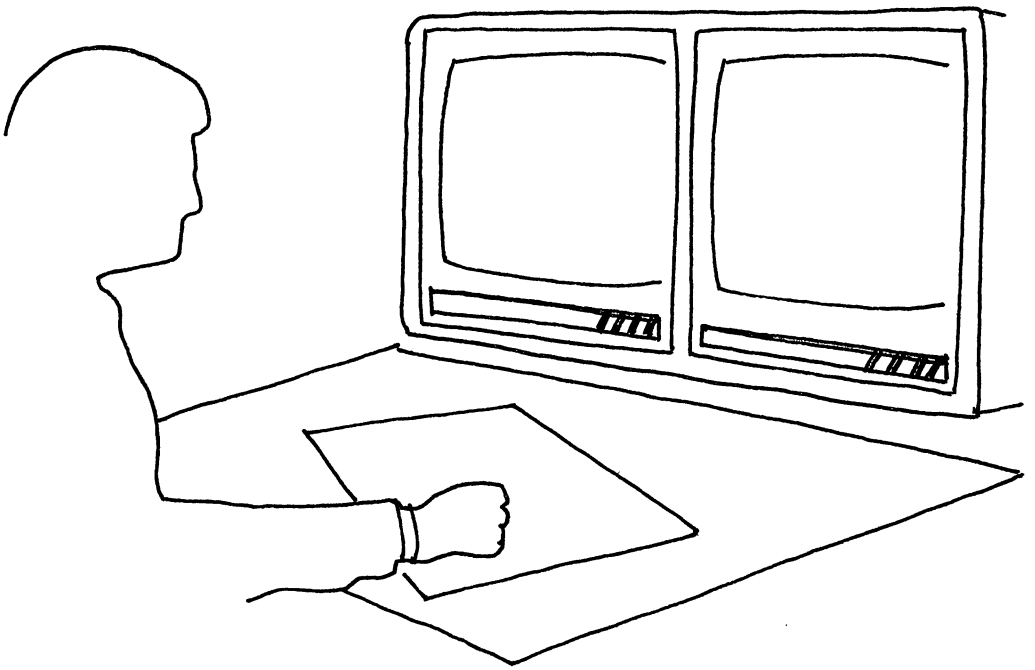
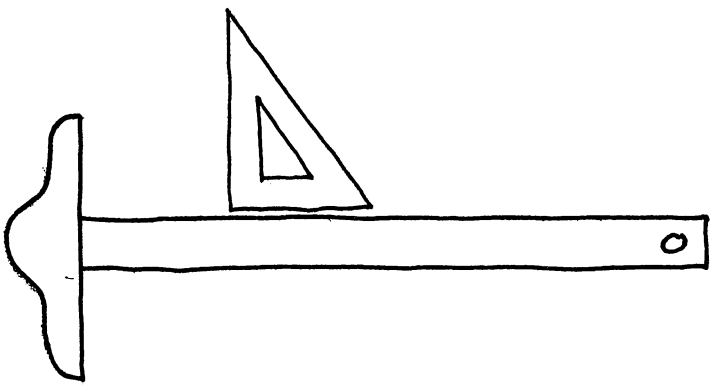
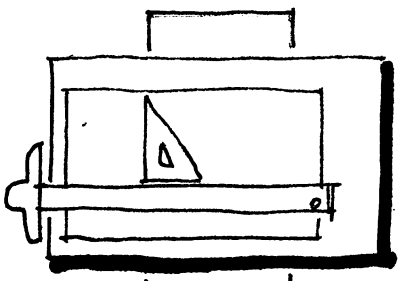
Intergraph / CADD
Training Notes:

HEERY

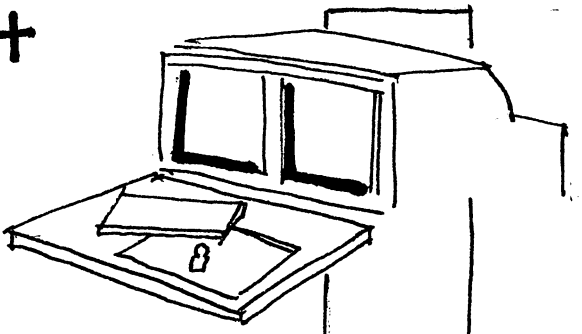




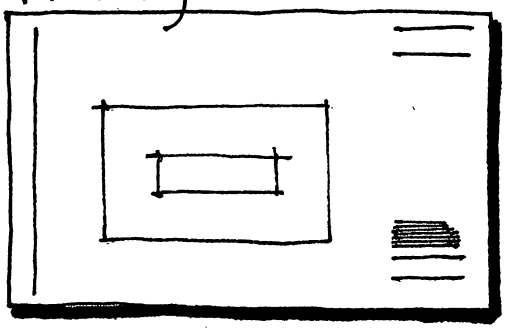
Manual Drawing vs. CADD Drawing



Input

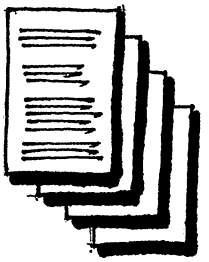


Drawing

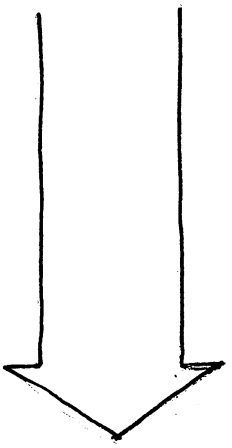


Database

Reports

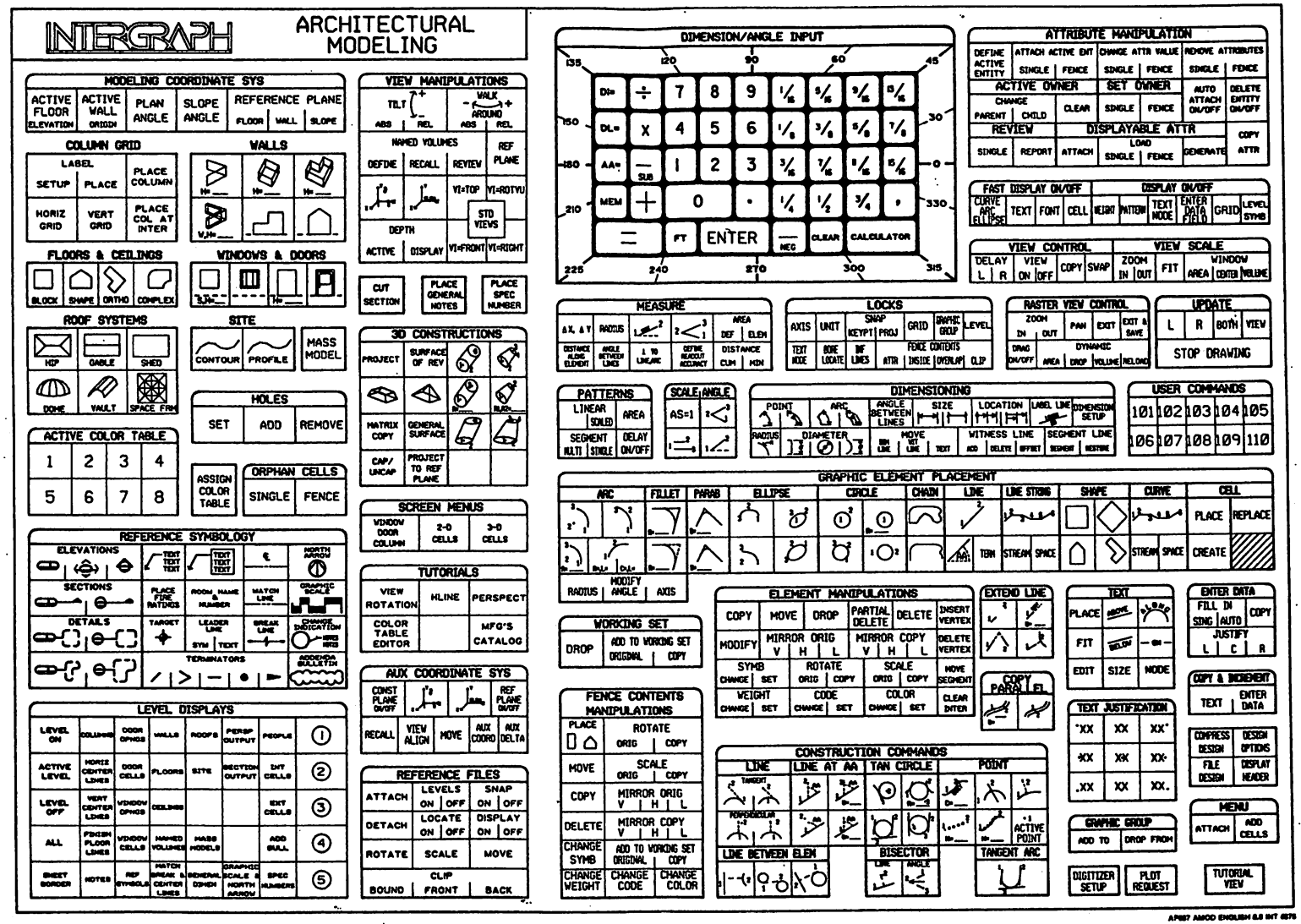


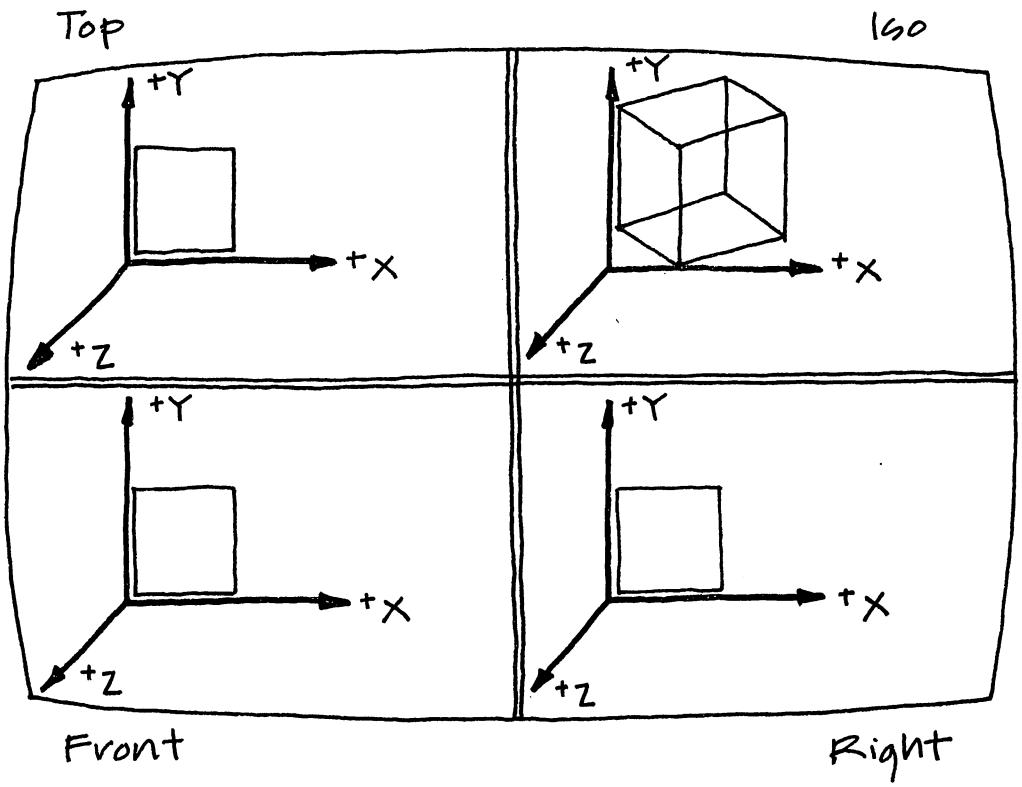
Room - area and finishes
Wall - length and construction
Window - quantity and style
Door - quantity and style



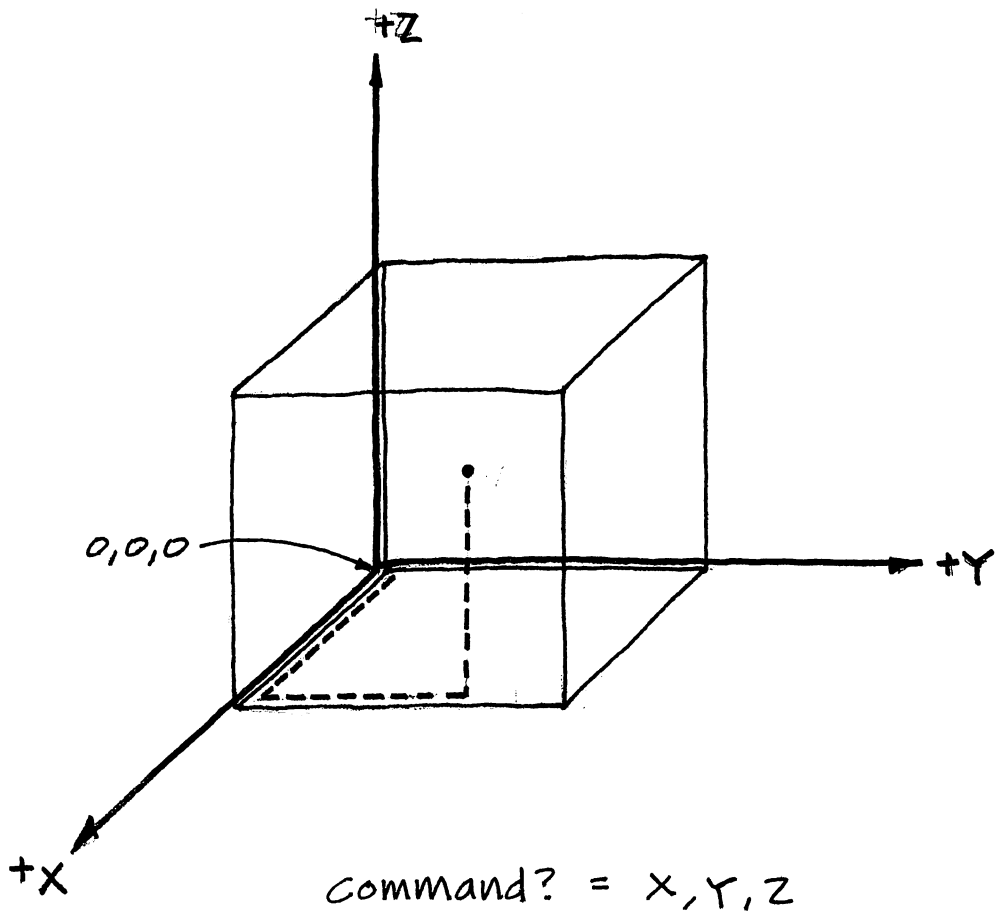
Output

- effort
- accuracy
- quality
- consistency


INTERGRAPH
ARCHITECTURAL MODELING
MODELING COORDINATE SYS
ACTIVE FLOOR ELEVATION
ACTIVE WALL ORIGIN
PLAN ANGLE
SLOPE ANGLE
REFERENCE PLANE FLOOR WALL SLOPE
COLUMN GRID
LABEL SETUP PLACE
PLACE COLUMN
HORIZ GRID
VERT GRID
PLACE COL AT INTER
WALLS
FLOORS & CEILINGS
BLOCK SHAPE ORTHO COMPLEX
WINDOWS & DOORS
ROOF SYSTEMS
HIP GABLE SHED
DOME VAULT SPACE FRM
SITE
CONTOUR PROFILE
MASS MODEL
HOLES
SET ADD REMOVE
ACTIVE COLOR TABLE
1 2 3 4
5 6 7 8
ASSIGN COLOR TABLE
ORPHAN CELLS
SINGLE FENCE
REFERENCE SYMBOLOGY
ELEVATIONS
SECTIONS
DETAILS
TERMINATORS
NORTH ARROW
GRAPHIC SCALE
LEVEL DISPLAYS
LEVEL ON
ACTIVE LEVEL
LEVEL OFF
ALL
SHEET BORDER
VIEW MANIPULATIONS
TILT
WALK AROUND
ABS REL
NAMED VOLUMES
DEFINE RECALL REVIEW
REF PLANE
DEPTH
ACTIVE DISPLAY
VI=TOP
VI=ROTVU
STD VIEWS
VI=FRONT
VI=RIGHT
CUT SECTION
PLACE GENERAL NOTES
PLACE SPEC NUMBER
3D CONSTRUCTIONS
PROJECT
SURFACE OF REV
MATRIX COPY
GENERAL SURFACE
CAP/UNCAP
PROJECT TO REF PLANE
SCREEN MENUS
WINDOW DOOR COLUMN
2-D CELLS
3-D CELLS
TUTORIALS
VIEW ROTATION
HLINE
PERSPECT
COLOR TABLE EDITOR
MFG'S CATALOG
AUX COORDINATE SYS
CONST PLANE ON/OFF
REF PLANE ON/OFF
RECALL
VIEW ALIGN
MOVE
AUX COORD
AUX DELTA
REFERENCE FILES
ATTACH
LEVELS ON OFF
SNAP ON OFF
DETACH
LOCATE ON OFF
DISPLAY ON OFF
ROTATE
SCALE
MOVE
CLIP BOUND FRONT BACK
DIMENSION/ANGLE INPUT
135 120 90 60 45
150 30
180 0
210 330
225 240 270 300 315
DI= DL= AA= MEM
SUB
FT
ENTER
NEG
CLEAR
CALCULATOR
MEASURE
ΔX, ΔY
RADIUS
AREA DEF ELEM
DISTANCE ALONG ELEMENT
ANGLE BETWEEN LINES
L TO LINE/ARC
DEFINE SHAPE/ACCURACY
DISTANCE CUM MIN
LOCKS
AXIS UNIT
SNAP KEYPT PROJ
GRID
GRAPHIC GROUP
LEVEL
TEXT NODE
BORE LOCATE
INF LINES
FENCE CONTEXTS ATTR INSIDE OVERLAP CLIP
RASTER VIEW CONTROL
ZOOM IN OUT
PAN
EXIT
EXIT & SAVE
DRAG ON/OFF
DYNAMIC AREA DROP VOLUME RELOAD
UPDATE
L R BOTH VIEW
STOP DRAWING
PATTERNS
LINEAR SOLID
AREA
SEGMENT MULTI SINGLE
DELAY ON/OFF
SCALE,ANGLE
AS=1
DIMENSIONING
POINT
ARC
ANGLE BETWEEN LINES
SIZE
LOCATION
LABEL LINE
DIMENSION SETUP
RADIUS
DIAMETER
MOVE TEXT LINE TEXT
WITNESS LINE ADD DELETE OFFSET
SEGMENT LINE SEGMENT RESTORE
USER COMMANDS
101 102 103 104 105
106 107 108 109 110
GRAPHIC ELEMENT PLACEMENT
ARC
FILLET
PARAB
ELLIPSE
CIRCLE
CHAIN
LINE
LINE STRING
SHAPE
CURVE
CELL
PLACE REPLACE
TBN STREAM SPACE
CREATE
MODIFY RADIUS ANGLE AXIS
WORKING SET
DROP
ADD TO WORKING SET ORIGINAL COPY
ELEMENT MANIPULATIONS
COPY MOVE DROP
PARTIAL DELETE
DELETE
INSERT VERTEX
DELETE VERTEX
MODIFY
MIRROR ORIG V H L
MIRROR COPY V H L
SYMB CHANGE SET
ROTATE ORIG COPY
SCALE ORIG COPY
MOVE SEGMENT
WEIGHT CHANGE SET
CODE CHANGE SET
COLOR CHANGE SET
CLEAR INTER
EXTEND LINE
COPY PARALLEL
FENCE CONTENTS MANIPULATIONS
PLACE
ROTATE ORIG COPY
MOVE
SCALE ORIG COPY
COPY
MIRROR ORIG V H L
DELETE
MIRROR COPY V H L
CHANGE SYMB
ADD TO WORKING SET ORIGINAL COPY
CHANGE WEIGHT
CHANGE CODE
CHANGE COLOR
CONSTRUCTION COMMANDS
LINE
TANGENT
PERPENDICULAR
LINE AT AA
TAN CIRCLE
POINT
ACTIVE POINT
LINE BETWEEN ELEM
BISECTOR LINE ANGLE
TANGENT ARC
ATTRIBUTE MANIPULATION
DEFINE ACTIVE ENTITY
ATTACH ACTIVE ENT SINGLE FENCE
CHANGE ATTR VALUE SINGLE FENCE
REMOVE ATTRIBUTES SINGLE FENCE
ACTIVE OWNER
CHANGE PARENT CHILD
CLEAR
SET OWNER SINGLE FENCE
AUTO ATTACH ON/OFF
DELETE ENTITY ON/OFF
REVIEW SINGLE REPORT
DISPLAYABLE ATTR ATTACH LOAD SINGLE FENCE GENERATE
COPY ATTR
FAST DISPLAY ON/OFF
CURVE ARC ELLIPSE TEXT FONT CELL
DISPLAY ON/OFF
WEIGHT PATTERN TEXT NODE ENTER DATA FIELD GRID LEVEL SYMB
VIEW CONTROL
DELAY L R
VIEW ON OFF
COPY SWAP
VIEW SCALE
ZOOM IN OUT FIT
WINDOW AREA CENTER VOLUME
TEXT
PLACE ABOVE BELOW
FIT
EDIT SIZE MODE
TEXT JUSTIFICATION
XX XX XX
X X* XX* .XX XX XX.
ENTER DATA
FILL IN SING AUTO
COPY
JUSTIFY L C R
COPY & REORIENT
TEXT ENTER DATA
COMPRESS DESIGN
DESIGN OPTIONS
FILE DESIGN
DISPLAY HEADER
MENU
ATTACH ADD CELLS
GRAPHIC GROUP
ADD TO DROP FROM
DIGITIZER SETUP
PLOT REQUEST
TUTORIAL VIEW



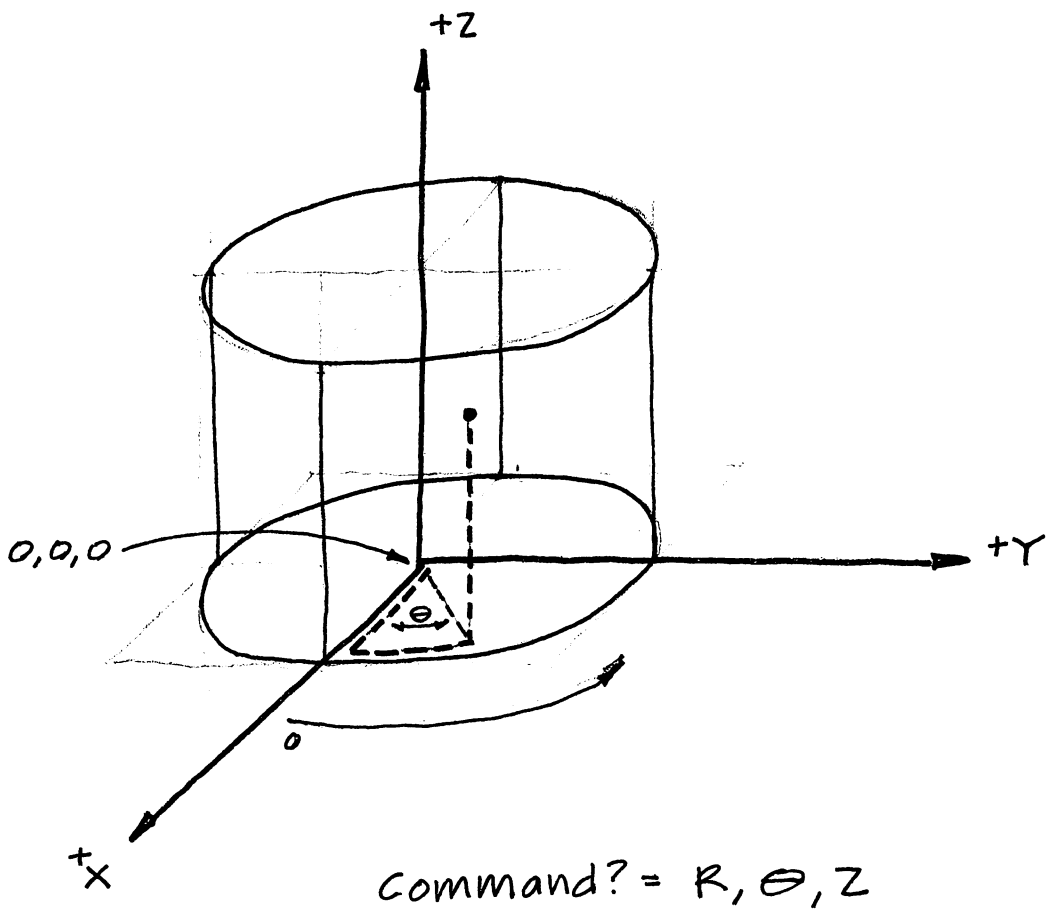
View Coordinate System



command? = X, Y, Z

X = distance along X-axis
Y = distance along Y-axis
Z = distance along Z-axis

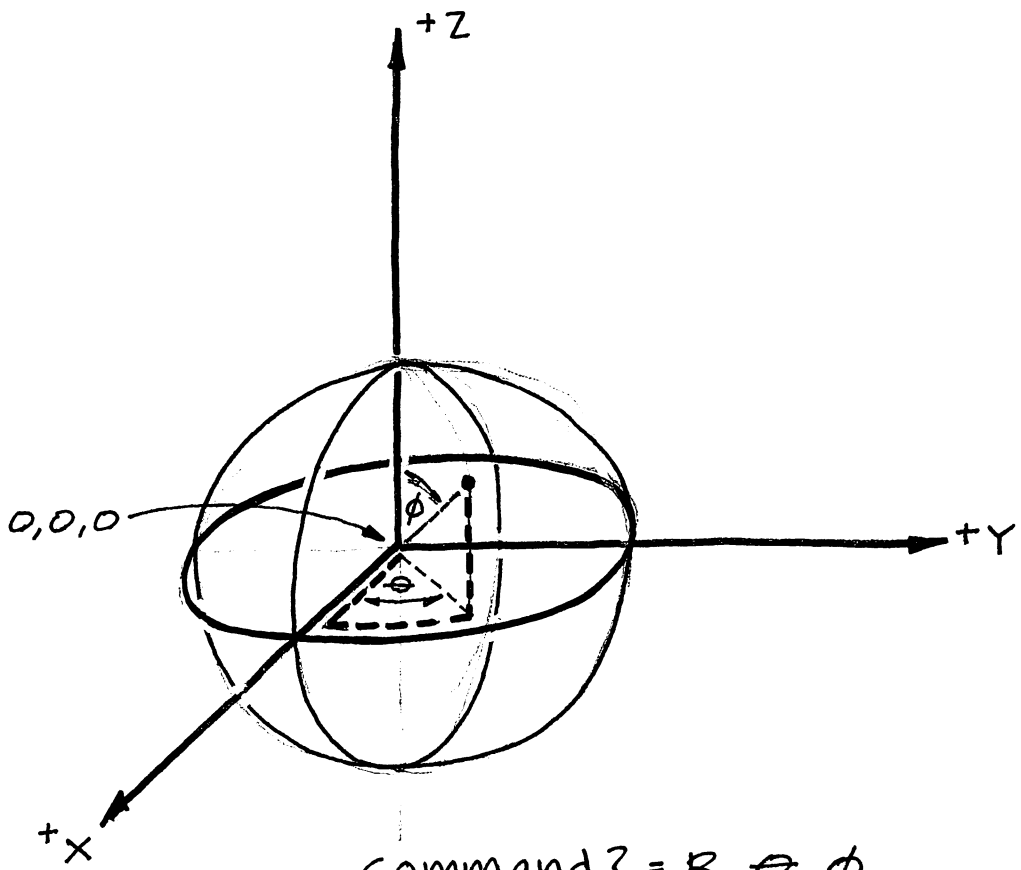
Rectangular Coordinate System



Command? = R, θ, Z

R = radial distance along x-axis
θ = degrees from x-axis (0-360)
Z = distance along z-axis

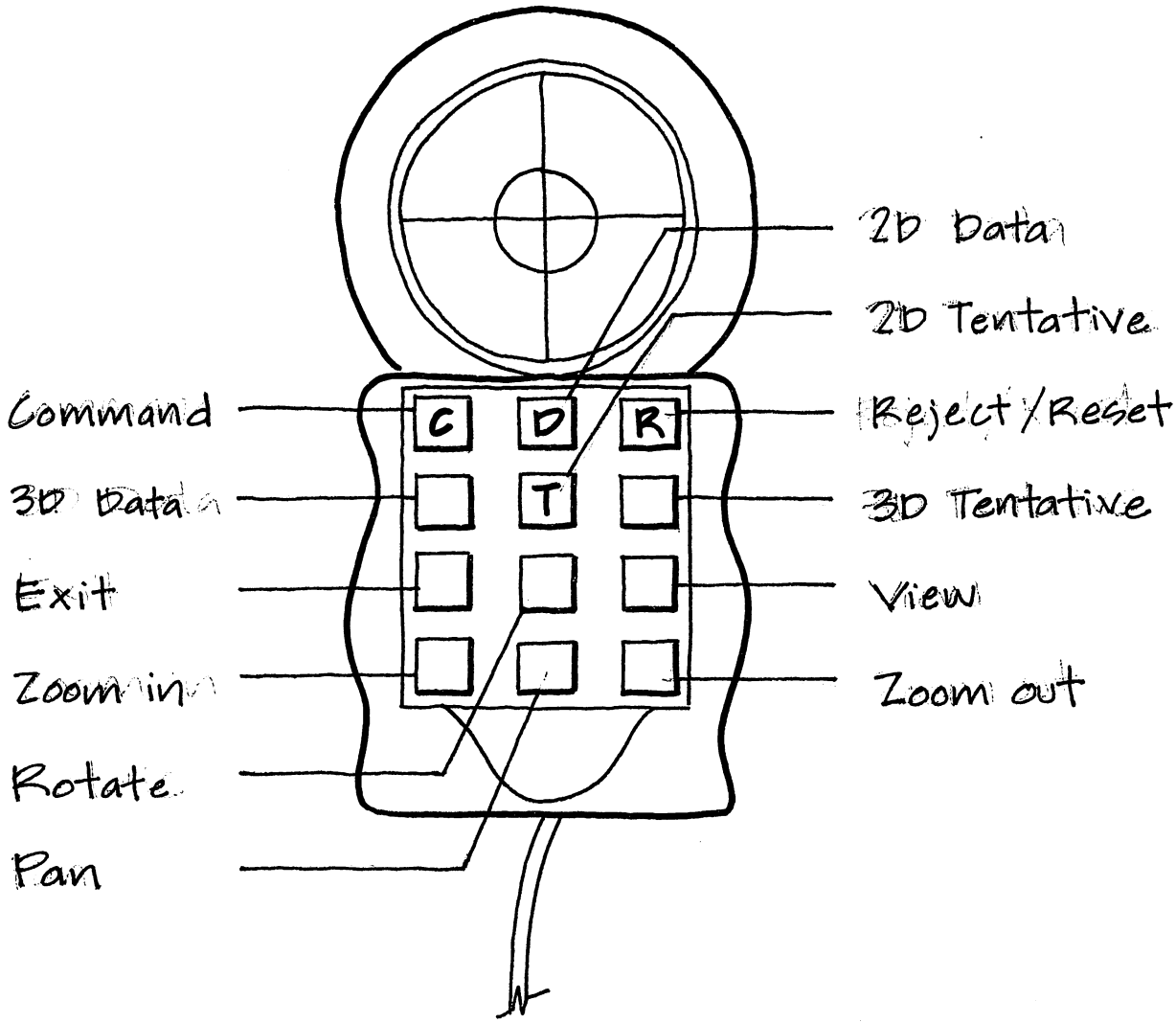
Cylindrical Coordinate System



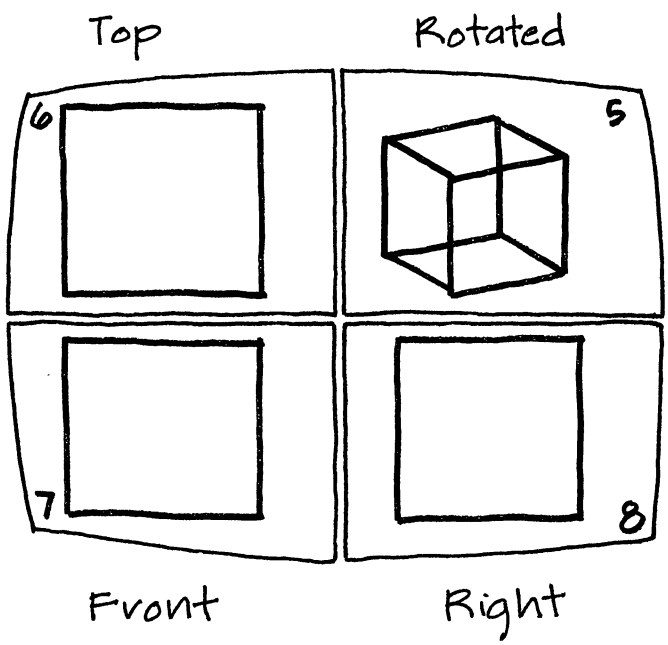
command? = R, ⊖, ∅

R = radial distance along x-axis
⊖ = degrees from x-axis (0-360)
∅ = degrees from z-axis (0-360)

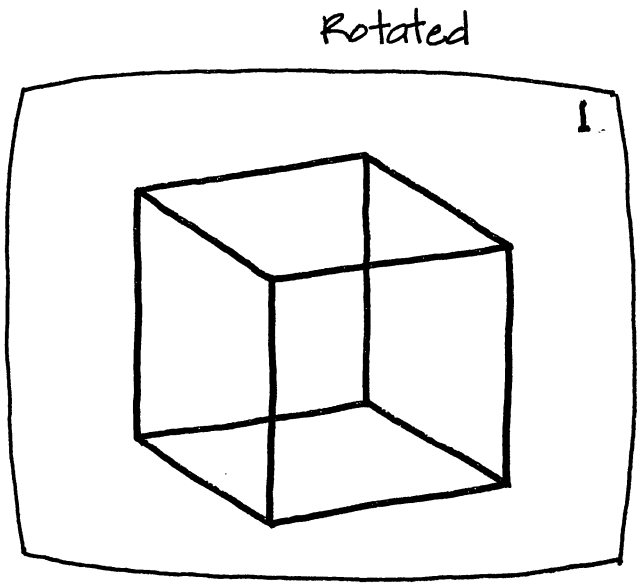
Spherical Coordinate System



Cursor Buttons

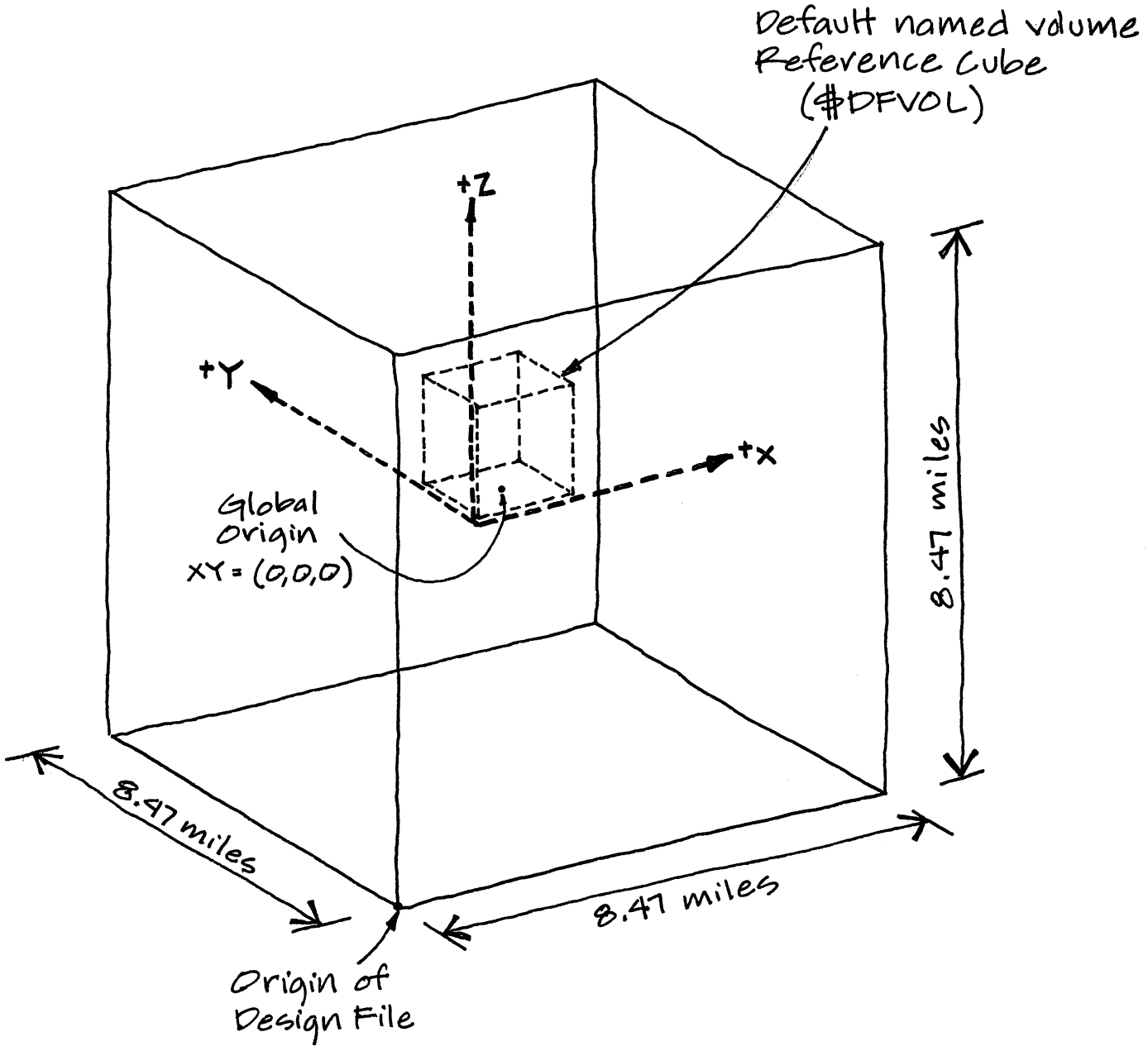


Left Screen.

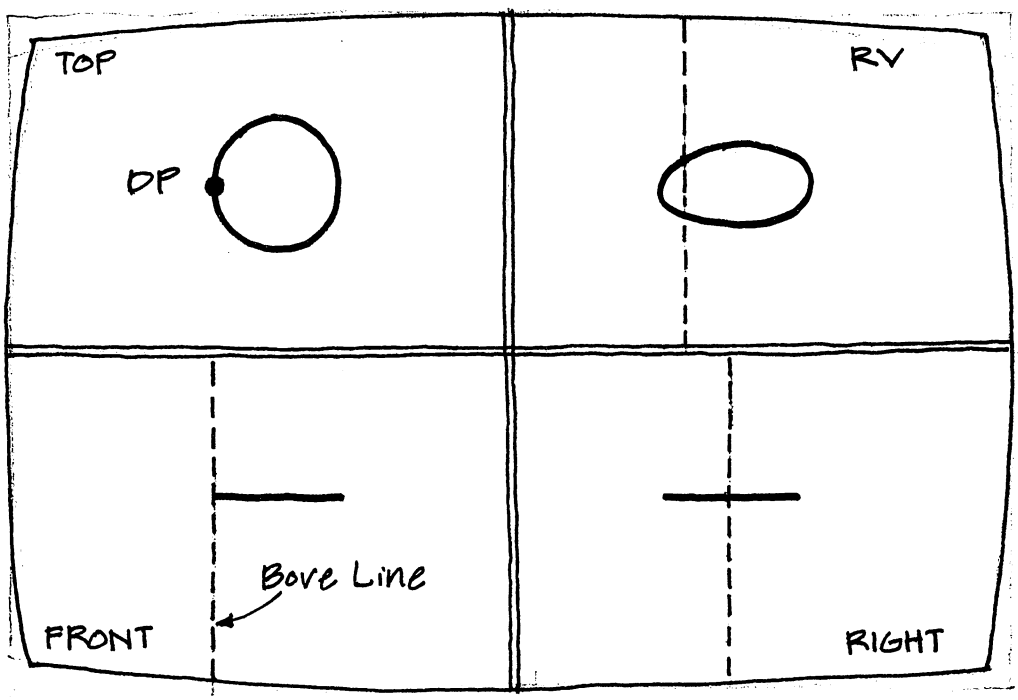


Right Screen.

Standard Views



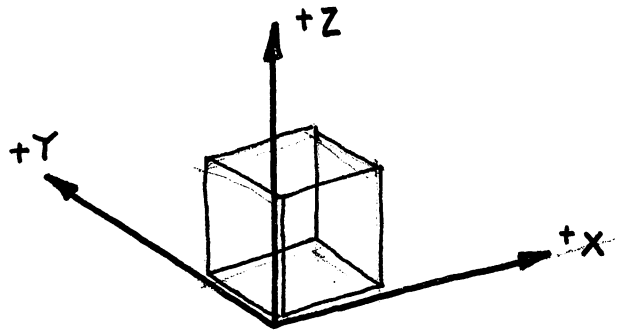
Design File - AMOD

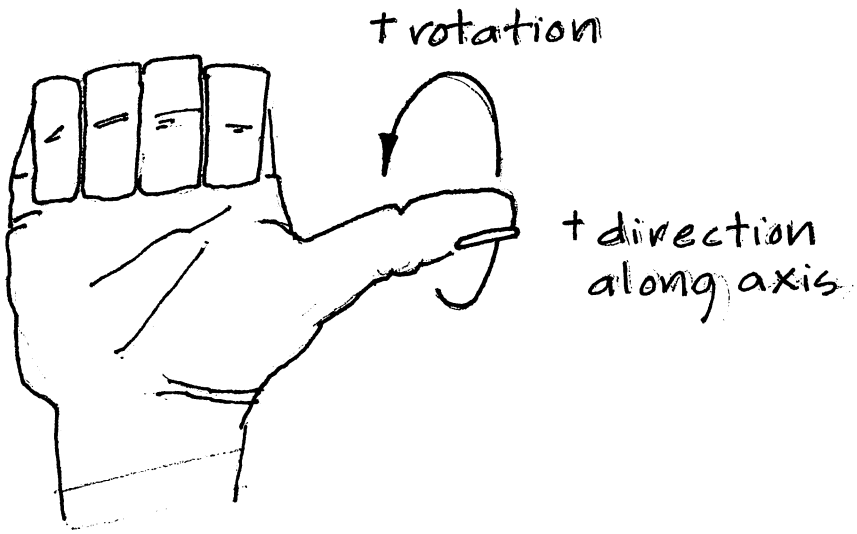


Three Dimensional Bore Line

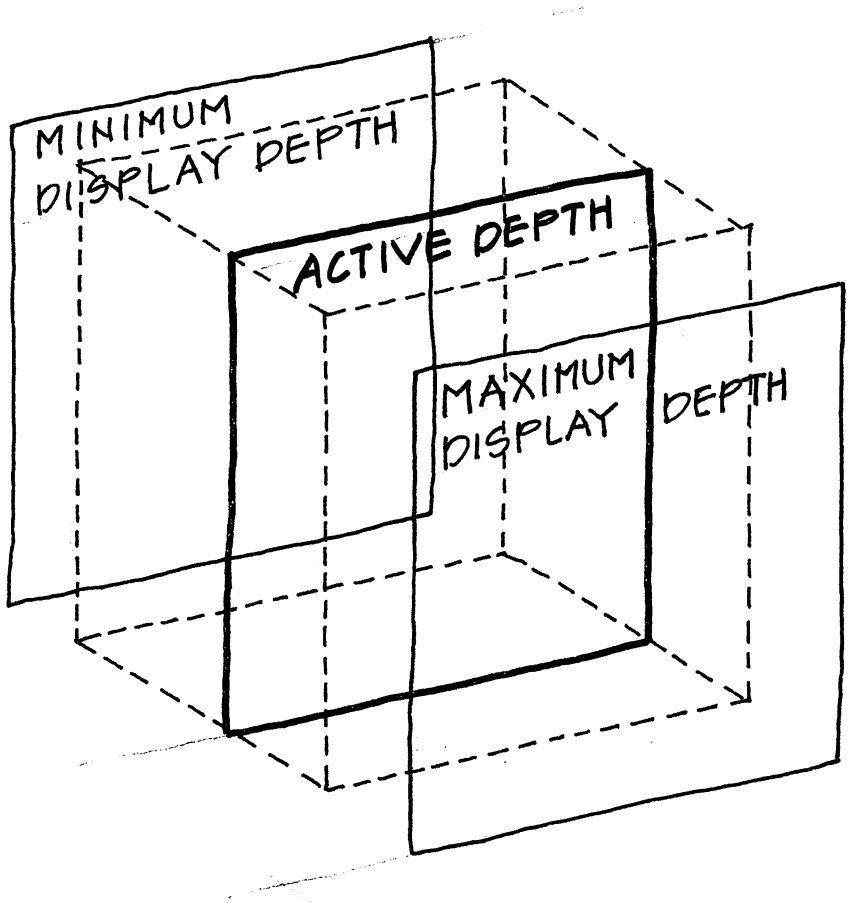
Rotate View

RV = X, Y, Z

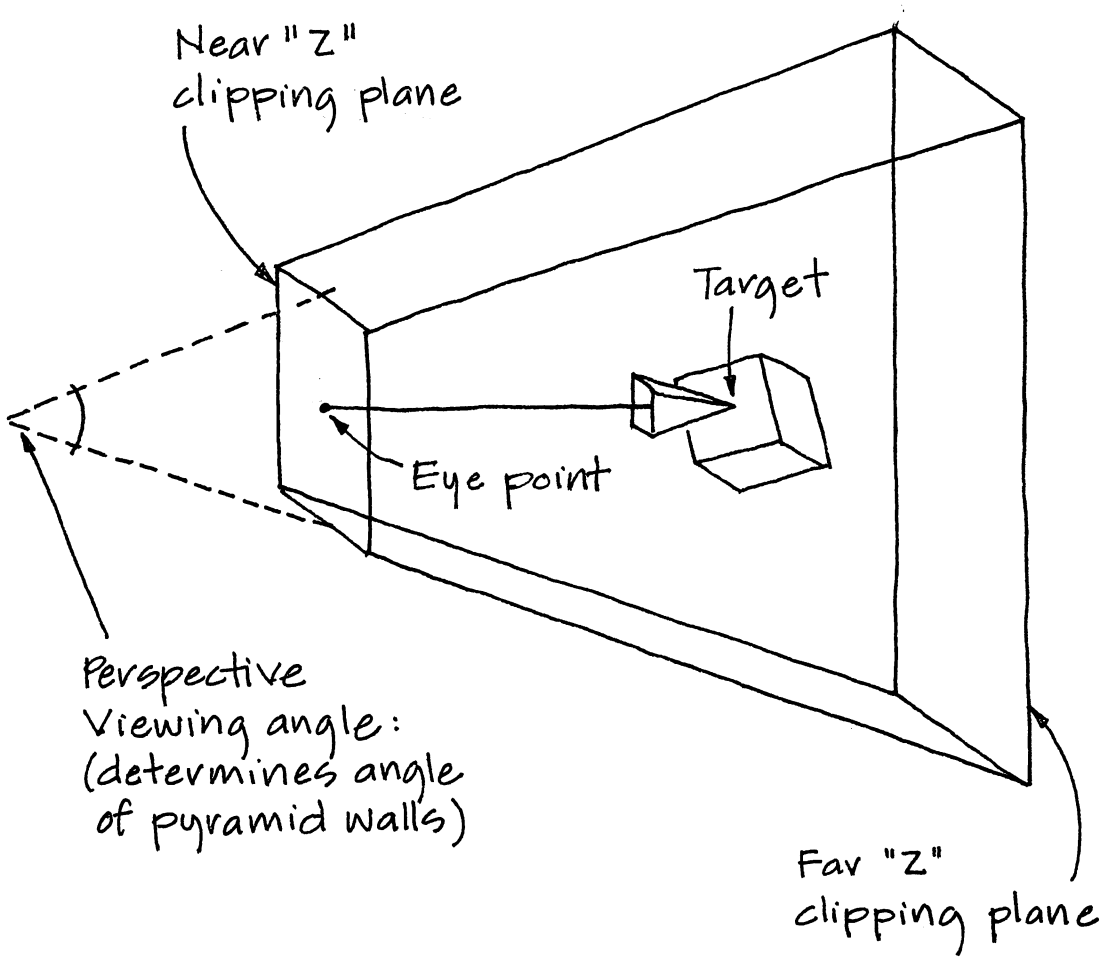




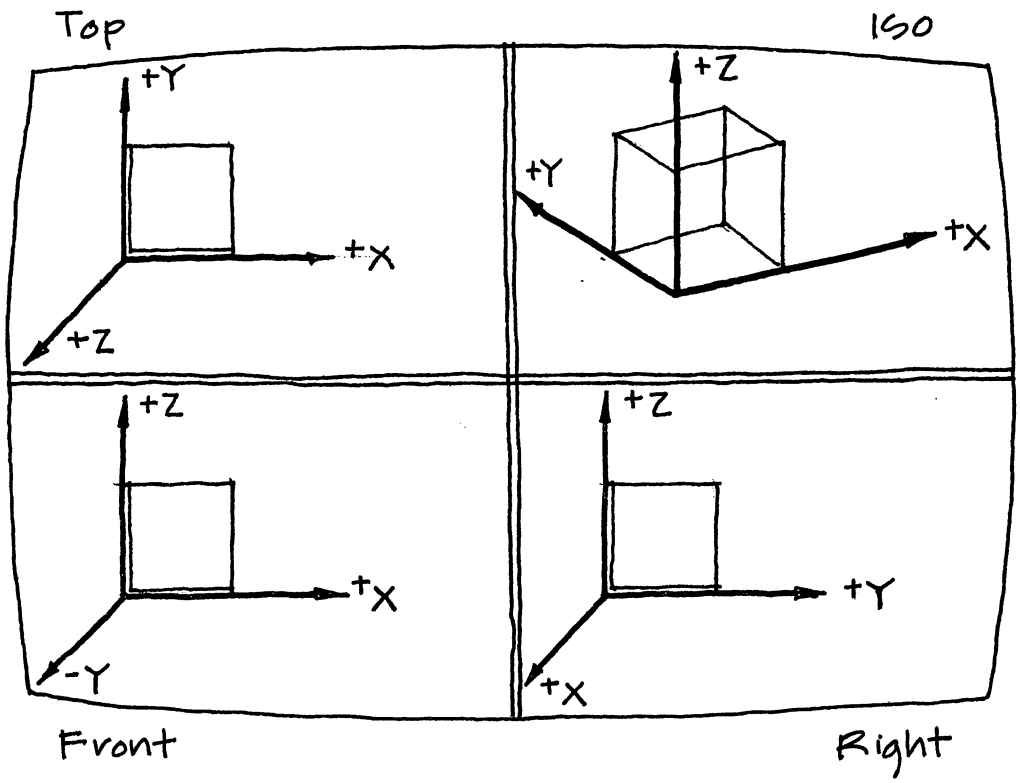
"right-hand rule"



Active Depth and Display Depth



Perspective View Parameters

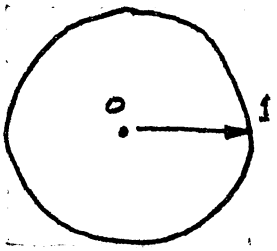


Model Coordinate System

HSV Color Model

... hue, saturation and value.

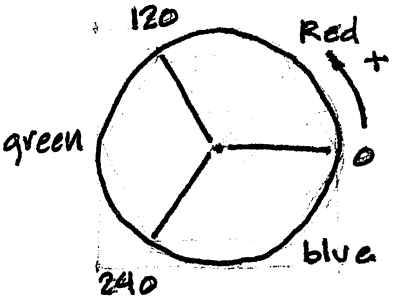
SATURATION



... when saturation is Ø the hue is irrelevant and is called UNDEFINED.

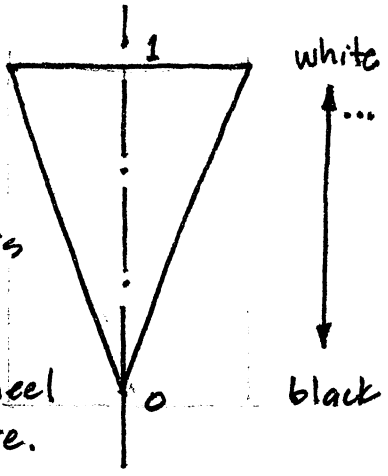
... colors close to the center are pastel and those closer to the perimeter move pure.

HUE.



... color wheel. complementary colors are offset by 180° from each other.

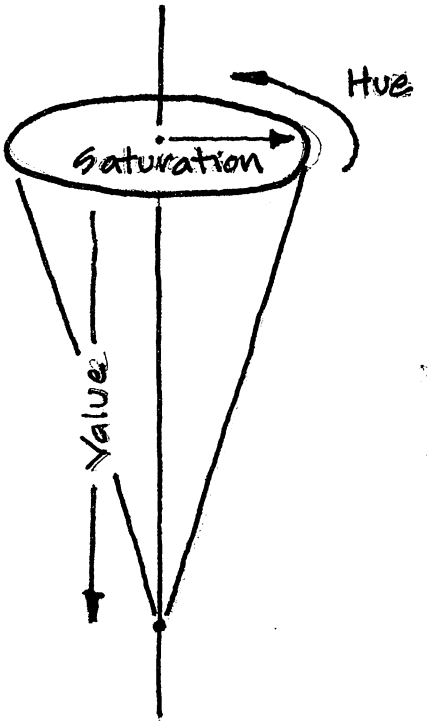
VALUE



... the bottom of the cone is pure black.

... the center of the color wheel is pure white.

HSV Color Model.



Color	Angle
Red	0
Yellow	60
Green	120
Cyan	180
Blue	240
Magenta	300