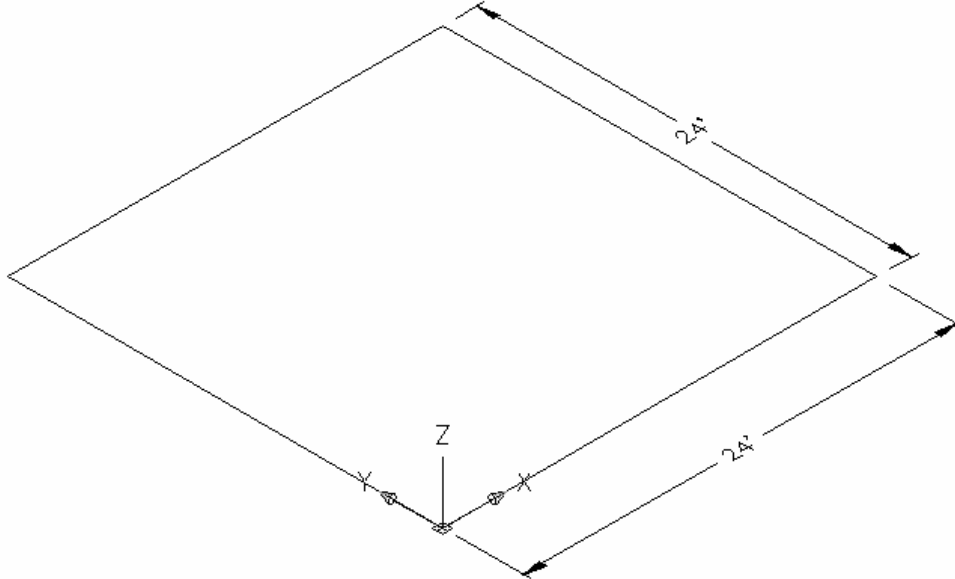


HANDOUT H202-15

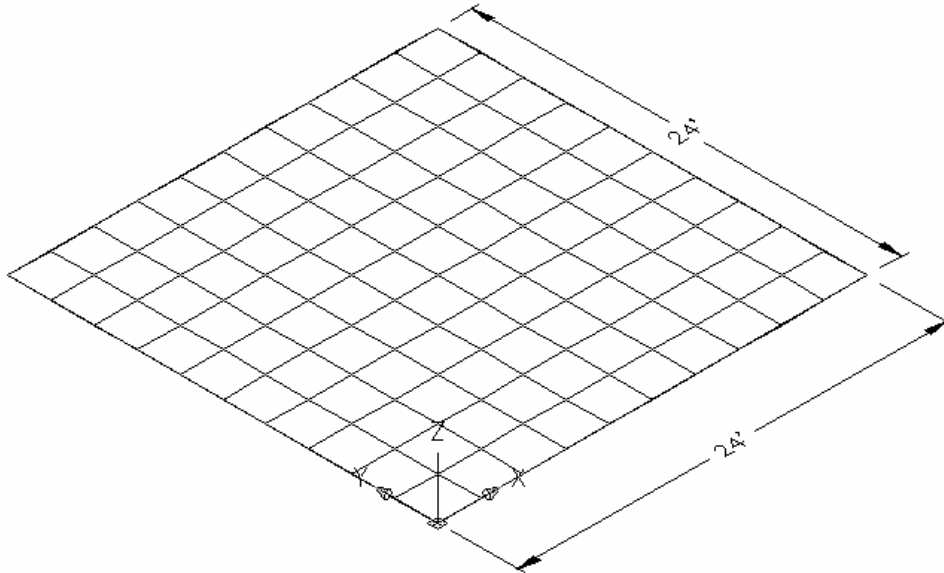


DIRECTIONS:

1. Open a new drawing and set the units to architectural.
2. Set the drawing limits to 24', 18'.
3. Use the ARCH-B drawing title block and border.
4. Create three new layers called **A-WALL**, **A-FLOR**, & **A-FURN**. Make **A-WALL** layer active.
5. Make the following drawing: Start at absolute coordinate 0,0,0.

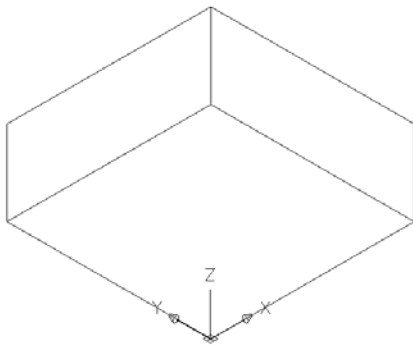
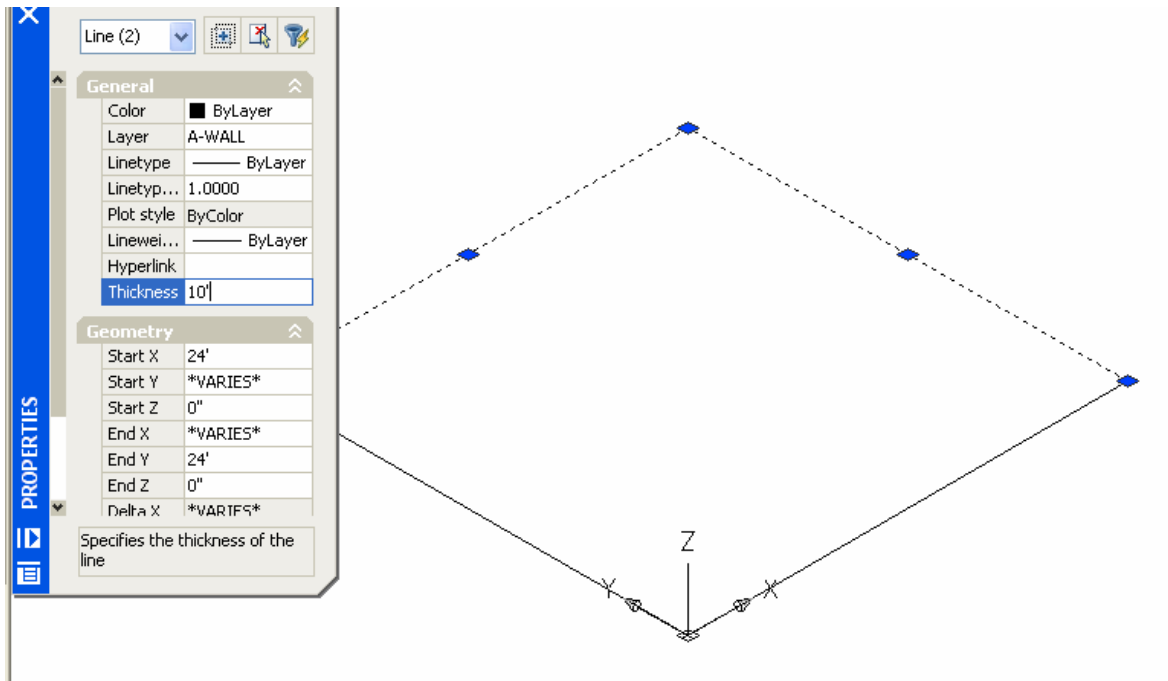


6. Set **SURFTAB1** & **SURFTAB2** = 10. Using the **EDGE SURFACING** Command, create the following mesh. This will be the floor.

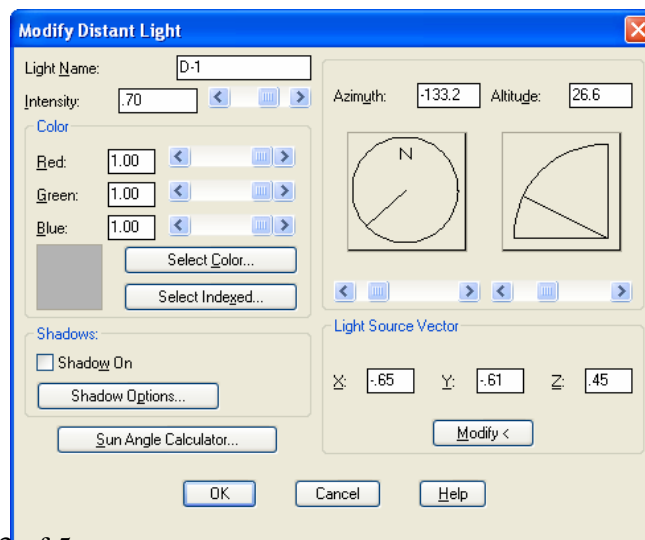


7. Move the floor mesh to the **A-FLOR** layer and explode the mesh.

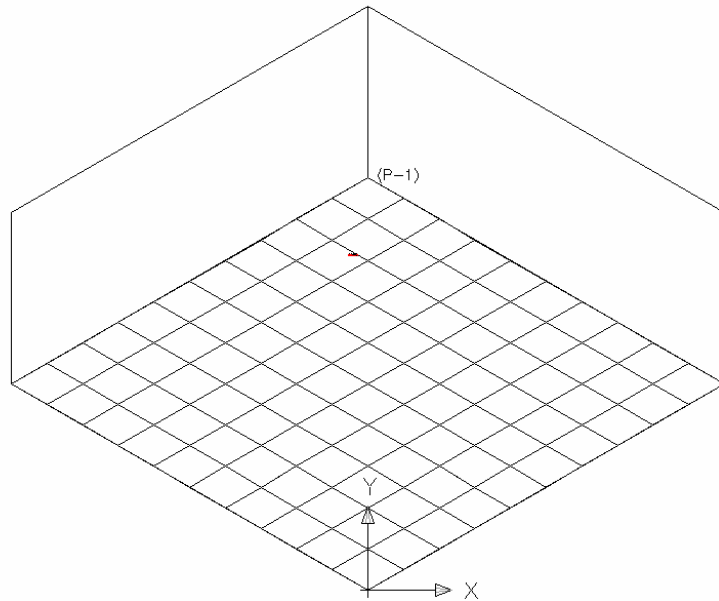
- 8. Hide the **A-FLOR** layer and double left click on the two back lines and set their thickness to 10'.



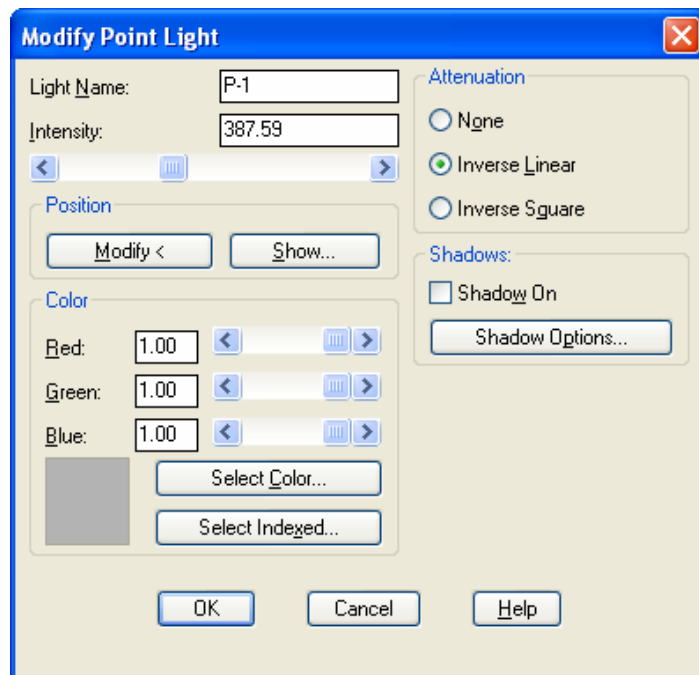
- 9. Now, let's locate some lights. Create a Distance light "**D-1**" with the following settings:



Enter Light TO: **Pick point (P-1)**
Enter light direction FROM:
5',8',4'



10. Create a point light named "P-1".
Set it's coordinate at 8',9',11'.



11. Now, using the file "WORKSTATION-FURNITURE.dwg" that was downloaded from the Students Intranet, make your own layout using the blocks in this file. Use lighting, colors, and textures to obtain a realistic drawing. Save as H202-15
Remember, use 'B' size and do NOT plot.

This is what I came up with:

