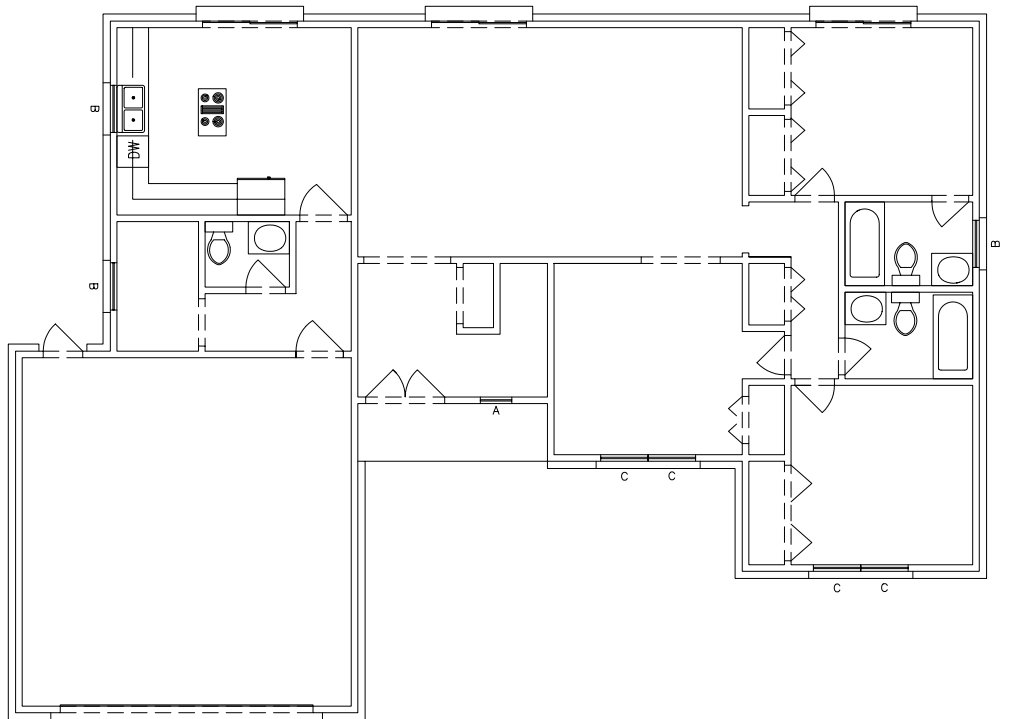


CHAPTER 26 EXERCISES

1. Using *Bhatch*

- A. *Open* **PLAN.DWG**. You will place a brick hatch pattern around the perimeter of the house and place a tile pattern in the kitchen and bathrooms.
- B. *Offset* the outside line of the wall $5\frac{1}{2}$ " around the entire structure. Notice in Figure AR26-1 that the doors and windows have a sill. Accomplish this by adding the necessary lines to create a sill for each door and window. The sills extend out from the windows even with the brick perimeter and are 3" wider on each end of the windows. The door sills on the back of the house extend 8" each.

Figure AR26-1

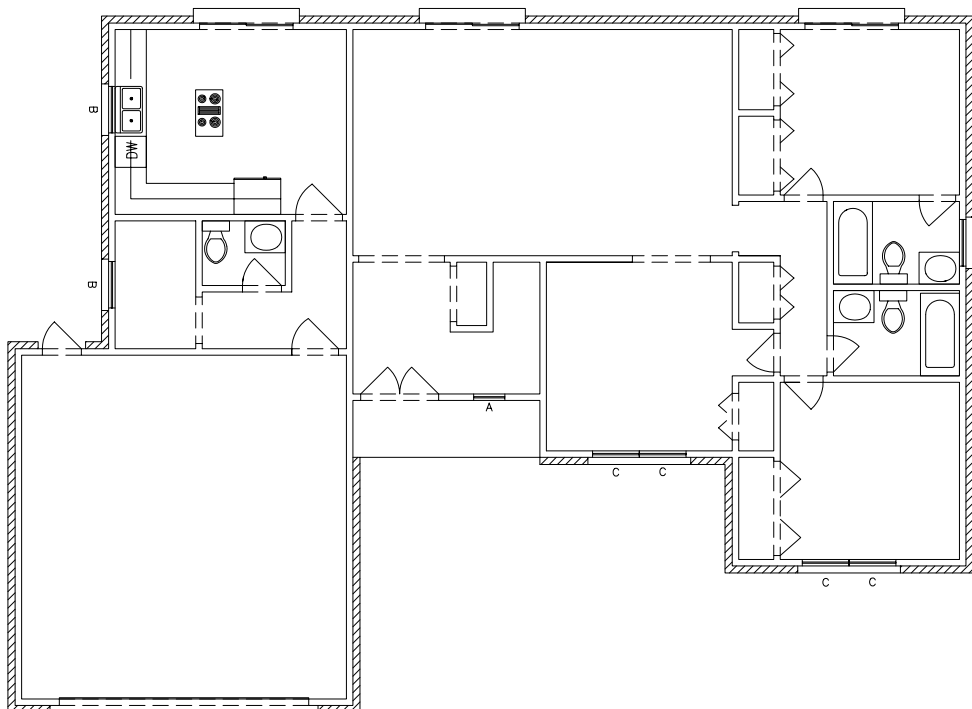


- C. Issue the *Bhatch* command and choose **ANSI31** with a scale of **36"**. Select the *Pick Point* button. Now select a point inside one wall section that you want to hatch. The boundary of the area should highlight. Press **Enter**, then pick **OK**.

```
Command: bhatch
Select internal point: PICK
Selecting everything visible...
Analyzing the selected data...
Analyzing internal islands...
Select internal point: Enter
```

- D. Continue hatching all of the wall sections as shown in Figure AR26-2.

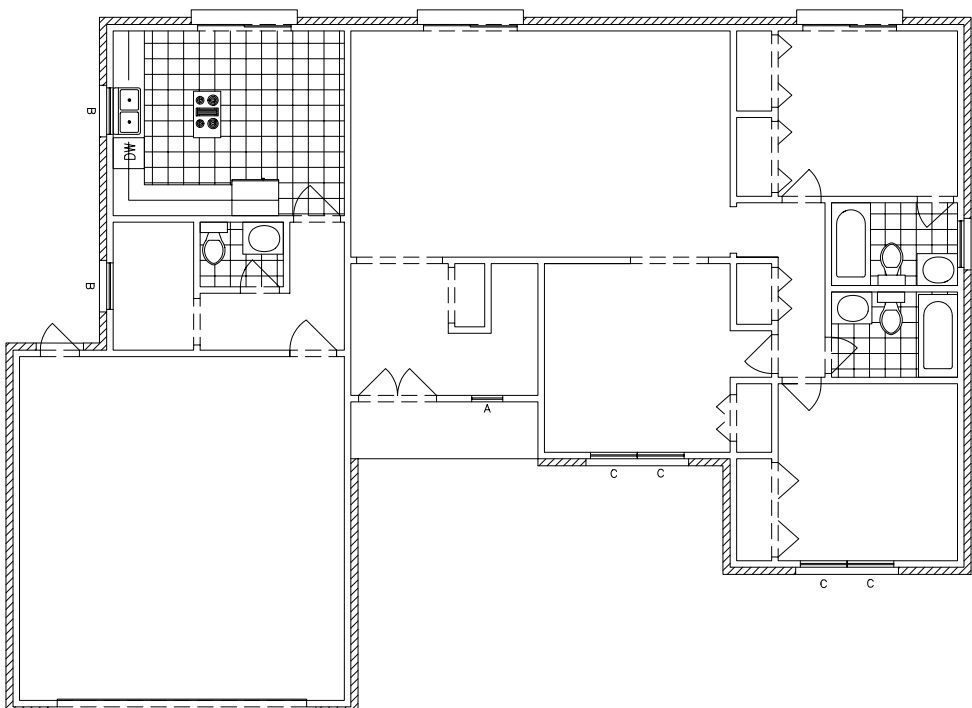
Figure AR26-2



2. Placing Tile in the Bathrooms and Kitchen

Zoom to the Kitchen. Use *Bhatch*. Use *NET* for the pattern and 8' for the scale. Select an internal point and *OK* the hatch pattern. Continue to apply the pattern to the three bathrooms. See Figure AR26-3. *Save* the drawing.

Figure AR26-3



3. Elevations

Draw the elevation shown in Figure AR26-4. Use *Bhatch* and the *BRICK* pattern for the side and *AR-RROOF* for the roof.

Figure AR26-4

