

Autodesk AutoCAD Training Course

Course Overview

Course Length: 16-Hours

- 16-Hours - 8 x 2-hour training sessions
- Remote training over MS Teams
- Sessions are recorded and download links for each session are provide for future use
- Training for up to 1-3 People
- Sessions can start within 7 days upon ordering
- Flexible sessions (i.e. consecutive or Monday, Wednesday, Friday, etc.)
- Courses are private and topics can be customised to suit
- Includes Certificate of Completion

The AutoCAD Training Course is designed for professionals who want to develop practical CAD drafting skills using Autodesk AutoCAD. Delivered as a 16 hour instructor led course across eight 2 hour sessions, this training introduces the essential tools and workflows required to create accurate technical drawings and professional documentation.

Topics Covered

- Navigating the AutoCAD interface and workspace
- Creating and editing precise 2D geometry
- Using object snaps and drawing aids
- Managing layers and object properties
- Creating and editing polylines
- Applying hatches and fills
- Working with text and annotations
- Creating dimensions and leaders
- Using reusable blocks and dynamic blocks
- Organising drawings with layouts and viewports
- Plotting and publishing drawings
- Working with external references
- Managing drawing standards and templates
- Improving drafting productivity with shortcuts and workflows

Prerequisites

None.

AutoCAD Training Course Guide Contents

Chapter 1: Getting Started with AutoCAD

- 1.1 Starting the Software
- 1.2 User Interface
- 1.3 Working with Commands
- 1.4 Opening an Existing Drawing File
- 1.5 Saving Your Work

Chapter 2: Basic Drawing and Editing Commands

- 2.1 Drawing Lines
- 2.2 Erasing Objects
- 2.3 Drawing Rectangles
- 2.4 Drawing Circles
- 2.5 Undo and Redo Actions

Chapter 3: Drawing Precision in AutoCAD

- 3.1 Using Running Object Snaps
- 3.2 Using Object Snap Overrides
- 3.3 Polar Tracking at Angles
- 3.4 Object Snap Tracking
- 3.5 Drawing with Snap and Grid

Chapter 4: Making Changes in Your Drawing

- 4.1 Selecting Objects for Editing
- 4.2 Moving Objects
- 4.3 Copying Objects
- 4.4 Rotating Objects
- 4.5 Scaling Objects
- 4.6 Editing with Grips

Chapter 5: Organising Your Drawing with Layers

- 5.1 Creating New Drawings With Templates
- 5.2 What are Layers?
- 5.3 Layer States
- 5.4 Changing an Object's Layer

Chapter 6: Advanced Object Types

- 6.1 Drawing Arcs
- 6.2 Drawing Polylines
- 6.3 Drawing Polygons
- 6.4 Drawing Ellipses

Chapter 7: Advanced Editing Commands

- 7.1 Trimming and Extending Objects
- 7.2 Stretching Objects
- 7.3 Creating Fillets and Chamfers
- 7.4 Offsetting Objects
- 7.5 Creating Arrays of Objects

Chapter 8: Blocks

- 8.1 What are Blocks?
- 8.2 Inserting Blocks using the Blocks Palette
- 8.3 Working with Dynamic Blocks
- 8.4 Inserting Blocks using the DesignCenter

Chapter 9: Setting Up a Layout

- 9.1 Working in Layouts
- 9.2 Creating Layouts
- 9.3 Creating Layout Viewports
- 9.4 Guidelines for Layouts

Chapter 10: Printing Your Drawing

- 10.1 Printing Concepts
- 10.2 Printing Layouts
- 10.3 Print and Plot Settings

Chapter 11: Text

- 11.1 Working with Annotations
- 11.2 Adding Text in a Drawing
- 11.3 Modifying Multiline Text
- 11.4 Formatting Multiline Text
- 11.5 Adding Notes with Leaders to Your Drawing
- 11.6 Creating Tables

Chapter 12: Adding Dimensions

- 12.1 Dimensioning Concepts
- 12.2 Adding Linear Dimensions
- 12.3 Adding Radial and Angular Dimensions
- 12.4 Editing Dimensions