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TRAINING SYLLABUS

AUTOCAD 2D BASIC

no. of delegates Up to 6 maximum
 description This course aims to teach the basic commands necessary for professional 2D drawing, design, and draughting using AutoCAD.
 prerequisites No previous CAD experience is necessary.
 objectives To prepare the attendees for the practical use of AutoCAD on projects.

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| <p>1.0 NAVIGATING THE INTERFACE</p> <ul style="list-style-type: none"> • The working environment • View controls and the View Cube • The mouse <p>2.0 ACCURATE DRAWING</p> <ul style="list-style-type: none"> • Creating Basic Objects • The Command Prompt • Using Object Snaps & Tracking • Modification & manipulation • Using grips <p>3.0 LAYERS</p> <ul style="list-style-type: none"> • Layer Properties Manager • Object Properties • Hatching <p>4.0 BLOCKS</p> <ul style="list-style-type: none"> • Selecting Objects | <ul style="list-style-type: none"> • Creating and inserting Blocks <p>5.0 ANNOTATION</p> <ul style="list-style-type: none"> • Placing and editing annotation • Text and Dimension styles • Annotation Scale • Working with Attributes <p>6.0 REFERENCES</p> <ul style="list-style-type: none"> • Inserting X-Refs • Controlling X-Ref display • Manipulating X-Refs <p>7.0 HATCHING & PATTERNING</p> <p>8.0 PRINTING</p> <ul style="list-style-type: none"> • Using Layouts and Viewports • Printing drawings |
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