

Autodesk - AutoCAD Level 3: Creating and Presenting 3D Models

Code:	AUTOCAD-LVL3
Length:	3 days
URL:	View Online

In this course, you will learn the fundamental concepts and workflows for creating 3D models using AutoCAD. You will learn to create solid primitives, solid or surface models from cross-sectional geometry, or composite models from multiple solid models, and you'll learn to add the necessary features to detail, duplicate, and position 3D models. You will learn to document a 3D design by creating 2D drawings for production and visualization, and you'll learn to convert 2D objects to 3D objects. You will learn to communicate design ideas using visual styles, lights, model walk-through tools, and renderings.

Skills Gained

What you'll learn:

- Fundamental concepts and workflows for creating 3D models using AutoCAD
- Represent a design by creating solid primitives, solid or surface models from cross-sectional geometry, or composite models from multiple solid models
- Complete a solid model design by adding the necessary features to detail, duplicate, and position 3D models
- Convert 2D objects to 3D objects
- Document a 3D design by creating 2D drawings for production and visualization
- Communicate design ideas using visual styles, lights, model walk-through tools, and renderings

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
- AutoCAD Level 1: Essentials class or equivalent experience.
- AutoCAD Level 2: Intermediate class or equivalent experience.

Course Details

Lesson 1: 3D Modeling

- Introduction to 3D Modeling
- Creating Solid Primitives
- Creating Models from 2D Profiles
- Creating Composite Solids
- Working in 3D

Lesson 2: Simple Solids

- Working with Solid Primitives
- Solid Primitive Types
- Working with Composite Solids

Lesson 3: Creating Models from Cross Sections

- Converting 2D Objects to Solids or Surfaces

Lesson 4: Editing Models

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

Lesson 5: Sectioning a Model and Creating Drawings

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

Lesson 6: Visualization

- Using Visual Styles
- Using Lights
- Using Materials
- Using the Sun
- Rendering
- Navigating the Model
- Using Cameras and Views