

Training Course Outline

AUTOCAD ADVANCED

TRAINING COURSE OUTLINE

AUTOCAD ADVANCED COURSE CONTENT



COURSE DESCRIPTION

This training course introduces advanced techniques and teaches you to be proficient in your use of the AutoCAD software. This is done by teaching you how to recognize the best tool for the task, the best way to use that tool, and how to create new tools to accomplish tasks more efficiently.



TARGET GROUP

The course aim to user who are currently work with Architectural , MEP engineers, and Construction Developer Industry. This course is ideal for those have a basic AutoCAD® and want to learn advanced AutoCAD®.



COURSE DURATION

Full Time: 2 Days (10.30am-5.30pm)



LEARNING OUTCOME

By the end of the course, participants should be able to:

- Defining dynamic blocks and attributes
- Creating, publishing, and customizing sheet sets
- Managing layers
- Advanced text objects
- Importing and attaching external references
- Outputting and publishing files for review

CAREER PATH

- Architectural Drafter, Mechanical Drafter, Civil Drafter, CAD Manager, Interior Designer, Survey Technician, Urban Planner

COURSE PRE-REQUISITES

- Architectural design, drafting, or engineering experience is recommended. No previous CAD experience is necessary.
- A working knowledge of Microsoft® Windows® 7, Microsoft® Windows® Vista, Microsoft® Windows® XP, or Microsoft® Windows® 2000.

CERTIFICATE

MTTC Certificate of Completion will be issued to participants with full attendance record upon completion of training.

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DAY 1

Understanding Detail Drawing

Drawing Compliance To Regulation

Create Advanced Drawing Objects

- Create and edit advanced drawing objects, including polylines, arcs, polygons, splines, xlines, rays, and multilines
- Work with regions
- Create 2D isometric drawings

Select and Organize Objects

- Use Quick Select and select similar objects based on shared properties
- Isolate or hide objects within a drawing
- Control the draw order of overlapping objects
- Match and modify properties across selected objects

Manage Layers

- Save, restore, and manage layer settings with layer states
- Use layer filters to control listed layers
- Apply and remove viewport-specific layer overrides
- Navigate layers with the Layer Walk tool
- Remove and adjust properties of layers

Apply Advanced Object Snaps

- Use object snaps
- Use polar tracking to restrict the cursor movement to specified angles

Control the User Coordinate System (UCS)

- Understand and define the UCS
- Move and rotate the UCS origin
- Restore to WCS or previous UCS
- Use named UCS definitions and preset orientations

Control Rotate and Scale Options

- Rotate objects around a specified base point
- Enlarge or reduce the size of objects

Apply Array Techniques

- Work with arrays

Control Trim and Extend Options

- Use the advanced options of the Trim, Extend and Lengthen commands

Apply Offset Options

- Use the advanced options of the Offset command

Perform Multi-functional Grip Editing

Copy objects and manipulate vertices using grips
Convert object segments between arcs and lines
Lengthen arcs and use multi-functional grips

Apply Fillet and Chamfer options

- Create fillets between objects
- Create corners using the SHIFT key
- Utilize Multiple and Polyline options
- Understand the effects of Trim mode

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DAY 2

Create and Manage Layouts and Viewports

- Use the Page Setup Manager
- Define and apply custom scales (scale list)
- Customize viewport boundaries
- Assign named views to viewports

Manage Input & Output Formats

Import and manage XRef format
Publish drawings to plotter, printer, DWF, or PDF files
Control object appearance using plot styles
Create zipped transmittal packages (eTransmit)
Save or export drawings to different file formats

Apply Markup Tools

- Create and modify revision clouds
- Use wipeouts to mask objects in specific areas
- Compare drawings for differences

Manage Hatch or Fill options

- Specify Hatch and Fill options
- Recreate the boundary around a selected Hatch or Fill pattern

Format Text and Tables

- Apply text properties and styles, including multiline text
- Create and adjust text columns
- Insert and manipulate tables and cell data
- Use fields in text and tables, including symbols from the character map
- Check spelling for text and dimension annotations

Adjust Multileaders

- Create, modify, add, and remove multileaders
- Adjust multileader options, alignment, and collection

Create and Edit Annotation With Advanced Dimensioning Techniques

- Create and modify dimension styles efficiently
- Set dimension layers and adjust spacing
- Associate or re-associate dimensions to objects
- Break and restore dimension and extension lines

Apply Annotative Properties and Styles

- Understand and apply annotative properties and styles
- Control and add annotative scales to objects or viewports

Create Blocks and Apply Attributes

- Insert, modify, and create block definitions
- Manage attribute definitions with the Block Attribute Manager

Control External Reference and Underlay Files

- Attach and manage external references and underlays
- Control visibility and adjust settings
- Create hyperlinks and snap to objects

Perform File Maintenance with Drawing Utilities