

Geomatics Course Catalog

Course Title	Course Description	Duration (Days)
AutoCAD 2009 Essentials	<p>This course teach the participants the features, commands, and techniques for creating, editing, and printing drawings with AutoCAD® 2009. Using hands-on exercises, participants explore how to create 2D production drawings.</p> <p>Objectives:</p> <p><i>The primary objective of this courseware is to teach participants the basic commands necessary for professional 2D drawing, design, and drafting using AutoCAD.</i></p> <p><i>After completing this course, participants will be able to:</i></p> <ol style="list-style-type: none"> <i>i. Navigate the AutoCAD user interfaces.</i> <i>ii. Use the fundamental features of AutoCAD.</i> <i>iii. Use the precision drafting tools in AutoCAD to develop accurate technical drawings.</i> <i>iv. Present drawings in a detailed and visually impressive way.</i> <p><i>Pre-requisite:</i></p> <ul style="list-style-type: none"> <i>• Drafting, design, or engineering principles.</i> <i>• Microsoft® Windows® Vista, Microsoft® Windows® XP, or Microsoft® Windows® 2000.</i> <p><i>Course Outline:</i></p> <ul style="list-style-type: none"> • Chapter 1: Taking the AutoCAD Tour <ul style="list-style-type: none"> • Navigating the Working Environment • Working with Files • Displaying Objects • Chapter 2: Creating Basic Drawings <ul style="list-style-type: none"> • Inputting Data • Creating Basic Objects • Using Object Snaps • Using Polar Tracking and PolarSnap™ • Using Object Snap Tracking • Working with Units • Chapter 3: Manipulating Objects <ul style="list-style-type: none"> • Selecting Objects in the Drawing • Changing an Object's Position • Creating New Objects from Existing Objects • Changing the Angle of an Object's Position • Creating a Mirror Image of Existing Objects • Creating Object Patterns • Changing an Object's Size • Chapter 4: Drawing Organization and Inquiry Commands <ul style="list-style-type: none"> • Using Layers • Changing Object Properties 	3

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	<ul style="list-style-type: none"> • Matching Object Properties • Using the Properties Palette • Using Linetypes • Using Inquiry Commands • Chapter 5: Altering Objects <ul style="list-style-type: none"> • Trimming and Extending Objects to Defined Boundaries • Creating Parallel and Offset Geometry • Joining Objects • Breaking an Object into Two Objects • Applying a Radius Corner to Two Objects • Creating an Angled Corner Between Two Objects • Changing Part of an Object's Shape • Chapter 6: Working with Layouts <ul style="list-style-type: none"> • Using Layouts • Using Viewports • Chapter 7: Annotating the Drawing <ul style="list-style-type: none"> • Creating Multiline Text • Creating Single Line Text • Using Text Styles • Editing Text • Chapter 8: Dimensioning <ul style="list-style-type: none"> • Creating Dimensions • Using Dimension Styles • Editing Dimensions • Using Multileaders • Chapter 9: Hatching Objects <ul style="list-style-type: none"> • Hatching Objects • Editing Hatch Objects • Chapter 10: Working with Reusable Content <ul style="list-style-type: none"> • Using Blocks • Working with DesignCenter™ • Using Tool Palettes • Chapter 11: Creating Additional Drawing Objects <ul style="list-style-type: none"> • Creating Working with Polylines • Creating Splines • Creating Ellipses • Using Tables • Chapter 12: Plotting Your Drawings <ul style="list-style-type: none"> • Using Page Setups • Plotting Drawings • Chapter 13: Creating Drawing Templates <ul style="list-style-type: none"> • Using Drawing Templates 	