



#### Taking the AutoCAD Tour

- Starting AutoCAD
- Drawing Area
- Command Window
- Status Bar
- Starting New Drawing
- Dynamic Input Mode
- Creating And Managing Workspace

#### Getting started with AutoCAD

- Coordinate Systems
- Drawing Lines & Circles
- Erasing Object
- Canceling & Undoing A Command
- Inputting Data
- Creating Basic Objects
- Using Object Snaps
- Using Polar Tracking And Polar Snap
- Using Object Snap Tracking
- Working With Units

#### Modifying 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

#### Altering Objects

- Trimming And Extending
- Objects To Defined Boundaries
- Creating Parallel And Offset Geometry
- Joining Objects
- Breaking An Object Into Two Objects
- Applying A Radius Corner To Two Objects
- Creating An Angled Corner Between

#### Hatching & Gradients

- Changing Part Of An Object's Shape
- Use Hatching/Gradients
- Create Annotative Hatch/Gradients
- Editing Hatch/Gradients Patterns
- Editing Hatch/Gradients Boundary
- Other Features Of Hatching/Gradients

#### Hatching & Gradients

- Using Layers
- Changing Object's Properties
- Matching Object's Properties
- Using The Properties Palette
- Using Linetypes
- Using Inquiry Commands



### Manipulating Objects and Data

- Selecting Objects With Quick Select
- Purging Objects
- Working With Point Objects
- Dividing And Measuring Objects

### Dimensioning

- Introduction To Dimensioning
- Basic Dimensioning

### Isometric Drawings

- Rules Of Isometric Drawings
- Working In Isometric Drawings
- Isometric Projections
- Isometric Axes & Planes
- Setting The Isometric Grid & Snap

### Introduction to 3D

- Introduction to 3D Modeling
- Creating & Managing the Workspace
- Navigating in Working Environment
- Types of 3D Models
- Working In 3D
- 3D Coordinate System
- Modifying Visual Styles of Solid

### Creating 3D Designs

- Inputting Data
- Introduction to Free-Form Designs
- Creating Wireframes & Surface

### Designs

- Creating 3D-Volumetric Designs
- Working with Pre-defined Solid Primitives
- Manipulating/Modifying 3D Profiles & Models

### Rendering

- Concept of Rendering
- Selecting & attaching Materials

### Models

- Creating Composite models
- Filleting Chamfering Solid models
- Using Booleans on Solid Models
- Use of Productivity Tools

### Working with reusable content

- Creating Blocks
- Working With Blocks
- Saving A Block For Further Use
- Editing/Modifying Of Saved Block
- Reusing Saved Blocks

### Design Centre & Tool-Pallets

- Introduction To Design Centre & Tool Pallets
- Using Predefined Blocks
- Editing The Predefined Blocks In Design Centre