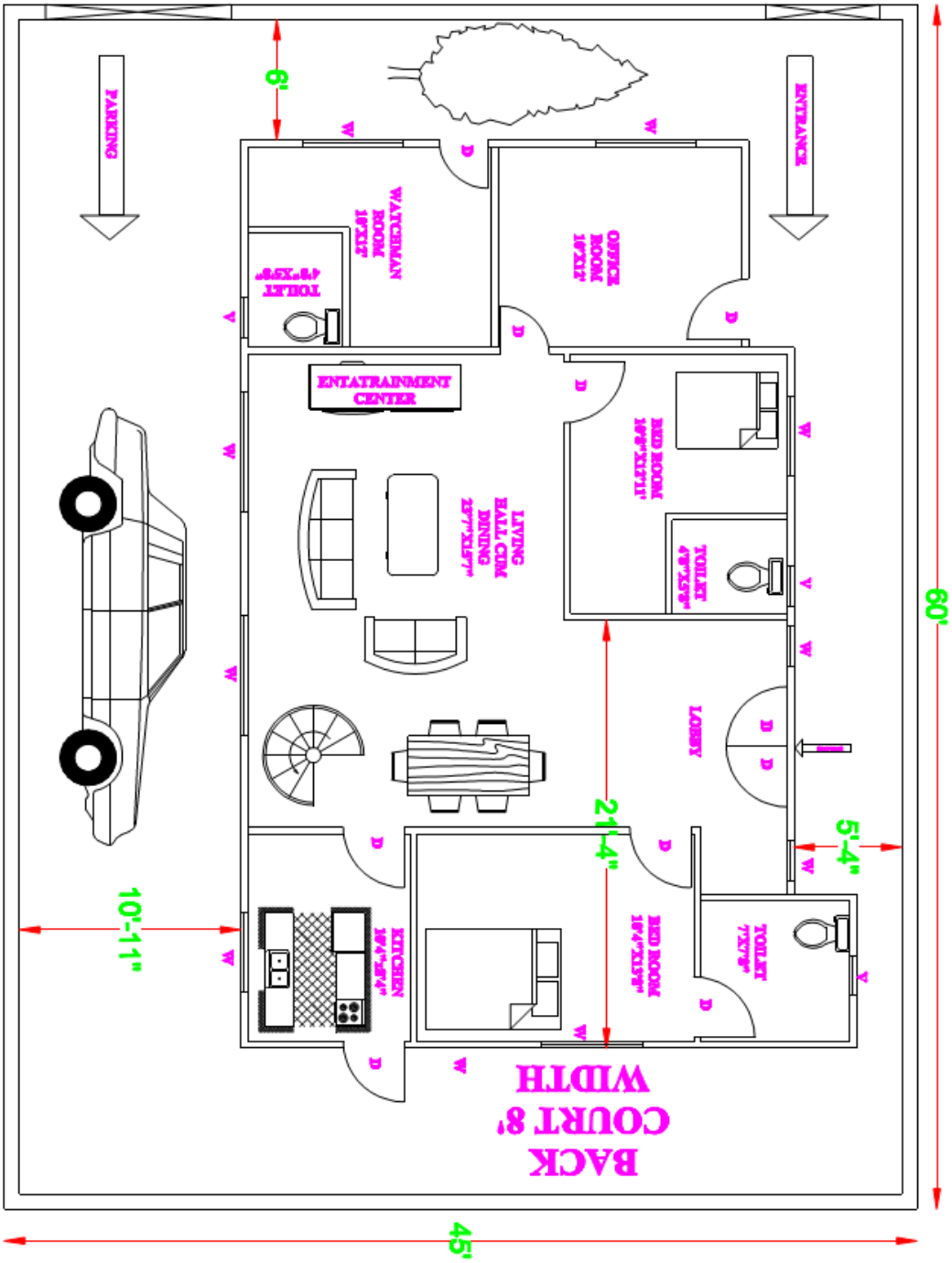
Building plan: a drawing that shows the shape, size, and arrangement of rooms in a building from above



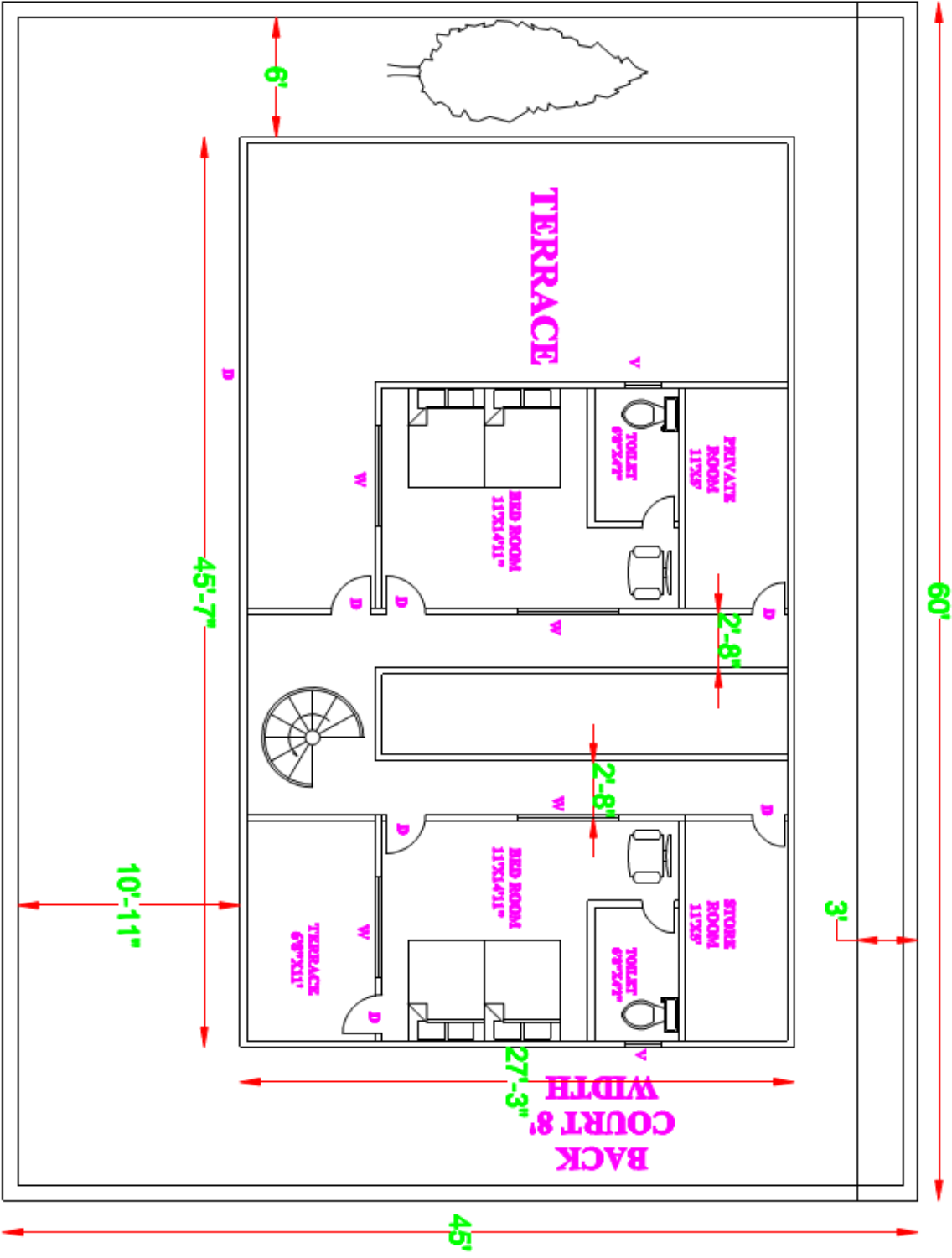
The above picture is a 3D isometric view of a building plan



The above picture shows 2d Plan drawn in AutoCAD



PLAN@GROUND
FLOOR



PLAN@FIRST
FLOOR

Exercise6:DetailingofbuildingcomponentslikeDoors,Windows,RoofTrussesetc.usingCADsoftware

Types of Doors:

- Battened and ledge door
- Battened and braced door
- Battened and framed door
- Battened, ledge, and framed door
- Framed and paneled door
- Glazed door
- Flush door
- Louvered door
- Wire gauged door
- Revolving door
- Sliding door
- Swing door
- Collapsible steel door
- Rolling shutter door
- Mild steel sheet door
- Hollow metal door
- PVC door

Types of Windows:

- Fixed
- Pivoted
- Double hung
- Sliding
- Casement

- Sash
- Louvered
- Metal
- Bay
- Corner window
- Dormer window
- Gable window
- Lantern