

AS320302

The AutoCAD World Cup

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Learning Objectives

- Find out the best commands in AutoCAD
- Learn about 32 commands in AutoCAD you didn't know existed
- Have your say and influence the class
- Be part of history and be there when The AutoCAD World Cup champion is crowned

Description

This fun class will focus on deciding on the best command in **AutoCAD**. In a process based on the World Cup format, we will determine group winners to qualify for knockout stages. Let's discover some hidden and unknown command gems. So, if OVERKILL is your favourite, or maybe MOCORO, then it's time to decide once and for all. If you want to attend something a bit different and interactive, this is the class for you. The class will conclude with a trophy presentation to the winning command.

Speaker(s)

Jonathan is 3rd party technology manager with Excitech Ltd. With over 15 years' experience, Jonathan has a unique blend of commercial, digital and construction expertise. Jonathan's specialism lies with structural and offsite manufacture related disciplines and in 2016 he was inducted into the Autodesk Expert Elite program.

Alexine is a 3rd party technology developer with BIM Track. With over 10 years' experience marketing to the AEC sector, Alexine understands the challenges facing firms as they transition to a digital experience and is keen to help teams enhance their communication on the tough issues in their projects.

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Research

How did the 32 qualify?

- Email Survey



- Autodesk Ambassador Hub Survey



- YouTube Community Survey



The 32 commands qualified based on a series of surveys. Each survey looked at gathering information about your favorite AutoCAD command. Based on all this information I was able to determine the 32 command qualifies for the AutoCAD World Cup.

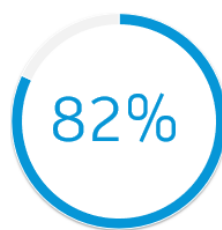
Command Popularity



ERASE

Likely next command:

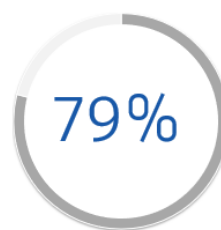
50.51% ERASE
4.83% MOVE
4.62% COPY



MOVE

Likely next command

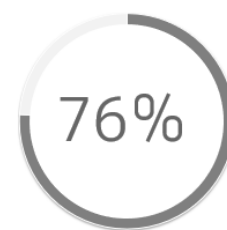
37.76% MOVE
10.00% ERASE
7.21% COPY



GRIP - STRETCH

Likely next command

49.48% GRIP-STRETCH
7.53% ERASE
5.45% MOVE



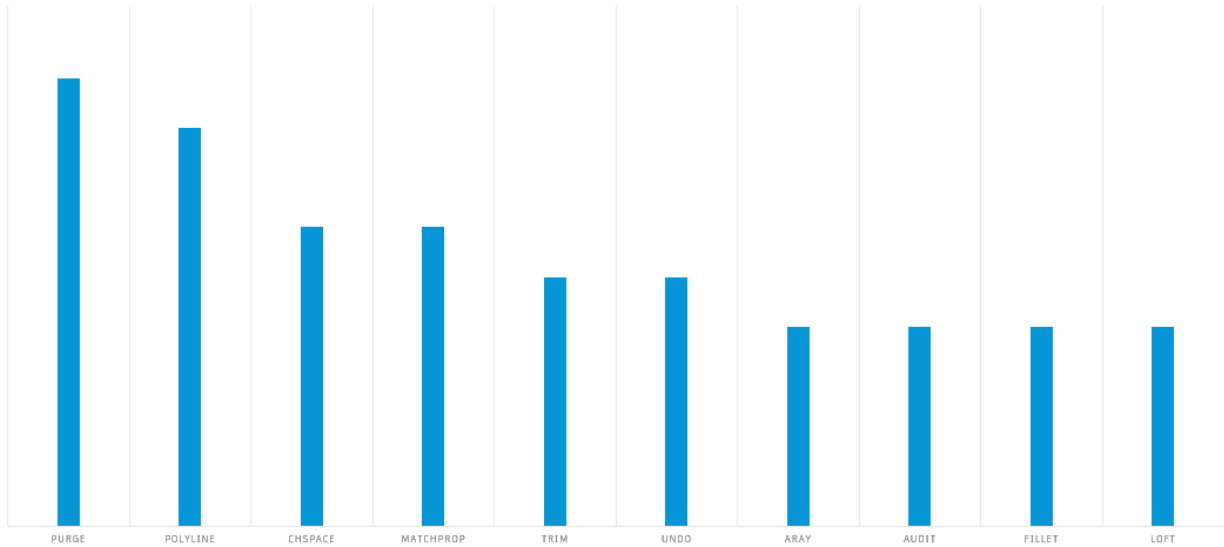
COPY

Likely next command

22.82% COPY
11.69% ERASE
9.94% MOVE

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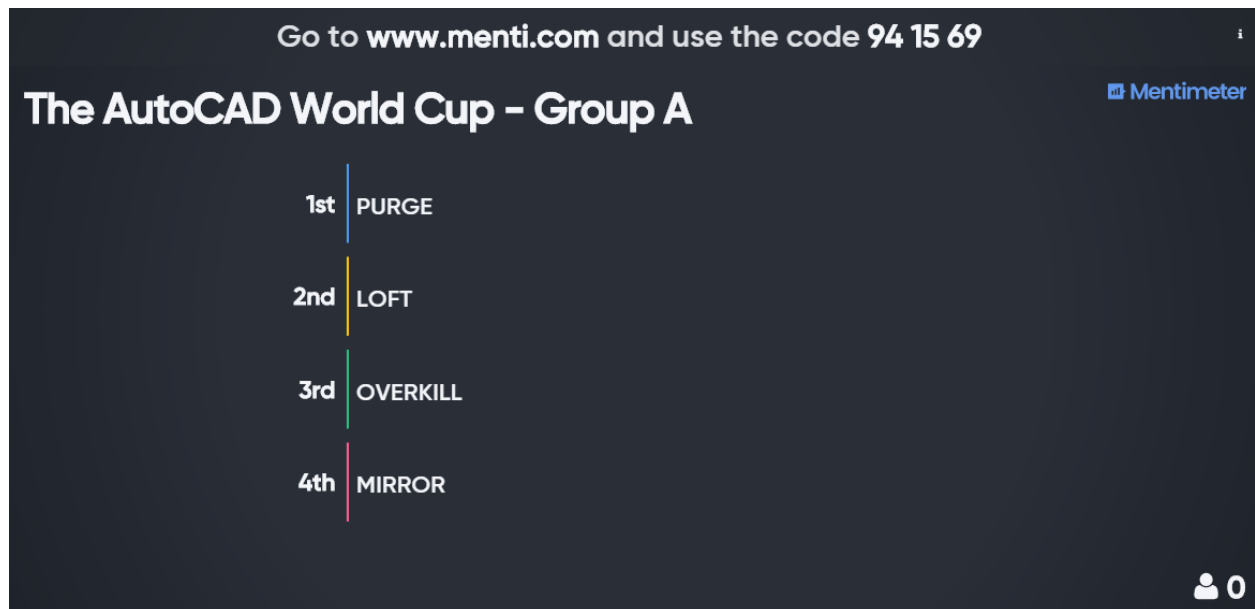
Top 10 Surveyed Commands



Interactive Voting

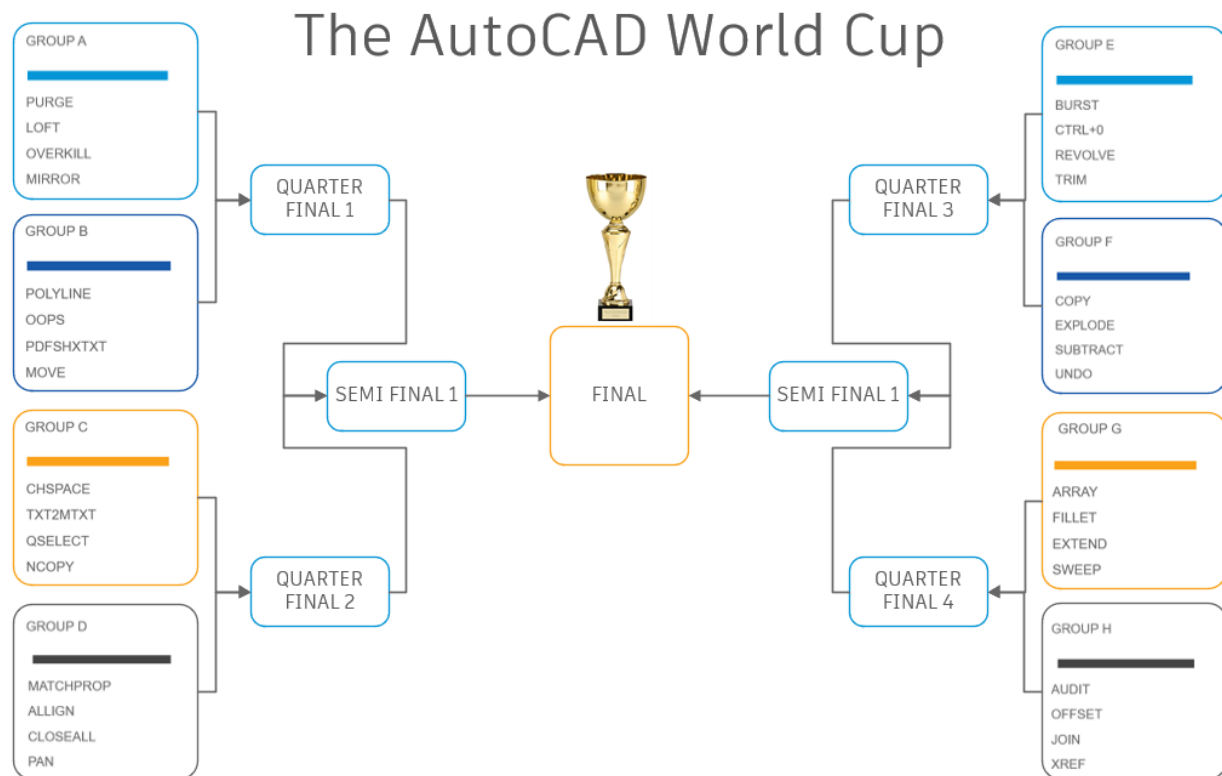
Voting will be done live in the class

- Browse to www.menti.com and use the required code
- Vote for your favorite



Groups Stages

Tournament Bracket



GROUP A



PURGE
LOFT
OVERKILL
MIRROR

GROUP B



POLYLINE
OOPS
PDFSHXTXT
MOVE

GROUP C



CHSPACE
TXT2MTXT
QSELECT
NCOPY

GROUP D



MATCHPROP
ALIGN
CLOSEALL
PAN

GROUP E



BURST
CTRL+0
REVOLVE
TRIM

GROUP F



COPY
EXPLODE
SUBTRACT
UNDO

GROUP G



ARRAY
FILLET
EXTEND
SWEEP

GROUP H



AUDIT
OFFSET
JOIN
XREF

Group A

PURGE



Removes unused items, such as block definitions and layers, from the drawing.

LOFT



Creates a 3D solid or surface in the space between several cross sections.

OVERKILL



Removes duplicate or overlapping lines, arcs, and polylines. Also, combines those that are partially overlapping or contiguous.

MIRROR



Creates a mirrored copy of selected objects.

Group B

POLYLINE



Creates a 2D polyline, a single object that is composed of line and arc segments.

OOPS

Restores erased objects.

OOPS restores objects erased by the last ERASE command.

You cannot use OOPS to restore objects on a layer that has been removed with the PURGE command.

PDFSHXTXT



Converts the SHX geometry imported from PDF files into individual multiline text objects.

MOVE



Moves objects a specified distance in a specified direction.

Group C

CHSPACE



On a layout, transfers selected objects between model space and paper space.

TXT2MTXT



Converts or combines single-line or multiline text objects into one or more multiline text objects.

QSELECT



Creates a selection set based on filtering criteria.

NCOPY



Copies objects that are contained in an xref, block, or DGN underlay.

Group D

MATCHPROP



Applies the properties of a selected object to other objects.

ALIGN



Aligns objects with other objects in 2D and 3D.

CLOSEALL



Closes all currently open drawings.

PAN



Shifts the view without changing the viewing direction or magnification.

Group E

BURST



Explodes selected blocks, preserving the block layer and converting attribute values to text objects.

Ctrl+0

Toggles Clean Screen

REVOLVE



Creates a 3D solid or surface by sweeping an object around an axis.

TRIM



Trims objects to meet the edges of other objects.

Group F

COPY



Copies objects a specified distance in a specified direction.

EXPLODE



Breaks a compound object into its component objects.

SUBTRACT



Creates as a new object by subtracting one overlapping region or 3D solid from another.

UNDO



Reverses the effect of commands.

Group G

ARRAY



Creates copies of objects arranged in a pattern.

FILLET



Rounds or fillets the edges of two 2D objects or the adjacent faces of a 3D solid.

EXTEND



Extends objects to meet the edges of other objects.

SWEEP



Creates a 3D solid or 3D surface by sweeping a 2D object or sub object along an open or closed path.

Group H

AUDIT



Evaluates the integrity of a drawing and corrects some errors.

OFFSET



Creates concentric circles, parallel lines, and parallel curves.

JOIN



Joins the endpoints of linear and curved objects to create a single object.

XREF



Inserts references to external files such as other drawings, raster images, point clouds, coordination models, and underlays.

