



AUTODESK AUTOCAD / LT

BEGINNER TRAINING COURSE

LEVEL

01

OFFICIAL AUTODESK TRAINING COURSE
TRAINED BY APPROVED INSTRUCTORS

Course Description

This course covers the most common features, commands, editing tools and techniques for creating and printing drawings in 2D. Delegates go through a variety of practical exercises to gain knowledge within the software's core functions and features that then can be applied to real-world projects.

Course Information

Duration:	2-3 days
Time:	9:30am – 4:30pm
Location:	T2 Train Suite or On-site training available throughout the UK
Courseware:	Autodesk manual recommended for use during the course
Qualifications:	Autodesk Authorised certificate on successful completion

Before attending this course, delegates should have a working knowledge of:

- Microsoft® Windows® XP/Vista/7
- Understanding of Architecture, and/or engineering experience.

Course Availability

Scheduled quarterly basis and arranged as and when required.

Course topics and duration may be modified by the instructor based upon the knowledge and skill levels of the course participants.

Book Now to Reserve Your Place!

For further information and group training dates, contact our training team by calling **01909 512193** or emailing **info@t2train.com**.



T2 Train Ltd

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COURSE CONTENT 2015

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Software Introduction

- User Interface
- Working with Commands
- Cartesian Workspace
- Opening, Viewing and Saving files

Drawing & Editing Tools

- Lines, Rectangles and Circles
- Lines with Polar Tracking
- Drawing/Editing Arcs and Polylines
- Polygons and Ellipses
- Undo, Redo and Erasing Objects
- Trimming and Extending Objects
- Stretching and Offsetting Objects
- Creating Fillets, Chamfers and Arrays

Drawing Precision

- Using Object Snap Overrides
- Polar Tracking at Angles
- Object Snap Tracking
- Drawing with Snap and Grid

Changes to Drawings

- Selecting Objects for Editing
- Moving/Rotating and Copying Objects
- Scaling and Mirroring Objects
- Editing with Grips

Organising with Layers

- What are Layers and Why Use Them?

- Creating Drawings with Templates
- Changing the Layer of an Object
- Layer States

Object Info & Dimensions

- Working with Object Properties
- Measuring Objects
- Dimensioning Concepts
- Adding and Editing Dimensions
- Linear, Radial & Angular Dimensions

Text & Hatching

- Working with Annotations
- Adding text in a Drawing
- Modifying/Formatting Multiline Text
- Adding Notes with Leaders
- Creating and Modifying Tables
- Editing Hatches

Inserting Blocks

- Working with Dynamic Blocks
- Inserting Blocks with Design Center and Content Explorer

Layout Set Up & Printing

- Working in and Copying Layouts
- Creating Layout Viewports
- Guidelines for Layouts
- Printing Layouts and Concepts
- Printing from the Model Tab



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