Autodesk AutoCAD Fundamentals Course Outline

Duration: 1½ months

Overview

The topics covered in this course are geared towards the application of CAD drafting skills to develop solutions to design problems. Student will produce 2D and 3D sketches while learning the 2D and 3D capabilities of the CAD software. The main goal of the course is to communicate the philosophical and engineering intent of an idea by means of a technical drawing.

Prerequisites
A working knowledge of basic design or drafting procedures and terminology. A working knowledge of your operating system.

Course Outline

From Level 1 Essentials Class:

Chapter 1: Getting Started with AutoCAD
1.1 Starting the Software
1.2 User Interface
1.3 Working with Commands
1.4 Cartesian Workspace
1.5 Opening an Existing Drawing File
1.6 Viewing Your Drawing
1.7 Saving Your Work

Chapter 2: Basic Drawing and Editing Commands
2.1 Drawing Lines
2.2 Erasing Objects
2.3 Drawing Vertical and Horizontal Lines
2.4 Drawing Rectangles
2.5 Drawing Circles
2.6 Undo and Redo Actions

Chapter 3: Projects: Creating a Simple Drawing
3.1 Create a Simple Drawing
3.2 Create Simple Shapes

Chapter 4: Drawing Precision in AutoCAD
4.1 Using Running Object Snaps
4.2 Using Object Snap Overrides
4.3 Polar Tracking at Angles
4.4 Object Snap Tracking

4.5 (Optional) Drawing with Snap and Grid

Chapter 5: Making Changes in Your Drawing
5.1 Selecting Objects for Editing
5.2 Moving Objects
5.3 Copying
5.4 Rotating Objects
5.5 Scaling Objects
5.6 Mirroring Objects
5.7 Editing with Grips

Chapter 6: Projects: Making Your Drawings More Precise
6.1 Architectural Project: Landscape

Chapter 7: Organizing Your Drawing with Layers
7.1 Creating New Drawings With Templates
7.2 What are Layers?
7.3 Layer States
7.4 Changing an Object's Layer

Chapter 8: Advanced Object Types
8.1 Drawing Arcs
8.2 Drawing Polylines
8.3 Editing Polylines
8.4 Drawing Polygons
8.5 Drawing Ellipses

Chapter 9: Analyzing Model and Object Properties
9.1 Working with Object Properties
9.2 Measuring Objects

Chapter 10: Projects: Drawing Organization and Information
10.1 Architectural Project
10.3 Civil Project

Chapter 11: Advanced Editing Commands
11.1 Trimming and Extending Objects
11.2 Stretching Objects
11.3 Creating Fillets and Chamfers
11.4 Offsetting Objects
11.5 Creating Arrays of Objects

Chapter 12: Inserting Blocks
12.1 What are Blocks?
12.2 Working with Dynamic Blocks
12.3 Inserting Blocks
12.4 Inserting Blocks using the Tool Palettes

Chapter 14: Setting Up a Layout
14.1 Working in Layouts
14.2 Creating Layouts

14.3 Creating Layout Viewports
14.4 Guidelines for Layouts

Chapter 15: Printing Your Drawing
15.1 Printing Concepts
15.2 Printing Layouts
15.3 Print and Plot Settings

Chapter 16: Projects: Preparing to Print
16.2 Architectural Project

Chapter 17:
17.1 Working with Annotations
17.2 Adding Text in a Drawing
17.3 Modifying Multiline Text
17.4 Formatting Multiline Text
17.5 Adding Notes with Leaders to Your Drawing
17.6 Creating Tables
17.7 Modifying Tables

Chapter 18: Hatching
18.1 Hatching
18.2 Editing Hatches

Chapter 19: Adding Dimensions
19.1 Dimensioning Concepts
19.2 Adding Linear Dimensions
19.3 Adding Radial and Angular Dimensions
19.4 Editing Dimensions

Chapter 20: Projects: Annotating Your Drawing
20.2 Final Architectural Project 1
20.3 Final Architectural Project 2

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