

AUTOCAD 2008 – BASIC COURSE – OUTLINE

- **DAY 1**
 - Introduction
 - Concept of CAD
 - Line Command
 - Concept of Coordinate System
 - Absolute Coordinate System
 - List
 - Polar Coordinate System
 - Direct Distance Entry Method
 - User Interface
 - Practice

- **DAY 2**
 - Concept of Drawing Tools
 - Erase Command
 - Selection Method
 - Circle command
 - Ellipse command
 - Pan Command
 - Practice

- **DAY 3**
 - Grid Button
 - Ortho Button
 - Snap Button
 - Osnap Button
 - To change Lineweight
 - Units
 - Zoom command
 - Property
 - Practice

- **DAY 4**
 - Polyline Command
 - Rotate Command
 - Mirror Command
 - Trim Command
 - Extend Command
 - Break Command
 - Practice

- **DAY 5**
 - Fillet Command
 - Chamfer Command
 - Rectangle Command
 - Polygon Command
 - Distance Command
 - Id Command
 - Practice

- **DAY 6**
 - Copy Command
 - Move Command
 - Offset
 - Align Command
 - Arc Command
 - Practice

- **DAY 7**
 - Explode Command
 - Pedit Command
 - Lengthen Command
 - Practice

- **DAY 8**
 - **Area Command**
 - **Bpoly Command**
 - **Practice**

- **DAY 9**
 - **Array Command (Concept)**
 - **Rectangle Array**
 - **Polar Array**
 - **Practice**

- **DAY 10**
 - **Layers (Concept)**
 - **How to create layers**
 - **Change layers**
 - **Change Color of layer**
 - **On/Off option**
 - **Freeze/Thaw option**
 - **Filter Layers**
 - **To change Linetype**
 - **To change LT scale**
 - **Practice**

- **DAY 11**
 - **Text (Concept)**
 - **M text command**
 - **Text Style**
 - **Dtext Command**
 - **Difference b/w Single Line and Multiline text**
 - **Justification of Text**
 - **How to edit text**
 - **Practice**

- **DAY 12**
 - **Table Command**
 - **Block Command**
 - **How to create block attribute**
 - **How to edit block attribute**
 - **WBlock Command**
 - **Divide Command**
 - **Measure Command**
 - **Practice**

- **DAY 13**
 - **Hatching Concept**
 - **How to use hatch on Object**
 - **How to edit hatch pattern**
 - **Donut Command**
 - **Practice**

- **DAY 14**
 - **Dimension Concept**
 - **Linear Dimension**
 - **Align Dimension**
 - **Radius Option**
 - **Diameter Option**
 - **Baseline Dimension**
 - **Continue Dimension**
 - **To show Center point**
 - **Dim edit command**
 - **Quick dimension**
 - **Flip Dimension Arrow**
 - **Practice**

- **DAY 15**
 - Dimension Style (concept)
 - Lines and Arrow Tab
 - Text Tab
 - Fit Tab
 - To set alternate units
 - Primary Units
 - To change from one style to another style
 - Practice

- **DAY 16**
 - 3D (concept)
 - How to create 3D Solids
 - How to create Hollow Object
 - Difference b/w hollow object and solid object
 - Isometric views
 - To set viewing direction
 - To set view ports
 - Extrude command
 - Boolean operation
 - Practice

- **DAY 17**
 - Solid editing (concept)
 - Extrude Face
 - Move Face
 - Rotate Face
 - Taper Face
 - Delete Face
 - Copy Face
 - Color Face
 - Copy Edge
 - Color Edge
 - Practice

- **DAY 18**
 - Slice Command
 - UCS Concept
 - 3D Object Modify with Vertex
 - Polysolid
 - Sweep
 - Loft
 - Practice

- **DAY 19**
 - Lighting
 - Material
 - Render Command
 - Camera
 - Animation
 - Practice

- **DAY 20**
 - Model Space Vs Paper Space
 - Working in single and multiple view ports
 - Plotting (Concept)
 - Process to Plot drawing
 - Practice
 - Cal command
 - Practice