

CAD Software

Introduction to AutoCAD 2D

Taking the AutoCAD Tour

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

Creating Basic Drawings

- Inputting Data
- Creating Basic Objects
- 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 Organisation & Inquiry Commands

- Changing Object Properties
- Using Linetypes

Altering Objects

- Trimming & extending Objects to defined boundaries
- Creating parallel & 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
- Using Text Styles
- Editing Text

Dimensioning

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

Hatching Objects

- Hatching Objects
- Editing Hatch Objects

Working with Reusable Content

- Using Blocks
- Using Tool Palettes

Creating Additional Drawing Objects

- Working with Polylines
- Creating Splines
- Creating Ellipses