AutoCAD 2D Basics and Intermediate - Outline and Schedule

Prerequisite: Zero knowledge of AutoCAD 2D

Course Description
In many organizations, lack of 2D knowledge hampers the organization, as sometimes minor changes or edits to a drawing can take days to complete, as you have to wait for the drafting department or people skilled with AutoCAD to come back with the changes. It will help the participant be more productive at the workplace, and workflows can turn around much faster.
Participants will also learn how to organize all the different information in a standardized way across the organization by creating templates which other members of the organization can follow and use.

Target Audience: Those needing first time knowledge of AutoCAD or those with Zero or minimal knowledge of AutoCAD – Draughtsman, Assistant Engineers and Engineers in the field of Mechanical, Civil, Road, Transport, Oil and Gas, Manufacturing, Industrial, Chemical and Petroleum. Product Engineers. Architects and Interior Designers

Learning Objectives:
Upon Completion of this course, students will be able draw, edit, modify, add to previously drawn 2D drawings, and create completely new 2D drawings. Examples of 2D drawings will be office or building layouts and different views of a mechanical object (side view, plan view, etc)
Students will also be able to create proper drawing standards and templates for their team.

Methodology
70% Practical hands-on sessions and 30% Theory. Students will have mastered with confidence subject matter, to be able to independently pursue subject matter by the end of class.

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DAY 1

Time	Subjects
9.00 -10.30 am	1. Introduction 2. Taking the AutoCAD tour • Zoom & Pan in the Drawing • Hands On Tour
10.30 -12.00 pm	3. Creating Basic Drawing • Input Data • Create Basic Objects • Use Object Snaps • Use Polar Tracking & Polar Snaps • Use Object Snap Tracking • Use Architectural Units
12.00 -1.00 pm	Lunch
1.00 - 3.00 pm	4. Drawing Organization & Inquiry Commands • Work with Layers • Change Object Properties • Use Quick Properties
3.00 -5.00 pm	• Manipulate Object properties • Use Line types • Obtain geometric information • Measure objects

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Day 2

Time	Subject
9.00 —12.00 pm	5. Altering Objects • Trim & Extend Objects • Create Parallel & Offset Geometry • Join Objects • Break Objects • Create Filleted Corner • Create a Chamfered Corner • Stretch Objects
12.00 — 1.00 pm	Lunch
1.00 —2.00 pm	6. Dimensioning • Create Dimension • Modify Dimension Style • Use Multileader • Edit Dimension
2.00 —3.30 pm	7. Annotating Drawing • Create Multiline Text • Create Single Line Text • Edit Text • Use Text Style
3.30 —5.00 pm	8. Hatching Objects • Create Hatches • Create Fills and Gradient • Edit Hatch Patterns & Fills

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Day 3

Time	Subject
9.00 —10.30 am	9. Drawing Objects • Revision Objects • Wipeout clouds
10.30 —12.00 am	10. Boundary and regions • Understanding how it helps
12.00 — 1.00 pm	Lunch
1.00 — 3.00 pm	11. Creating Title Blocks • Starting from scratch and creating title blocks • Creating Layouts
3.00 —5.00 pm	12. Layouts and views • Modifying Layouts and Using Page Setups • Creating Layout Viewports • Working with Layout Viewports

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