ZENUS INFOTECH INDIA PVT. LTD.
CURRICULUM OF AutoCAD

Course Duration: 4/6 Weeks

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.

Cancelling & 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 Multiline.

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 Modelling.

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.

Filleting & 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 Centre Marks.

Creating Ordinate Dimensions.

Creating Geometric.

Dimensions and Tolerances