

AutoCAD Accelerated 2015

Duration : 5 Days

Requirement :

- Basic knowledge for Windows 7 or Windows 8 System
- Basic knowledge AutoCAD 2013/2014/2015

This training developed for basic user AutoCAD 2015 and everyone who have knowledge with previous version and want to know more about new basic features in AutoCAD 2015.

Course Outline:

Chapter 1 Getting Started

Sign In to Autodesk 360 on the Dashboard
Explore the AutoCAD 2015 for Windows User Interface
Set Drawing Units

Chapter 2 Basic Drawing Skills

Navigate 2D Drawings
Draw Lines and Rectangles
Cancel, Erase, and Undo
Use Coordinate Systems
Draw Circles, Arcs, and Polygons
Use Fillet and Chamfer

Chapter 3 Using Drawing Aids

Use Grid and Snap
Employ Ortho and Polar
Use PolarSnap
Select Running Object Snaps
Apply Object Snap Tracking

Chapter 4 Editing Entities

Create Selection Sets
Move and Copy
Rotate and Scale

Work with Arrays
Trim and Extend
Lengthen and Stretch
Offset and Mirror
Edit with Grips

Chapter 5 Shaping Curves

Draw and Edit Curved Polylines
Draw Ellipses
Shape Splines
Blend Between Objects with Splines

Chapter 6 Controlling object Visibility and Appearance

Change Object Properties
Set the Current Layer
Alter the Layer Assignments of Objects
Control Layer Visibility
Apply Linetype
Assign Properties by Object or by Layer
Manage Layer Properties
Isolate Objects

Chapter 7 Organizing objects

Define Blocks
Insert Blocks
Edit Blocks
Redefine Blocks
Work with Groups

Chapter 8 Hatching and Gradients

Specify Hatch Areas
Associate Hatches with Boundaries
Hatch with Patterns
Hatch with Gradients

Chapter 9 Working with Blocks and Xrefs

Work with Global Blocks
Access Content Globally
Store Content on Tool Palettes.
Reference External Drawings and Images

Chapter 10 Creating and Editing text

Style Text.
Write Lines of Text
Write and Format Paragraphs Using *MTEXT*
Edit Text

Chapter 11 Dimensioning

Style Dimensions
Add Dimensions
Edit Dimensions

Chapter 12 Keeping In Control with Constraints

Work with Geometric Constraints
Apply Dimensional Constraints
Constrain Objects Simultaneously with Geometry and Dimensions.
Make Parametric Changes to Constrained Objects

Chapter 13 Working with Layouts and Annotative objects

Create Annotative Styles and Objects
Create Layouts
Adjust Floating Viewports
Override Layer Properties in Layout Viewports
Draw on Layouts

Chapter 14 Printing and Plotting

Configure Output Devices
Create Plot Style Tables
Use Plot Style Tables
Plot in Model Space
Plot Layouts in Paper Space
Export to an Electronic Format

Chapter 15 Working with Data

Geolocate Projects
Import SketchUp Models

Define Attributes and Blocks
Insert Attributed Blocks
Edit Table Styles and Create Tables
Use Fields in Table Cells
Edit Table Data

Chapter 16 Using Attributes

Copying Existing Drawings from Other Sources
Advanced Editing and Organizing
Laying Out Your Printer Output
Making "Smart" Drawings with Parametric Tools
Using Dynamic Blocks
Drawing Curves
Getting and Exchanging Data from Drawings

Chapter 17 3D Modeling and Imaging

Creating 3D Drawings
Using Advanced 3D Features
Editing and Visualizing 3D Solids
Exploring 3D Mesh and Surface Modeling