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 $30^\circ$ or $-30^\circ$ 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 $30^\circ$, $-30^\circ$ ($330^\circ$), $90^\circ$, $-90^\circ$ ($270^\circ$), $150^\circ$, or $210^\circ$, 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 the 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.
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.

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.
Activity 10A-1

1. Start a new drawing from scratch or use a template of your choice.
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 × 2 × 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 × 2 × 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. Save the drawing as ACT10A-1.