

Add Attributes to Existing Blocks

Learning Objectives within this challenge assignment are as follows:

- 1.2b Select similar objects
- 1.2d Control the draw order of overlapping objects
- 3.1a Rotate objects around a specified base point
- 4.1b Define and apply custom scales (scale list)
- 5.3.d Insert tables and manipulate cell data
- 6.1a Insert and modify blocks
- 6.1c Modify attribute definitions with the Block Attribute Manager

Video resources that may help with this challenge assignment are:

- 02_01 Select and organize objects
- 05_03 Use tables in drawings
- 05_06 Apply annotative properties and styles
- 06_01 Create blocks and apply attributes

In this challenge assignment you will add attributes to all the furniture blocks in a floor plan. You'll create attributes and insert the blocks into the furniture plan, arrange the blocks, and then create a table with all of the attributes.

Open the **Furniture_Block_Attributes.dwg** file. Place the attributes to the right side of the block and line them up with each attribute underneath the previous one. Since all attributes will be in invisible mode it will not matter exactly where they are placed. Create the following attributes, on the Layer 0:

- Manufacturer
 - Tag name: Manufacturer
 - Prompt: Enter manufacturer
 - Text style: Arial
 - Text height: 100
 - Mode: Invisible
- Model Number
 - Tag name: Model_Number
 - Prompt: Enter model number
 - Text style: Arial
 - Text height: 100
 - Mode: Invisible
- Fabric Type
 - Tag name: Fabric_Type
 - Prompt: Enter fabric type
 - Default: Leather
 - Text style: Arial
 - Text height: 100
 - Mode: Invisible
- Fabric Color

Challenge Assignment 2

- Tag name: Fabric_Color
- Prompt: Enter fabric color
- Default: Brown
- Text style: Arial
- Text height: 100
- Mode: Invisible

Insert your blocks on the Furniture layer in the rooms labeled Employee Lounge and Office. The layout of the furniture is up to you. Use Select Similar to select and arrange blocks that are similar.

Use the WBLOCK command to make each furniture block an individual file for easier insertion into a floor plan.

Use the DATAEXTRACTION command to create a table with all the attributes, in all your furniture blocks. Place the table on the ISO A4-Portrait layout. You will have to scale the table up by 10 to see it properly.

Challenge Assignment 2 Scoring Rubric

| Grading Area | Points | Student Score | Comments |
|---|--------|---------------|----------|
| Attributes added. All Attributes added to all blocks. | 20 | | |
| Attribute properties. Attribute defined with correct text style, text height and mode | 15 | | |
| Wblocks created. All blocks exported out using Wblock to dwg files. | 15 | | |
| Layer Management. Correct layers assigned to attributes and inserted blocks. | 15 | | |
| Block Insertion. Employee lounge and office space have furniture layouts that are using at least 75% of the blocks | 15 | | |
| Table Created. Table created with the Data Extraction command and placed in a layout. All attributes are in the Table. | 20 | | |
| Final Score | 100 | | |