



AutoCAD 2010 Essentials

Description:

The AutoCAD 2010 Essentials course is designed for the new AutoCAD user who requires comprehensive training in AutoCAD. It incorporates the features, commands and techniques for creating, editing and publishing drawings with AutoCAD 2010 with hands-on exercises covering a variety of industries.

Pre-Requisites:

- No previous CAD experience necessary. However, drafting, design or engineering experience is a plus. A working knowledge of the Windows-based operating systems is essential.

Course Aim:

The primary objective of this courseware is to teach the student the basic commands necessary for professional 2D drawing, design, and drafting using AutoCAD 2010.

Upon completion of the course, the student will:

- Become familiar with the AutoCAD 2010 user interface.
- Understand the fundamental concepts and features of AutoCAD 2010.
- Use the precision drafting tools in AutoCAD to develop accurate technical drawings.
- Present drawings in a detailed and visually impressive manner.
- Develop a level of comfort and confidence with AutoCAD 2010 through hands-on experience.

Day 1

Taking the AutoCAD Tour

- Navigating the Working Environment
- Working with Files
- Displaying Objects

Creating Basic Drawings

- Inputting Data
- Creating Basic Objects
- Using Object Snaps
- Using Polar Tracking and PolarSnap
- Using Object Snap Tracking
- Working with Units

Manipulating 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

Day 2

Drawing Organization and Inquiry Commands

- Using Layers
- Changing Object Properties
- Matching Object Properties
- Using the Properties Palette
- Using Linetypes
- Using Inquiry Commands

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

Working with Layouts

- Using Layouts
- Using Viewports

Annotating Drawings

- Creating Multiline Text
- Creating Single Line Text
- Using Text Styles
- Editing Text

Day 3

Dimensioning

- Creating Dimensions
- Using Dimension Styles
- Editing Dimensions
- Using Multileaders

Hatching Objects

- Hatching Objects
- Editing Hatch Objects

Working with Reusable Content

- Using Blocks
- Working with DesignCenter™
- Using Tool Palettes

Creating Additional Drawing Objects

- Working with Polylines
- Creating Splines
- Creating Ellipses
- Using Tables

Plotting Your Drawings

- Using Page Setups
- Plotting Drawings

Template Drawing Creation

- Using Drawing Templates

Course Duration: This is a three-day course.