

AUTOCAD

ESSENTIALS

OVERVIEW

Learn the features, commands, and techniques for creating, editing and printing drawings with AutoCAD and AutoCAD LT. Using hands-on exercises, user explore how to create 2D production drawings.

SPECIFICS

Duration: 3 Days

Hours: 9 am - 4 pm (including lunch hour)

Cost: \$1195/person (includes training materials)

Prerequisites:

Working knowledge of:

- Drafting, design, or engineering principles.
- Microsoft® Windows®

Guarantee: if not satisfied, attendee may take the next available class at no charge.

* This course is based on Autodesk® Official Training Guide (AOTG).

TOPICS COVERED

Taking the AutoCAD Tour

- Navigating the Working Environment
- Working with Files
- Displaying Objects

Creating Basic Drawings

- Inputting Data
- Creating Basic Objects
- Using Object Snaps
- Using Polar Tracking and PolarSnap™
- Using Object Snap Tracking
- Working with Units

Manipulating Objects

- Selecting Objects in the Drawing
- Changing an Object's Position
- Creating New Objects from Existing Objects

Changing the Angle of an Object's Position

- Creating a Mirror Image of Existing Objects
- Creating Object Patterns
- Changing an Object's Size

Drawing Organization and Inquiry

- Commands
- Using Layers
- Changing Object Properties
- Quick Properties
- Matching Object Properties
- Using the Properties Palette
- Using Linetypes
- Using Inquiry Commands

Altering Objects

- Trimming and Extending Objects to Defined Boundaries
- Creating Parallel and Offset Geometry
- Joining Objects
- Breaking an Object into Two Objects
- Applying a Radius Corner to Two Objects
- Creating an Angled Corner Between Two Objects
- Changing Part of an Object's Shape

Working with Layouts

- Using Layouts
- Using Viewports

Annotating the Drawing

- Creating Multiline Text
- Creating Single Line Text
- Editing Text
- Using Text Styles

Dimensioning

- Creating Dimensions
- Using Dimension Styles
- Using Multileaders
- Editing Dimensions

Hatching Objects

- Hatching Objects
- Editing Hatch Objects

Working with Reusable Content

- Using Blocks
- Working with DesignCenter™
- Using Tool Palettes

Creating Additional Drawing Objects

- Working with Polylines
- Creating Splines
- Creating Ellipses
- Using Tables

Plotting Your Drawings

- Using Page Setups
- Plotting Drawings

Creating Drawing Templates

- Using Drawing Templates