

## Create 2D Shape

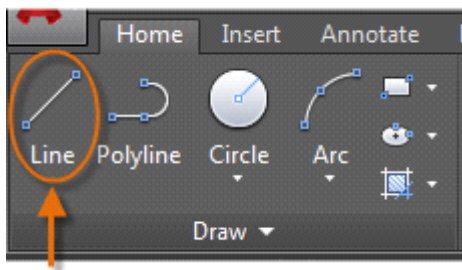
Create basic geometric objects such as lines, circles, and hatched areas.

You can create a lot of different types of geometric objects in AutoCAD, but you only need to know a few of them for most 2D drawings.

Tip: If you want to simplify the display while you create geometric objects, press F12 to turn off dynamic input.

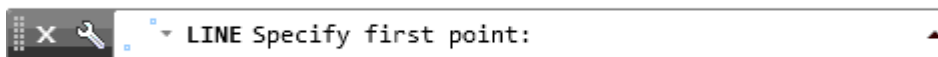
### Lines

The line is the most basic and common object in AutoCAD drawings. To draw a line, click the Line tool.

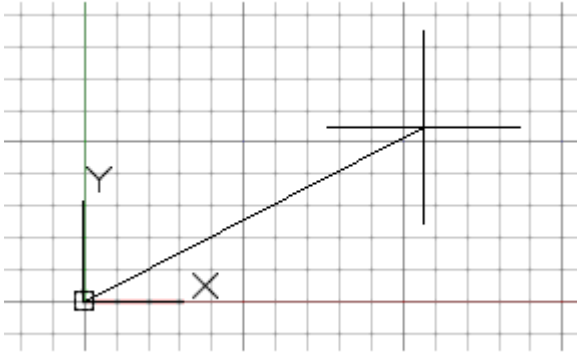


Alternatively, you can type LINE or just L in the Command window, and then press Enter or the Spacebar.

Notice the prompt in the Command window for a point location.

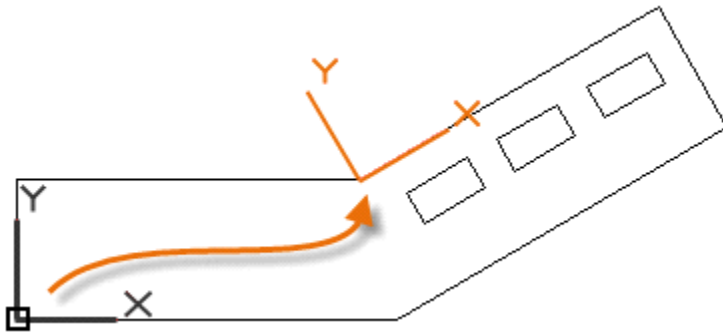


After you specify the next point, the LINE command automatically repeats itself, and it keeps prompting you for additional points. Press Enter or the Spacebar to end the sequence.



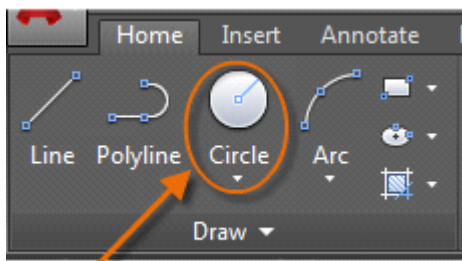
## The User Coordinate System

The user coordinate system (UCS) icon indicates the direction of the positive X and Y axis for any coordinates that you enter, and it also defines the horizontal and vertical directions in a drawing. In some 2D drawings, it can be convenient to click, drag, and rotate the UCS to change the origin point, and the horizontal and vertical directions.

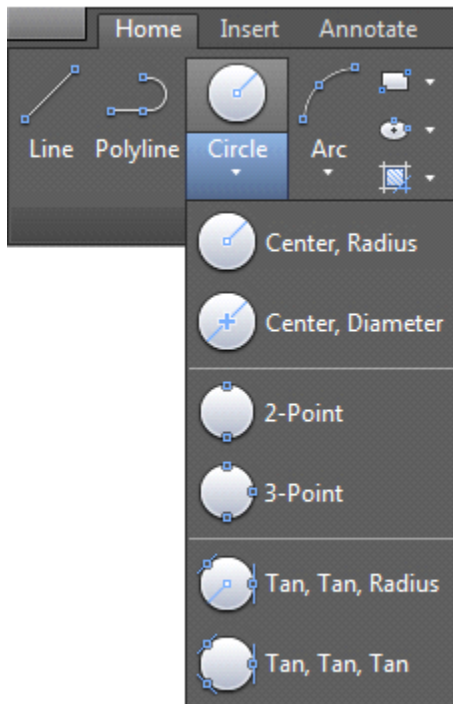


## Circles

The default option of the CIRCLE command requires you to specify a center point and a radius.

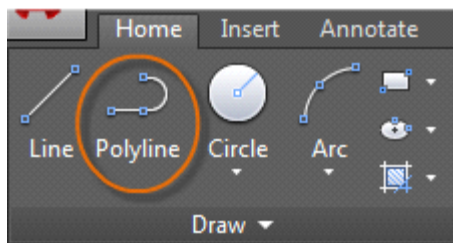


The other circle options are available from the drop-down:

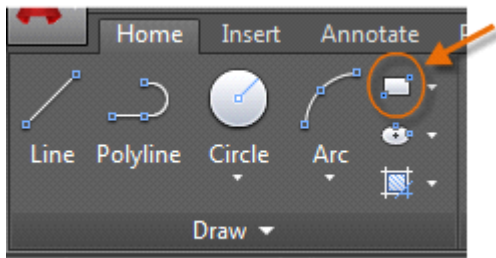


## Polylines and Rectangles

A polyline is a connected sequence of line or arc segments that is created as a single object.



A fast way to create closed rectangular polylines is to use the RECTANG command (enter REC in the Command window).



## Hatches and Fills

In AutoCAD, a hatch is a single, compound object that covers a specified area with a pattern of lines, dots, shapes, a solid fill color, or a gradient fill.

