



There are many varieties of courses provided by Skillora, and the key feature is that all courses are certified.



Contact Us

P : +91 88482 68586

E : agmkerala@skilloraedu.com
E : hr@skilloraedu.com

Palarivattom, Kochi,
Ernakulam, Kerala,
PIN: 682011

A AUTODESK®
AUTOCAD®
2022

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NEVER STOP LEARNING.

EDUCATION IS THE KEY TO SUCCESS

Each course is focused on particular elements of the learning experience, helping you to develop specific skills you need for your career.



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WHY CHOOSE SKILLORA?

- Placement Assurance
- Highly Skillfull Trainers
- Advanced Training Modules
- Internship Assistance

ABOUT OUR COURSES

- *Online Course*
- *Certification*
- *Expert Tutors*
- *Recorded Lectures*
- *Q & A Sessions*
- *One to One Interaction*



AUTOCAD REVIT 3DS MAX

AutoCAD stands for Computer - Aided Design. It is a software that allows user to produce accurate designs in both 2D and 3D for a wide variety of project types in the field of architecture, engineering, graphic and interior design.

AutoCAD is the most basic course to pursue if you are interested in civil engineering. Because of the increasing need for design specialists in various sector verticals, having the ability to create functioning prototypes of engineering components is a skill that can be easily monetized.

AUTOCAD COURSE PLAN

1. Introduction (AutoCAD interface)
2. Usage of drawing tools (Line, circle, arc, rectangle, poly lines)
3. Usage of drawing tools (Ellipse, construction line, hatches)
4. Usage of modified tools (Making selection, copy tools, move tool, stretching, scaling, offset)
5. Usage of modified tools (Mirror, rotate, trim, extend, fillet, chamfer)
6. Usage of modified tools (Erase, explode, break at apt)
7. Usage of modified tools (Array, measuring tools, divide)
8. Usage of status bar (Grid, snap, mode, dynamic input, orthomode, polar tracking, line weight, transparency, selection cycling, quick properties, object snap, workspace)
9. Working with layers (layer states, layer filters, layer isolate, layer translator)
10. Working with texts

11. Adding dimensions
12. Adding leaders and table
13. working with blocks (Inserting blocks, annotative blocks, dynamic blocks, accessing recent blocks, importing blocks, renaming blocks)
14. Attributes and grouping (Defining, editing and managing attributes, editing groups, ungrouping entities, managing groups)
15. Basics of isometry
16. Creating plan
17. Creating elevation
18. Setting windows
19. Multi storey building
20. Section creation
21. Stair Creation
22. Building rules
23. Layout setting
24. Plotting and printing
25. Managerial tools(OLE, hyperlink)
26. Creating a sanction drawing

