

## Autodesk AutoCAD

El objetivo de **AutoCAD / AutoCAD LT Fundamentals** es permitir a los estudiantes crear un dibujo 2D de AutoCAD básico. Incluso a este nivel básico, AutoCAD es una de las aplicaciones de computadora más sofisticadas que se pueden encontrar. Por lo tanto, aprender a usarlo puede ser un reto.

En este curso se tratan los temas básicos esenciales para el trabajo con AutoCAD. La estrategia de enseñanza es comenzar con herramientas básicas que permitan al alumno crear y editar un dibujo simple para luego continuar el desarrollo de las mismas.

**Duración:** • 24 horas

**Dirigido a:** • Ingenieros  
• Arquitectos  
• Dibujantes Técnicos

**Requisitos:** • Conocimiento del sistema operativo Microsoft Windows.

**Materiales:** • Certificado de Autodesk  
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**Descripción del curso:** El objetivo del curso es que el alumno entienda el espacio de trabajo de AutoCAD y la interfaz de usuario, dibujo básico, edición y herramientas de visualización. Utilizar el organizador de objetos de dibujo y capas, Inserción de símbolos reutilizables (bloques), Preparación de un diseño que va a representar y Adición de texto, utilización de patrones (hatching), y dimensiones.

### Contenido

#### Preface vii

#### Chapter 1 Getting Started with AutoCAD

Starting AutoCAD  
AutoCAD's User Interface  
Working with Commands  
AutoCAD's Cartesian Workspace  
Opening an Existing Drawing File  
Practice a Opening a Drawing  
Viewing Your Drawing  
Practice b Viewing a Drawing  
Saving Your Work  
Practice c Saving a Drawing File

#### Chapter 2 Basic Drawing & Editing

##### Commands

Drawing Lines  
Erasing Objects  
Drawing Lines with Polar Tracking  
Drawing Rectangles  
Drawing Circles

Undo and Redo Actions  
Practice a Basic Drawing and Editing  
Commands

#### Chapter 3 Projects Creating a Simple Drawing

Create a Simple Drawing  
Create Simple Shapes

#### Chapter 4 Drawing Precision in AutoCAD

Using Running Object Snaps  
Practice a Using Object Snaps  
Using Object Snap Overrides  
Practice b Object Snap Overrides  
Polar Tracking at Angles  
Practice c Polar Tracking  
Object Snap Tracking  
Practice d Object Snap Tracking I  
Practice e Object Snap Tracking II  
Drawing with Snap and Grid  
(Optional)  
Practice f Placing Objects on a

Drawing

#### Chapter 5 Making Changes in Your Drawing

Selecting Objects for Editing  
Practice a Selecting Objects  
Moving Objects  
Copying Objects  
Rotating Objects  
Scaling Objects  
Mirroring Objects  
Practice b Modifying Objects  
Editing with Grips  
Practice c Editing with Grips (Basic)  
Practice d Editing with Grips  
(Advanced)

#### Chapter 6 Projects Making Your Drawings More Precise

Schematic Project: Electronics Diagram  
Architectural Project: Landscape  
Mechanical Project (with Polar & Tracking)

Mechanical Project: Surge Protector

Mechanical Project: Satellite

## **Chapter 7 Organizing Your Drawing with Layers**

Creating New Drawings With Templates

Practice a Using a Template to Start a Drawing

What are Layers?

Layer States

Practice b Working with Layers and Layer States

Changing an Object's Layer

Practice c Changing an Object's Layer

## **Chapter 8 Advanced Object Types**

Drawing Arcs

Practice a Drawing an Arc

Drawing Polylines

Editing Polylines

Practice b Drawing and Editing Polylines

Drawing Polygons

Practice c Drawing Polygons

Drawing Ellipses

Practice d Drawing Ellipses

## **Chapter 9 Getting Information from Your Drawing**

Working with Object Properties

Practice a Mechanical Working with Object Properties

Practice b Architectural Working with Object Properties

Measuring Objects

Practice c Architectural Measuring Objects

Practice d Mechanical Measuring Objects

## **Chapter 10 Projects Drawing Organization & Information**

Architectural Project

Mechanical Project

Civil Project

## **Chapter 11 Advanced Editing Commands**

Trimming and Extending Objects

Practice a Extending and Trimming Objects

Practice b Trimming Objects on a Drawing

Practice c Break at Point

Stretching Objects

Practice d Stretching Objects

Creating Fillets and Chamfers

Practice e Filletting Objects

Practice f Chamfering Objects

Offsetting Objects

Practice g Offsetting Objects

Creating Arrays of Objects

Practice h Rectangular Array

Practice i Polar Array

## **Chapter 12 Inserting Blocks**

What are Blocks?

Inserting Blocks

Working with Dynamic Blocks

Inserting Blocks with DesignCenter

Inserting Blocks with Content

Explore

Practice a Working with Blocks

## **Chapter 13 Projects Creating More Complex Objects**

Mechanical Project Plate

Mechanical Project Gasket

Mechanical Project Plate

Mechanical Project Rocker Arm

Architectural Project Floor Plan

Architectural Project Floor Plan

Civil Project Parking Lot

## **Chapter 14 Setting Up a Layout**

Printing Concepts

Working in Layouts

Copying Layouts

Creating Viewports

Guidelines for Layouts

Practice a Working With Layouts

## **Chapter 15 Printing Your Drawing**

Printing Layouts

Printing from the Model Tab

Practice a Printing Layouts and Check

Plots

## **Chapter 16 Projects Preparing to Print**

Mechanical Project

Architectural Project

## **Chapter 17 Text**

Working with Annotations

Adding Text in a Drawing

Practice a Adding Text in a Drawing

Modifying Multiline Text

Practice b Modifying Multiline Text

Formatting Multiline Text

Practice c Formatting Multiline Text in a Drawing

Adding Notes with Leaders to Your Drawing

Adding Notes with Leaders to Your

Drawing

Practice d Adding Notes to Your Drawing

Creating Tables

Practice e Creating Tables

Modifying Tables

Practice f Modifying Tables

## **Chapter 18 Hatching**

Hatching

Editing Hatches

Practice a Hatching Using the Tool Palettes

Practice b Hatching (Mechanical)

Practice c Hatching (Architectural)

## **Chapter 19 Adding Dimensions**

Dimensioning Concepts

Adding Linear Dimensions

Practice a Adding Linear Dimensions (Architectural)

Practice b Adding Linear Dimensions (Mechanical)

Adding Radial & Angular Dimensions

Practice c Adding Radial & Angular Dimensions (Architectural)

Practice d Adding Radial and Angular Dimensions (Mechanical)

Editing Dimensions

Practice e Editing Dimensions (Architectural)

Practice f Editing Dimensions (Mechanical)

## **Chapter 20 Projects Annotating Your Drawing**

Mechanical Project

Architectural Project

Architectural Project

Civil Project