

AutoCAD LT 2013

Length: 3 Days

Summary: The objective of AutoCAD/AutoCAD LT 2013 three-day course is to enable students to create a basic 2D drawing in the AutoCAD software. Even at this fundamental level, the AutoCAD software is one of the most sophisticated computer applications that you are likely to encounter. This course helps you understand the AutoCAD workspace and user interface, helps use basic drawing, editing, and viewing tools, helps organize drawing objects on layers, inserting reusable symbols (blocks), preparing a layout to be plotted and adding text, hatching and dimensions. No previous CAD experience required.

Course Content

01. GETTING STARTED

- 1 What You Will Learn
- 2 Introduction To AutoCAD LT
- 3 Installation - Part 1
- 4 Installation - Part 2
- 5 Turning On AutoCAD LT For The First Time
- 6 Quick Run Thru

02. NEW FEATURES IN AUTOCAD LT 2012

- 1 What's New - AutoCAD LT Exchange
- 2 Content Explorer
- 3 Sheet Set Manager
- 4 Multifunction Grips And Auto Complete
- 5 Improvements
- 6 Associative Array
- 7 AutoCAD WS Integration

03. INTERFACING WITH AUTOCAD

- 1 AutoCAD Drawing Area
- 2 Using The Application Menu And The QAT
- 3 Interfacing With The Ribbon
- 4 Taking Advantage Of The Command Line
- 5 Toolbars And The Menubar
- 6 Palettes And Short Cut Menus
- 7 Using Function Keys And Command Aliases
- 8 Workspaces
- 9 The Status Bar
- 10 An Introduction To Model Space And

Paper Space

- 11 Quickview Layouts And Drawings

04. BASIC OPERATIONS

- 1 You Have To Start Somewhere
- 2 Quitting CAD
- 3 Object Selection
- 4 Advanced Operation Techniques
- 5 How AutoCAD Interprets Units
- 6 Working With Specific Units
- 7 The User Coordinate System
- 8 Working With The Coordinate System
- 9 Using The Grid System With The Snap Feature
- 10 Pan
- 11 Zoom
- 12 Chapter Project

05. DRAWING AND DRAFTING TOOLS

- 1 Lines
- 2 Polylines
- 3 Circles
- 4 Arcs
- 5 Polygons
- 6 Rectangles And Ellipses
- 7 Points
- 8 Methods To Create Precise Objects
- 9 Chapter Project

06. EDITING TOOLS

- 1 Erase
 - 2 Delete Duplicates
 - 3 The Move And Copy Commands
 - 4 Rotating Objects
 - 5 Scaling Objects
 - 6 Stretching Objects
 - 7 Offset
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- 8 Mirror
- 9 Trim Extend
- 10 Fillet Chamfer
- 11 Rectangular Array
- 12 Polar Array
- 13 Pathway Array
- 14 Copy Array
- 15 Object Properties
- 16 Chapter Project

07. UTILITIES

- 1 Listing Objects
- 2 Measuring Tools
- 3 Purging
- 4 Undo
- 5 Chapter Project

08. PRECISION TOOLS

- 1 Osnap
- 2 Ortho
- 3 Grips

09. USING LAYERS

- 1 Layer Properties
- 2 The Layer Manager
- 3 Freeze
- 4 Creating And Editing Layers
- 5 Using Layers To Control
- 6 Chapter Project

10. ANNOTATIONS

- 1 Dimensions
- 2 Dimension Styles
- 3 Advanced Dimension Operations
- 4 Advanced Dimensioning Tools
- 5 Leaders
- 6 Multi-leaders
- 7 Single Line Text
- 8 Multi Line Text
- 9 Multi Line Text Techniques
- 10 Text Styles
- 11 Tables
- 12 Hatching
- 13 Chapter Project

11. BLOCKS

- 1 What Is A Block
- 2 Creating Blocks
- 3 Inserting Blocks And Using Them

- 4 Editing Blocks
- 5 Attributed Blocks
- 6 The Effect Of Exploding Blocks
- 7 Introduction To Dynamic Blocks
- 8 Chapter Project

12. MODEL SPACE AND PAPER SPACE

- 1 What's The Difference
- 2 What Belongs In Where
- 3 Viewports

13. PLOT & PUBLISH

- 1 Plotting
 - 2 Page Set Up
 - 3 Publish
 - 4 Export Your File
 - 5 Chapter Project
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