



PREREQUISITES

For online training, students should have access to a machine with AutoCAD installed and activated. Having a dual monitor setup is highly recommended.

INCLUSIONS

4 half days of Online Training and Tuition; the Cadgroup Certificate of Completion, and a printed AutoCAD Fundamentals manual (eBook option available).

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AUTODESK® AUTOCAD

Fundamentals

The objective of AutoCAD Fundamentals class is to enable students to create a basic 2D drawing in the AutoCAD software. AutoCAD Fundamentals class covers the essential core topics for working with the AutoCAD software. The teaching strategy is to start with a few basic tools that enable the student to create and edit a simple drawing, and then continue to develop those tools. More advanced tools are also introduced throughout the training guide.

COURSE OUTLINE

- **Getting Started with AutoCAD:**
Starting the software; user interface; working with commands; cartesian workspace; opening an existing drawing file; viewing your drawing; saving your work.
- **Basic Drawing & Editing Commands:**
Drawing lines; erasing objects; drawing lines with polar tracking; drawing rectangles; drawing circles; undo and redo actions.
- **Drawing Precision in AutoCAD:**
Using running object snaps; using object snap overrides; polar tracking at angles; object snap tracking; drawing with snap and grid (optional).
- **Making Changes in Your Drawing:**
Selecting objects for editing; moving objects; copying objects; rotating objects; scaling objects; mirroring objects; editing with grips.
- **Organizing Your Drawing with Layers:**
Creating new drawings with templates; what are layers; layer states; changing an object's layer.
- **Advanced Object Types:**
Drawing arcs; drawing polylines; editing polylines; drawing polygons; drawing ellipses.
- **Getting Information from Your Drawing & Advanced Editing Commands:**
Working with object properties; measuring objects; trimming and extending objects; stretching objects; creating fillets and chamfers; offsetting objects; creating arrays of objects.
- **Inserting Blocks & Setting up a Layout:**
Creating blocks; inserting blocks; working with dynamic blocks; inserting blocks with DesignCentre; inserting blocks with Content Explorer; printing concepts; working in layouts; copying layouts; creating layouts with viewports; guidelines for layouts.
- **Printing Your Drawing & Text:**
Printing layouts; printing from the ModelTab; printing and plot settings; working with annotations; adding text in a drawing; modifying multi-line text; formatting multi-line text; adding notes with leaders to your drawing; creating tables.
- **Hatching & Adding Dimensions:**
Hatching; editing hatching; dimensioning concepts; adding liner dimensions; adding radial & angular dimensions; editing dimensions.