

# Autocad (Duration:-2 Month)

## AutoCAD 2D

### ➤ Introduction & Understanding to AutoCAD®, Drafting Settings, Assigning Units

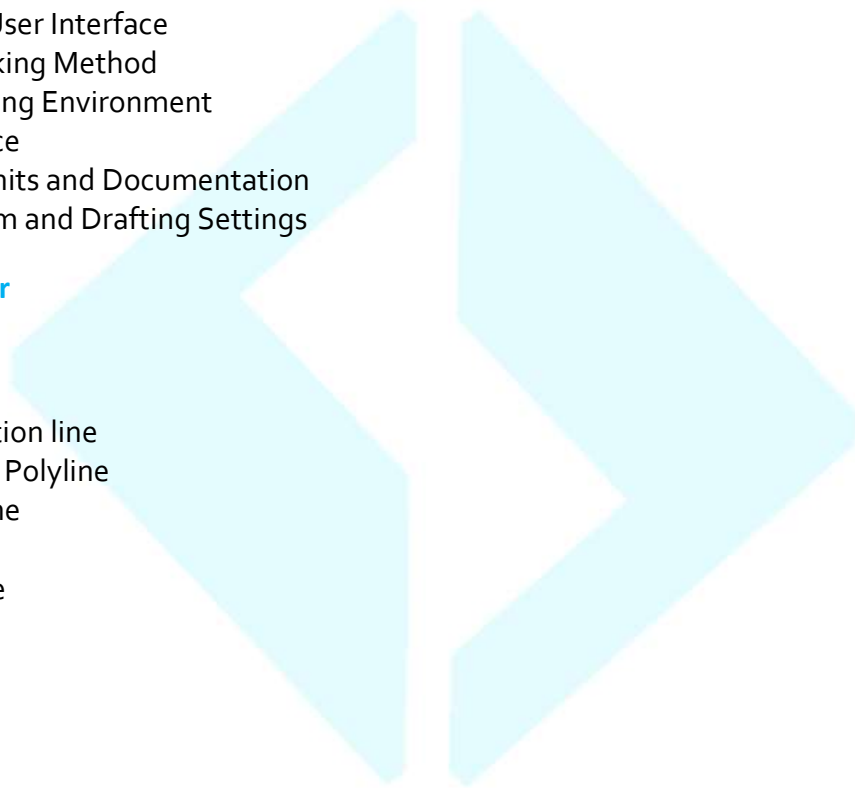
- ❖ Graphic User Interface
- ❖ Point Picking Method
- ❖ Set Drafting Environment
- ❖ Workspace
- ❖ Limits, Units and Documentation
- ❖ Pan, Zoom and Drafting Settings

### ➤ Draw Bar

- ❖ Line
- ❖ Ray
- ❖ Construction line
- ❖ Multiline, Polyline
- ❖ 3D Polyline
- ❖ Polygon
- ❖ Rectangle
- ❖ Helix
- ❖ Arc
- ❖ Circle
- ❖ Donut
- ❖ Spline
- ❖ Ellipse
- ❖ Point
- ❖ Hatch
- ❖ Boundary
- ❖ Region
- ❖ Donut

### ➤ Modify Tools & Geometric Relationship

- ❖ Copy
- ❖ Mirror
- ❖ Array
- ❖ Scale



- ❖ Erase
- ❖ Divide
- ❖ Measure
- ❖ Spline
- ❖ Edit
- ❖ Offset
- ❖ Move
- ❖ Rotate
- ❖ Trim
- ❖ Extend
- ❖ Chamfer
- ❖ Fillet
- ❖ Explode
- ❖ Polyline Edit
- ❖ Align
- ❖ Stretch
- ❖ Draw order

➤ **Object Properties, Layers & Utility toolbar**

- ❖ Properties
- ❖ Layer
- ❖ Utility toolbar
- ❖ Calculator
- ❖ Id point

➤ **Annotations and Hyperlink**

- ❖ Text (Single line and multiline)
- ❖ Text Style
- ❖ Dimension Style and Dimensions
- ❖ Table and Table style
- ❖ Multi-Leaders
- ❖ Markup tools
- ❖ Hyperlink

➤ **Blocks, Design Centre, Tool Palletes, External References, OLE, Raster Images, Creating Group**

- ❖ Block- Insert
- ❖ Create
- ❖ Edit
- ❖ Write Block
- ❖ Tool Palette
- ❖ Design Centre

- ❖ OLE
- ❖ Groups
- ❖ Imaging

➤ **Layout Management, Plotting & Printing, Set Paper Space**

- ❖ Layouts
- ❖ Viewport Settings
- ❖ ISO paper Setting
- ❖ Page Setup
- ❖ Plot and Print Area Setup
- ❖ Make Drawing Format

## AutoCAD 3D

➤ **Understanding 3D Environment**

- ❖ Visual style, Views, Navigation, 3d UCS Features, 3D states (solid, surface, thicken), Concept of Region, Boundary & Polyline edit
- ❖ Primitive solids (Box, Torus, cylinder etc.)
- ❖ Derived solids (Extrude and Revolve)

➤ **3D Draw & Modify Tools**

- ❖ 3D Polyline
- ❖ 3D-Array, Move, Rotate, Scale, Mirror, Align
- ❖ Geometric Parameters
- ❖ Polysolid, Press and pull
- ❖ Derived solid - Sweep and Loft

➤ **Solid Editing, Advance 3d Concepts & Surface Modeling**

- ❖ Solid Edit - Union, Subtraction, Intersect, Interfere, Slice, Thicken, Shell, Separate, Face Operation, Edge Operation and Conversion
- ❖ Surface Tools

➤ **Apply Materials, Rendering models, Plotting & Printing of 3d models**

- ❖ Lights, Materials and Renders
- ❖ Plotting Models and Generating Print Outs