

AutoCad LT Course Content

Introduction

Basic rules, screen layout and controls, drawing simple entities, selection techniques, erasing.

Getting Started

Using the coordinate system (absolute/relative/polar/direct distance entry), understanding running and one-off snaps, drawing entities with precision, moving around the screen.

Other Entities

Inc Polylines, arcs, polygons and polyline-edit.

Modifying Commands

For example: move and copy, offset, fillet, trim & extend (inc "edge"), array.

Measure, divide. Tracking and Otrack.

Layers

Inc linetypes, colours, weights; freezing, locking.

Text

Formating styles, scale issues, annotation, single line and multi-line entry, inserting txt files.

Dimensioning

Formating styles, scale issues, annotation, adding dimensions to your drawing. Leaders (or multileaders)

Template Drawings

Creating and using.

Blocks and Symbols

Creating, inc symbol drawings, inserting, wblocks, attributes (if appropriate), design centre, palettes, layer issues. Block behaviour.

Hatch and fill

Paper Space, Model Space and Plotting

Using layouts, viewports, text and dimension scaling issues. Annotation.

Other issues

Ucs manipulation, drawing frames; isometric drawing

Note: this is not the comprehensive list! In addition, particular topics can be included by request or covered in greater depth (subject to time constraints).