

LEARNING OBJECTIVES

After completing this lesson, you will be able to:

1. Move the Origin
2. Control the display of the UCS icon

LESSON 10

MOVING THE ORIGIN

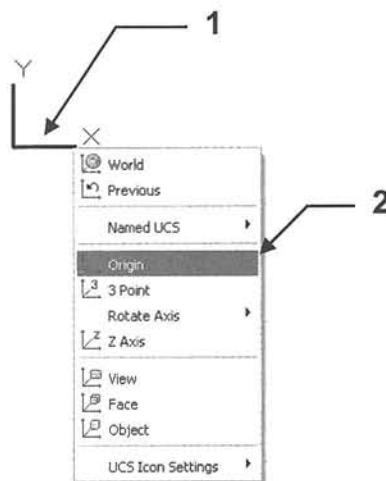
As previously stated in Lesson 9, the **ORIGIN** is where the X, Y, and Z-axes intersect. The Origin's (0,0,0) default location is in the lower left-hand corner of the drawing area. But you can move the Origin anywhere on the screen using the UCS command. (The default location is designated as the "**World**" option or WCS. When it is moved it is UCS, User Coordinate System.)

You may move the Origin many times while creating a drawing. This is not difficult and will make it much easier to draw objects in specific locations.

Refer to the examples on the next page.

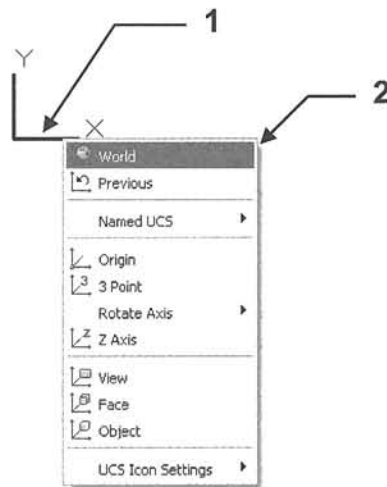
To MOVE the Origin:

1. Right click on the Origin icon:
2. Select **Origin** from the short cut menu
3. Place the new Origin location by entering coordinates or pressing the left mouse button.



To RETURN the Origin to the default "World" location (the lower left corner):

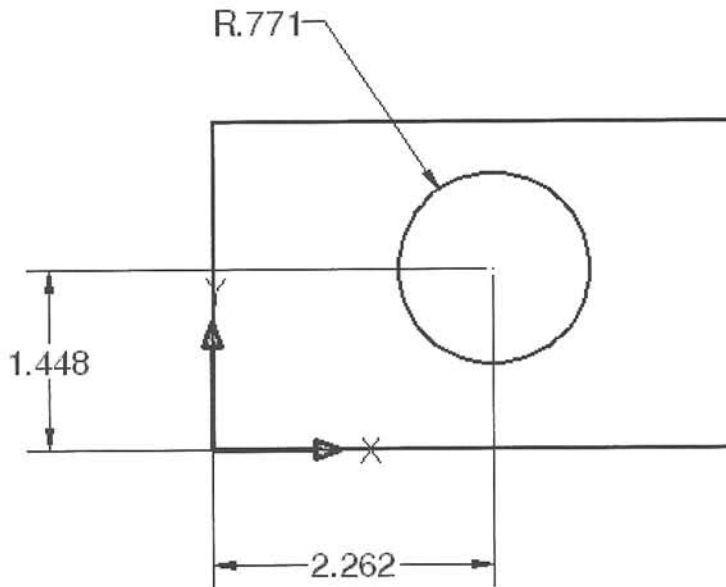
1. Right click on the Origin icon
2. Select **World** from the short cut menu.



Why move the Origin? Examples on the next page.

MOVING THE ORIGIN....continued

Why move the Origin?

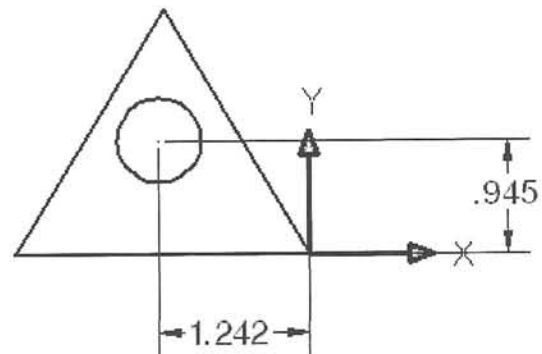
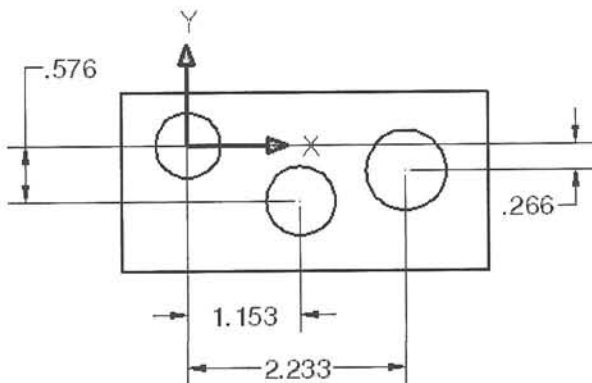


If you move the Origin to the lower left corner of the rectangle it will make it very easy to accurately place the center of the circle.

How to place the Circle accurately:

1. Select "Origin" from the short cut menu as shown on the previous page
2. Snap to the lower left corner of the rectangle using object snap Endpoint. The UCS icon should now be displayed as shown above.
3. Select the Circle command
4. Enter the coordinates to the center of the circle (2.262, 1.448 <enter>)
5. Enter the radius (.771 <enter>)
6. Select World from the short cut menu to return the UCS icon to it's default location. (Refer to previous page)

More examples of why you would move the Origin

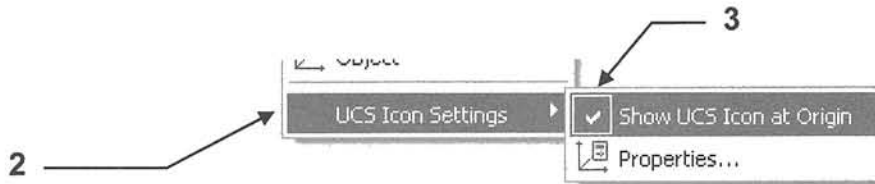


DISPLAYING THE UCS ICON

The UCS icon is merely a drawing aid that displays the location of the Origin. It can move with the Origin or stay in the default location. You can even change its appearance.

Show UCS Icon at Origin

1. Right click on the Origin icon.
2. Select **UCS Icon Settings** from the short cut menu

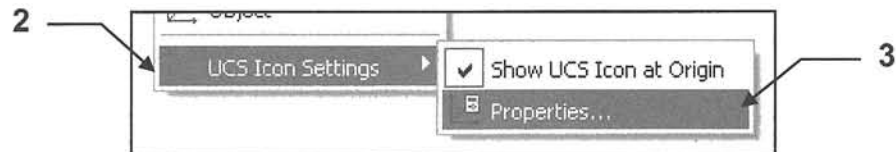


3. Show UCS Icon at Origin

- The UCS icon will follow the Origin as you move it. You will be able to see the Origin location at a glance.
- The UCS icon will not follow the Origin. It will stay in it's default location.

How to change the UCS icon appearance.

1. Right click on the Origin icon.
2. Select **UCS Icon Settings** from the short cut menu



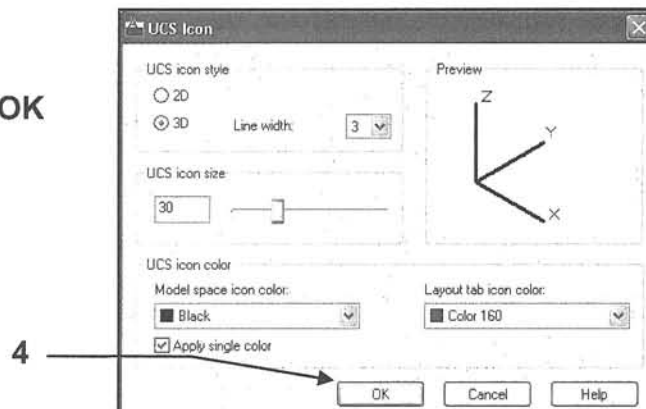
3. Select **Properties**

When you select this option the dialog box shown below will appear.

You may change the Style, Size and Color of the icon at any time.

Changing the appearance is personal preference and will not affect the drawing or commands.

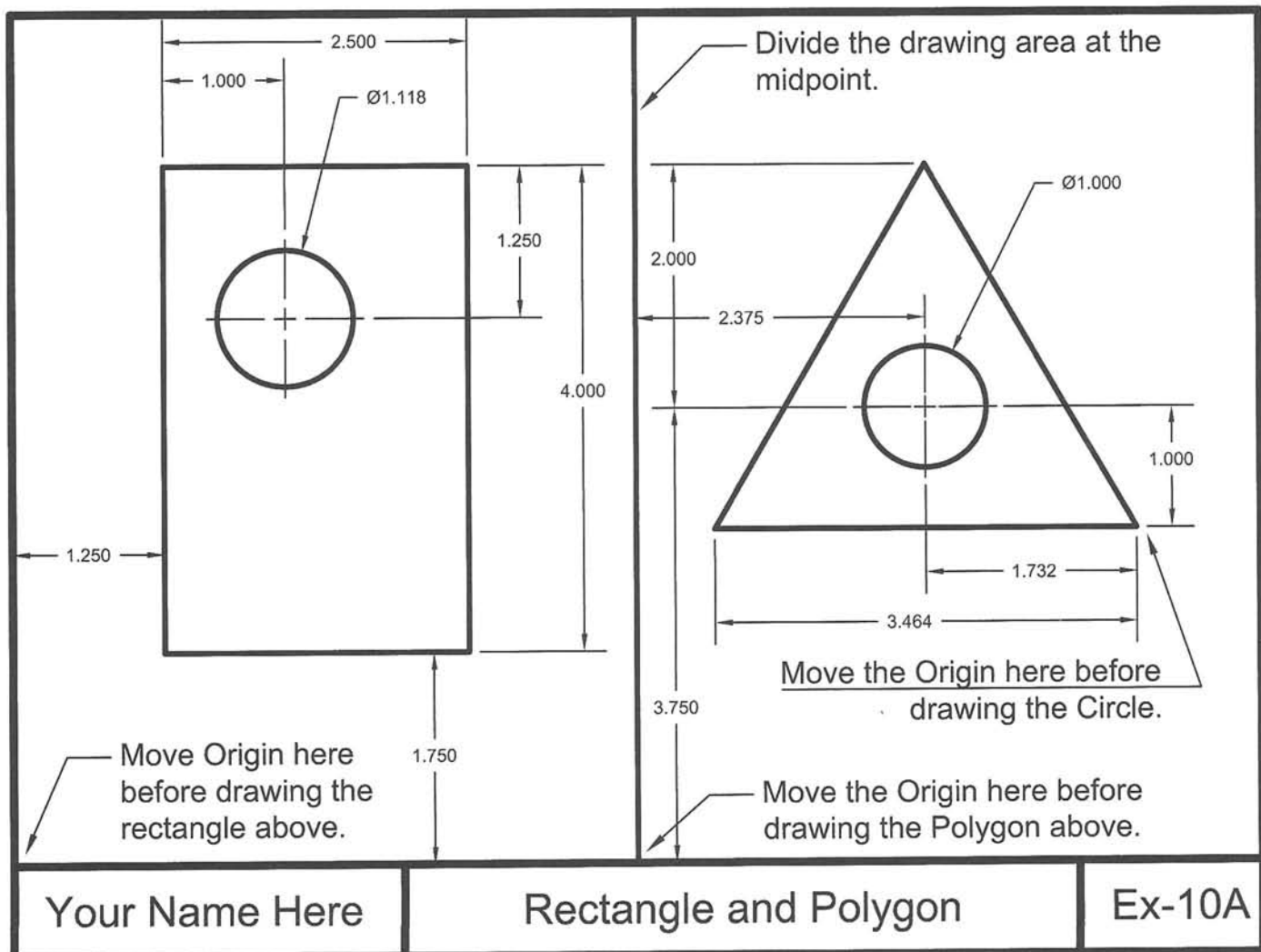
4. When complete select the **OK** button.



EXERCISE 10A

INSTRUCTIONS:

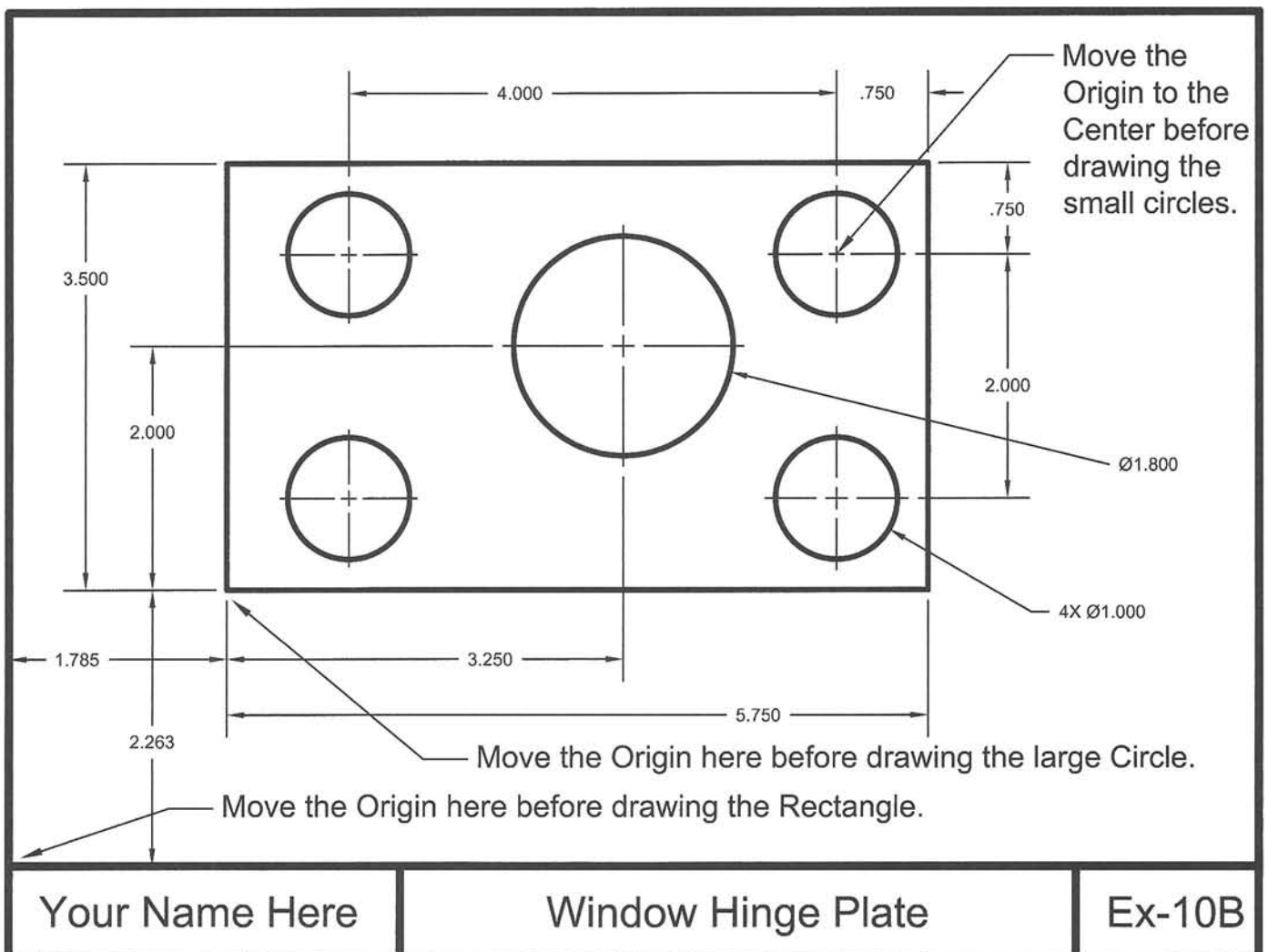
1. Start a **New** file using **Border A-2013.dwt**
2. Move the Origin to the locations noted before you draw the objects.
3. Use Layer = Object line.
4. Edit the Title and Ex-XX by double clicking on the text. Do not erase and replace.
5. Do not dimension
6. Save as **EX10A**
7. Plot using Page Setup **Class Model A** (Refer to page 9-13 through 9-16)



EXERCISE 10B

INSTRUCTIONS:

1. Start a **New** file using **Border A-2013.dwt**.
2. Move the Origin to the locations noted before you draw the objects.
3. Use Layer = Object line.
4. Edit the Title and Ex-XX by double clicking on the text. Do not erase and replace.
5. Do not dimension
6. Save as **EX10B**
7. Plot using Page Setup **Class Model A** (Refer to page 9-13 and 9-16)



EXERCISE 10C

INSTRUCTIONS:

1. Start a **New** file using **Border A-2013.dwt**
2. You decide where to move the origin.
3. Use Layer = Object line
4. Edit the Title and Ex-XX by double clicking on the text. Do not erase and replace.
5. Do not dimension
6. Save as **EX10C**
7. Plot using Page Setup **Class Model A** (Refer to page 9-13 and 16)

This is an Isometric View to help you visualize the views shown. Do not draw.

Your Name Here	Antique Step Stool	Ex-10C
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Notes: