

AUTODESK AUTOCAD

BEGINNER TO EXPERT

curriculum.

01 / introduction.

- introduction,
- course information,
- fundamentals of a building.

02 / download and install.

- system requirements,
- setting up your Autodesk account,
- how to download and install the software.

03 / touring the interface.

- templates and file types,
- recent documents, notifications, connect and learn,
- application menu,
- quick access toolbar,
- info centre,
- tabs, ribbons, and panels,
- view controls,
- navigation wheels,
- cross-hair, drawing area, layout tabs,
- command-line, status bar,
- shortcuts and hotkey commands,
- saving the drawing file,
- using the mouse,
- understanding the drawing space capacity.

04 / basic operations.

- how to select an object,
- activating and deactivating tools,
- object snap: endpoint, midpoint,
- object snap: centre, geometric centre, node, quadrant,
- object snap: intersection, extension, insertion, perpendicular,
- object snap: tangent, nearest, apparent intersection, parallel,
- polyline,
- erase, deleting objects,
- options.

05 / drawing methods.

- orthomode, dynamic input,
- absolute coordinates,
- relative coordinates,
- selecting the primary coordinate,
- draw by grid and grid snap,
- polar tracking basics,
- polar tracking - additional increments,
- draw by polar tracking
- object snap tracking.

06 / drawing and modification commands Pt.01.

- explode command,
- join command,
- offset command,
- trim command,
- extend command,
- move command,
- move by displacement,
- rotate command,
- rotate copy command,

- rotate by reference command,
- copy command,
- mirror command.

07 / drawing and modification commands Pt.02.

- circle command: radius, diameter,
- circle command: 2P, 3P,
- circle command: TTR, TTT,
- polygon command,
- fillet command,
- fillet command: polyline,
- fillet command: trim,
- fillet command: multiple, undo,
- fillet command: circle,
- polar array,
- polar array: items,
- polar array: rows, properties,
- polar array: grips.

08 / drawing and modification commands Pt.03.

- rectangle command,
- rectangle array command,
- path array command,
- spline command,
- chamfer command: by distance,
- chamfer command: by angle,
- ellipses command.

09 / drawing organisation.

- palettes and properties palette,
- layers,
- layer properties: on, freeze, lock,
- layer properties: plot, colour,
- layer properties: linetype, lineweight,
- layer properties: transparency, new VP freeze,
- description,
- layer properties: layer0, new layer, new layer frozen,
- delete, set current.

10 / creating the house project.

- creating our first project,
- drawing the grid system,
- linetype scale,
- placing columns,
- drawing external walls,
- creating openings in the walls,
- drawing internal walls,
- drawing the fence,
- quick access layer panel: layer on off,
- isolate unisolate, freeze thaw,
- quick access layer panel: layer lock, unlock,
- make current, match layer,
- drawing a window,
- placing a window,
- drawing a door,
- polyline contextual menu,
- hide, isolate objects.

11 / understanding blocks.

- about blocks,
- creating a block,
- inserting a block,
- editing a block,
- stretch command,
- editing a block continued,
- align command,
- creating a door block.

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12 / hatching and gradients.

- hatching boundaries, pick points, select,
- hatching patterns,
- hatch properties and origin panel,
- hatch options,
- hatch island,
- adding hatch to the house project,
- gradients.

13 / annotation.

- annotation: text,
- text style manager,
- creating a text style,
- placing single-line text,
- placing multi-line text,
- annotation: dimensions,
- dimension style manager and creating a dimension style,
- dimension types,
- annotation: leaders,
- leader style manager,
- placing a leader.

14 / preparing our project for print.

- layout / paper space,
- page setup pt.01,
- page setup pt.02,
- viewports,
- creating a viewport,
- applying a scale to the viewport,
- viewport lock and unlock,
- viewport freeze,
- printing the project.

15 / expert level.

- multiline,
- create multiline style,
- centre mark and centreline,
- construction line, ray line,
- multipoints, divide and measure,
- region and wipeout,
- revision cloud and boundary,
- geometry: distance, radius, angle and area,
- drawing units,
- practical: changing the drawing units,
- quick select,
- ID point,
- point style,
- purge
- regen,
- scale factor, scale and copy, scale by reference,
- non-uniformly scaled,
- dynamic block,
- adding stretch parameter to a dynamic block,
- adding rotate parameter to a dynamic block,
- adding flip parameter to a dynamic block,
- adding align parameter to a dynamic block,

- define attributes,
- creating a dynamic titleblock,
- adding attributes to the titleblock,
- editing the dynamic titleblock,
- tool palettes,
- about tables and table styles,
- insert table from empty
- insert table from DATA link,
- spell check, dictionary,
- text align,
- text justification, text style,
- find text and replace,
- smart tool, dimension styles,
- quick, continuous/baseline break and adjust,
- inspect, update, reassociate,
- dimension sub-styles,
- align, collect, add/remove leader,
- annotative objects,
- creating annotative text styles,
- adding annotative text,
- creating annotative dimensions,
- layer filters,
- layer group,
- layer state manager,
- UCS, user coordinate system,
- XREF, external reference,
- how to edit an XREF
- how to repath an XREF,
- XREF actions,
- importing other file formats - PDF,
- inserting an image,
- inserting an image to the titleblock,
- setting up the final sheet,
- about sheet sets and creating a sheet set,
- sheet set manager,
- adding a sheet list table to a new view,
- model views,
- sheet views.

16 / test your knowledge.

- 1 final exam with 40 questions,
- 10 quizzes
- 20 practicals
- 2 practice exams.