



DEPARTMENT OF ARCHITECTURE

AUTODESK AND AUTO CAD TRAINING PROGRAMME

PROGRAMME CONTENT:

Session 1:

TAKING THE AUTO CAD TOUR – AUTO CAD INTRODUCTION :Navigating the working, Environment, Working with Files, Displaying Objects

CREATING BASIC DRAWING: Inputting Data, Creating basic objects, using Object snaps & Object snap tracking, Using Polar tracking & Polar snap, Working with units, Using function keys.

Session 2:

MANIPULATING OBJECTS: Selecting objects in the Drawing, Changing an object's position, creating new objects with existing, Changing the angle of an object's position, creating a mirror image, creating object patterns, changing an object's size.

Session3: Practice

Session 4:

DRAWING ORGANIZATION AND INQUIRY COMMANDS: Using layers, Changing object properties, Matching object properties, Using the properties palette, using line types, using inquiry commands

Session 5:

ALTERING OBJECTS: Define Boundaries through Trimming and extending objects, Creating parallel and offset Geometry, Joining objects, Breaking an object into two objects, Applying a radius and angled corner to two objects, Changing part of an object's shape.

Session 6:

ANNOTATING DRAWINGS: Creating Multiline Text, Creating single line text, Using Text styles, Editing text

HATCHING OBJECTS : Hatching objects, Editing Hatch Objects

Session 7:

DIMENSIONING : Creating dimension, using dimension styles, Editing dimension

WORKING WITH REUSABLE CONTENT: Using blocks, Working with Design center, Using Tool Palettes



Session 8: Practice

Session 9:

CREATING ADDITIONAL DRAWING OBJECTS: Working with polylines, Creating splines, Creating eclipses, Using tables

LAYOUTS AND PLOTTING: Using Layouts, Using page setups, Using viewports, Plotting drawings

TEMPLATE DRAWING CREATION: Using drawing templates

Session 10:

DRAWING OBJECTS: Multiline, Revision clouds, Wipeouts, Boundaries, Regions

MANIPULATING OBJECTS AND DATA: Using quick select, Purging objects, Dividing and measuring objects, Geometry calculator

Session 11: Practice

Session 12:

TEMPLATE DRAWING CREATION : Using drawing templates

DIMENSIONING AND ANNOTATION: Introduction to annotation scaling, Controlling annotation scale, Using Multileaders & Center marks, Ordinate dimensions, Geometric dimensioning and tolerances, Dimension styles and overrides

Session 13:

REUSABLE CONTENT: Using Design Center, Creating custom tool palettes, Managing and Sharing tool palettes, Using external references, Importing other file types

Session 14:

WORKING WITH BLOCKS AND ATTRIBUTES: Creating block with attributes, Edit and extract attributes

DYNAMIC BLOCKS: Using dynamic blocks, Defining parameters & actions, Creating dynamic blocks

Session 15: Practice



Session 16:

LAYER MANAGEMENT AND BEST PRACTICES: Layer Filter, Layer States Manager, Layer stands

Session 17 & 18:

LAYOUTS AND VIEWS: Creating layouts, Modifying layouts & using page setups, Creating layout viewports, Working with layout viewports, Controlling objects visibility in layout viewports, Controlling Annotation scales in viewports

Session 19:

PLOTTING: Plotter configuration files, Plot style tables, Publishing drawings

INTRODUCTION TO SHEET SETS: Creating & working with sheet sets, Setting Sheet set properties, Using Fields/Attributes in sheet sets, Publishing, Transmitting & Archiving Sheet sets.

CREATING TABLES: Table styles, Creating and modifying Tables, Creating tables from external data, Advanced table contents, Extracting attributes to tables, Exporting and importing tables

Session 20: Practice