

ZwCAD[®] Newsletter — June, 2007

Tutorial 12 Create Freehand Sketches

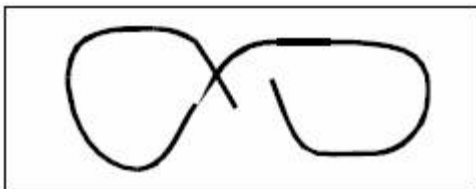
Sketching is useful for creating irregular boundaries or for tracing with a digitizer.

A freehand sketch consists of many straight-line segments, created either as individual line entities or as a polyline. Before you begin creating a freehand sketch, you must set the length, or increment, of each segment. The smaller the segments, the more accurate your sketch, but segments that are too small can greatly increase the file size.

After you specify the length of the sketch segments, the crosshairs change to a Pencil tool. Your freehand sketch is not added to the drawing until you "write" the sketch into your drawing. This means that you temporarily save the segment that you've drawn and the segment length, and you can continue sketching.

To create a freehand sketch

1. On the command line, enter **sketch**.
2. At the length of segments prompt, enter the minimum line segment length.
3. Click the start point to put the "pen" down. When you move the pointing device, ZwCAD draws temporary freehand line segments of the length you specified. Sketch doesn't accept coordinate input. During the command, freehand lines are displayed in a different color.
4. Click the endpoint to lift the "pen" up so that you can move the cursor around the screen without drawing. Click a new start point to resume drawing from the new cursor position.
5. Enter **r** at any time to record (save) in the database the line you're drawing and those already drawn. If the pen is down, you can continue drawing after recording. If the pen is up, click to resume drawing. The freehand line starts from wherever the cursor is when you click.
6. Press Enter to complete the sketch and record all unrecorded lines



A freehand sketch consists of individual line entities or a polyline.