

<div> <div>One Step In Changing Education Chain...</div> <div> <div>RED & WHITE</div> <div>GROUP OF INSTITUTE</div> </div> </div>										FACULTY NAME																					
										STARTING DATE				D	D	-	M	M	-	Y	Y	GRID									
										ENDING DATE				D	D	-	M	M	-	Y	Y	B. TIME				H	H	:	M	M	
STUDENT NAME																	GOOGLE CLASSROOM CODE														
AUTOCAD (CIVIL – 3D)																	TOTAL DAYS: ____ /20														
LEC.	TOPIC										DATE	P/A	DAY	FEEDBACK		STU. SIGN	FACULTY SIGN														
1	INTRODUCTION of AutoCAD 3D MODELING :- BOX, CYLINDER, CONE, SPHERE, PYRAMID, WEDGE, TORUS, ETC - CHANGE 3D INTERFACE ORBIT & PAN													<div>A</div> <div>B</div>																	
													1/2	<div>C</div> <div>D</div>																	
2	MODELING - EXTRUDE, LOFT, REVOLVE, SWEEP, - POLYSOLID (HEIGHT, WIDTH), PRESS PULL ETC													<div>A</div> <div>B</div>																	
													1	<div>C</div> <div>D</div>																	
3	MESH - SMOOTH OBJECT, SMOOTH MORE/LESS, MESH REFINE SOLID EDITING 1 - UNION, SUBTRACT, INTERSECT - INTERFERE, SLICE, THICKEN													<div>A</div> <div>B</div>																	
													1/2	<div>C</div> <div>D</div>																	
4	IMPORT 2D PLAN - HEIGHT TO WALL													<div>A</div> <div>B</div>																	
													2	<div>C</div> <div>D</div>																	
5	DOOR - WINDOW - VENTILATION - SILL LEVEL & LINTEL LEVEL													<div>A</div> <div>B</div>																	
													2	<div>C</div> <div>D</div>																	
P1	3D OF EACH FLOOR WITH DOOR & WINDOW & VENTILATION													___/10																	
													2																		
6	MATERIALS - MATERIAL BROWSER, TEXTURES AND MODIFICATION, - CREATE NEW MATERIAL													<div>A</div> <div>B</div>																	
													3	<div>C</div> <div>D</div>																	
P2	APPLY P1 MATERIAL													___/10																	
													1																		
7	LIGHT & CAMERA - SUN STATUS , LIGHT TYPES, LIGHT LIST - CREATE CAMERA, DISPLAY CAMERA													<div>A</div> <div>B</div>																	
													3	<div>C</div> <div>D</div>																	
P3	APPLY P3 LIGHT													___/10																	
													1																		
P2	ELEVATION DESIGN WITH MATERIAL AND LIGHT													___/30																	
													4																		

IN FEEDBACK (A = 100% | B = 80% | C = 60% | D = 30%)