

The Boevers Mantra...

CAD for theatre is often cutting butter with a chain saw and how we're responsible for managing that.

So unless you can explain to me how the storytelling of your design is impacted by a wall being positioned $13'-3\frac{25}{32}"$ US of plaster rather than $13' 3\frac{3}{4}"$ there is something wrong with your drawing.

Unless you can explain to me how the storytelling of your design is impacted by a door being $3'-11\frac{27}{32}"$ instead of $4'-0"$ from the edge of a wall there is something wrong with your drawing.

Unless you can explain to me how the storytelling of your design is impacted by a toggle spacing being $3'-10\frac{1}{128}"$ instead of $3'-10"$ there is something wrong with your drawing.

If you think you can justify these measurements you are wrong.

Don't let CAD make arbitrary decisions about your design or technical design. Those tiny tolerances at the very least cost real money in shop time and more likely will build an atmosphere of distrust between you and your team.

Change the design to be sizes that make sense.

If your entire border isn't on your page there is something wrong with your drawing.

If the features of your dimensions don't look like they would if you were hand drafting there is something wrong with your drawing.

If the majority of your page is blank there is something wrong with your drawing.

If you've composed drawing elements within a half inch of your border there is probably something wrong with your drawing.

If you have text that is taller than $\frac{5}{8}"$ anyplace but your titleblock there is probably something wrong with your drawing.

If you have dimension lines crossing object lines when there is a way to compose the drawing without there is probably something wrong with your drawing.

If you have presented a tech plan and not shown centerline and plaster line and dimensioned anything aside from major turning points from those references there is probably something wrong with your drawing.

If you have hatching with maybe the width of your thumb between hatch lines there is something wrong with your drawing.

If your titleblock is wider than $5"$ in more than one dimension there is something wrong with your drawing.

If there are spelling or grammar errors on your drawing there is something wrong with your drawing.