DETAIL OF COURSE CONTENTS

AUTOCAD

(6-Months Course)

Sr #	Contents	Theory Hours	Practical Hours	Total
1	AUTOCAD 2D-3D	**12**	**28**	**40**
	Introduction of Shapes			
	1. Introduction to 2d shapes in Ms paint			
	2.Introducion to 3d shapes Ms paint			
	3. Drawing of 2d shapes in ms paint			
	4. Drawing of 3d shapes in ms paint			
	5. Introduction to Autocad			
	A)uses in Civil Engineering			
	B) Uses in Electrical Engineering			
	C) Uses in Mechanical Engineering			
2	Installation of autcad	**-**	**3.5**	**3.5**
3	Uses of autocad commands	**25**	**30.5**	**55.5**
	Perform AutoCAD 2D Fundamentals			
4	Create 3D Interface/Drawings	**26**	**48**	**74**
	1. Use different options to draw 3D Basic Ribbons			
	2. Recognise the steps of executing Pull down menus			
	3. . Execute the steps to apply 3D Modelling panels			
	4. P4. Identify options 3D Modelling Pull down menus			
	5. Identify Viewports (-VPORTS command)			
	6.Apply the technique to track the cursor			
	7. Identify Viewpoints including:			
	8. Apply the Thickness command at command prompt with different values or modify general properties of an object			
	9. Apply the Thickness command at command prompt with different values or modify general properties of an object			
	10. Execute the “Elev” command at command prompt with different values.			
	11. Apply different visual functions			
	Draw Coordinates	**12**	**45**	**57**
	1. Explain basic terminologies of Z Coordinates			

	2. Define user Coordinates System			
6	Draw 3D Orbit, Navigations and Model Introduction 1.Develop familiarity with 3D Orbit A. Define 3D orbit with the command B. Select different visual aids e.g. Compass, Grid and UCS Icon. C. Discover other navigational modes including but not limited to Walk, Fly, Swivel, and Adjust Distance 2. Perform 3D dimensional navigation 3. Operate 3D Objects	**18**	**48**	**66**
7	Produce 2D Solid and 3D Faces Introduction 1.Draw Edges 2. Draw basic 3D surfaces 3. Comprehend complex 3D surfaces	**16**	**49**	**65**
8	Develop Solids 1. Create Solids 2. Edit 3D Objects 3. Develop 3D Solid composites	**20**	**42**	**62**
9	Modify Solid Faces 1. Modify Solid Faces 2. Edit Solids 3. Create shell or a hollow thin wall with a specified thickness from 3D solid object	**20**	**49**	**69**
10	Navigate Sections and Merge Flat Objects from 3D Model 1. Navigate Section Object 2. Merge Flat Objects A. Use the intersection of plane and solids to create a region using “Section” command b. Generate profiles and sections in viewports created with SOLVIEW using “SOLDRAW” command.	**15**	**49**	**64**
11	Customise Rendering, Materials and Lights 1. Execute Rendering 2. Apply/Configure material 3.Apply Lights	**16**	**28**	**44**
	Total	**180**	**420**	**600**