AutoCad Syllabus

Course Details:

- Duration: 24 Days (2 Hours Daily).

2D Drawing

Getting Started with AutoCAD

- Starting AutoCAD
- AutoCAD’s User Interface
- Working with Commands
- Opening an Existing Drawing File
- Saving Your Work
- AutoCAD’s Cartesian Workspace

Basic Drawing & Editing Commands

- Drawing Lines
- Erasing Objects
- Drawing Lines with Polar Tracking
- Drawing Rectangles
- Drawing Circles
- Viewing Your Drawing
- Undo and Redo Actions

Projects – Creating a Simple Drawing

Drawing Precision in AutoCAD

- Using Running Object Snaps
- Using Object Snap Overrides
- Polar Tracking at Angles
- Object Snap Tracking
- Drawing with Snap and Grid (Optional)

Making Changes in Your Drawing

- Selecting Objects for Editing
- Moving Objects
- Copying Objects
- Rotating Objects
- Scaling Objects
- Mirroring Objects
- Editing with Grips

Projects – Making Your Drawings More Precise

Organizing Your Drawing with Layers

- What are Layers?
- Creating New Layer
- Layer States
- Changing an Object's Layer

Advanced Object Types

- Drawing Arcs
- Drawing Polylines
- Editing Polylines
- Drawing Polygons
- Drawing Ellipses

Getting Information from Your Drawing

- Measuring Objects
- Working with Object Properties

Projects – Drawing Organization and Information

Advanced Editing Commands

- Trimming and Extending
- Stretching Objects
- Creating Fillets and Charmfers
- Offsetting Objects
- Creating Arrays of Objects

Inserting Blocks

- What are Blocks?
- Inserting Blocks?
- Making Blocks?
- Inserting Blocks Using Design Center

Projects – Creating More Complex Objects

Projects – Preparing to print

Text

- Working with Annotations
- Adding Text in a Drawing
- Modifying Multiline Text
- Formatting Multilline Text

Hatching

- Hatching

Adding Dimensions

- Dimensioning Concepts
- Adding Linear Dimensions
- Adding Radial and Angular Dimensions
- Editing Dimensions
- Adding Notes to Your Drawing

Projects – Annotating Your Drawing

Creating Blocks

- Creating Blocks
- Editing Blocks
- Removing Unused Elements

Creating Templates

- Why Use Templates
- Controlling Units Display
- Creating New Layers
- Adding standards Layouts to Templates
- Saving Templates

Annotation Styles

- Creating Text Styles
- Creating Dimension Styles
- Creating point Styles

Projects – Drawing Setup and Utilities

Advanced Layouts

- Creating and Using Named Views
- Creating Additional Viewports

Dynamic Blocks

- Working with Dynamic Blocks
- Creating Dynamic Block Definitions
- Dynamic Block Authoring Tools

Attributes

- Inserting Blocks with Attributes
- Editing Attribute Values
- Defining Attributes
- Redefining Blocks with Attributes
- Extracting Attributes

External References

- Attaching External References
- Modifying External references
- Xref Specific Information

3D Drawing

Solids Modeling

- Introduction to 3D Modeling
- Creating Solid Primitives
- Creating Models
- Creating Composite Solids
- Working in 3D

Modeling from 2D

- Creating Models from Cross Sections
- Converting 2D Objects to Solids or Surfaces

Editing Models

- Adding Details to Your Solid Models
- Converting Objects
- Editing Solid Models
- Extracting Geometry from Solid Models
- Changing the Model Position
- Duplicating Information from Solid Model
- Getting Information from 3D Objects

Sectioning a Model and Generating Drawings

- Sectioning a Solid Model and Generating 2D Geometry
- Creating Drawing from 3D Models

Rendering

Using Visual Styles

Using lights

Using Materials

Rendering

Using Cameras and Views

Printing & Graphics Output

Setting Up a Layout

- Printing Concepts
- Working in Layouts
- Copying Layouts
- Creating Viewports
- Guidelines for Layouts

Printing Your Drawing

- Printing Layouts
- Printing a Check Plot

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