



➤ **MODULE 1: GETTING STARTED**

- Starting and closing AutoCAD
- AutoCAD interface overview
- Managing drawings
- Introducing to ALIASES

➤ **MODULE 2: DISPLAYED TOOLS**

- UCS icon
- Navigation bar
- View cube

➤ **MODULE 3: COORDINATES AND BASIC DRAFTING TOOLS**

- Orthographic & polar coordinates
- Object snap overrides
- Running object snaps
- POLAR & direct distance entry
- SNAP & GRID
- Introduction to OTRACK

➤ **MODULE 4: CREATING 2D GEOMETRY**

- Creating LINE objects
- Creating CIRCLE & ARC
- Introduction to POLYLINE
- Creating and using POINT
- Introduction to ELLIPSE

- Creating SPLINES
- Applying HATCH

➤ **MODULE 5: EDITING 2D GEOMETRY**

- Using ERASE command to delete objects
- Basic selection tools
- MOVE & COPY
- SCALING objects
- ROTATE
- JOIN & EXPLODE
- BREAK & BREAK at a POINT
- ALIGN

➤ **MODULE 6: MANAGING OBJECT PROPERTIES**

- OFFSET
- TRIM & EXTEND
- FILLET
- CHAMFER
- MIRROR
- STRETCH
- ARRAY

➤ **MODULE 7: PROPERTIES OF AN OBJECT**

- Introducing To Layers
- Managing properties BYLAYER
- LINETYPE & LINEWEIGHTS
- OBJECT properties



- MATCH PROPERTIES
- CAD Standards

➤ **MODULE 8: CREATING TEXT & DEFINING STYLES**

- Single line TEXT Objects
- Creating & modifying TEXT Styles
- Introduction to MTEXT Objects
- Editing existing objects

➤ **MODULE 9: INTRODUCTION TO BLOCKS**

- Making block definitions
- Inserting Blocks and Drawing files
- Introduction to Design centre

➤ **MODULE 10: DIMENSIONS & CREATING GROUPS**

- Dimensions for Distance
- Angular dimension
- Radial & diameter dimensions
- Using Styles defined in other drawings
- Editing dimensions
- Creating GROUPS of objects
- Removing objects from a group

- Editing the existence of a members in group

➤ **MODULE 11: LAYOUTS & PLOTTING STYLES**

- OVERVIEW
- Creating new LAYOUTS from Scratch
- Freezing Layers in Viewports
- Plot Styles



AUTOCAD 3D COURSE CONTENT

➤ **MODULE 12:**

INTRODUCTION TO 3D DESIGNING

- Change the workspace from 2D to 3D drawing
- Understanding 3D workspace environment
- 3D UCS concepts
- Forms of 3D models (SOLID, SURFACE, THICKEN)

➤ **MODULE 13: 3D**

MODELING TOOLS

- EXTRUDE & REVOLVE
- LOFT & SWEEP
- POLYSOLID
- BOX & WEDGES
- SPHERE & CYLINDER

➤ **MODULE 14: MESHING & BOOLEAN**

- Smooth objects
- Smooth more and smooth less
- UNION
- SUBTRACT
- INTERSECT

➤ **MODULE 15: SOLID EDITING**

- SLICE
- IMPRINT & INTERFERE
- THICKEN
- EXTRACT EDGES
- OFFSET EDGES
- FILLET & CHAMFER
- 3D ARRAY
- 3D MIRROR
- TAPER FACES
- EXTRUDE FACES
- OFFSET FACES
- SHELL
- Advance 3D concepts
- Surface modeling
- Apply materials
- Rendering models
- Plotting & printing of 3D modelling.