

Autodesk - AutoCAD Level 1: Essentials

Code:	AUTOCAD-LVL1
Length:	3 days
URL:	View Online

Learn to design and shape the world around you using the powerful, flexible features found in AutoCAD® design and documentation software, one of the world's leading 2D and 3D CAD tools. In this course, you will learn to navigate the AutoCAD user interfaces and use the fundamental features of AutoCAD. You will learn to use the precision drafting tools in AutoCAD to develop accurate technical drawings and you'll discover ways to present drawings in a detailed and visually impressive way.

Skills Gained

- Navigate the AutoCAD user interfaces
- Use the fundamental features of AutoCAD
- Use the precision drafting tools in AutoCAD to develop accurate technical drawings
- Present drawings in a detailed and visually impressive way

Who Can Benefit

Professionals who want unparalleled creative freedom, productivity, and precision for producing superb 3D modeling.

Prerequisites

- Knowledge of OS X and basic computer navigation
- Basic design/drafting procedures and terminology

Course Details

Lesson 1: Taking the AutoCAD Tour

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

Lesson 2: Creating Basic Drawings

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

Lesson 3: 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

Lesson 4: Drawing Organization and Inquiry Commands

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

Lesson 5: 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

Lesson 6: Working with Layouts

- Using Layouts
- Using Viewports

Lesson 7: Annotating the Drawing

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

Lesson 8: Dimensioning

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

Lesson 9: Hatching Objects

- Hatching Objects
- Editing Hatch Objects

Lesson 10: Working with Reusable Content

- Using Blocks
- Working with DesignCenter
- Using Tool Palettes

Lesson 11: Creating Additional Drawing Objects

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

Lesson 12: Plotting Your Drawings

- Using Page Setups
- Plotting Drawings

Lesson 13: Creating Drawing Templates

- Using Drawing Templates
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