The Most Dynamic Class on the Block – Creating Dynamic Blocks in AutoCAD

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@betweencadclass





Class summary

AutoCAD software's Dynamic Blocks gives you the ability to save time while reducing the size of your block library. Do you have multiple blocks with slight variations between them? Let's turn them into a single block that we can stretch, rotate, and more.



Key learning objectives

At the end of this class, you will be able to:

- Create Dynamic Blocks with the following abilities: stretch, mirror, array, rotate, align, multiple insertion points
- Limit block variations through lists and increments
- Apply constraints and parameters to control block behavior
- Implement Block Tables as well as the Lookup Action to quickly select the desired block iteration



Who are you?

- I have already created Dynamic Blocks but I am looking for some tips and tricks.
- I have never created a Dynamic Block before and I am here to learn how to create my first Dynamic Block!
- The class I really wanted was full.

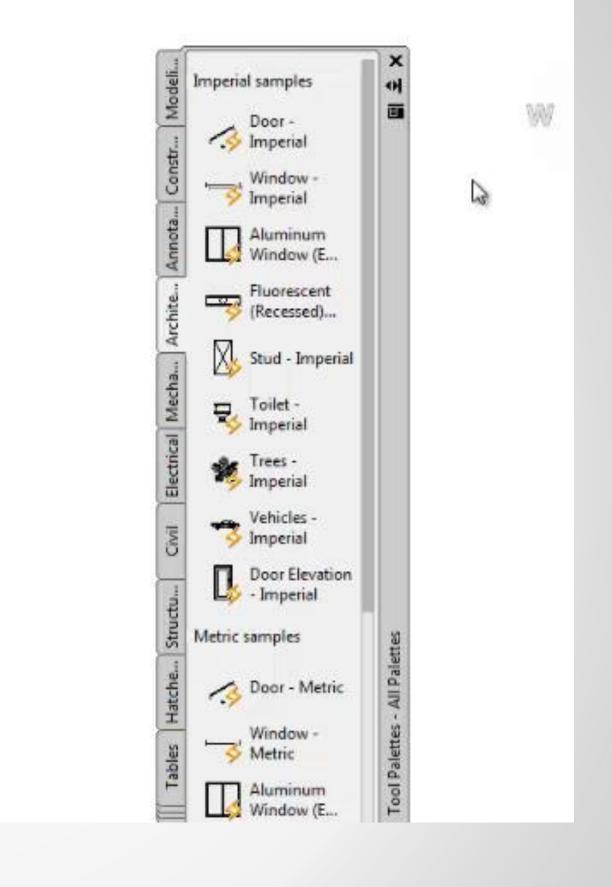


Why Dynamic Blocks?

Simplify your block library.

Modify blocks quickly and easily.

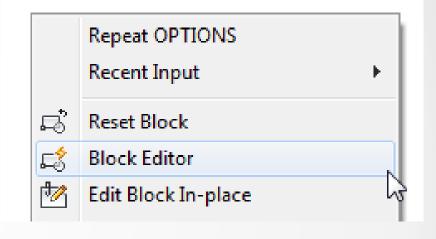




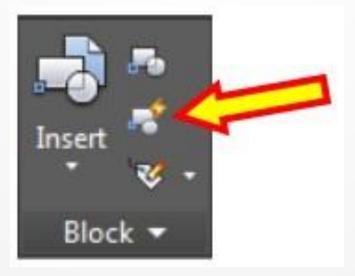


Block Creation Environment

- Double-click on a block (with exceptions...)
- Select the block and right-click

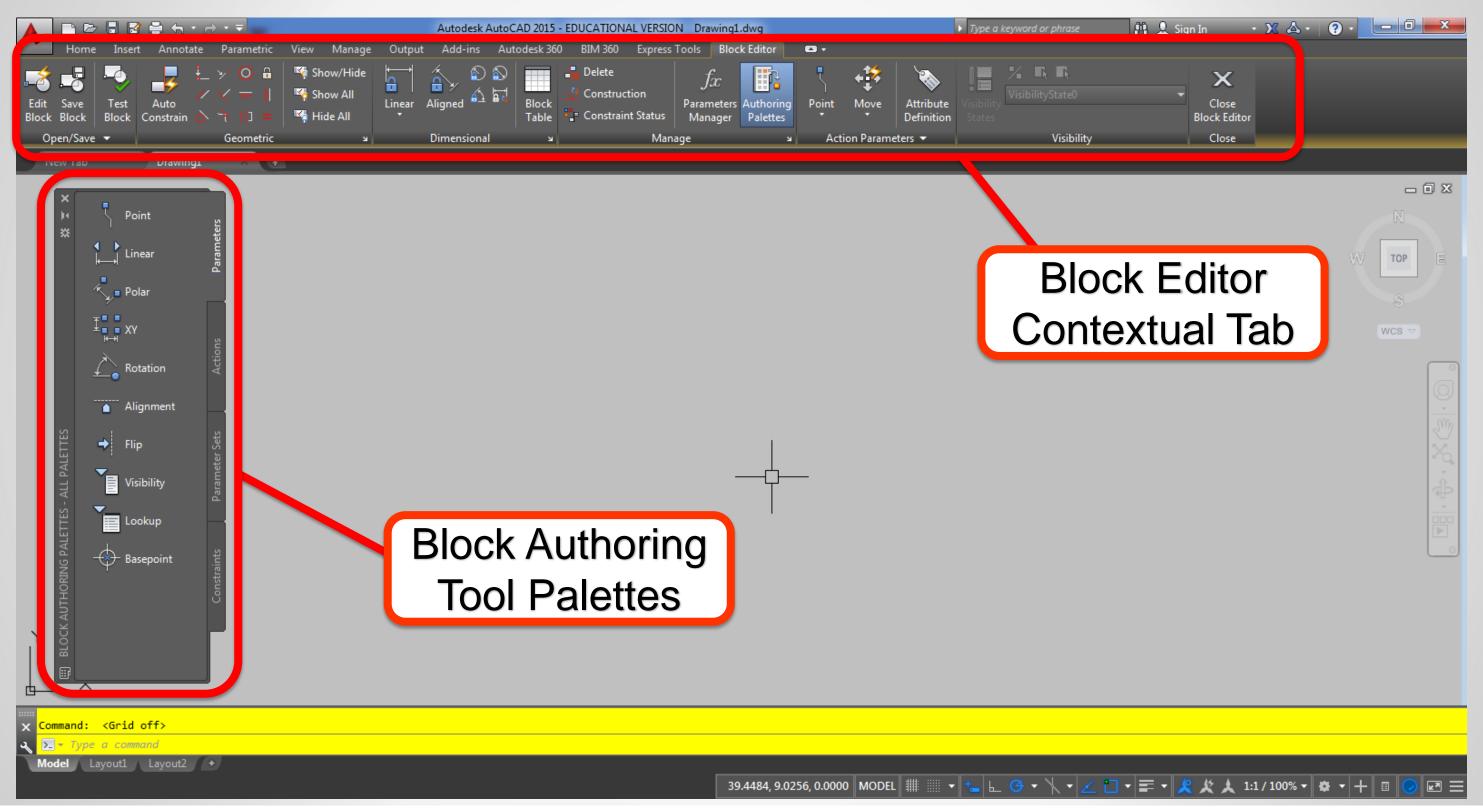


Home > Block > Edit





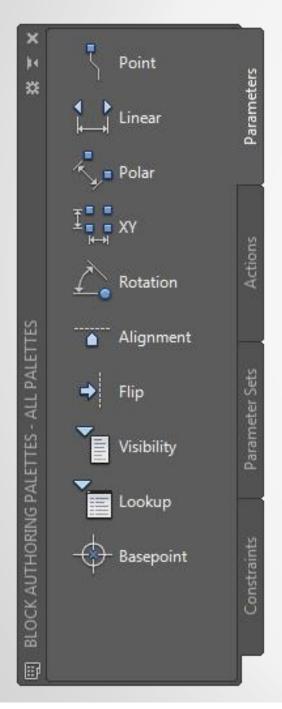
Block Creation Environment

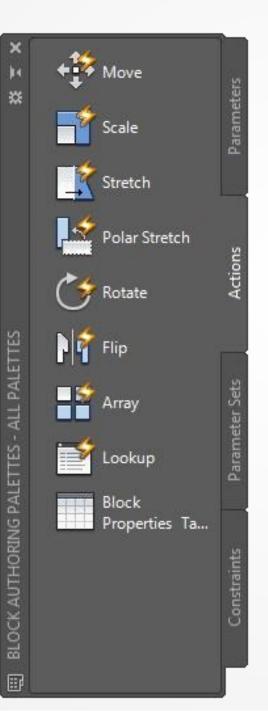




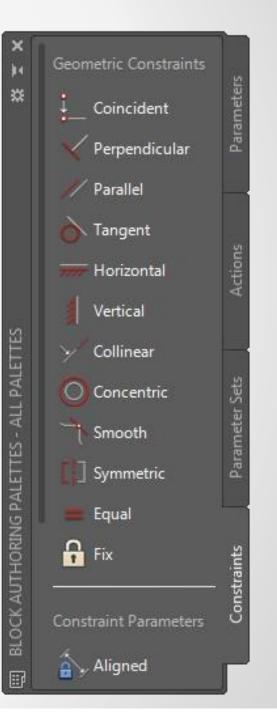
Block Authoring Palettes











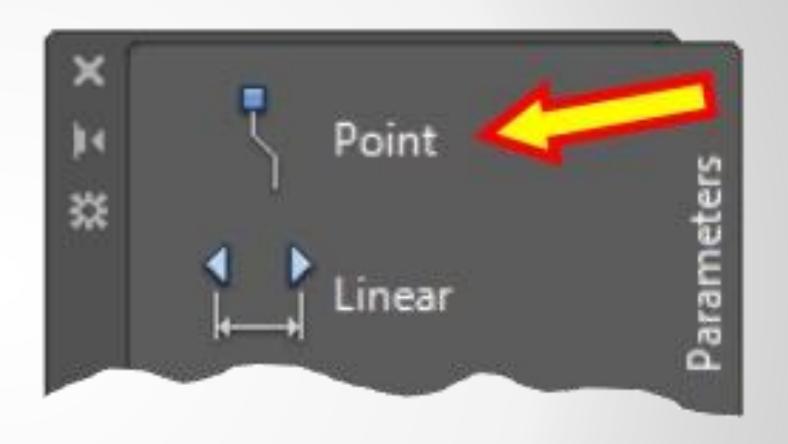
Create Dynamic Blocks with the following abilities: stretch, mirror, array, rotate, align, and multiple insertion points



Create Additional Insertion Points

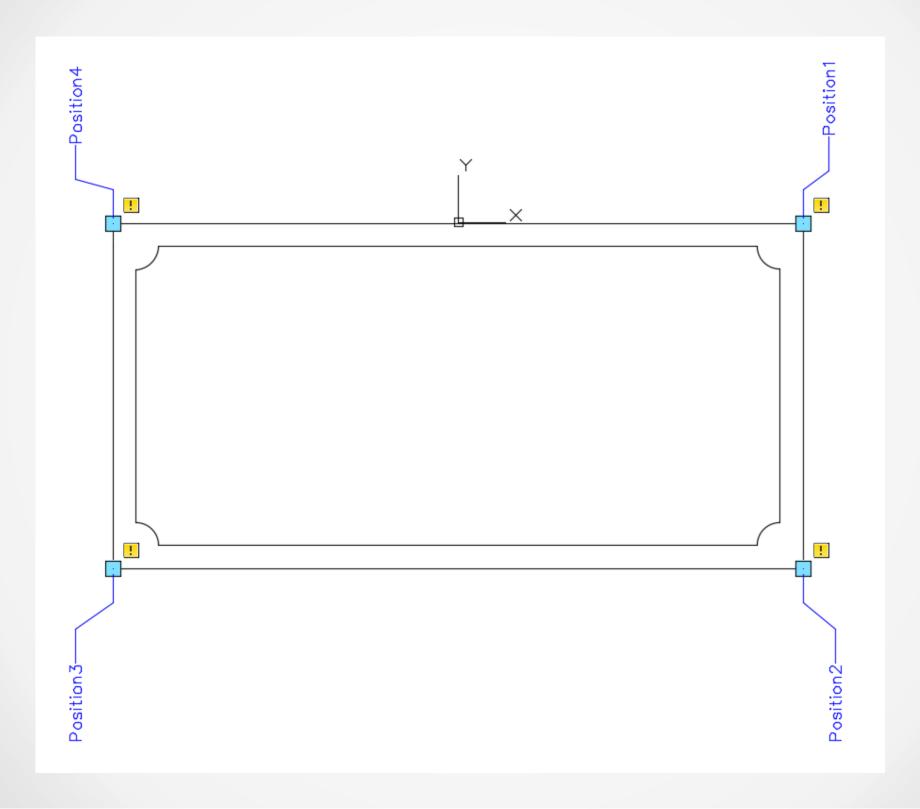
Use the Point Parameter

- No Action Necessary
- Press < Ctrl> key to cycle between insertion points during insertion.





Insertion Points: Demonstration



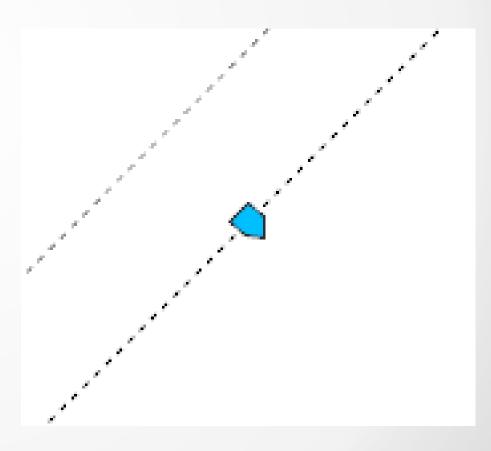


Create an Alignment Grip

Use the Alignment Parameter

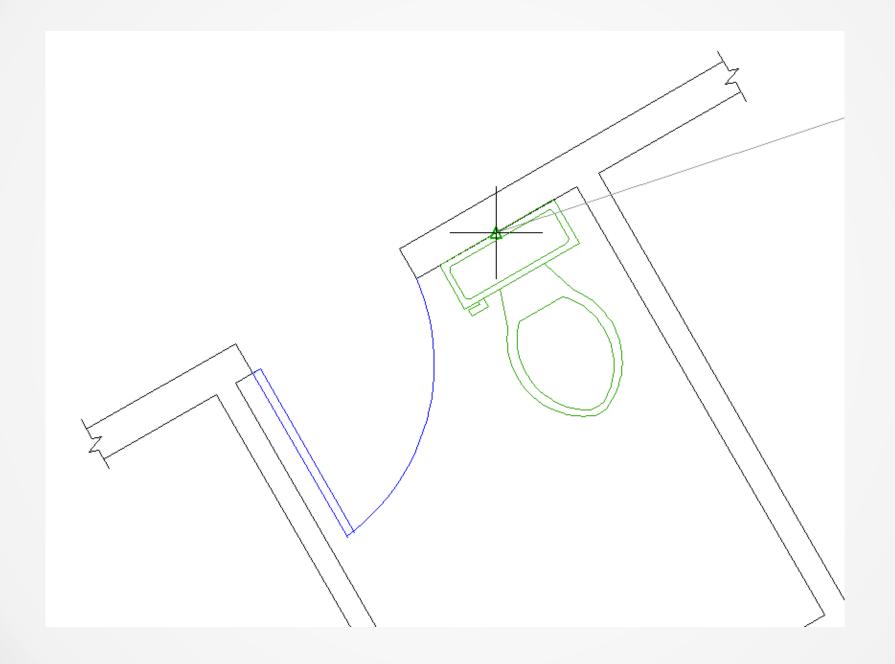


No Action Necessary





Alignment Grip: Demonstration





Create a Flip Grip

Use the Flip Parameter



Exclamation = ActionNeeded

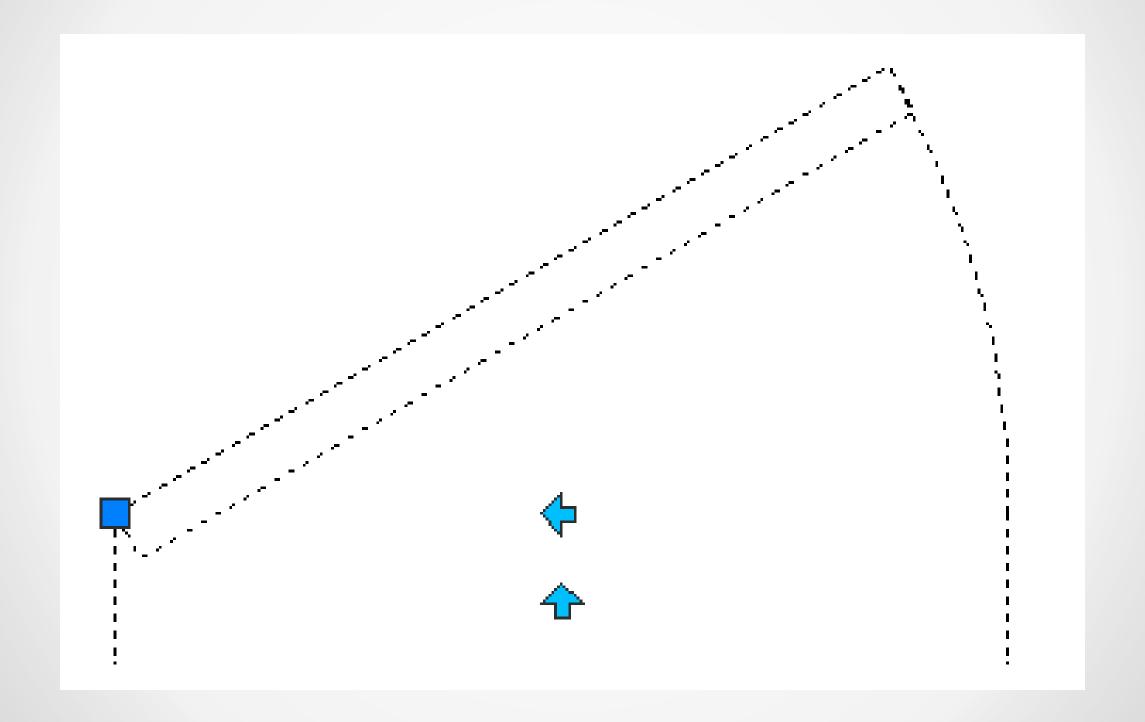


Use the Flip Action





Flip Grip: Demonstration



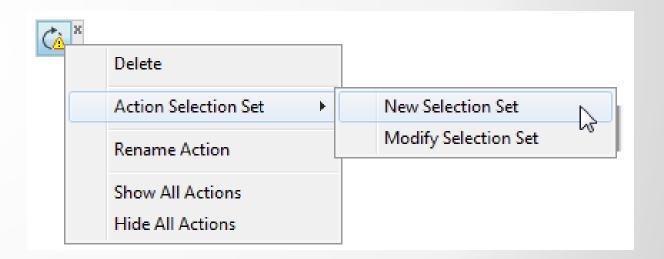


Adding the Rotation Action

Use the Rotation Set to save steps

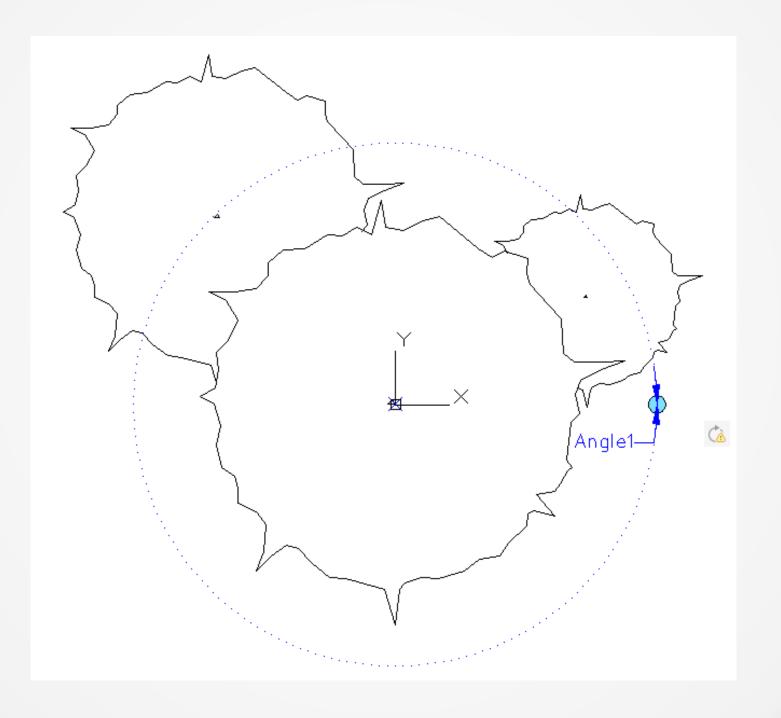


 Add a Selection Set to the Action





Rotation Set: Demonstration



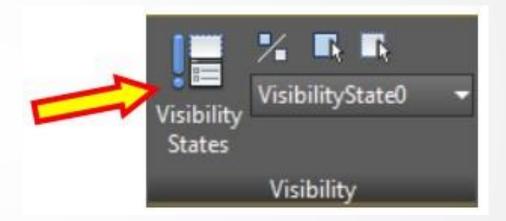


Adding the Visibility Grip

Use the Visibility Parameter



Use the Visibility Panel

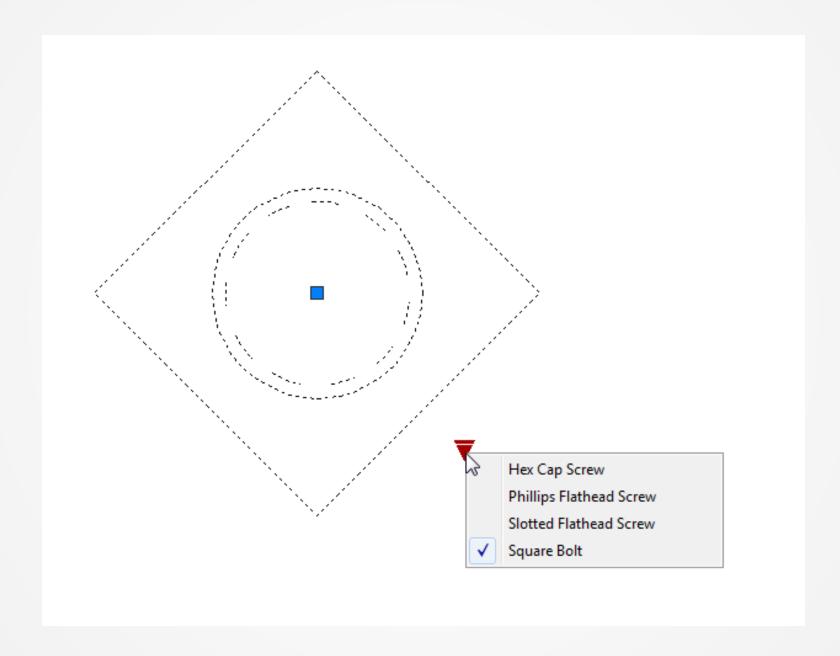


 Create new states while hiding all others





Visibility: Demonstration





Limit block variations through lists and increments



Adding the Stretch Action and Limiting with Lists

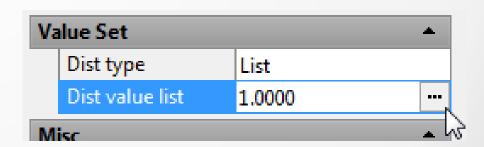
Use the Linear Parameter



Use the Stretch Action

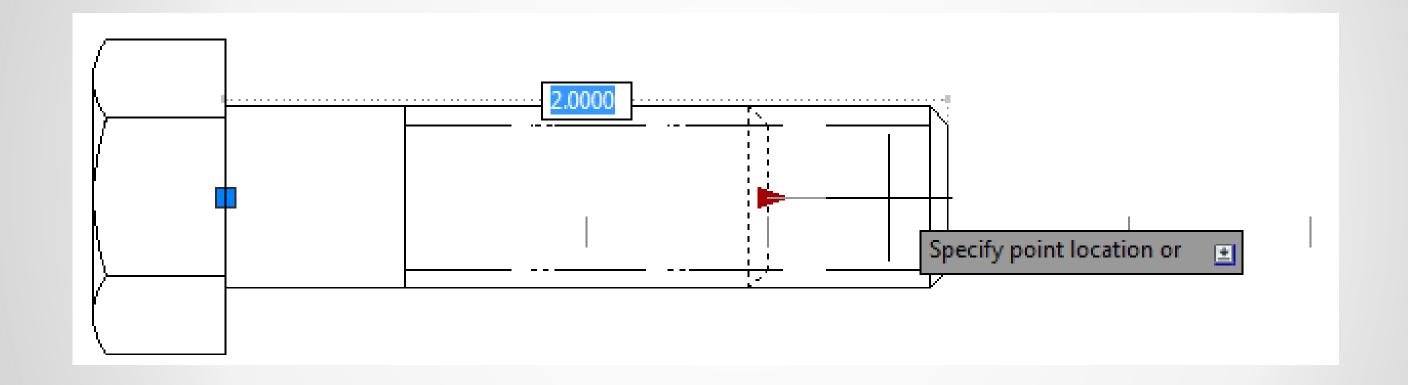


 Use Properties to create an allowable list of values.





Stretch/List: Demonstration





Adding the Array Action and Limiting with Increments

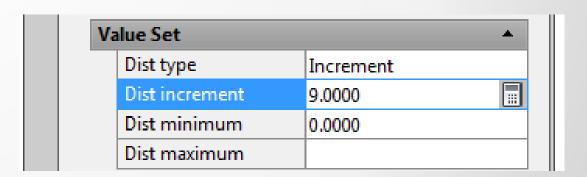
Use the Linear Parameter



Use the Array Action

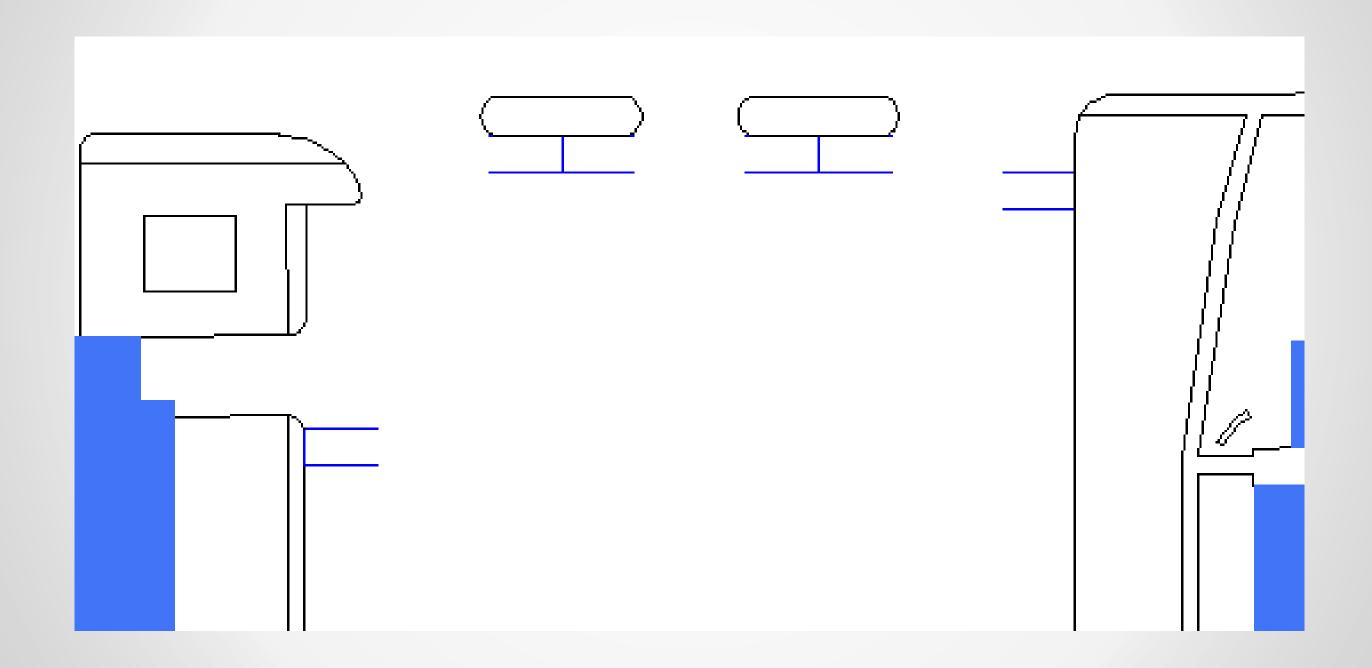


 Use the Increment option to limit values





Array/Increment: Demonstration





Apply constraints and parameters to control block behavior

Implement Block Tables as well as the Lookup Action to quickly select the desired block iteration



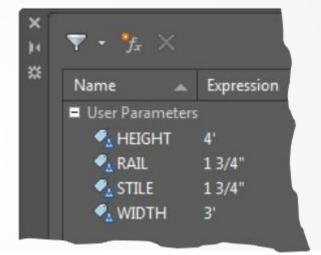


Using Parameters

Constrain Geometry



Create Named Parameters

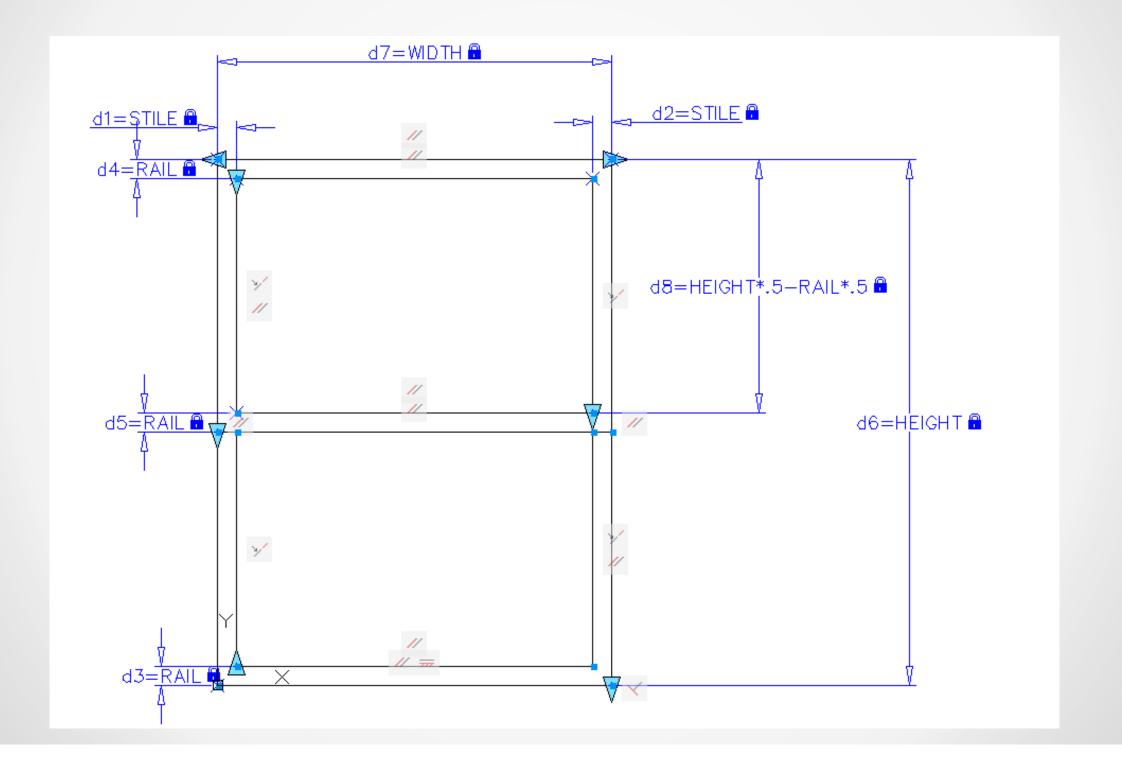


 Create a block table to drive Parameters





Parameters: Demonstration

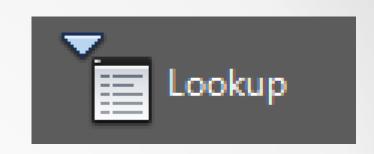


Implement Block Tables as well as the <u>Lookup Action</u> to quickly select the desired block iteration



Adding the Lookup Action

Use the Lookup Parameter



Use the Lookup Action

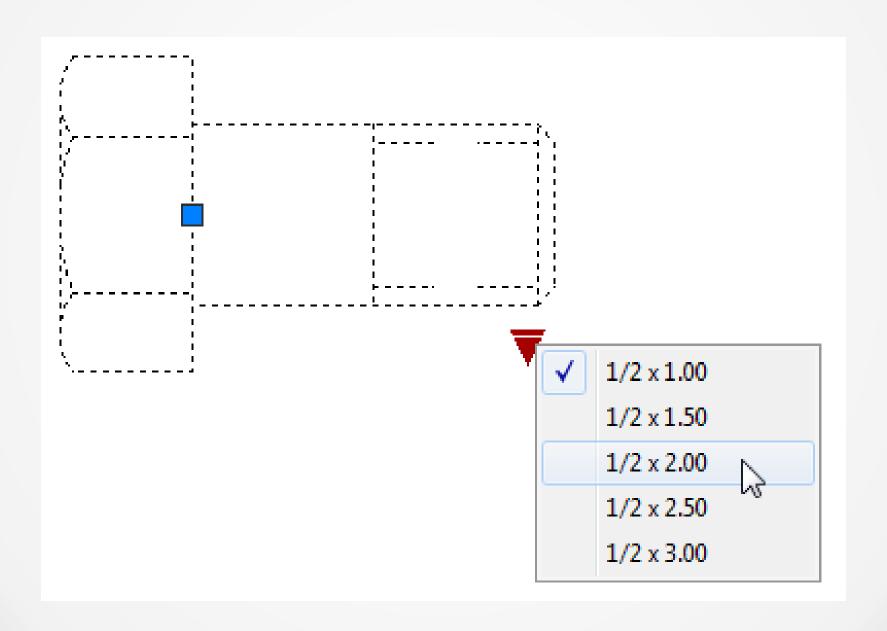


Create a list of Lookup
 Values

Input Properties	Lookup Properties Lookup1
Distance1	
1.0000	1/2 x 1.00
1.5000	1/2 x 1.50
2.0000	1/2 x 2.00
2.5000	1/2 x 2.50
3.0000	1/2 x 3.00



Lookup: Demonstration





Conclusion

 Now it's your turn! Take these skills back to work and improve your productivity!

- Questions?
 - @betweencadclass
 - chadwickt@hutchcc.edu



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