



2D Drawing Using Autodesk AutoCAD 2016 Course Overview

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Course Duration:

21 Hours / 3 Days

1 Taking the AutoCAD Tour

- Navigating the Working Environment
- Working with Files
- Displaying Objects

2 Creating Basic Drawings

- Inputting Data
- Creating Basic Objects
- Using Objects Snaps
- Using Polar Tracking and PolarSnap
- Using Object Snap Tracking
- Working with Units

3 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

4 Drawing Organization and Inquiry Commands

- Using Layers
- Changing Object Properties
- Quick Properties
- Matching Object Properties
- Using the Properties Palette
- Using Linetypes
- Using Inquiry Commands

5 Altering Objects

- Trimming and Extending Objects to Defined Boundaries
- Creating Parallel and Offset Geometry
- Joining Objects
- Breaking an Object into Two Objects
- Apply a Radius Corner to Two Objects
- Creating an Angled Corner Between Two Objects
- Changing Part of an Object's Shape

6 Interim Practice Hatching Objects

- Hatching Objects
- Editing Hatch Objects

7 Manipulating Objects and Data

- Selecting Objects with Quick Select
- Purging Objects
- Working with Point Objects
- Dividing and Measuring Objects
- Using QuickCalc for Performing Calculations

8 Dimensioning and Annotation

- Working with Text
- Using Multileaders
- Dimensioning
- Creating Center Marks
- Creating Ordinate Dimensions
- Creating Geometric Dimensions and Tolerances
- Working with Dimension Substyles and Overrides
- Creating Dimensions
- Using Dimension Styles
- Editing Dimensions
- Using Multileaders

- Introduction to Annotation Scaling
- Controlling Annotation Scale

9 Reusable Content Advanced

- Using DesignCenter
- Creating Custom Tool Palettes
- Organizing Tool Palettes
- Sharing Tool Palettes
- Using External References
- Managing External References
- Referencing Non-Native File Types
- Blocks and Attributes
- Working with Blocks
- Creating Attributes
- Editing Attributes

10 Layouts and Views

- Creating Layouts
- Using Layouts
- Modifying Layouts and Using Page Setups
- Using Viewports
- Creating Layout Viewports
- Working with Layout Viewports
- Controlling Object Visibility in Layout Viewports

11 Plotting

- Using Page Setups
- Plotting Drawings
- Working with Plotter Configuration Files
- Creating and Applying Plot Style Tables
- Publishing Drawings