

Isometric Text

Isometric text is parallel to and aligns with a corresponding isometric plane. See [Figure 10A-1](#). Text added to horizontal and vertical isometric planes has a 30° or -30° oblique angle, depending on the application. Before adding isometric text, establish text styles to preset the necessary oblique angles. Create a text style named Isometric 30, for example, and enter 30 in the **Oblique Angle:** text box of the **Text Style** dialog box. Create another text style named Isometric -30° , and enter -30° in the **Oblique Angle:** text box.

You can draw isometric text using the **MTEXT** or **TEXT** command. You must rotate the text 30° , -30° (330°), 90° , -90° (270°), 150° , or 210° , depending on the drawing application and the isometric plane that is parallel to the text. When creating mtext, pick the first corner of the text boundary, and then use the **Rotation** option to specify the angle of the text boundary. Pick the second corner and begin typing. When creating single-line text, set the rotation angle at the Specify rotation angle of text <0>: prompt. Rotate existing text using an editing command. [Figure 10A-2](#) shows examples of oblique angles and text rotation necessary to create isometric text.

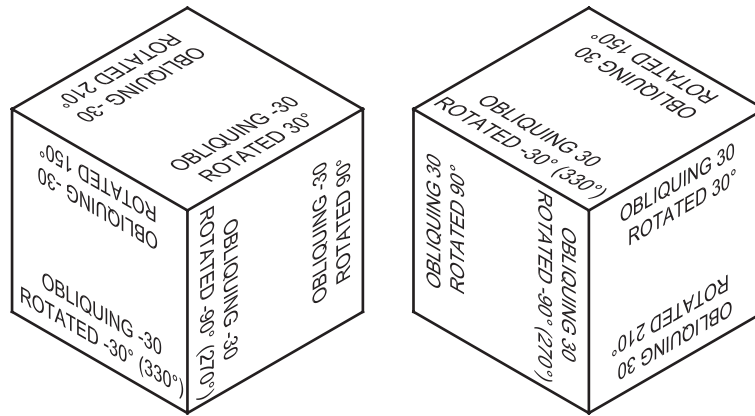
Figure 10A-1.

An example of an isometric assembly drawing with isometric text.



Figure 10A-2.

Use a text style with a 30° or -30° obliquing angle, and rotate the text object to achieve the correct isometric text.



AutoCAD does not actually create isometric text objects. The **MTEXT** and **TEXT** commands do not use isometric text editors or text boundaries, even if you set the isometric snap mode. See [Figure 10A-3](#). Therefore, you must be creative and use available text settings to draw effective isometric text. You may find that the **TEXT** command is often more useful than the **MTEXT** command, even when you are adding multiple lines of text, because you can control individual lines of text without tedious paragraph formatting.

NOTE

When adding text to a nonisometric surface, you must calculate an oblique angle other than the 30° or -30° appropriate for text on a horizontal or vertical isometric plane. See [Figure 10A-4](#).

Figure 10A-3.

Text commands use a nonisometric format. This often makes it difficult to create and locate isometric text accurately.

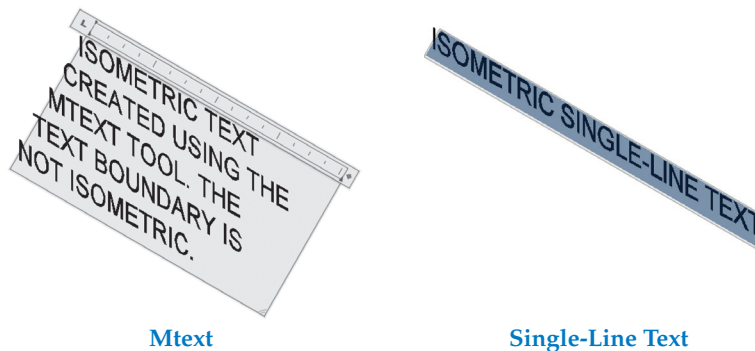
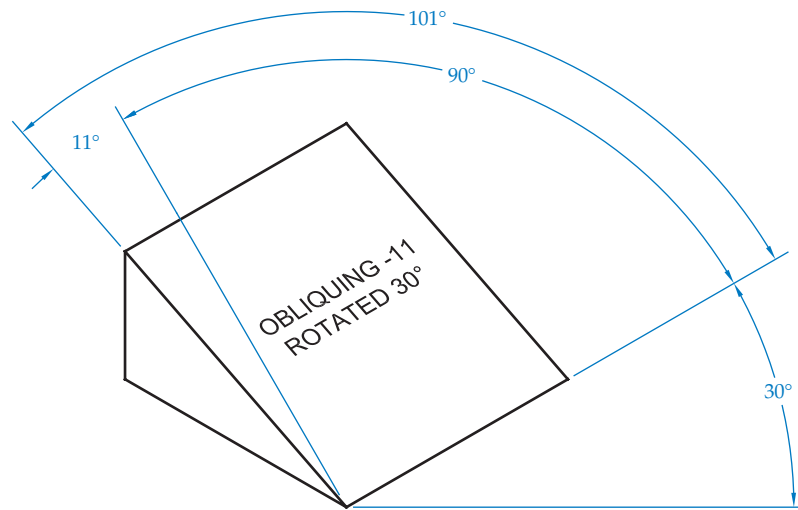


Figure 10A-4.

Constructing text on a nonisometric plane. Remember that text is always parallel to and aligned with the surface.



Activity 10A-1

1. Start a new drawing from scratch or use a template of your choice. Save the drawing as ACT10A-1.
2. Create a text style named ISOMETRIC 30 that uses the Arial font and 30° oblique angle. Create another text style named ISOMETRIC -30 that uses the Arial font and -30° oblique angle. Create another text style named ISOMETRIC -11 that uses the Arial font and -11° oblique angle.
3. Draw the $2 \times 2 \times 2$ cubes shown in [Figure 10A-2](#). Add the text shown in [Figure 10A-2](#) using the **TEXT** command and a .1" text height.
4. Draw the $1 \times 2 \times 2$ wedge shown in [Figure 10A-4](#). Add the text shown in [Figure 10A-4](#) using the **TEXT** command and a .1" text height. Do not dimension the drawing.
5. Resave and close the file.