



المعهد الكوري الفلسطيني المتميز لتكنولوجيا المعلومات

AutoCAD Outline

Overview

AutoCAD is a general purpose Computer Aided Design and Drafting (CAD) program which can be used to create all kinds of line drawings. This course is designed to provide delegates with the basic AutoCAD commands and computer-aided-drafting concepts to draw, design, and draft. Emphasis is placed on efficient and accurate drawing techniques incorporating the features, commands, and techniques for creating, editing, and printing 2D production drawings.

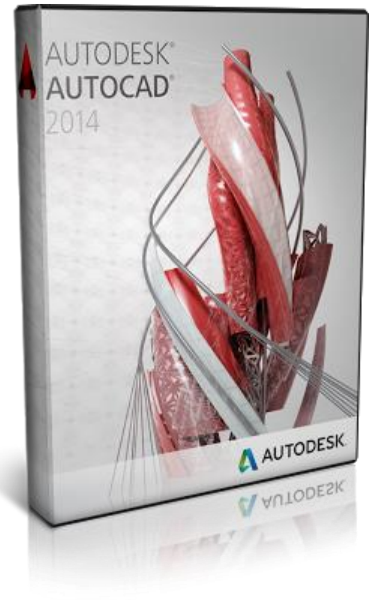
Audience

Engineers, architects, draftsmen, designers, advertisers, or anyone interested in acquiring skills in AutoCAD or whose job depends on drawings or sketches to convey information or ideas.

Course Objectives

At the end of this course, delegates will be able to create, edit and print 2 & 3 dimensional drawings.

- Navigate the AutoCAD user interface.
- Use the fundamental features of AutoCAD.
- Use the precision drafting tools in to develop accurate technical drawings.
- Present drawings in a detailed and visually impressive manner.



Prerequisites

No prior knowledge of AutoCAD is assumed however Drafting, design, or engineering experience is a plus

Course Contents

- 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
- Drawing Organisation & Inquiry Commands
 - Using Layers(. Organizing Your Drawing with Layers.
 - Getting Information from Your Drawing.
 - Changing Object Properties
 - Matching Object Properties
 - Using the Properties Palette
 - Using Linetypes
 - Using Inquiry Commands
- Altering Objects

- Trimming & extending Objects to defined boundaries
- Creating parallel & 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 the Drawing
 - Creating Multiline Text
 - Creating Single Line Text
 - Using Text Styles
 - Editing Text
- 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
- Creating Drawing Templates
 - Using Drawing Templates
- Introduction to 3D:
 - Working in 3D.
 - Solid Modeling.
 - Converting from 2D to 3D.
 - Visualization Techniques.