1. Course Details:

Course Code : ATSK-001
Course Title : AutoCAD Level 1 Essentials
Course Duration : 5 Days

2. Course Overview:

- Essentials class is designed for those using AutoCAD® or AutoCAD LT® with a Windows operating system. This course covers the essential core topics for working with the AutoCAD software. The teaching strategy is to start with a few basic tools that enable the student to create and edit a simple drawing, and then continue to develop those tools. More advanced tools are introduced throughout the class. Not every command or option is covered.

3. Learning Outcomes:

- Enable participants to create a basic 2D drawing in the AutoCAD software
- Use the fundamental features of AutoCAD
- Use the precision drafting tools in AutoCAD to develop accurate technical drawings
- Understanding the AutoCAD workspace and user interface
- Using basic drawing, editing, and viewing tools
- Organizing drawing objects on layers
- Inserting reusable symbols (blocks)
- Preparing a layout to be plotted
- Adding text, hatching, and dimensions

4. Course Contents:

Chapter 1: Getting Started with AutoCAD

1.1 Starting the Software
1.2 User Interface
1.3 Working with Commands
1.4 Cartesian Workspace
1.5 Opening an Existing Drawing File
1.6 Viewing Your Drawing

1.7 Saving Your Work

Chapter 2: Basic Drawing and Editing Commands

2.1 Drawing Lines
2.2 Erasing Objects
2.3 Drawing Vertical and Horizontal Lines
2.4 Drawing Rectangles
2.5 Drawing Circles
2.6 Undo and Redo Actions

Chapter 3: Projects: Creating a Simple Drawing

3.1 Create a Simple Drawing
3.2 Create Simple Shapes

Chapter 4: Drawing Precision in AutoCAD

4.1 Using Running Object Snaps
4.2 Using Object Snap Overrides
4.3 Polar Tracking at Angles
4.4 Object Snap Tracking
4.5 (Optional) Drawing with Snap and Grid

Chapter 5: Making Changes in Your Drawing

5.1 Selecting Objects for Editing
5.2 Moving Objects
5.3 Copying
5.4 Rotating Objects
5.5 Scaling Objects
5.6 Mirroring Objects
5.7 Editing with Grips

Chapter 6: Projects: Making Your Drawings More Precise

6.1 Schematic Project: Electronics Diagram
6.2 Architectural Project: Landscape
6.3 Mechanical Project: Using Polar and Tracking
6.4 Mechanical Project: Surge Protector
6.5 Mechanical Project: Satellite

Chapter 7: Organizing Your Drawing with Layers

7.1 Creating New Drawings with Templates
7.2 What are Layers?
7.3 Layer States
7.4 Changing an Object's Layer

Chapter 8: Advanced Object Types

8.1 Drawing Arcs
8.2 Drawing Polylines
8.3 Editing Polylines
8.4 Drawing Polygons
8.5 Drawing Ellipses

Chapter 9: Analyzing Model and Object Properties

9.1 Working with Object Properties
9.2 Measuring Objects

Chapter 10: Projects: Drawing Organization and Information

10.1 Architectural Project
10.2 Mechanical Project
10.3 Civil Project

Chapter 11: Advanced Editing Commands

11.1 Trimming and Extending Objects
11.2 Stretching Objects
11.3 Creating Fillets and Chamfers
11.4 Offsetting Objects
11.5 Creating Arrays of Objects

Chapter 12: Inserting Blocks

12.1 What are Blocks?
12.2 Working with Dynamic Blocks
12.3 Inserting Blocks
12.4 Inserting Blocks using the Tool Palettes
12.5 Inserting Blocks using the Design Center

Chapter 13: Projects: Creating More Complex Objects

13.1 Mechanical Project 1: Plate
13.2 Mechanical Project 2: Gasket
13.3 Mechanical Project 3: Plate
13.4 Mechanical Project 4: Rocker Arm
13.5 Architectural Project 1: Floor Plan
13.6 Architectural Project 2: Floor Plan
13.7 Civil Project: Parking Lot

Chapter 14: Setting Up a Layout

14.1 Working in Layouts
14.2 Creating Layouts
14.3 Creating Layout Viewports
14.4 Guidelines for Layouts

Chapter 15: Printing Your Drawing

15.1 Printing Concepts
15.2 Printing Layouts
15.3 Print and Plot Settings

Chapter 16: Projects: Preparing to Print

16.1 Mechanical Project
16.2 Architectural Project

Chapter 17:

17.1 Working with Annotations
17.2 Adding Text in a Drawing
17.3 Modifying Multiline Text
17.4 Formatting Multiline Text
17.5 Adding Notes with Leaders to Your Drawing
17.6 Creating Tables
17.7 Modifying Tables

Chapter 18: Hatching

18.1 Hatching
18.2 Editing Hatches

Chapter 19: Adding Dimensions

19.1 Dimensioning Concepts
19.2 Adding Linear Dimensions
19.3 Adding Radial and Angular Dimensions
19.4 Editing Dimensions

Chapter 20: Projects: Annotating Your Drawing

20.1 Mechanical Project
20.2 Architectural Project 1
20.3 Architectural Project 2
20.4 Civil Project

5. Our Methodology:

- Make coaching and monitoring innovative and using modern
- Media training also using on the go training by using interactive means and focusing on
- The exercises, practical applications and real situations study.
- Live delivery method, instructor-led training.
- Experienced consultant, trainers, and professional.
- Qualified trainer with high-level experience

6. Attendance Reports:

- Send daily attendance reports to trainingdep
- Send full attendance report to training dep. by the end of thecourse
- Attend 100 % from the course days also providedaily
- Issue attendance certificate for participant who attend minimum 80% from the course duration

7. Pre/Post Reports:

- Pre- assessment before starting training.
- Post assessment after finish training
- Full report for the deferent between Pre-& Post assessment

8. Who Should Attend?

- Engineers
- Professionals who want unparalleled creative freedom, productivity, and precision for producing superb 3D modeling