



Curriculum Of AutoCAD

TAKING THE AUTOCAD TOUR

- Starting AutoCAD
- About welcome screen
- User interface
- File formats
- Drawing Area
- Command Window
- Status Bar
- Starting New Drawing
- Dynamic Input Mode
- Creating And Managing Workspace

STARTING WITH COORDINATE

- Absolute, Relative & Polar Coordinate system
- Canceling & Undoing A Command
- Inputting Data
- Creating Basic Objects
- Using Object Snaps & Using Object Snap Tracking
- Using Polar Tracking And Polar Snap

DRAW OBJECT TOOLS

- Lines and polylines
- Circles
- Arc
- Rectangle, Polygon
- Ellipses

MODIFY OBJECT TOOLS

- Move object
- Rotate
- Trim and extend
- Erase and oops
- Applying A Radius Corner To Two Objects
- Creating An Angled Corner Between Two Objects
- Copy, Mirror and Array
- Stretch and scaling objects
- Offset geometry

HATCHING

- Solid



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- Gradient
- Pattern
- User hatch
- Editing Hatch/Gradients/Patterns & Boundary
- Other Features Of Hatching/Gradients

DIMENSIONING AND ANNOTATION

- Introduction To Annotation Scaling
- Controlling Annotation Scale
- Using Multileaders
- Dimensioning
- Creating Center Marks
- Creating Ordinate Dimensions
- Creating Geometric
- Dimensions And Tolerances
- Working With Dimension
- Substyles And Overrides

CREATING TEXT & TABLES

- Creating Simple & Multiline Text
- Editing Text
- Changing Text Style
- Inserting & Modifying Tables

DESIGN CENTRE & TOOL-PALLETS

- Introduction To Design Centre & Tool Pallette
- Using Predefined Blocks
- Editing The Predefined Blocks In Design Centre & Tool Pallette

LAYER MANAGEMENT AND BEST PRACTICES

- Working With Layer Filters
- Using The Layer States Manager
- Using Layer Standards

WORKING WITH REUSABLE CONTENT

- Creating Blocks
- Working With Blocks
- Saving A Block For Further Use
- Editing/Modifying Of Saved Block
- Reusing Saved Blocks



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ISOMETRIC DRAWINGS

- Changing The Workspace For Isometric Drawings
- Rules Of Isometric Drawings
- Working In Isometric Drawings
- Isometric Projections
- Isometric Axes & Planes
- Setting The Isometric Grid & Snap

AUTOCAD 3D

INTRODUCTION TO 3D

- Introduction to 3D Modeling
- Creating & Managing the Workspace
- Navigating in Working Environment
- Types of 3D Models
- Working In 3D
- 3D Coordinate System
- Modifying Visual Styles of Solid

CREATING 3D DESIGNS

- Inputting Data
- Introduction to Free-Form Designs
- Creating Wireframes & Surface Designs
- Creating 3D-Volumetric Designs
- Working with Pre-defined Solid Primitives
- Manipulating/Modifying 3D Profiles & Models
- Creating Composite models
- Filleting & Chamfering Solid models
- Using Booleans on Solid Models
- Use of Productivity Tools

RENDERING

- Concept of Rendering
- Selecting & attaching Materials
- Creating New Material