
Chapter 4
Z Coordinates

Entering 3D Coordinates 4.1

3D Coordinates

Entering 3D Cartesian coordinates (X,Y,Z) is similar to entering 2D coordinates (X,Y). In addition to specifying X and Y values, you specify a Z value.

3D Polyline

1. **Type** Any command asking for a “point” at the command prompt.

Command: **3DPOLY**

Specify start point of polyline: **1,1,0**

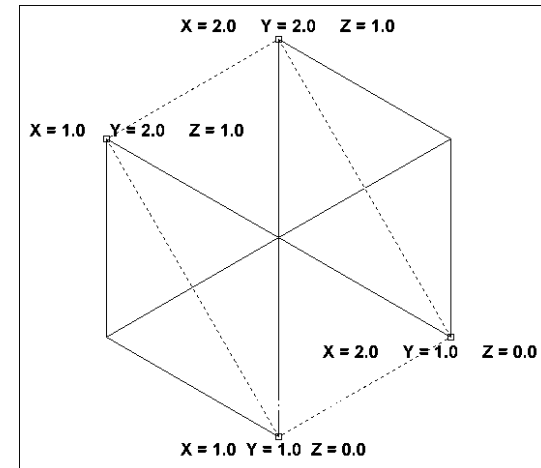
Specify endpoint of line or [Undo]: **1,2,1**

Specify endpoint of line or [Undo]: **2,2,1**

Specify endpoint of line or [Close/Undo]: **2,1,0**

Specify endpoint of line or [Close/Undo]: **1,1,0**

3D Polyline Drawn with 3D Coordinates



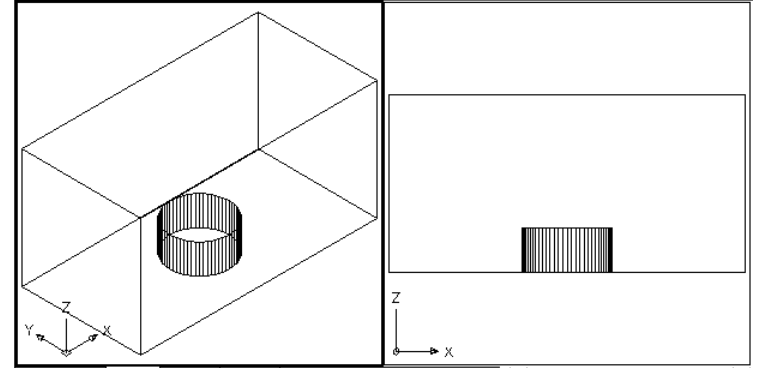
Moving in the Z Direction 4.2

Move Command

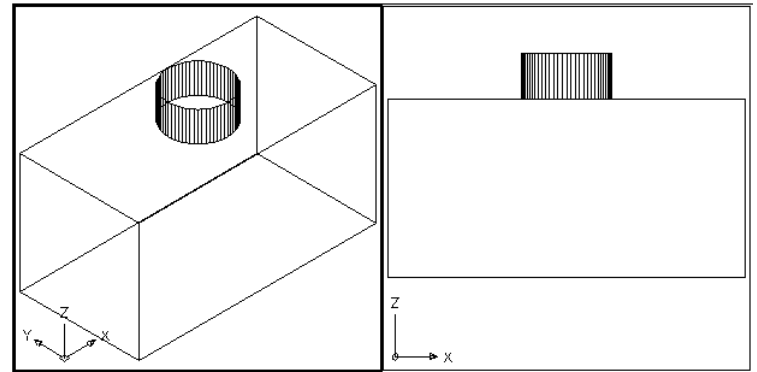
To move an object in the Z direction, use the move command.

- Type** MOVE at the command prompt.
Command: **move**
Select objects: **(pick object)** 1 found
Select objects: hit enter
Specify base point or displacement: **0,0,0**
Specify second point of displacement or
<use first point as displacement>: **0,0,1**

Original Circle Draw at Elevation Zero



Circle Moved -2 Units in the Z Direction



3D Point Filters 4.3

To place a point 1 inch above the back left corner of the rectangle, you can use point filters. Before issuing the point filter command, use DDPTYPE and choose a visible point style.

1. **Type** Any command asking for a “point” at the command prompt.
Command: **point**
Point: **.xy**
of end **P1**
of (need Z): **2**

3D Point Filters

