

# AutoCAD Level 3: Creating and Presenting 3D Models

Price \$1,495.00 Duration 3 Days

Delivery Methods VILT, Private Group

In this course, you will learn the fundamental concepts and workflows for creating 3D models using AutoCAD. You will learn to create solid primitives, solid or surface models from cross-sectional geometry, or composite models from multiple solid models, and you'll learn to add the necessary features to detail, duplicate, and position 3D models.

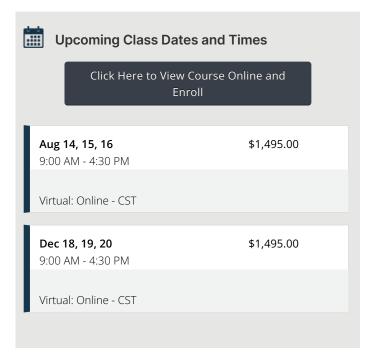
You will learn to document a 3D design by creating 2D drawings for production and visualization, and you'll learn to convert 2D objects to 3D objects. You will learn to communicate design ideas using visual styles, lights, model walk-through tools, and renderings.

### Who Should Attend

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

### **Course Objectives**

- Fundamental concepts and workflows for creating
  3D models using AutoCAD
- Represent a design by creating solid primitives, solid or surface models from cross-sectional geometry, or composite models from multiple solid models
- Complete a solid model design by adding the necessary features to detail, duplicate, and position 3D models
- Convert 2D objects to 3D objects
- Document a 3D design by creating 2D drawings for production and visualization
- Communicate design ideas using visual styles, lights, model walk-through tools, and renderings



### Agenda





**LESSON 1: INTRODUCTION** 

**LESSON 2: ADVANCED TEXT OBJECTS** 

- Annotation Scale Overview
- Using Fields
- Controlling the Draw Order

#### **LESSON 3: WORKING WITH TABLES**

- Working with Linked Tables
- Creating Table Styles

### LESSON 4: PROJECTS - ADVANCED ANNOTATION

### **LESSON 5: DYNAMIC BLOCKS**

- Working with Dynamic Blocks
- Creating Dynamic Block Definitions
- Dynamic Block Authoring Tools
- Additional Visibility Options

#### **LESSON 6: ATTRIBUTES**

- Inserting Blocks with Attributes
- Editing Attribute Values
- Defining Attributes
- Redefining Blocks with Attributes
- Extracting Attributes

### LESSON 7: PROJECTS - ADVANCED BLOCKS & ATTRIBUTES

### **LESSON 8: OUTPUT AND PUBLISHING**

- Output For Electronic Review
- Autodesk Design Review
- Publishing Drawing Sets

# LESSON 9: OTHER TOOLS FOR COLLABORATION

- eTransmit
- Hyperlinks

# LESSON 10: CLOUD COLLABORATION AND 2D AUTOMATION

■ Connecting to the Cloud





- Sharing Drawings in the Cloud
- Attach Navisworks Files
- Attach BIM 360 Glue Models

### **LESSON 11: INTRODUCTION TO SHEET SETS**

- Overview of Sheet Sets
- Creating Sheet Sets
- Creating Sheets in Sheet Sets
- Adding Views to Sheets
- Importing Layouts to Sheet Sets

## LESSON 12: PUBLISHING & CUSTOMIZING SHEET SETS

- Transmitting and Archiving Sheet Sets
- Publishing Sheet Sets
- Customizing Sheet Sets
- Custom Blocks for Sheet Sets

### **LESSON 13: PROJECTS - SHEET SETS**

### **LESSON 14: MANAGING LAYERS**

- Working in the Layer Properties Manager
- Creating Layer Filters
- Setting Layer States

#### **LESSON 15: CAD STANDARDS**

- CAD Standards Concepts
- Configuring Standards
- Checking Standards
- Layer Translator

### **LESSON 16: SYSTEM SETUP**

- Options Dialog Box
- System Variables
- Dynamic Input Settings
- Drawing Utilities
- Managing Plotters
- Plot Styles

### LESSON 17: INTRODUCTION TO CUSTOMIZATION

- Why Customize?
- Creating a Custom Workspace





# LESSON 18: CUSTOMIZING THE USER INTERFACE

- Using the Customize User Interface (CUI) Dialog Box
- Customizing the Ribbon
- Customizing the Quick Access Toolbar
- Customizing Menus
- Keyboard Shortcuts

### **LESSON 19: MACROS & CUSTOM ROUTINES**

- Custom Commands & Macros
- Running Scripts
- Action Recorder
- Editing Action Macros
- Loading Custom Routines

