

AutoCAD 2D and 3D

Description

AutoCAD is the most prominent Computer Aided Design (CAD) project created to help experts to plan items, architectural examples or 3D structures. The course goal is to educate the candidates about the essential directions important to make three dimensional models in different fields. Members will learn CAD essentials and the abilities to change 2D Drawings to 3D drawings. 3D demonstrations are being favored by clients, as well as by specialists and fashioners on the grounds that they offer numerous preferences over the customary 2D outline. In this way, you have to learn 3D CAD, and AutoCAD is one of the best utilized 3D CAD devices as a part of the business. AutoCAD has numerous in-constructed features to help specialists, directors or architects chip away at individual activities or tasks. AutoCAD assists you with creating drawings in which we can have exact estimations and accuracy.

Expectations and Goals

At ARDENT, we help you ace the accompanying features of AutoCAD 2D and 3D:

- Surface Designing
- Solid Designing
- Mesh Primitives
- Working with contraptions
- Altering 3D segments
- Implementing materials
- Cameras • Brightness and Contrasts
- Mastering renditions

Prerequisites

Knowledge of engineering drawing.

Course Schedule

Module	Topic
Module 1	Introduction of Auto CAD 1.1 Introduction 1.2 Advantage and application.
Module 2	Auto CAD Dimension 1.1 How To Create Page With Proper Unit Setup 1.2 Dimension Setup 1.3 Familiar with Many Types Of Bars And Properties 1.4 Changing Layers
Module 3	Co-ordinate system 1.1 Types of Co-ordinate system. 1.2 Absolute Co-Ordinate System 1.3 Relative Co-Ordinate System 1.4 Polar Co-Ordinate System 1.5 Use of Mouse button.
Module 4	Draw Instructions 1.1 Line (with Assignment) 1.2 Circle(with Assignment) 1.3 Polygon(with Assignment) 1.4 Arc (with Assignment) 1.5 Ellipse(with Assignment) 1.6 Polyline(with Assignment)

	<ul style="list-style-type: none"> 1.7 Line Divided(with Assignment) 1.8 Change Different Point Style 1.9 Draw Text 1.10 Hatch/Gradient(with Assignment)
Module 5	<p>Modify</p> <ul style="list-style-type: none"> 1.1 Copy 1.2 Move 1.3 Mirror 1.4 Array 1.5 Offset 1.6 Trim 1.7 Extend 1.8 Chamfer 1.9 Fillet 1.10 Break 1.11 Rotate 1.12 Scale 1.13 Lengthen 1.14 using Modify Command With Assignment.
Module 6	<p>Introduction of 3D</p> <ul style="list-style-type: none"> 1.1 Familiar with 3D Design 1.2 Application and Advantage
Module 7	<p>All Types Of Views</p> <ul style="list-style-type: none"> 1.1 SW Isometric 1.2 SE Isometric 1.3 NW Isometric 1.4 NE Isometric 1.5 2d Wireframe 1.6 Realistic 1.7 Conceptual 1.8 Hidden 1.9 Shaded 1.10 Shaded With Edges 1.11 Shaded With Gray 1.12 Sketchy 1.13 X-Ray 1.14 Using Orbit <ul style="list-style-type: none"> a. Orbit b. Free Orbit c. Continuous Orbit
Module 8	<p>Surface drawing</p> <ul style="list-style-type: none"> 1.1 Edge Surface 1.2 Tab Surface 1.3 Rule Surface 1.4 Revolve Surface
Module 9	<p>Solid drawing</p> <ul style="list-style-type: none"> 1.1 Extrude (with Assignment) 1.2 Wedge (with Assignment) 1.3 Cone (with Assignment) 1.4 Pyramid (with Assignment)

	<ul style="list-style-type: none"> 1.5 Torus (with Assignment) 1.6 Cylinder (with Assignment) 1.7 Press Pull (with Assignment) 1.8 Loft (with Assignment) 1.9 Revolve (with Assignment) 1.10 Sweep (with Assignment)
Module 10	<p>Modify</p> <ul style="list-style-type: none"> 1.1 3D Mirror 1.2 3D Rotate 1.3 3D Move 1.4 3D Array 1.5 Union 1.6 Subtract 1.7 3D Fillet 1.8 3D Chamfer 1.9 Shell 1.10 Apply Modify Command With Assignment
Module 11	<p>Render and light effect</p> <ul style="list-style-type: none"> 1.1 Point light 1.2 Spot light 1.3 Sun status 1.4 Apply material color.
Module 12	Project Implementation