

AutoCAD 2008: Fundamentals

5 days

Description

The objective of AutoCAD 2008 Fundamentals is to enable students to create a basic 2D drawing in AutoCAD. In Part 1 (the first three days), students will create and edit a simple drawing as they learn the essential tools and concepts of AutoCAD, including the AutoCAD workspace and user interface; basic drawing, editing, and viewing tools; organizing drawing objects on layers; inserting reusable symbols (blocks); preparing a layout to be plotted; and adding text, hatching, and dimensions. In Part 2 (the last two days), students will be introduced to more sophisticated techniques to extend their mastery of the program, including using more advanced editing and construction techniques; creating local and global blocks; and setting up layers, styles, and templates.

Prerequisites

- *Windows XP: Basic or Windows Vista: Basic*

Course Outline

Part 1

Module 1: Creating a Simple Drawing

Section 1: Getting Started with AutoCAD

Section 2: Basic Drawing & Editing Commands

Module 2: Making Your Drawings More Precise

Section 1: Drawing Precision in AutoCAD

Section 2: Making Changes in Your Drawing

Module 3: Drawing Organization and Information

Section 1: Organizing Your Drawing with Layers

Section 2: Advanced Object Types

Section 3: Getting Information from Your Drawing

Module 4: Creating More Complex Objects

Section 1: Advanced Editing Commands

Section 2: Inserting Blocks

Module 5: Preparing to Print

Section 1: Setting Up a Layout

Section 2: Printing Your Drawing

Module 6: Annotating Your Drawing

Section 1: Text

Section 2: Hatching

Section 3: Adding Dimensions

Part 2

Module 1: Beyond the Basics

Section 1: Working Effectively with AutoCAD

Section 2: Accurate Positioning

Module 2: Creating and Organizing Blocks

Section 1: Creating Blocks

Section 2: Blocks in Tool Palettes

Module 3: Drawing Setup

Section 1: Creating Templates

Section 2: Annotation Styles

Module 4: Advanced Layouts and Printing

Section 1: Advanced Layouts

Section 2: DWF Printing and Publishing

Section 3: Drawing Projects

Appendix: Optional Topics

How to Use Quick Calc

Additional Zoom Commands

Creating Model Space Viewports

Advanced Object Selection

Single Line Text

Other Text Tools

Additional Dimensioning Tools

Creating Boundaries

Working with Regions

Temporary Overrides