

## AutoCAD Introduction

Starting AutoCAD.

- Drawing Area.
- Command Window.
- Status Bar.
- Starting New Drawing.
- Dynamic Input Mode.
- Creating And Managing Workspace.

## Getting started with AutoCAD

- Coordinate Systems.
- Drawing Lines & Circles.
- Erasing Object.
- Canceling & Undoing A Command.
- Inputting Data.
- Creating Basic Objects.
- Using Object Snaps.
- Using Polar Tracking And Polar Snap.
- Using Object Snap Tracking.
- Working With Units.

## Modifying 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.

## Creating Additional

- Drawing Objects.
- Working With Polylines.
- Creating Splines.
- Creating Ellipses.
- Using Tables.

## 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.

## Hatching & Gradients

- Use Hatching/Gradients.
- Create Annotative Hatch/Gradients.
- Editing Hatch/Gradients Patterns.
- Editing Hatch/Gradients Boundary.
- Other Features Of Hatching/Gradients.

## Drawing Organization and Inquiry Commands

- Using Layers.
- Changing Object's Properties.
- Matching Object's Properties.
- Using The Properties Palette.
- Using Inquiry Commands.

## Drawing Objects

- Creating And Editing Multilines.
- Creating Revision Clouds.
- Regions.

## Manipulating Objects and Data

- Selecting Objects With Quick Select.
- Working With Point Objects.
- Dividing And Measuring Objects.

## Dimensioning

- Introduction To Dimensioning.
- Basic Dimensioning.

## Isometric Drawings

- Changing The Workspace For Isometric Drawings.
- Rules Of Isometric Drawings.
- Working In Isometric Drawings.
- Isometric Projections.
- Isometric Axes & Planes.
- Setting The Isometric Grid & Snap.

## Introduction to 3D

- Introduction to 3D Modeling.
- Navigating in Working Environment.
- Working In 3D.
- 3D Coordinate System.
- Modifying Visual Styles of Solid.

## Creating 3D Designs

- Inputting Data.
- Creating Wireframes & Surface Designs.
- Creating 3D-Volumetric Designs.
- Working with Pre-defined Solid Primitives.
- Manipulating/Modifying 3D Profiles & Models.
- Creating Composite models.
- Filletting & Chamfering Solid models.
- Using Booleans on Solid Models.

## Layer Management and Best Practices

- Working With Layer Filters.
- Using The Layer States Manager.
- Using Layer Standards.

## Dimensioning and Annotation

- Introduction To Annotation Scaling.
- Controlling Annotation Scale.
- Using Multi leaders.
- Dimensioning.
- Creating Center Marks.
- Creating Ordinate Dimensions.
- Creating Geometric.
- Dimensions and Tolerances.
- Working With Dimension.

Project work is mandatory after the completion of the training program.

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