**Isometic Drawing**

Using Isometric commands is one of the simplest ways to give a 3-D representation while using only 2-D commands. This has been the usual way of doing things before CAD allowed true 3-D work to be done. Many times an isometric drawing is used to compliment or give more information to a 3 view orthographic drawing . See the sample below.



This basic isometric drawing of the object gives a very good idea of what it looks like. If this is all that is needed then isometric works well. Unfortunately, as soon as you change anything, like the block's height, you'll need to redraw all four views.

AutoCAD has a command called ISOPLANE which allows you to easily draw at a 30 degree angle as needed for an isometric drawing. You can switch between the three 'isoplanes' (top, right, left) by using this command or by pressing the F5 key.

Newer versions of AutoCAD have an Isoplane icon on the status bar. You can click this to enter Isometric Drafting Mode as shown below. You can also change your Isoplanes here (but F5 is faster).



**Isometric Drafting**

Begin a new drawing using the acad.dwt template

Create a layer called OBJECT and give it a green color. Make this your current layer.

Type in DDRMODES to bring up the Drawing Aids dialog box. Make your settings the same as what you see below (just turn on Isometric Snap).

