



# CADCAM 2D

## Key Concepts

→ Create Rectangle,  Click your first point (Origin), draw a rectangle approximately and click again (this is called sketching)  
Now we will adjust the exact sizes. Width=6 Height=3.5



 Apply (clicking apply locks the values for our rectangle and allows us to make another rectangle)


**Make sure this is on!**

→ Now we make the inside rectangle


Click Origin, Sketch inside rectangle



Width=5 Height=2.5

 Ok (Ok locks the values like apply, but also clears the ribbon bar)

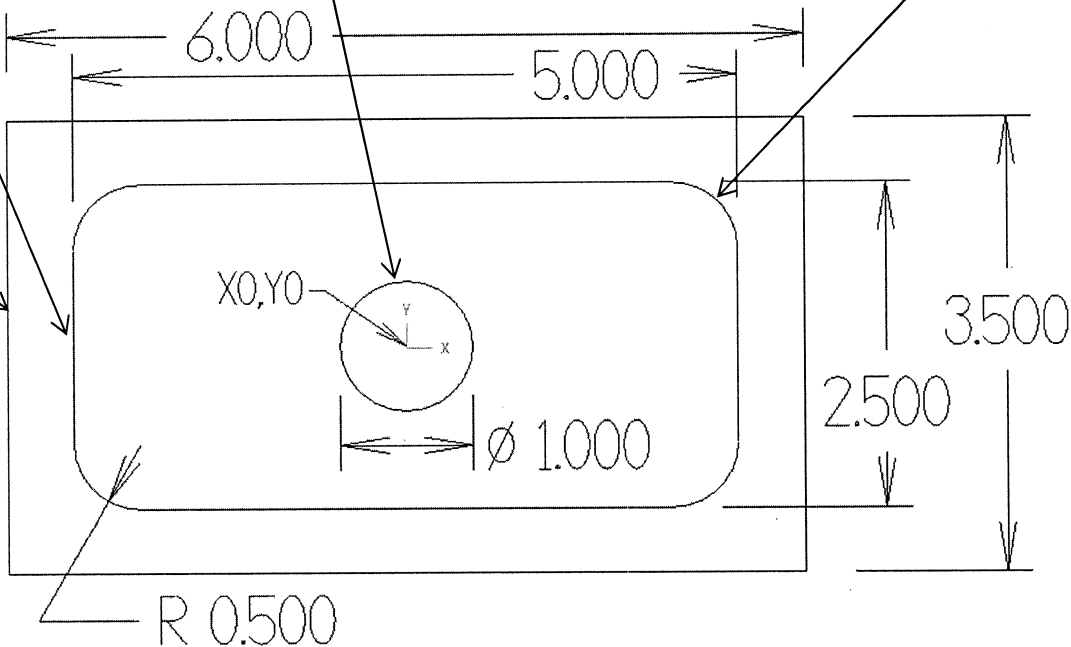
 Fillet Entities (this is a rounded corner)

Set Radius to .5 

Select one line, then the other, continue this all around the inside rectangle. 

 Create circle center point, Select Origin, Sketch circle  
Diameter= 1 

 Ok



## Assignment #1

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# CADCAM 2D

## Key Concepts

➤ Create Circle Center point  
Click origin, Sketch circle  
(this will be the smaller circle) Diameter=1.88

➤ Apply  
Now make the largest circle  
Click origin, Sketch circle  
Radius=1.5

➤ Create Circle Center point Dia=.75, click the Diameter symbol to lock the value  
(locking the value allows you to place multiples of the same object)

➤ Click the Fast Point icon, Type in -1.875,0  
Click the Fast Point icon again, Type in 1.875,0  
(this will place the "bolt" holes)

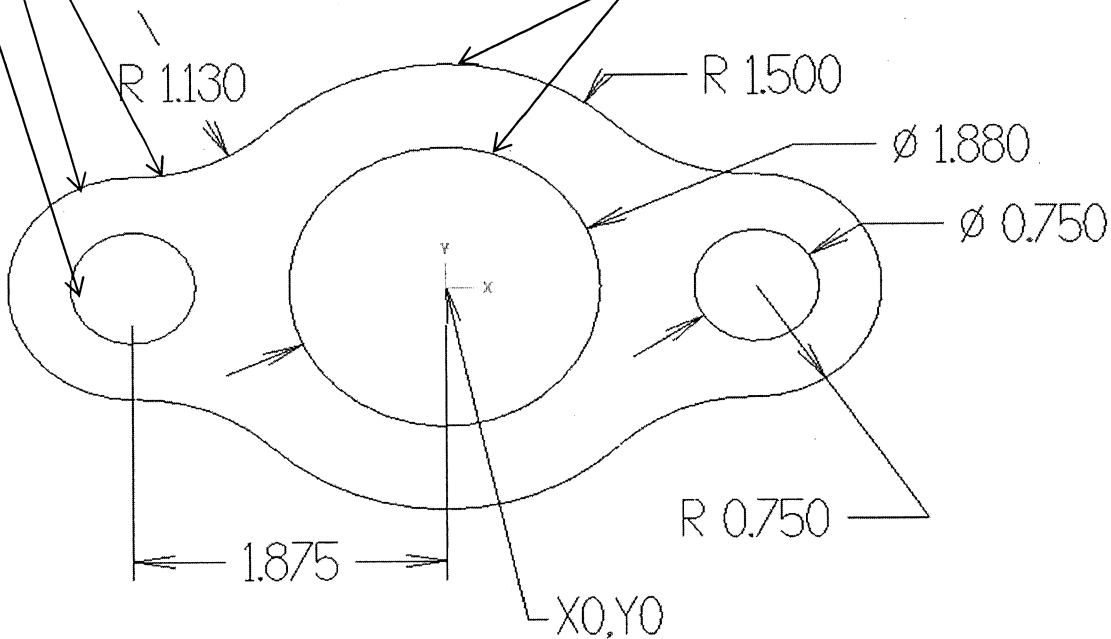
Fast Point is used to when you know the coordinates of an object.

➤ Center these .750 Radius holes on the above circles

➤ Create Fillet - Radius 1.130, Turn trim off, click circles with adjoining fillets

Use trim 1 entity to trim excess Trim off

You will also need to use trim, divide.



## Assignment #2

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# CADCAM 2D

## Key Concepts

Create Rectangle Width=4 Height=4, Anchor to center, place at origin



And again



Create arc tangent 2 entities set Radius to .375  
Choose the lower corners of the 3" rectangle

Create arc tangent 1 entities set radius to .375

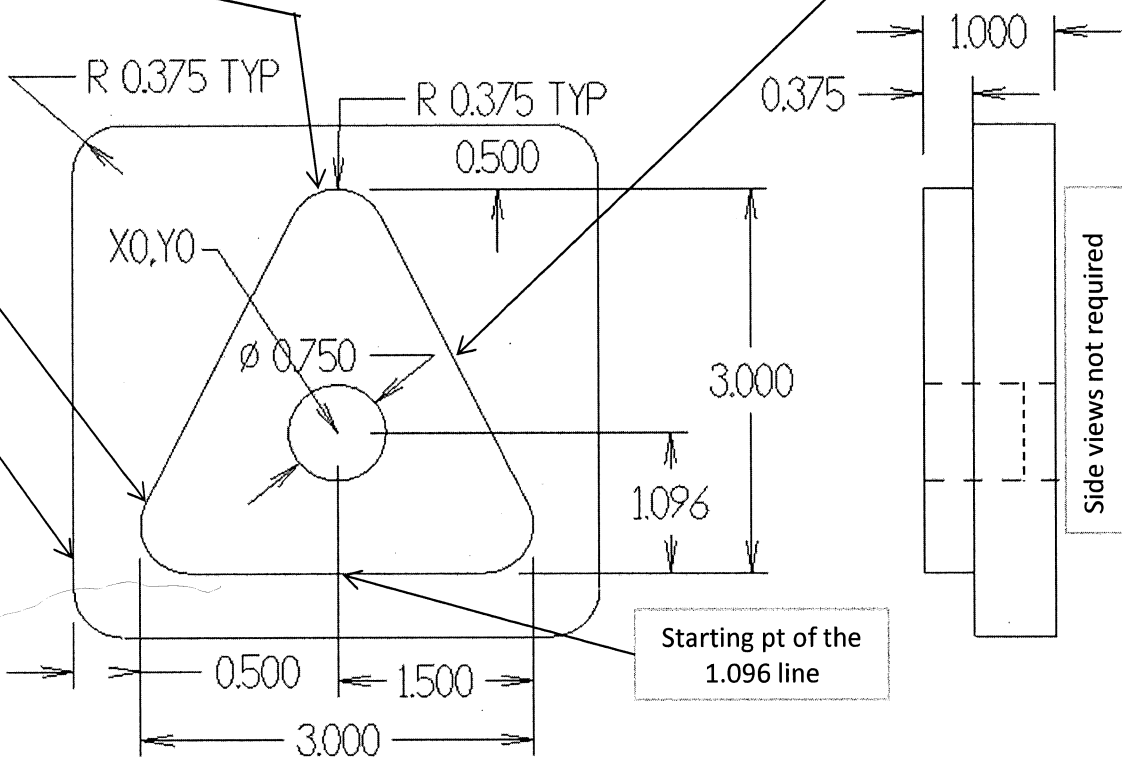
Create line, Tangent choose the two arcs

To place the center circle. Create line Vertical 1.096  
Put the D .75 circle at the tip of the line

This line should start at the bottom of the small rectangle.

Move / Translate the drawing to the origin.

Choose the center of the .750 Arc as the point to place on the origin





## Assignment #3

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# CADCAM 2D

## Key Concepts




☉ Create a 2" circle on the origin  2.0 

↖ Create line endpoints, from origin, sketch the line.


 3.0   60.0 


☉ Create a 2" circle, at the end point of the above line










 Create, Fillet, Entities, Radius=.125, Trim off

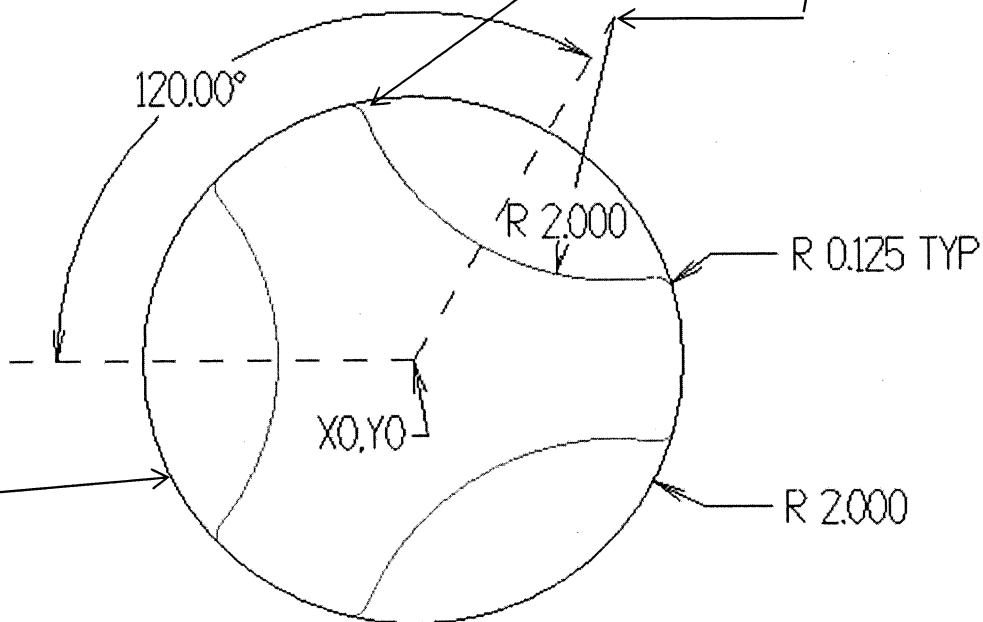
 0.125  Normal 

Fillet ends and trim excess

 Xform rotate, Choose the fillets, and the 2" arc

 End Selection, copy 2 times, angle 120

 Move  Copy  Join    
# 2  Angle between  Total sweep  120.0   
 Rotate  Translate



## Assignment #4

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# CADCAM 2D

## Key Concepts

Any drawing that is symmetrical you have the option of drawing half of it, and mirroring it across.

Create Rectangle, centered on the origin Width=5.5 Height=2.5  
5.5 2.5 (this will be the outside rectangle)

Fillet entities, 0.5 (the bottom two corners)

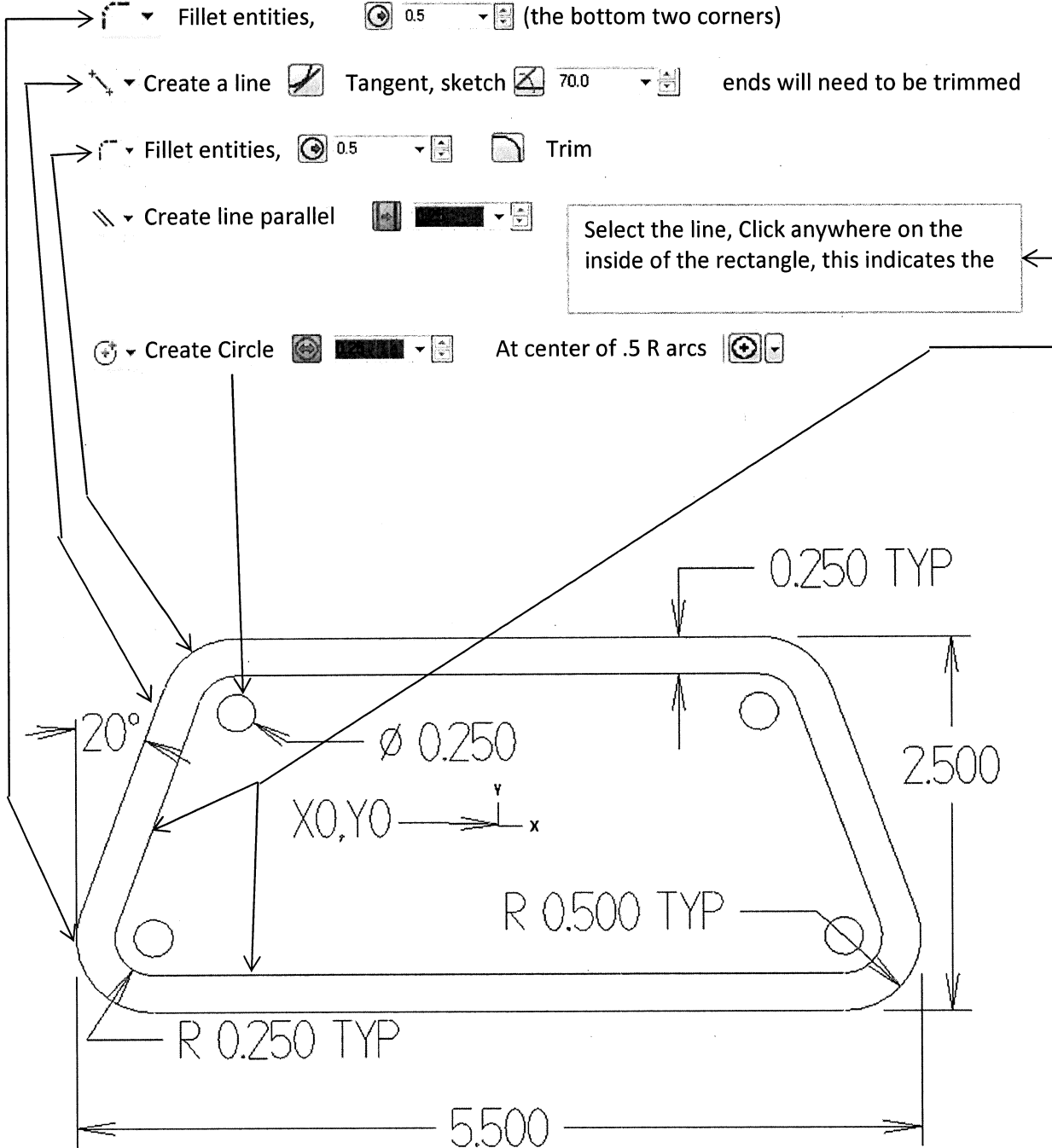
Create a line Tangent, sketch 70.0 ends will need to be trimmed

Fillet entities, 0.5 Trim

Create line parallel

Select the line, Click anywhere on the inside of the rectangle, this indicates the

Create Circle At center of .5 R arcs



## Assignment #5

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# CADCAM 2D

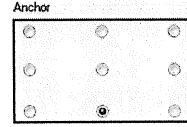
## Key Concepts

Note: Mirror may be used after drawing exactly half of this geometry.


 Create Rectangular shape (not a rectangle, its under Create on the Menu bar)


Width= 8.5, Height = 4, Fillets=.25, Anchor to lower center

Click the origin **Before**



 Click Fast Point Type -1.5,0 Sketch the line,  
angle 120  

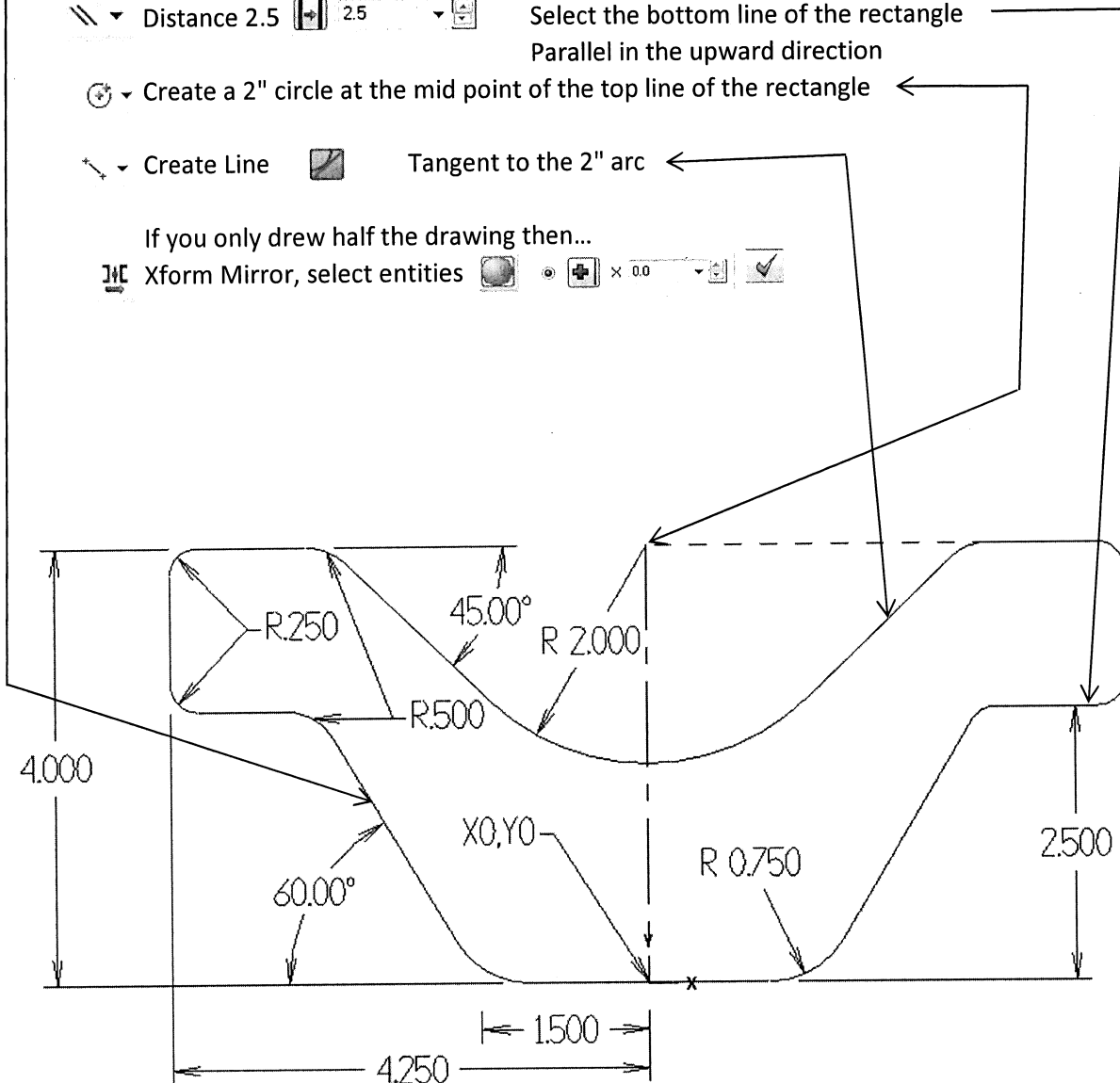
 Distance 2.5  Select the bottom line of the rectangle  
Parallel in the upward direction

 Create a 2" circle at the mid point of the top line of the rectangle

 Create Line Tangent to the 2" arc

If you only drew half the drawing then...

 Xform Mirror, select entities   x 0.0



## Assignment #6

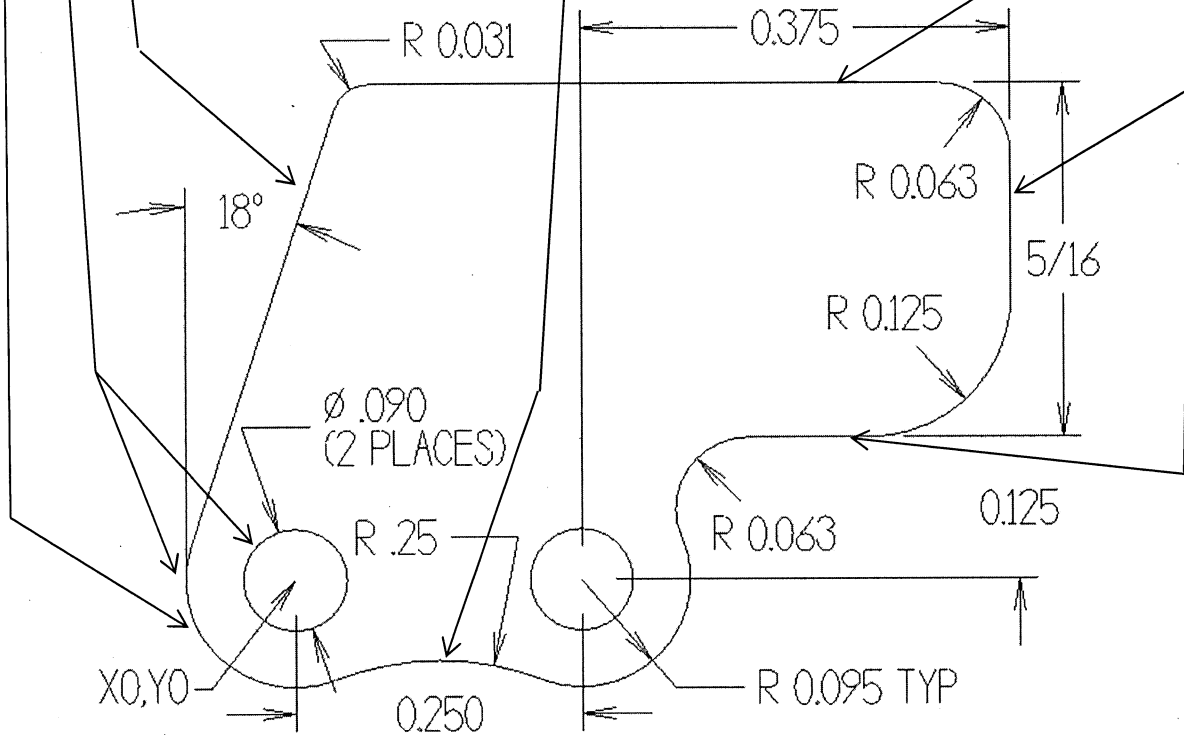
# CADCAM 2D

## Key Concepts

- Create circle center point, R.095 on origin
- Create circle center point, D .090 on origin
- Xform Translate, select both arcs End selection, Select Copy
- Create Line, tangent, select the R.095 arc

For the horizontal and vertical lines in this geometry create a vertical line on the Y axis and a horizontal line along the X axis. You can then use parallel lines and the dimensions on the print below.

- Create Line Parallel  try entering 5/16 as a fraction)
- Create Arc Tangent, 2 entities












## Assignment #7




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# CADCAM 2D

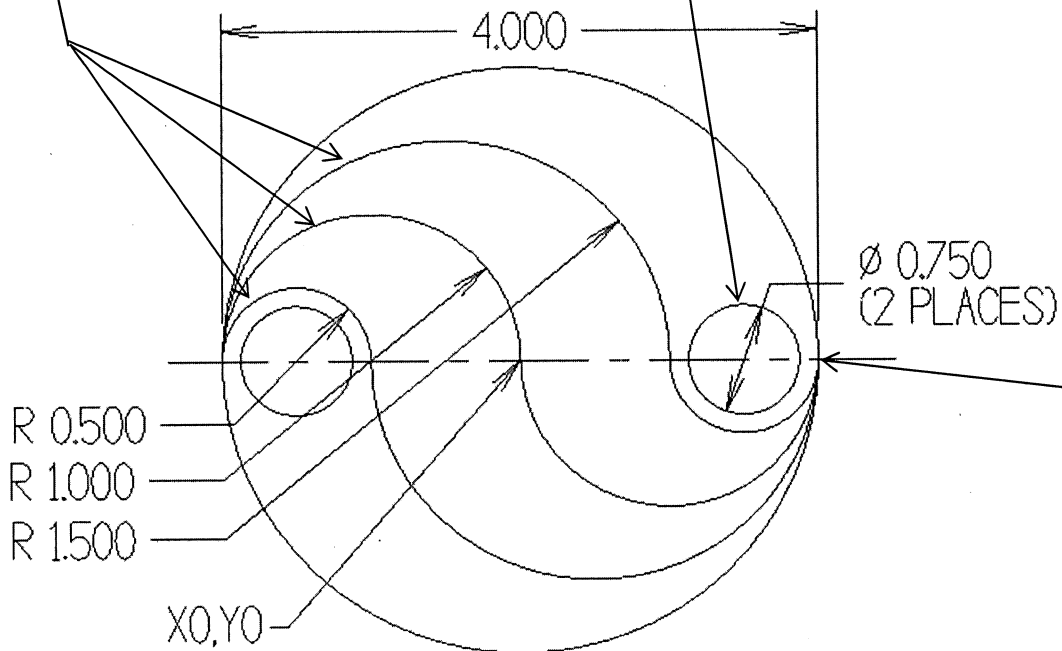
## Key Concepts

 Create Arc, Diameter=4, Centered on the Origin  4.0   
(This is the big outside circle)

 Create Arc Tangent, 1 entity   
Set the Radius  0.5   
Select the arc to be tangent to (click anywhere on the 4" arc)  
Specify the tangent point (where all the arcs come together)   
Select which arc to keep.  Apply  
Set the Radius for the next arc you want to make. (probably 1" radius)  
Continue for all the following arcs

 Create circle center point,  

Place at the center of the R.5 arcs



## Assignment #8

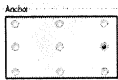
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# CADCAM 2D

## Key Concepts

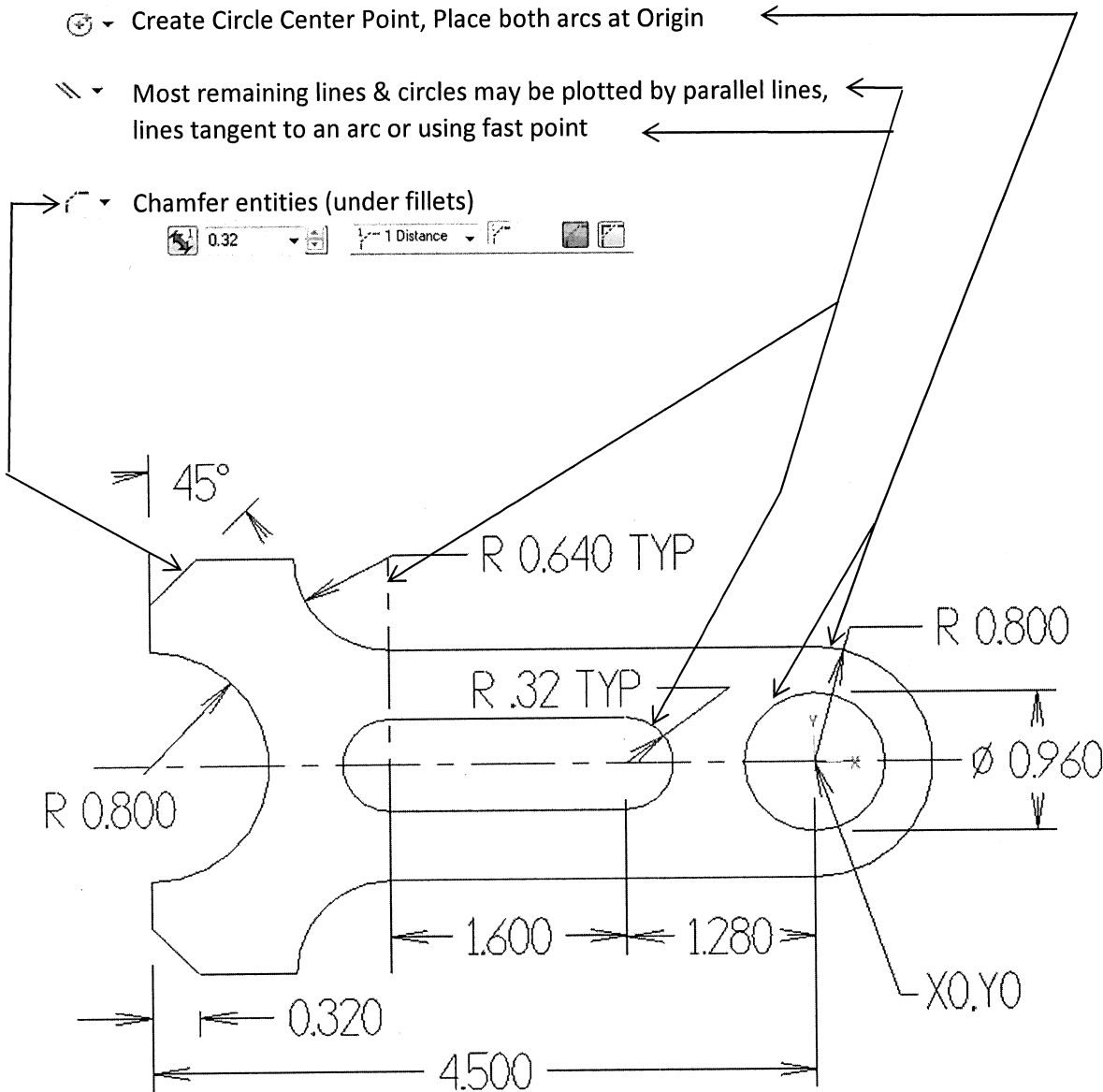
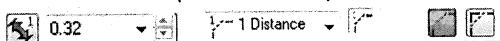
- ☒ Create Rectangular shape (not a rectangle, its under Create on the menu bar)  
Width=4.5, Height=2.88  
Anchor to Right Center



- ☒ Create Circle Center Point, Place both arcs at Origin

- ☒ Most remaining lines & circles may be plotted by parallel lines, lines tangent to an arc or using fast point

- ☒ Chamfer entities (under fillets)

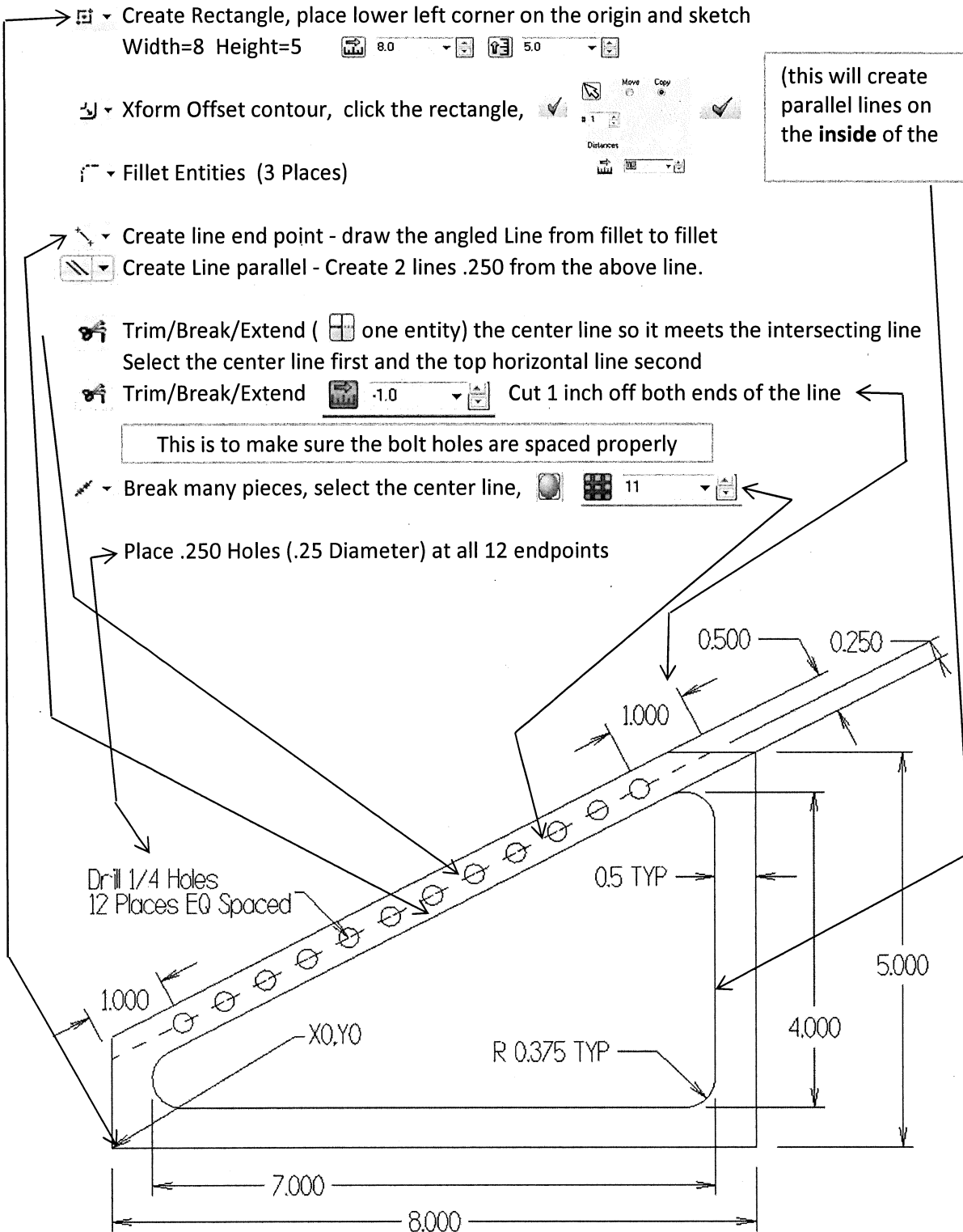


## Assignment #9

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# CADCAM 2D

## Key Concepts



## Assignment #10

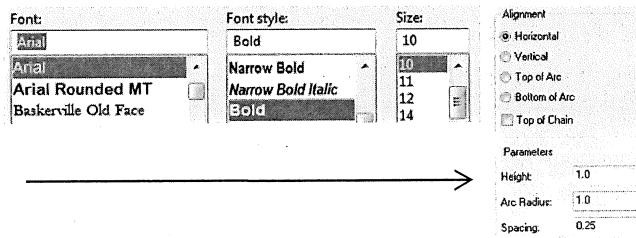
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# CADCAM 2D

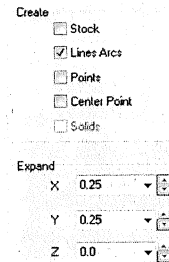
## Key Concepts

→ Create, (on the menu bar) Letters, click True Type

Font - Arial  
 Font Style - Bold  
 Size - 10 - Click OK  
 Type your name  
 Choose Horizontal  
 Set height to 1"  
 Enter letter spacing .25 - Click OK  
 Place Letters at Origin

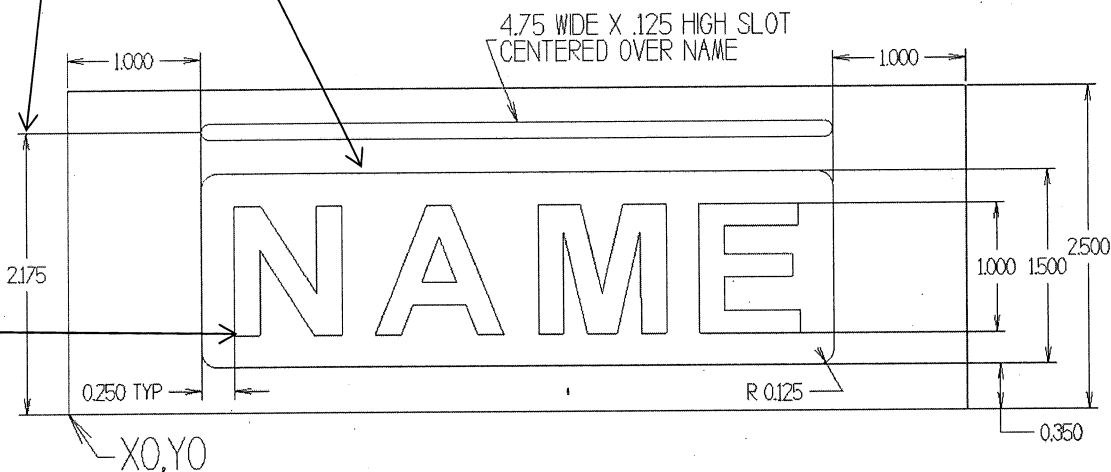
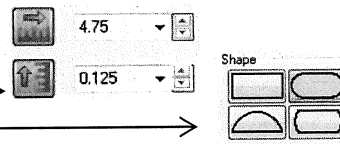


→ Create, (on the menu bar) Bounding Box  
 Turn off center point check box  
 Expand .25 on X, and Y



Make the outside rectangle by;  
 Create parallel lines off of this bounding box based on the dimensions on the print below.  
 You will need to trim, two entities to make the lines meet.

For the slot;  
 Create a parallel line 2.175 from the bottom line  
 Create a rectangular shape, 4.75 Wide .125 High  
 Select the Oval shape,  
 Place on the midpoint of the above line **Before** clicking OK  
 Xform move to origin after drawing is complete



## Assignment #11

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# CADCAM 2D

## Key Concepts

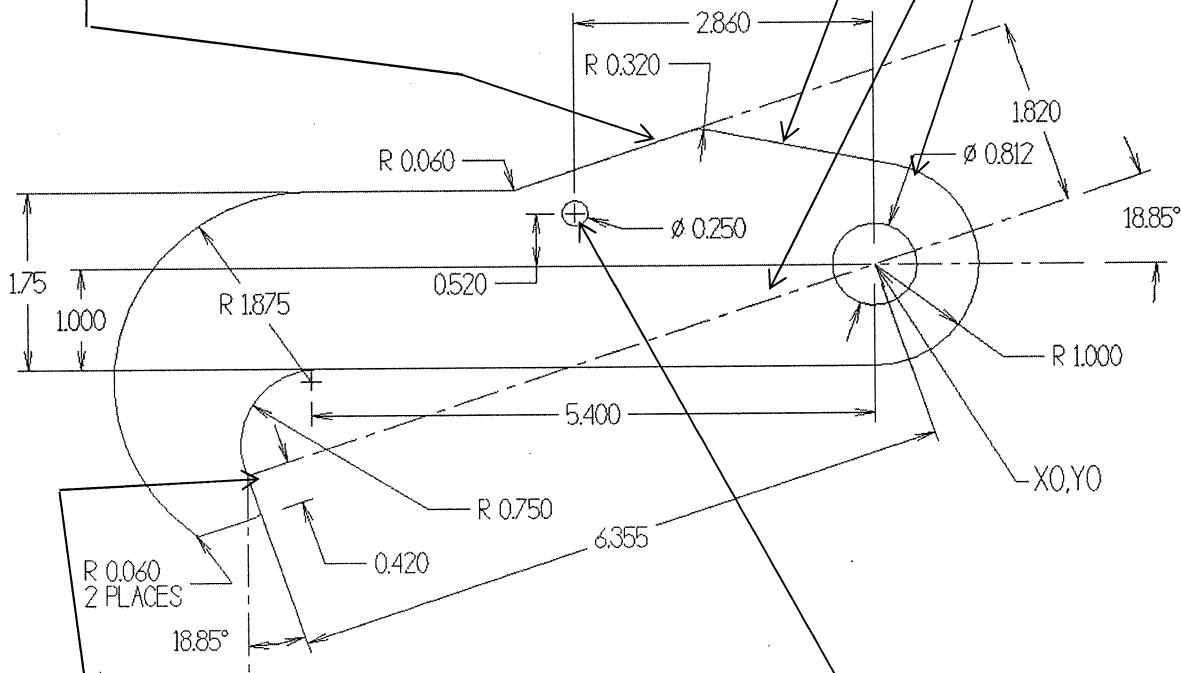
☉ Create the two circles that are centered on the origin

↘ Create Line from the origin  
 Angle=198.85  
 Length=6.355

↘ Create Line, make sure tangent is on (the 1" circle)  
 Angle=168.873

↖ Create line parallel, Side distance = 1.820

Most of the remaining lines may be plotted by parallel lines.



↔ Create, Line, Perpendicular.  
 You may need to use a parallel line also.

Use Fast Point to plot this circle. Remember X axis first.


## Assignment #12

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# CADCAM 2D

## Key Concepts


→ For Flat

↘ Create a horizontal line across the center of the .5R circle  
For Y coordinate location - Enter .375  ← (make sure the horizontal button is on)

**DRAW THIS ENTIRE FEATURE - THEN ROTATE!** ←

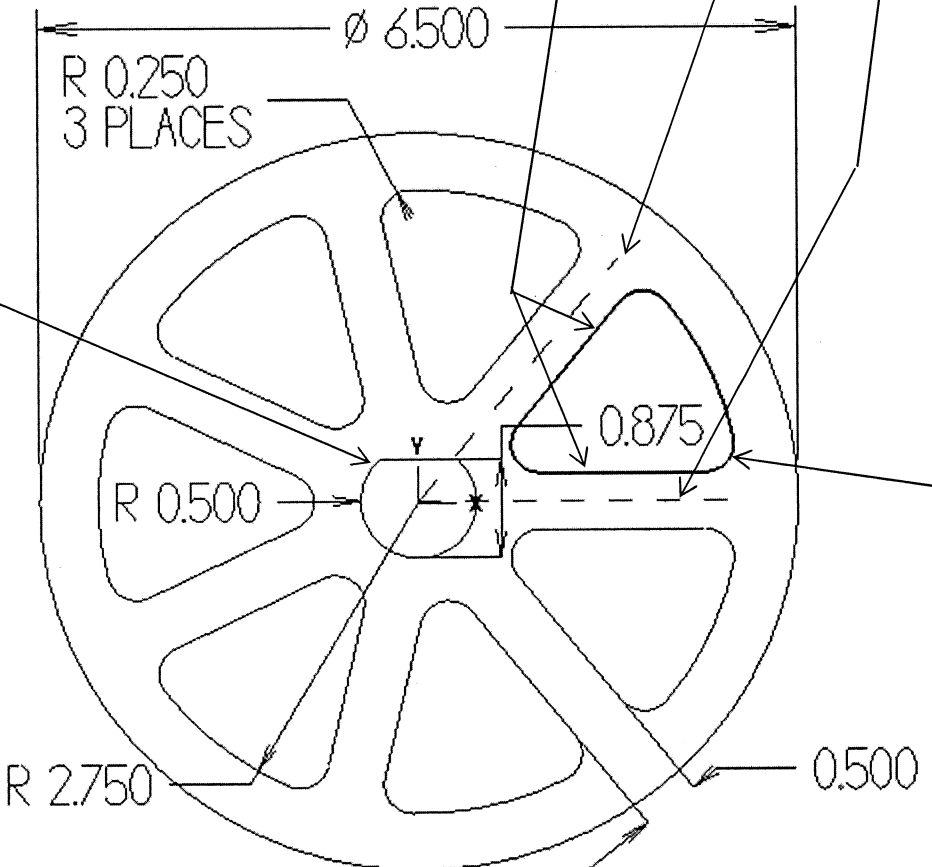
⊙ Create the 6.5D and the 2.75R circles

↘ Create a horizontal line from the origin to the right side of the 2.75R circle  
Create another line from origin. Length=2.75, Angle=360/7 ←

∥ Parallel both these lines, distance of .25 

⋄ Fillet, Radius=25,( 3 places)

⌚ Rotate this feature. Angle = 360/7



Ø 6.500

R 0.250  
3 PLACES

R 0.500

R 2.750

0.875


0.500

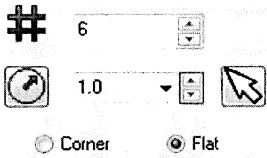
Assignment #13

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# CADCAM 2D

## Key Concepts

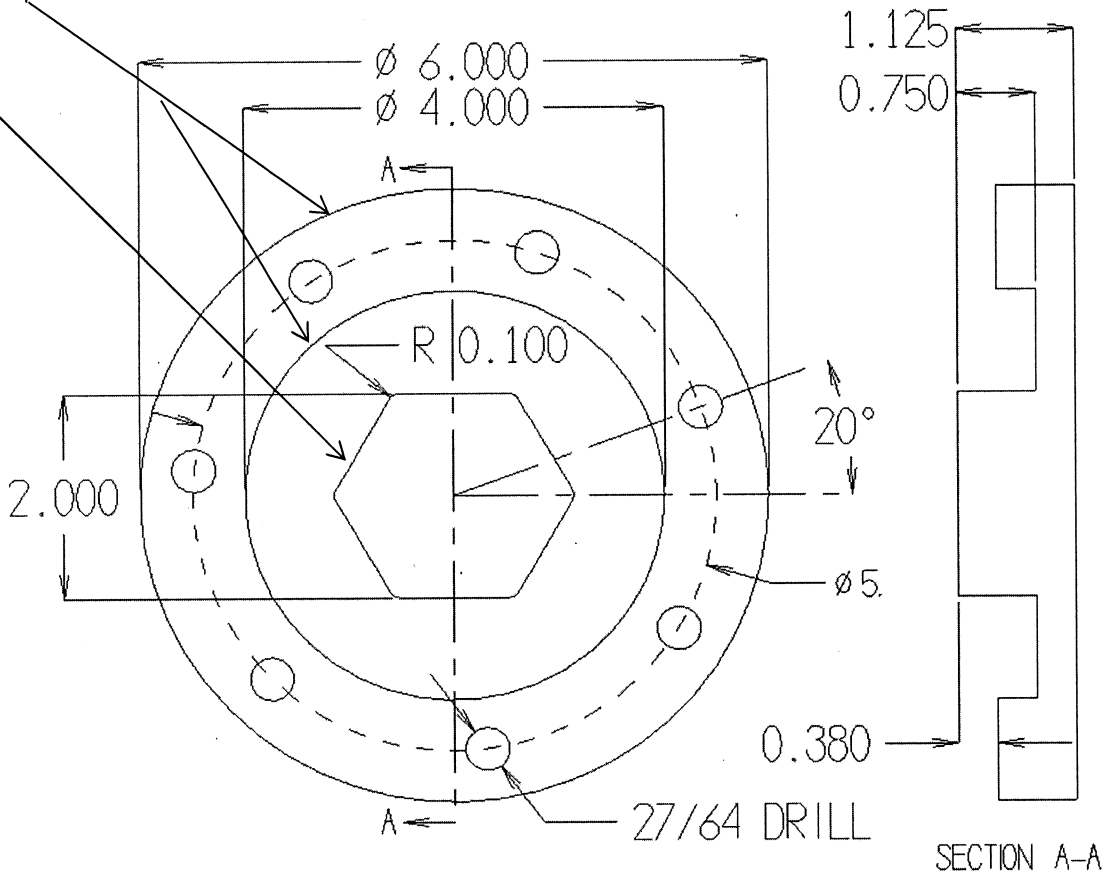
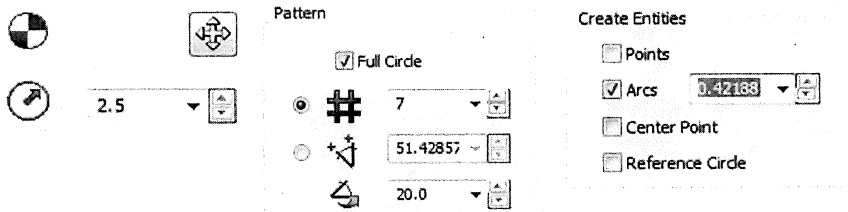
 Create, (on the menu bar) Polygon



Place at Origin **BEFORE** clicking OK

 Create the 6"D and the 4"D circles

Create, (on the menu bar) Bolt circle



## Assignment #14

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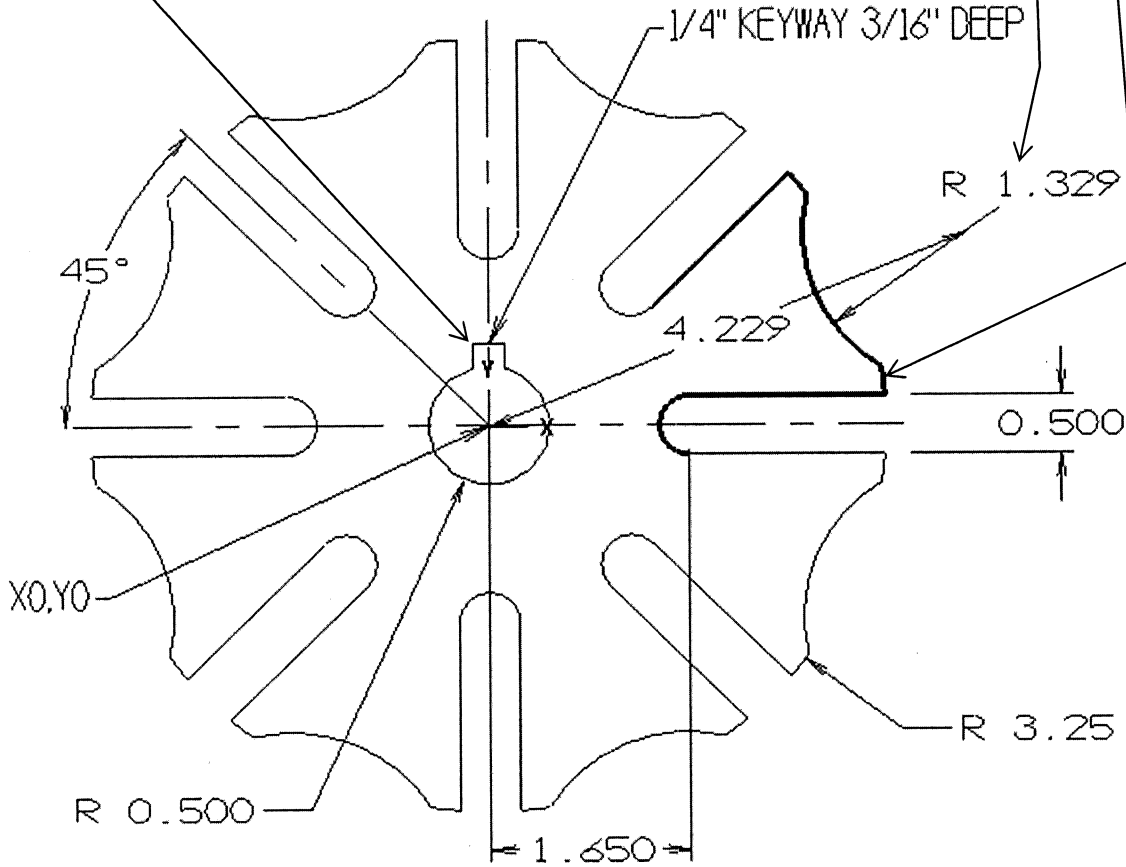
# CADCAM 2D

## Key Concepts

Draw this portion - Then rotate!

To establish this point  
Draw a line from the origin  
Length=4.229, Angle=22.5  
Place the 1.329R circle at the tip of this line.

Create a vertical Line  
X coordinate = .125  
Create a vertical Line  
X coordinate = -.125  
Create a horizontal Line  
Y coordinate =  $1/2 + 3/16$  (.6875)




## Assignment #15

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# CADCAM 2D


## Key Concepts

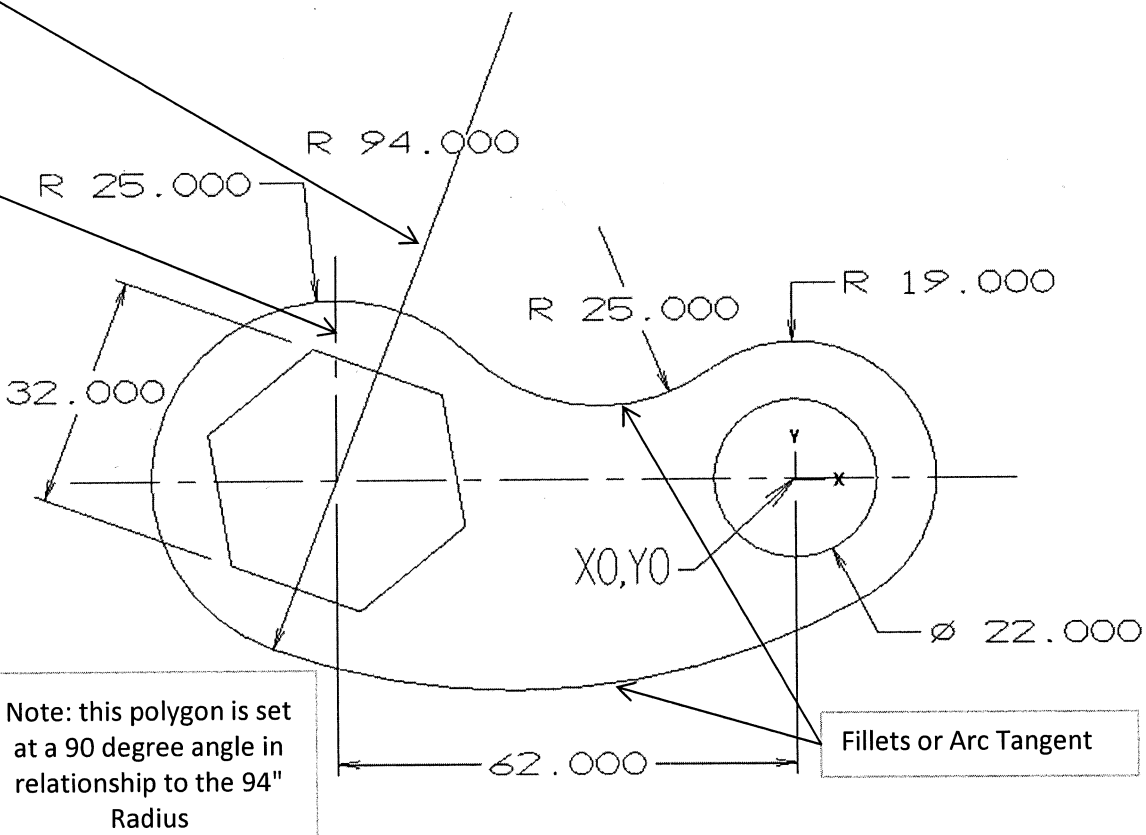
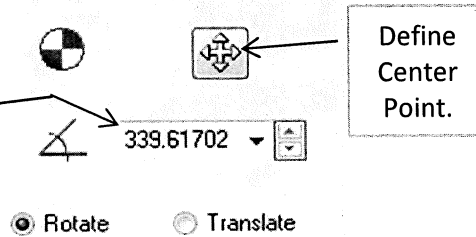
 Create the polygon, set the number of sides to 6, and radius at 16

To calculate how much the polygon needs to be rotated. We draw two lines and use that angle created between them as our rotation angle.

→ Create a line between the center of the 94" Radius and the center of the 25" Radius

→ Next, create a line vertical up from the center of the 25" Radius

 Now rotate the polygon, you will need to define the center point as the center of the 25" Radius.  
Right click on the angle box, choose angle menu, and 2 lines  
Select the two lines drawn above,  
(Be sure to choose the left one first)



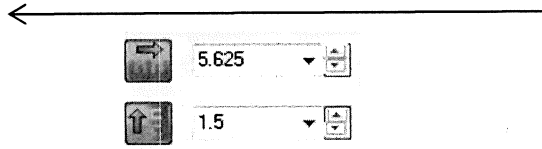
## Assignment #16



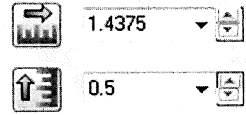
# CADCAM 2D


## Key Concepts

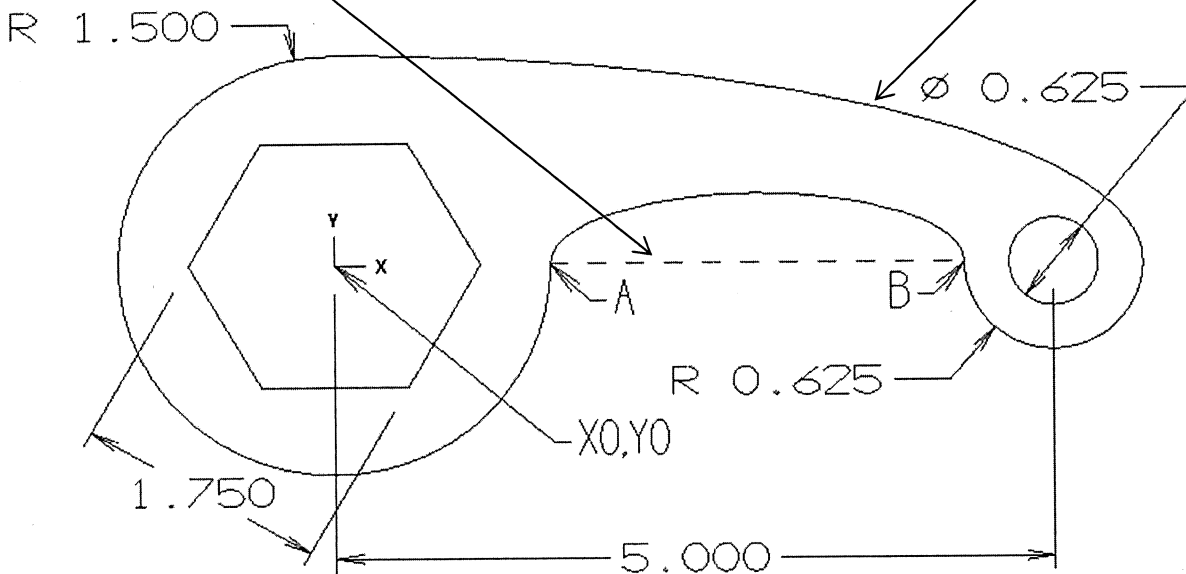
- Create, (on the menu bar) Ellipse  
Set Width to 5.625, Height to 1.5  
Place at origin



- Draw a line between "A" and "B" points  
Create, Ellipse  
Right click on the width box  
Click L=length of an entity  
Select the line between "A" and "B"  
Now divide this number by 2 (Result = 1.4375)  
Set the Height to .5  
Place the ellipse at the middle of the line between "A" and "B"



 To clean up the drawing you will need to trim as well as break and delete.




## Assignment #17


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# CADCAM 2D

## Key Concepts

 First create the hole indicated  
X Form Rectangular Array  
Set the values as shown to the  
right.

 Try rotating a single set of holes  
around the center of the part.

You can use  
the "remove  
item " to  
eliminate the  
extra circles  
you create.

Direction 1

# 8

0.75

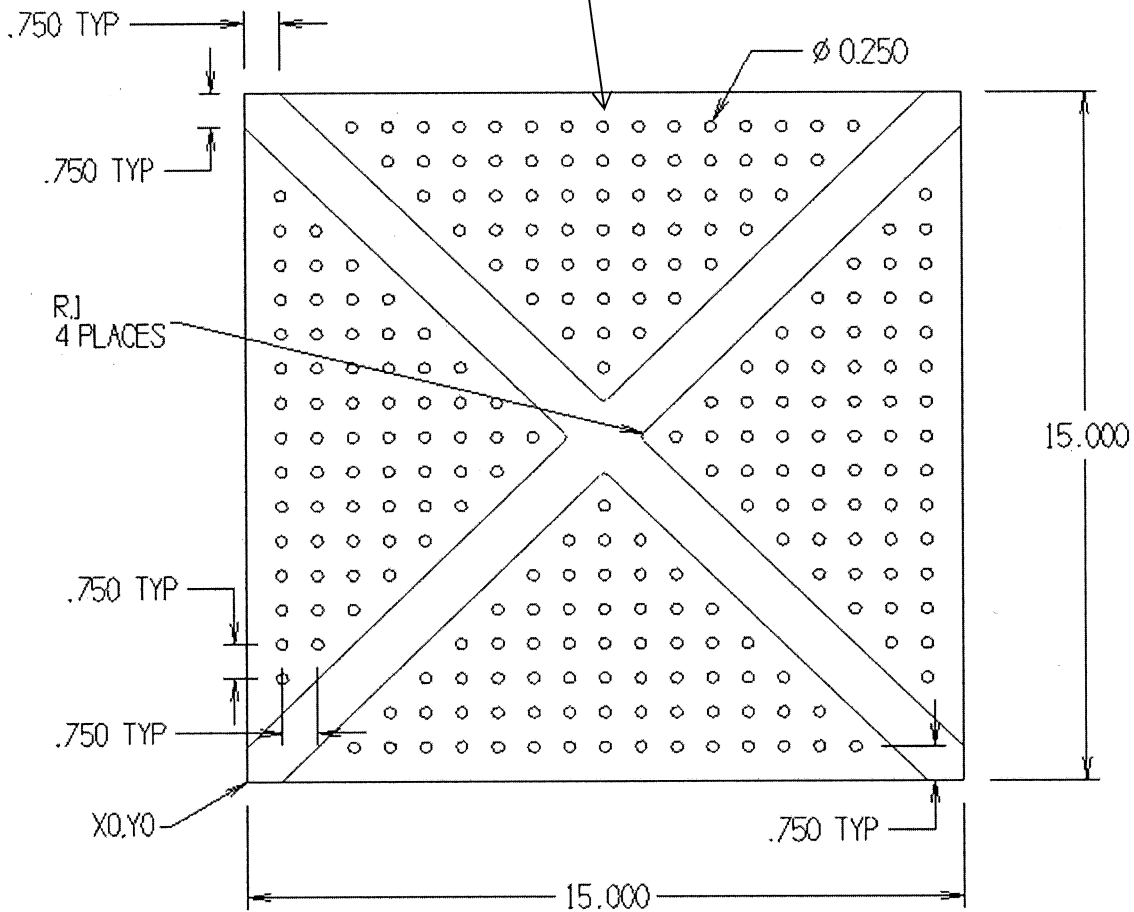
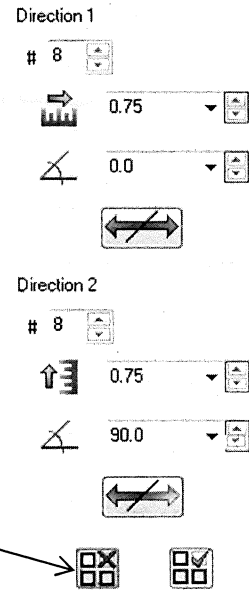
0.0

Direction 2

# 8

0.75

90.0

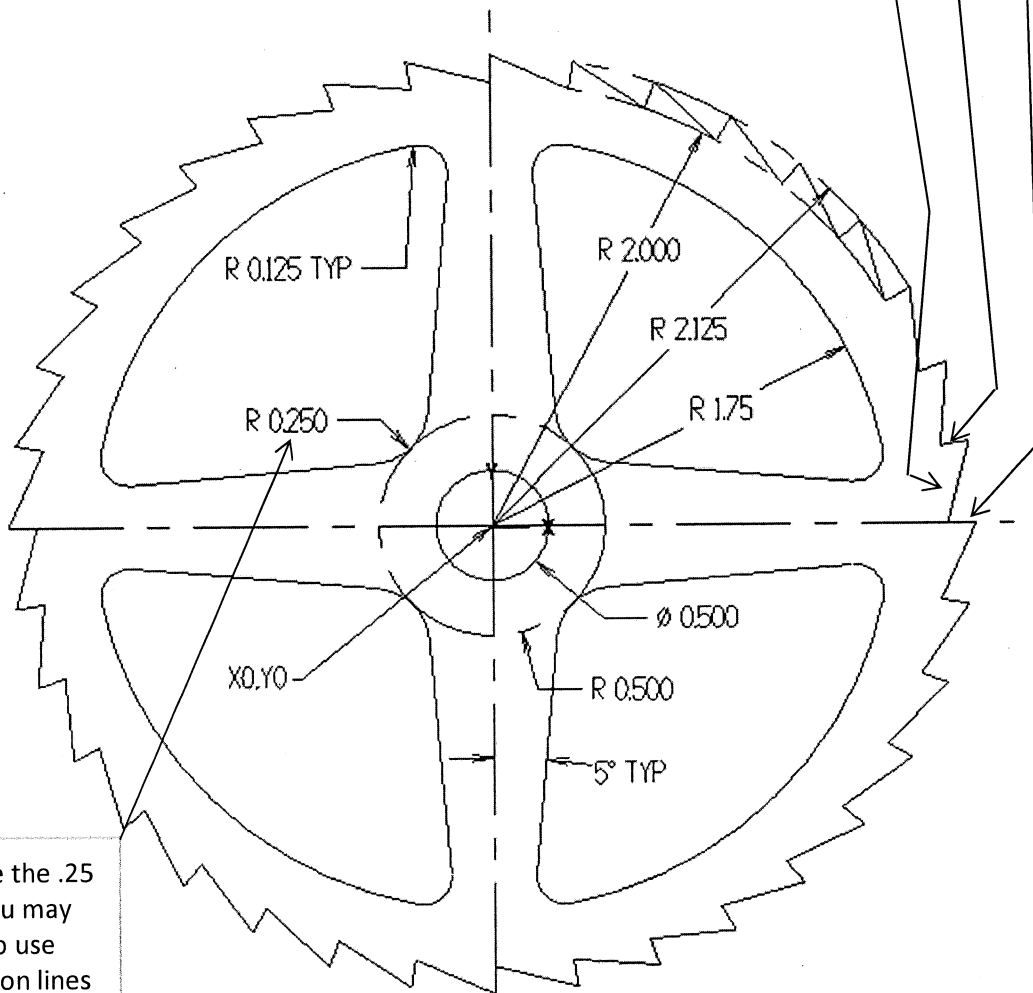


## Assignment #19

# CADCAM 2D

## Key Concepts

- ↘ Create Line from the origin  
Length = 2.125  
Angle = 0 Degrees
- ↘ Create Line from the origin  
Length = 2.125  
Angle = 10 Degrees
- ↘ Create a line between the two intersecting points where the above lines meet the 2.125" and the 2" circles
- 🔄 Rotate 36 times around the origin.(be careful not to create duplicates)






First place the .25 circle (you may need to use construction lines to do this), then create tangent lines 5 degrees off vertical.

## Assignment #20



# CADCAM 2D

## Key Concepts

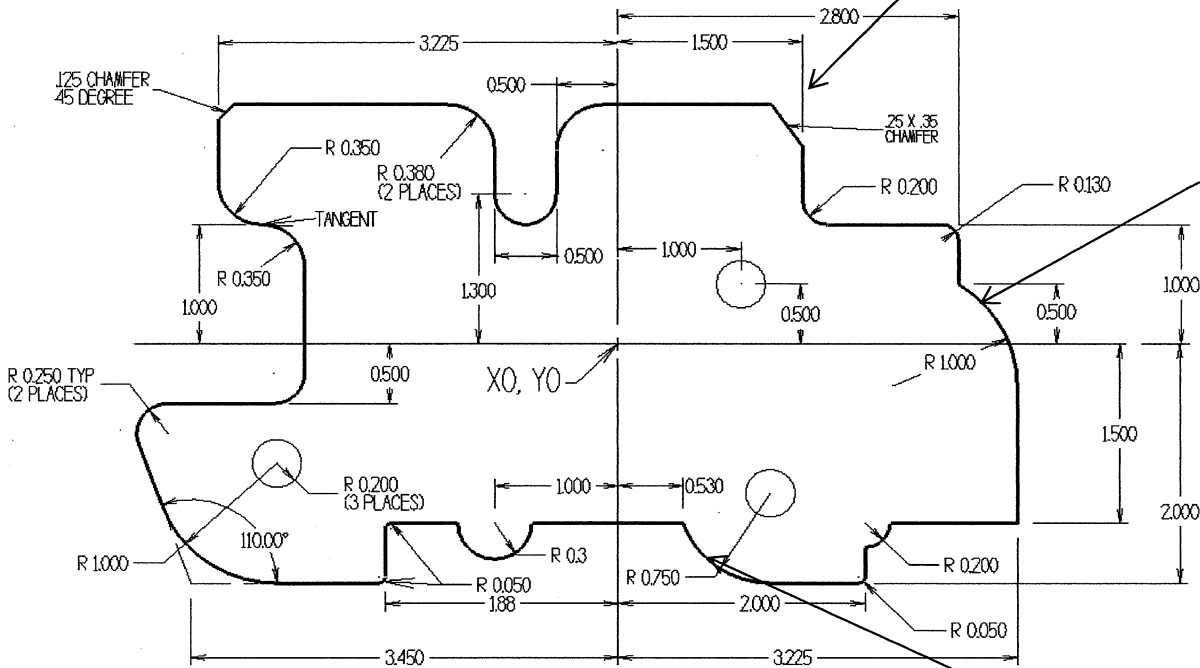
-  Create a rectangle centered over the origin.  
Width = 6.45  
Height = 4

-  For Chamfers:  
→ Create, (on the menu bar) Chamfer entities  
Chamfers work like fillets.  2 Distances

For Misc. locations use parallel lines

-  Arc tangent  To a point. ←

Note: This is a very handy approach to creating circles - Practice It!!



## Assignment #21

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# CADCAM 2D

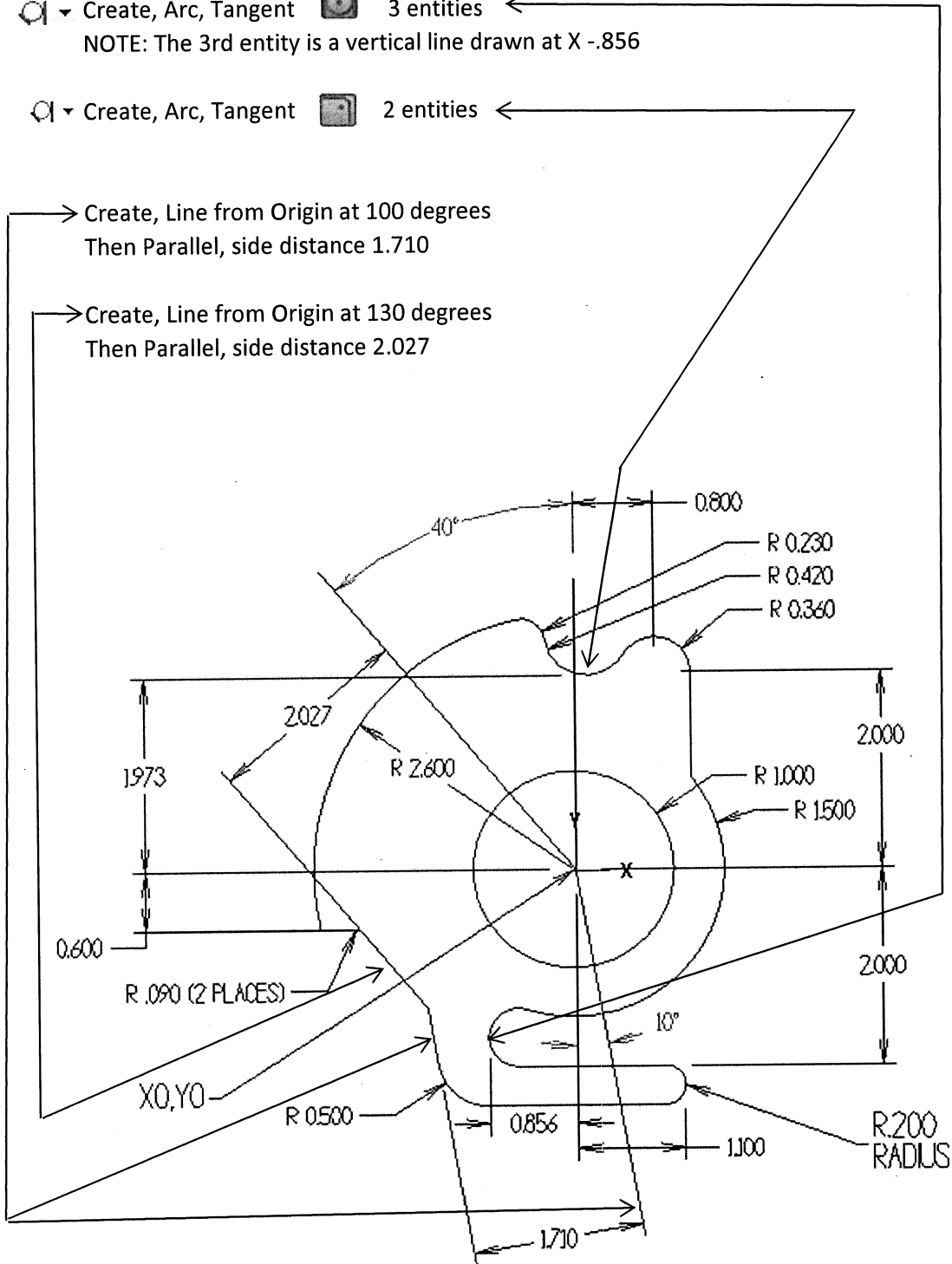
## Key Concepts

☉ Create, Arc, Tangent 3 entities ←  
NOTE: The 3rd entity is a vertical line drawn at X -.856

☉ Create, Arc, Tangent 2 entities ←

→ Create, Line from Origin at 100 degrees  
Then Parallel, side distance 1.710

→ Create, Line from Origin at 130 degrees  
Then Parallel, side distance 2.027

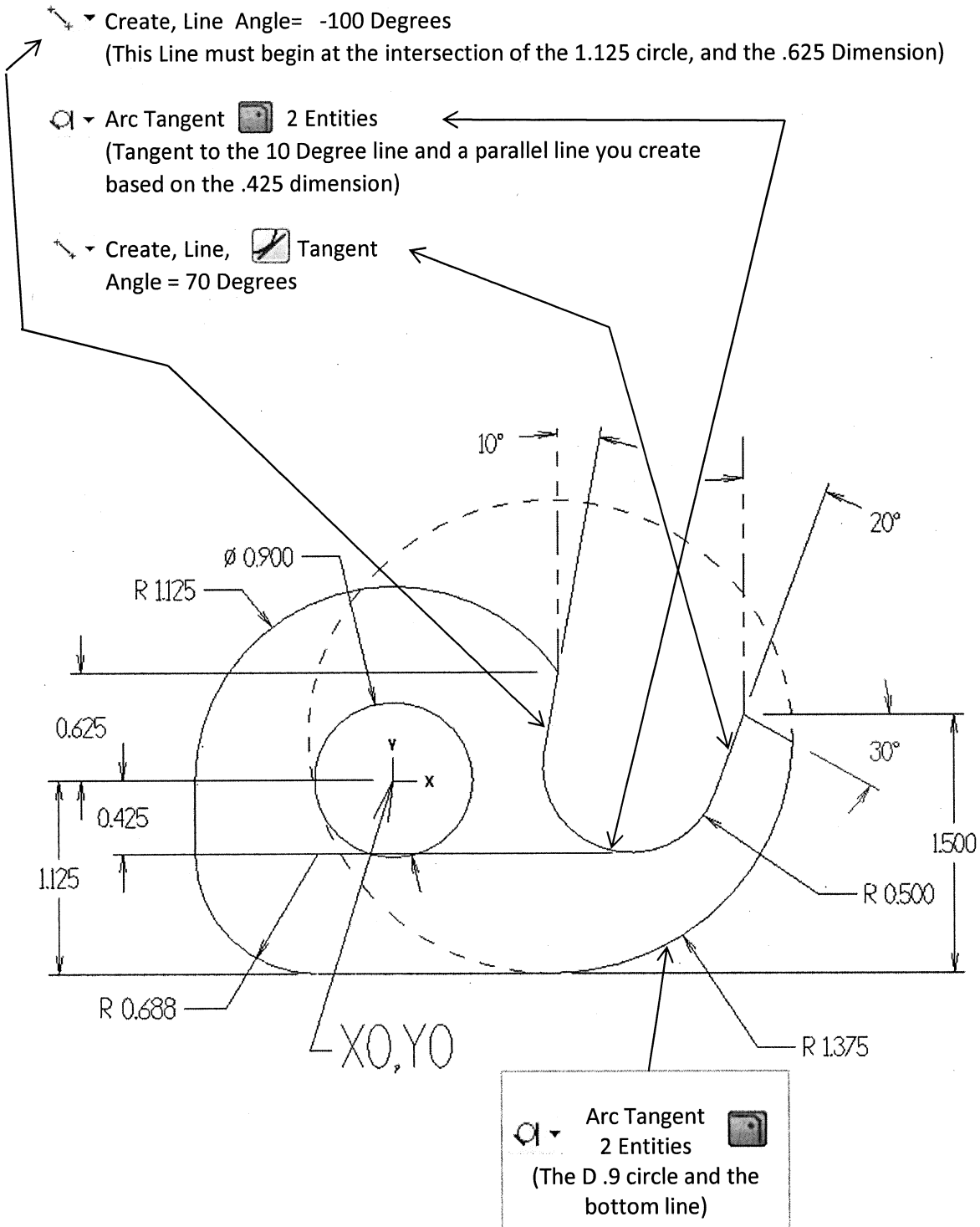


## Assignment #22

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# CADCAM 2D

## Key Concepts




## Assignment #23

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# CADCAM 2D

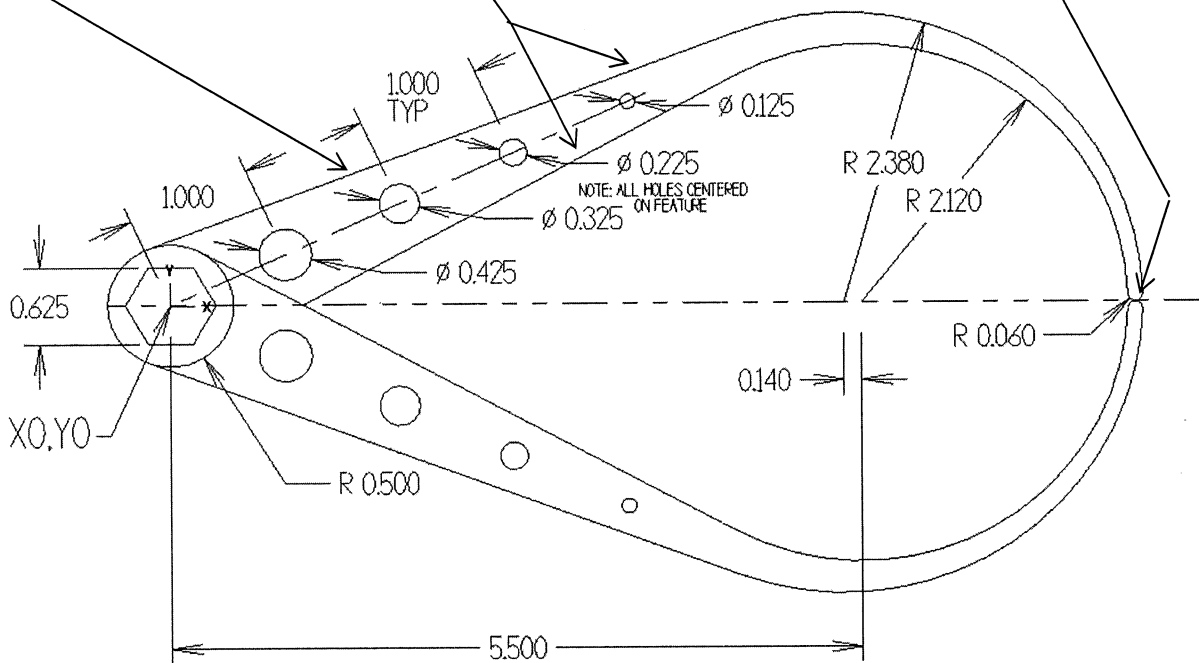
## Key Concepts

Line  Tangent - the two arcs

Note: In order to find the center for these holes, create a circle tangent to both lines then create a line from the Origin to the center of this circle.

Also try Mirroring these circles across the X axis.

  
Arc tangent to two or three entities.  
 



## Assignment #24

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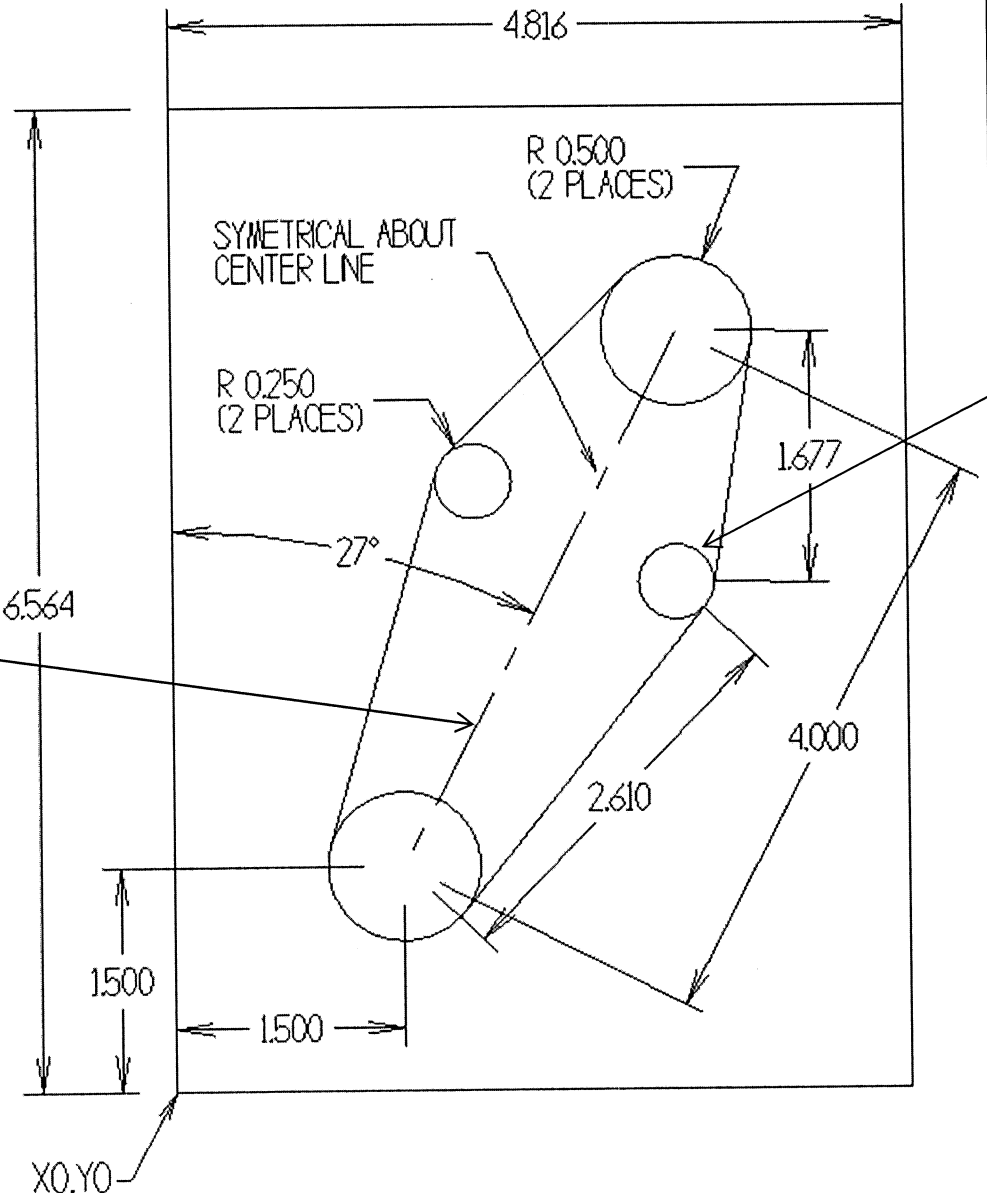


# CADCAM 2D

## Key Concepts

▼ Create Line,  Fast Point = 1.5,1.5  
Length - 4", Angle - 63 Degrees

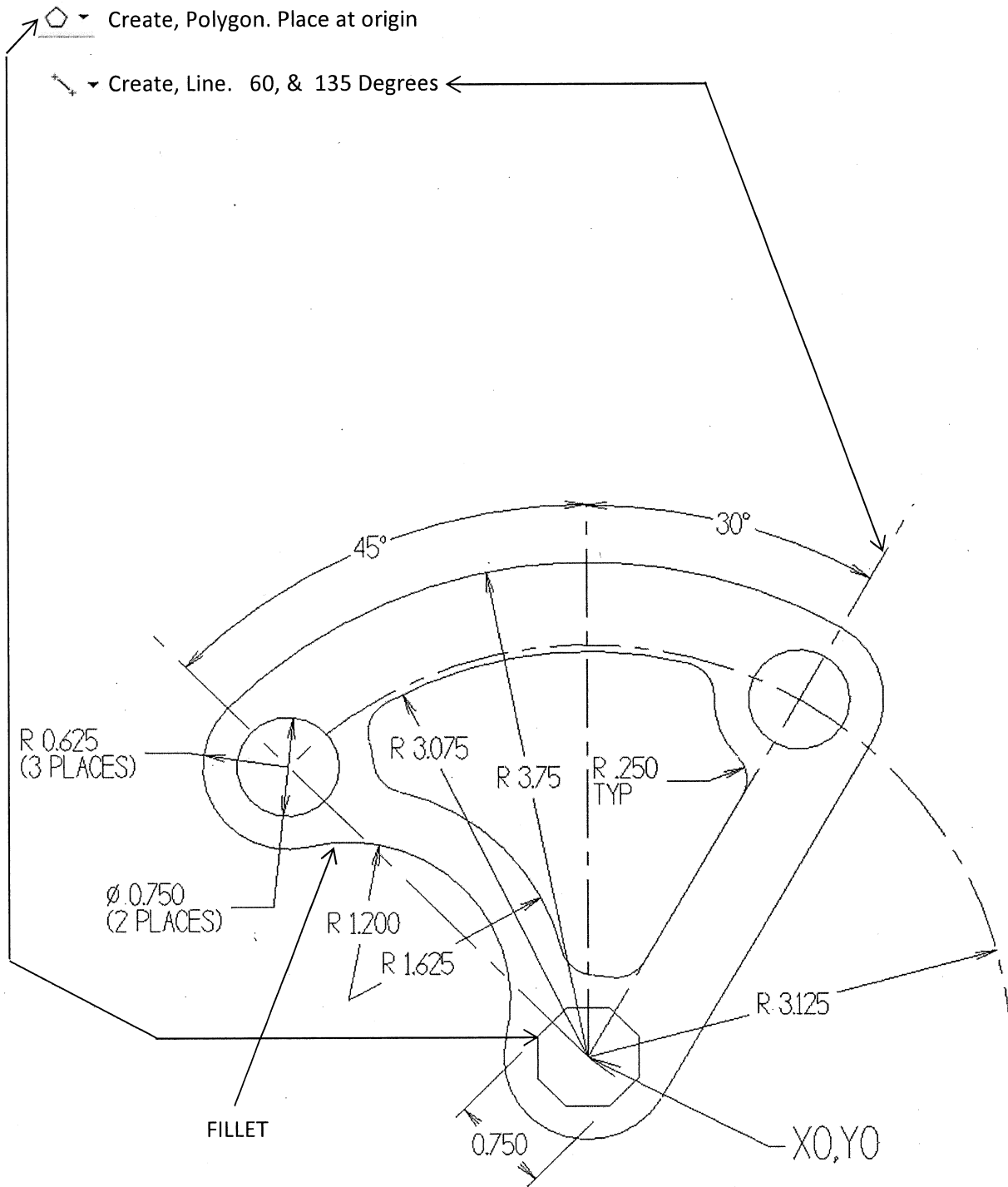
For the .25 R holes ←  
Create a R 1.677 circle at the top end of the above line,  
and a R2.610 circle at the bottom end of the above line.  
Place the R.25 circles at the intersections of the two circles.



## Assignment #25

# CADCAM 2D

## Key Concepts



## Assignment #26

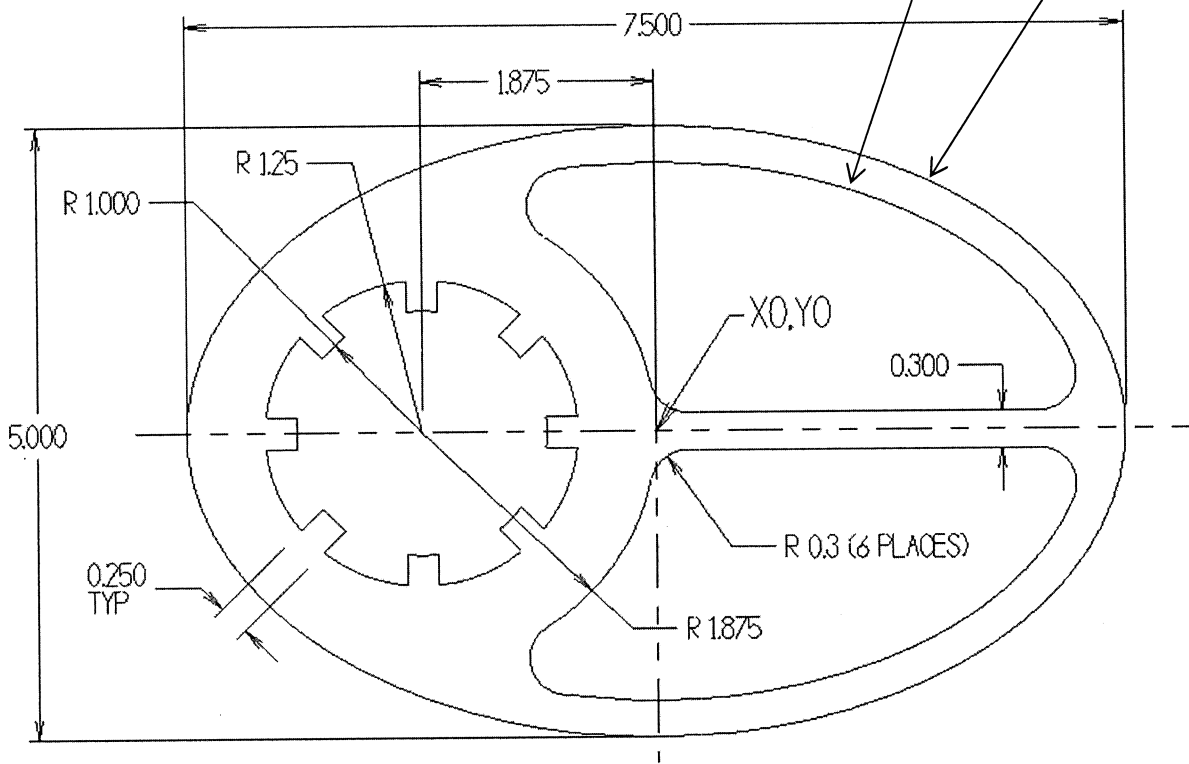
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# CADCAM 2D

## Key Concepts

○ ▾ Create, (on the menu bar) Ellipse ←  
X Radius = 3.75 Y Radius = 2.5 Place on Origin

○ ▾ 2nd Ellipse ←  
X Radius = 3.45 Y Radius = 2.2 Place on Origin




## Assignment #27

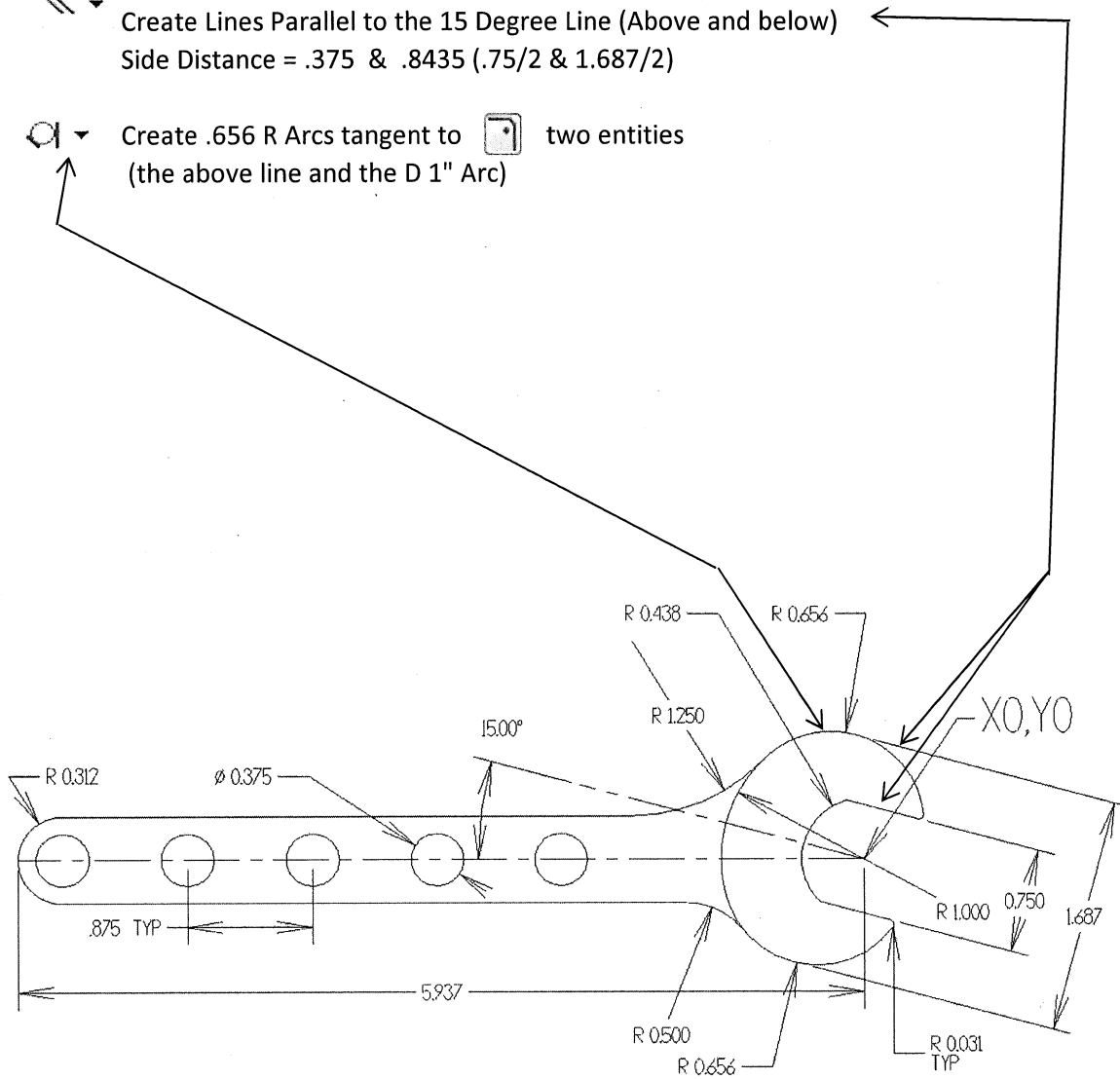
# CADCAM 2D

## Key Concepts

- Create the R .438 Circle - From Origin
- Create the R 1.00 Circle - From Origin
- Create a -15 Degree Line - From Origin

- To make the jaws of the wrench;  
Create Lines Parallel to the 15 Degree Line (Above and below)  
Side Distance = .375 & .8435 (.75/2 & 1.687/2)



- Create .656 R Arcs tangent to  two entities  
(the above line and the D 1" Arc)

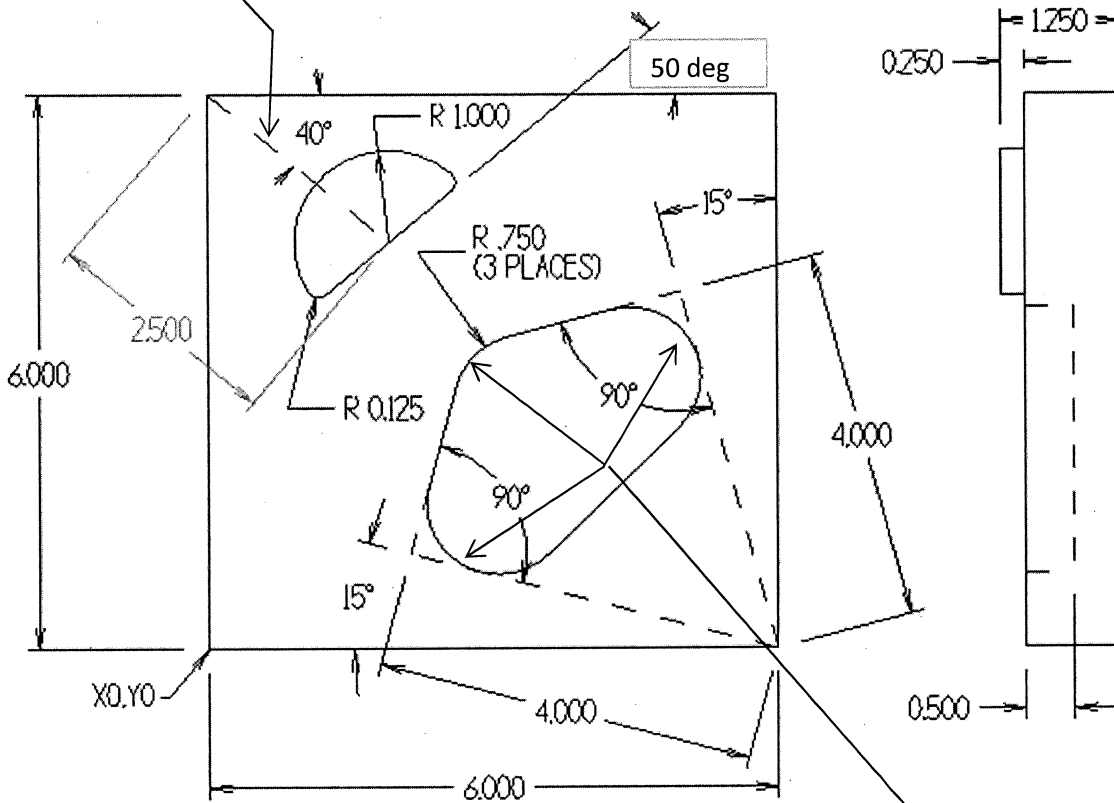


## Assignment #28



# CADCAM 2D

## Key Concepts

-  Create line - Angle = 320, (or -40)
-  Create line perpendicular  
one to the 40 degree line, and one to both 15 degree lines.



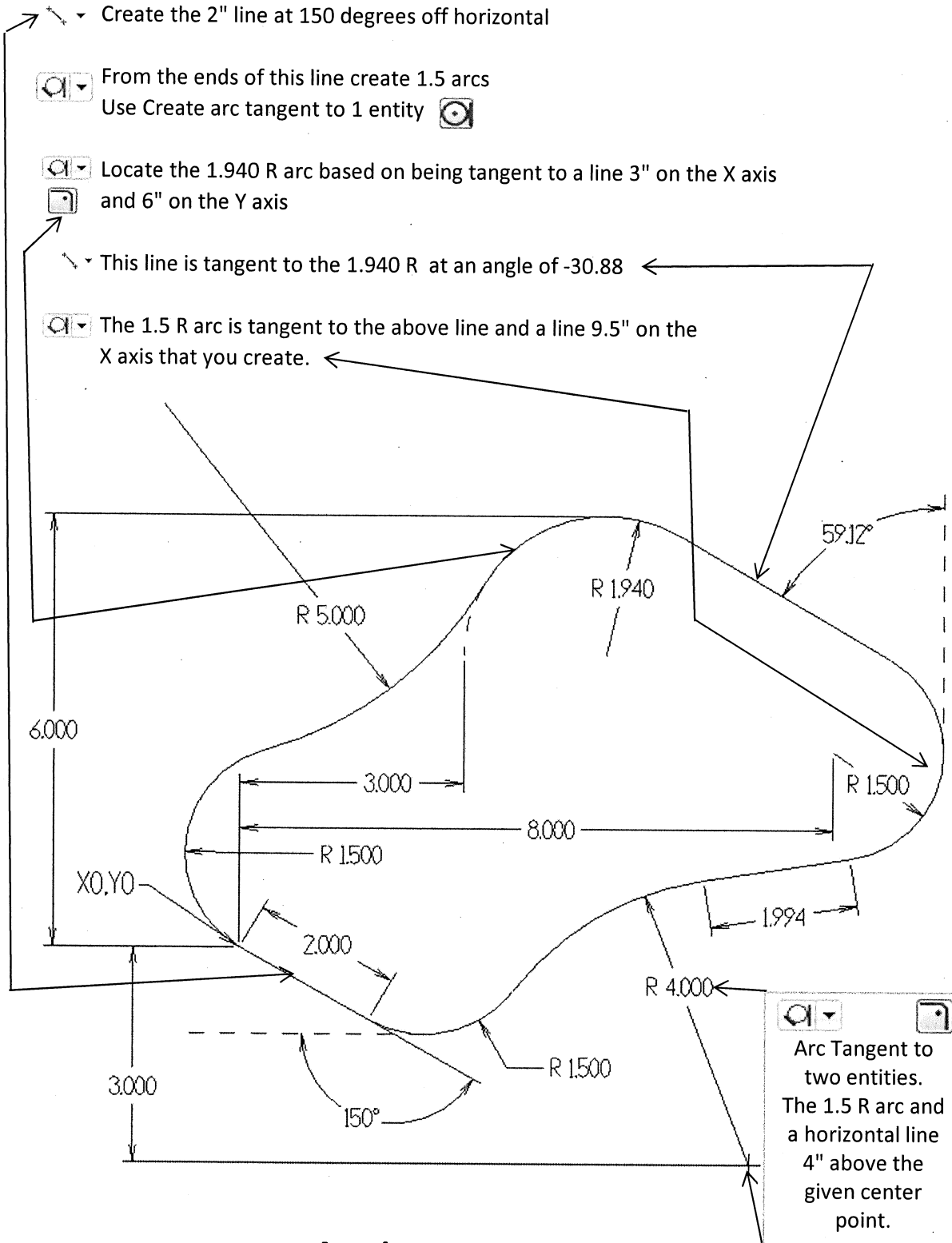
Fillet or Arc Tangent  
two entities.



## Assignment #29

# CADCAM 2D

## Key Concepts



## Assignment #30

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