
AutoCAD 2010 2D Essentials Course

Description

Learn the features, commands, and techniques for creating, editing, and printing drawings with AutoCAD® 2010 and AutoCAD LT® 2010. Using hands-on exercises, users explore how to create 2D production drawings.

Pages	Volume 1 – 446; Volume 2 - 362
Trial CD	Yes
Onscreen Exercises	Yes
Prerequisites	Before using this guide, users should have a working knowledge of the following: <ul style="list-style-type: none">• Drafting, design, or engineering principles.• Microsoft® Windows® Vista or Microsoft® Windows® XP.

Class Information

Duration	30 Hours
Objective	To teach users the basic commands necessary for professional 2D drawing, design, and drafting using AutoCAD and AutoCAD LT. After completing this class, users will be able to: <ul style="list-style-type: none">• Navigate the AutoCAD and AutoCAD LT user interfaces.• Use the fundamental features of AutoCAD and AutoCAD LT.• Use the precision drafting tools in AutoCAD and AutoCAD LT to develop accurate technical drawings.• Present drawings in a detailed and visually impressive way.
Who Should Attend	New users of AutoCAD or AutoCAD LT.

Course Outline:

Taking the AutoCAD Tour

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

Creating Basic Drawings

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

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

Drawing Organization and Inquiry Commands

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

Altering Objects

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

Working with Layouts

- Using Layouts
- Using Viewports

Annotating the Drawing

- Creating Multiline Text
- Creating Single Line Text
- Editing Text
- Using Text Styles

Dimensioning

- Creating Dimensions
- Using Dimension Styles
- Using Multileaders
- Editing Dimensions

Hatching Objects

- Hatching Objects
- Editing Hatch Objects

Working with Reusable Content

- Using Blocks
- Working with DesignCenter™
- Using Tool Palettes

Creating Additional Drawing Objects

- Working with Polylines
- Creating Splines
- Creating Ellipses
- Using Tables

Plotting Your Drawings

- Using Page Setups
- Plotting Drawings

Creating Drawing Templates

- Using Drawing Templates