

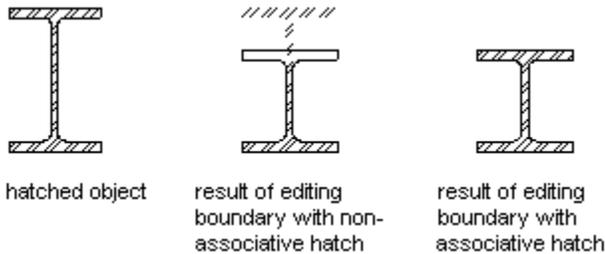
XI. Hatching

Hatch

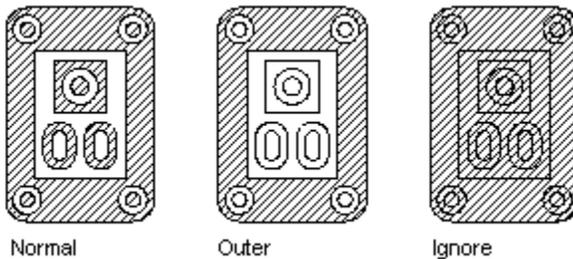


Hatching fills a specified area in a drawing with a pattern. You can hatch an enclosed area or a specified boundary. Note: System variable "Fill" must be turned ON to use hatch.

HATCH creates a non-associative hatch or fill. You can fill a boundary that consists of an object or objects that completely enclose an area. If the boundary is made up of multiple objects, their endpoints must coincide to create the hatch properly. You can also fill an area that does not have a closed boundary, by defining a polyline hatch boundary with the Direct Hatch option.



You can control how AutoCAD hatches islands detected as boundaries using the three island detection styles: Normal, Outer, and Ignore.



Hatch

Hatching fills a specified area in a drawing with a pattern. Associative hatches are linked to their boundaries and are updated when the boundaries are modified. Non-associative hatches are independent of their boundaries. The boundary can have overhanging edges and islands (enclosed areas within the hatch area) that you choose to hatch or leave unhatched. You can also define a boundary by selecting objects.

Exercises

Exercise (3a)

Hatch a closed polygon with Associative hatch.

Open exercises.dwg if it is not already open.

Draw a closed polygon using the pline command.

From the layer control pulldown, make Bearing the current layer

Bhatch ←

- Hatch properties
- Pattern: Steel
- Angle: 0
- Scale: 5000
- Composition: Associative
- Click the “Select Objects” button
- Pick closed polygon
- Enter (↵) to end selection
- Click the “Preview” button (press enter to end the preview)
- Click “OK” to proceed

Save the drawing.

Exercise (3b)

Modify boundary of polygon hatched with associative hatch.

- Pick a point on the polygon boundary to activate grips
- Pick inside grip box (Active grip changes color to red)
- Drag the active grip to a new location
- Pick a new point to move grip

Save the drawing.

(Teaching point: Observe hatch with changes to polygon)

Exercise (3c)

Hatch a closed polygon with Non-associative hatch.

Open exercises.dwg if it is not already open.

Draw a closed polygon using the pline command.

From the layer control pulldown, make Bearing the current layer

Bhatch ↵

- Hatch properties
- Pattern: Steel
- Angle: 0
- Scale: 5000
- Composition: Non-associative
- Click the “Select Objects” button
- Pick closed polygon
- Enter (↵) to end selection
- Click the “Preview” button (press enter to end the preview)
- Click “OK” to proceed

Save the Drawing.

Exercise (3d)

Modify boundary of polygon hatched with Non-associative hatch.

- Pick a point on the polygon boundary to activate grips
- Pick inside grip box (Active grip changes color to red)
- Drag the active grip to a new location
- Pick a new point to move grip

Save the Drawing.

(Teaching point: Observe hatch with changes to polygon)

Exercise (3e)

Open exercises.dwg if it is not already open

Draw two overlapping polygons using the pline command.

Using the commands learned in the previous exercises, experiment with the different island detection styles.

Save the drawing.