

# AutoCAD – Fundamentals

## Description

AutoCAD is the most used computer-aided design (CAD) software. Published by Autodesk, AutoCAD is currently recognized as the global standard for CAD. This multidisciplinary software is used for various trades in many sectors, such as industry and design, architecture and building, mechanics, topography, etc.

## Course Content

### Module 1: CAD / CAD Tool Overview

- The product and its environment
- Role and Usage of Devices in AutoCAD
- The GUI
- Principles of Use

### Module 2: Command Groups

- The different accesses to commands
- The Command Line

### Module 3: Managing the Work Environment

- Options Dialog
- Choosing your workspace

### Module 4: 2D Drawing

- Choosing your units of measurement
- Screen Management
- The limits of drawing
- Coordinate Systems
- Creating simple 2D objects and their options
- Drawing Help Tools
- Object Selection

### Module 5: 2D Drawing Modification Selections

- Hand Selections / Deselections
- Using the object / action mode

### Module 6: Layer Management

- Creation
- Changing the layer of objects
- Setting Parameters
- The different layer states

### Module 7: Properties

- View and Modify Simple Objects
- Editing Properties

## **Module 8: Hatching**

- Models and types
- Hatching methods and main options
- The main tools for changing hatches

## **Module 9: Intelligence Orders**

- Locating a Point, Distance, Area, List
- Quick Measure

## **Module 10: Texts and Annotations**

- "Static" and "Annotative" text styles
- The Line Text
- The multiline text and its main options
- Editing texts

## **Module 11: The Quotation**

- "Static" and "Annotative" Rating Styles
- The main rating tools

## **Module 12: Multiple Benchmarks**

- "Static" and "Annotative" cue styles
- The main tools for setting multiple benchmarks
- Multiple Landmarks Style

## **Module 13: Layout and Printing**

- Layout Manager
- Presentations and Object Space
- Choosing printers and plotters
- Choosing paper sizes and units

## **Module 14: Blocks**

- Storing Blocks
- The Block Palette
- The relationship between blocks and layers
- Defining and Creating Simple Blocks
- Define Drawing Units and Blocks
- Inserting Blocks Using the Design Center
- The Main Functions of the Design Center

## **Module 15: Deleting Unused Items from the Drawing**

- The "purge" command
- Select non-purgeable item

## **Documentation**

- Digital courseware included

### **Participant profiles**

- Architects
- Engineers
- Manufacturers
- Designers
- Industrial Designers

### **Prerequisites**

- Good knowledge of the usual computer tools and the Windows environment (file and folder management)

### **Objectives**

- Use the main drawing and editing tools
- Use and organize features using layers
- Use the main annotation tools (Texts, Dimensions and Landmarks)
- Make a layout on "scale" including annotations

### **Niveau**

Fondamental

### **Classroom Registration Price (CHF)**

3200

### **Virtual Classroom Registration Price (CHF)**

3000

### **Duration (in Days)**

4

### **Reference**

ATC-01