



# EKHO TIP CARDS<sup>®</sup>



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Keep in an index card box near your computer for instant reference!

Order **EKHO Memory Strips** and **Tip Cards** for productivity tips & shortcuts!

5"x3"  
Cards



**M**

Minimizes all your open applications instantly.



**Shift M**

Restores your minimized applications instantly!!

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## AUTOCAD 2000 RENDERING TIPS

- When using paper space you can render the view in a viewport to a file and place the **"IMAGE"** back on top of the viewport in paper space to match the viewport size exactly.
  - Use **"LIST"** to check the viewport's size in inches.
  - Multiply the size in inches by 100 and use to specify a custom rendering size in pixels.
  - Use **"IMAGE"** to place the new rendered file at the bottom left corner of the viewport at scale = 1.
  - Use Grips to drag the top right corner of the image to the top right ENDpoint of the viewport precisely.
- Use a white background, not the default black, for images you plan to plot out or insert in your drawing.
- You can apply a complete photo (or rendering) as a map to a surface like a wall, or an arc with vertical thickness in front of a window, etc. to simulate a scene. Match the wall's proportions with the photo. (e.g. 6"x4" photo should go on a 60"x40" 'wall')
- Use **"SCENES"** to render different lighting effects from different **"VIEWS"**. (Scenes consist of a **"VIEW"** and a light or lights)

