

# Autodesk AutoCAD Certified User

## Target Audience

The Autodesk AutoCAD Certified User exam demonstrates competency in computer-aided design (CAD). The exam covers the basic use of the AutoCAD software as well as basic drafting and design techniques. An individual earning this certification has approximately 150 hours of instruction and hands-on experience with the product, has proven competency at an industry entry-level, and is ready to enter the job market.

## Course Objective

The Autodesk AutoCAD Certified User course aims to provide foundational skills in 2D drafting, enabling participants to create, modify, and manage designs efficiently. Through hands-on exercises, learners will master key tools, commands, and workflows, aligning with certification exam objectives to build confidence and excel in professional roles.

## Course Outcome

1. **Proficiency in Drafting Tools:** Gain expertise in using AutoCAD's 2D tools to create accurate designs and technical drawings.
2. **Efficient Workflow Management:** Learn to organize designs with layers, annotations, and templates for streamlined project execution.
3. **Industry-Ready Skills:** Develop practical skills aligned with real-world applications in architecture, engineering, and construction.
4. **Certification Preparedness:** Achieve the knowledge and confidence to pass the Autodesk AutoCAD Certified User exam.

**Course Outline:** The course comprises **40-hours** of theory and labs and is divided into **12** different chapters. Each chapter will be followed by hands-on lab exercises to reinforce learning and gauge understanding of the topics covered.

## Chapter 1. Introduction to AutoCAD

Installing AutoCAD

Getting Started with AutoCAD

Starting a New Drawing File

Working with Various Components of a Drawing

- Application Menu
- Quick Access Toolbar
- Ribbon
- InfoCenter
- Command Line Window
- ViewCube
- Navigation Bar
- Status Bar

Starting a New Drawing File by using the Create New Drawing dialog box

- Starting a New Drawing file from Scratch
- Starting a New Drawing file by using a Template

Working with Workspaces

- Switching between Workspaces

Saving a Drawing File

Opening a Drawing File

Sharing a Drawing File

## Chapter 2. Drawing Tools

Working with Dynamic Input

Working with Draft Settings

Working with Ortho Mode

Working with Polar Tracking

Working with Object Snap

- Working with Object Snap Tracking
- Working with Object Snap Override

Working with Design Center

Working with Tool Palette

## Chapter 3. Creating Drawings - I

Setting up Drawing Units

Setting Drawing Limits

Specifying Grid and Snap Settings

Understanding Coordinate Systems

- Cartesian Coordinate System
- Polar Coordinate System

Creating a Drawing

- Drawing a Line
- Drawing a Circle
- Drawing an Arc

Cancelling, Erasing and Restoring Objects

Navigating 2D Drawings

- Zoom
- Zoom Realtime
- Zoom All
- Zoom Window
- Zoom Previous
- Zoom Extents
- Zoom In
- Zoom Out
- Pan

## Chapter 4. Creating Drawings - II

Drawing a Rectangle

- Drawing a Rectangle by Specifying Diagonally Opposite Corners
- Drawing a Rectangle by Specifying its Area and One Side
- Drawing a Rectangle by Specifying Dimensions
- Drawing a Rectangle at an Angle
- Drawing a Rectangle with Chamfer
- Drawing a Rectangle with Fillets
- Drawing a Rectangle with Elevation
- Drawing a Rectangle with Thickness
- Drawing a Rectangle with Width

Drawing a Polygon

- Inscribed Polygon
- Circumscribed Polygon

### Drawing a Polyline

- Drawing a Polyline with Line Segments
- Drawing a Polyline with Line and Arc Segments
- Drawing a Polyline with Width
- Drawing a Polyline with Halfwidth

### Drawing an Ellipse

- Drawing an Ellipse by Using the Axis, End Tool
- Drawing an Ellipse by Using the Center Tool
- Drawing an Elliptical Arc

### Drawing a Spline

- Drawing a Spline by Using the Spline Fit Tool
- Drawing a Spline by Using the Spline CV Tool

### Drawing Donuts

### Drawing Construction and Ray lines

- Drawing Construction Lines
- Drawing Ray Lines

### Drawing Points and Defining Point Style/Size

- Drawing Reference Points
- Defining the Point Style and Point Size

### Creating the Hatches

### Creating the Gradients

## Chapter 5. Working with Layers

### Working with Layers and Assigning Objects to a Layer

- Creating a New Layer
- Setting the Current Layer
- Assigning Color to a Layer
- Assigning Linetype to a Layer
- Assigning Lineweight to a Layer
- Turning a Layer On or Off
- Freezing a Layer
- Locking or Unlocking a Layer
- Deleting a Layer
- Setting Transparency of a Layer
- Restricting a Layer from Plotting
- Freezing a Layer in New Viewports
- Freezing the New Layer in All Viewports
- Toggle Override Highlight

## Chapter 6. Modifying and Editing Drawings - I

### Working with Object Selection Methods

- Window Selection Method
- Cross Window Selection Method

### Invoking a Selection Method within a Command

- Window Selection Method
- Cross Window Selection Method
- All Selection Method
- Cross Polygon Selection Method
- Window Polygon Selection Method
- Fence Selection Method
- Last Selection Method

### Trimming Drawing Entities

### Extending Drawing Entities

### Working with Arrays

- Creating a Rectangular Array
- Creating a Polar/Circular Array
- Creating a Path Array

### Mirroring Drawing Entities

### Filleting Drawing Entities

### Square Corners (Zero Radius)

### Chamfering Drawing Entities

- Creating a Chamfer Using the Distance Distance Method
- Creating a Chamfer Using the Angle Distance Method

### Offsetting Drawing Entities

### Moving Drawing Objects

### Copying Drawing Objects

### Rotating Drawing Objects

### Scaling Drawing Objects

### Stretching Drawing Objects

### Lengthening Drawing Objects

- Lengthening an Object by Specifying Delta Value
- Lengthening an Object by Specifying Percentage
- Lengthening an Object by Specifying Total Length
- Lengthening an Object by Dragging

### Erasing Drawing Objects

### Join In AutoCAD

### Explode AutoCAD

Group/UnGroup in AutoCAD

Creating 2D Isometric Drawings

- Switch between standard isometric planes (ISODRAFT)
- Use drawing and tracking tools that align with the corresponding isometric axes

## Chapter 7. Working with Dimensions and Dimension Styles

Working with Components of a Dimension

Creating a New Dimension Style

Modifying an Existing Dimension Style

Overriding a Dimension Style

Applying Dimensions

- Applying a Linear Dimension
- Applying an Aligned Dimension
- Applying an Angular Dimension
- Applying an Arc Length Dimension
- Applying a Radius Dimension
- Applying a Diameter Dimension
- Applying a Jogged Radius Dimension
- Applying a Jogged Linear Dimension
- Applying an Ordinate Dimension
- Applying Baseline Dimensions
- Applying Continue Dimensions
- Applying Multiple Dimensions

AutoCAD Multileader Operations

- Multileader Style
- Multileader Operations
- Block Multileader

## Chapter 8. Editing Dimensions and Adding Text

Editing Dimensions by using DIMEDIT Command

- Specifying the New Dimension Text/Value
- Rotating the Dimension Text
- Restoring the Dimension Text to Original Position
- Changing the Oblique Angle of Extension Lines

Editing Dimensions by using DIMTEDIT Command

Editing Dimensions by using DDEDIT Command

Editing Dimensions by using Dimension Grips



- Changing the Position of Dimension Text
- Changing the Space between Dimension Line and Object
- Changing the Position of Extension Lines

Editing Dimensions by using PROPERTIES Palette

Editing Dimensions by using Editing Tools

- Editing Dimensions by using the Trim Tool
- Editing Dimensions by using the Extend Tool
- Editing Dimensions by using the Stretch Tool

AutoCAD Table

Adding Text/Notes

- Creating and Modifying a Text Style
- Adding Text by using the Single Line Tool
- Adding Text by using the Multiline Text Tool

Editing Single line and Multiline Text

Converting Single line Text to Multiline Text

## Chapter 9. Modifying and Editing Drawings - II

Editing Objects by using Grips

- Stretching Objects by using Grips
- Moving Objects by using Grips
- Rotating Objects by using Grips
- Scaling Objects by using Grips
- Mirroring Objects by using Grips

Editing Objects by using PROPERTIES Palette

Matching Properties of an Object

Identifying Coordinates of a Point

## Chapter 10. Working with Blocks

Creating a Block

Inserting a Block into a Drawing

Creating a WBlock

Inserting a WBlock into a Drawing

Editing a Block

Making a Dynamic Block

## Chapter 11. Working with Layouts

- Getting Started with Paper Space/Layout
- Understanding Different Components of a Layout
- Setting up the Sheet/Paper Size for a Layout
- Adding, Renaming, and Deleting a Layout
- Working with Viewports
  - Editing a Viewport
  - Deleting a Viewport
  - Creating Viewports
- Accessing the Model Space within a Viewport
- Clipping a Viewport
- Locking the Object Scale in a Viewport
- Controlling the Display of Objects in a Viewport
- Controlling Layers Properties for Viewports
  - Viewport Freeze
  - Viewport Color
- Add Title Block to Layout
- Switching to the Model Space
- Creating Viewports in the Model Space
  - Viewport Configuration
  - Joining Two Viewports
  - Restoring Viewports

## Chapter 12. Printing and Plotting

- Configuring a Plotter (Output Device)
- Creating a Plot Style
- Setting up a Default Plot Style
- Plotting a Drawing