

AutoCAD® Architecture 2014 - Fundamentals

This class is designed to be a minimum of three days and is the introductory class for persons desiring to learn AutoCAD® Architecture. The student should have a working knowledge of computers.

Learning Objective

Using the AutoCAD® Architecture 2014 software, the participant will learn the basics of using the software, such as the interface, placing walls, doors, windows, floors, roofs, creating sections and elevations, and annotating the model with text, dimensions, and tags.

Course Outline

- ✓ **Introduction to AutoCAD® Architecture**
 - Understanding the Software
 - The User Interface
 - Viewing in 3D
- ✓ **Basic Wall Construction**
 - Adding Walls
 - Modifying Walls
 - Creating Curtain Walls
- ✓ **Creating Wall Openings**
 - Adding Wall Openings
 - Accessing Styles with Style Manager
 - Modifying Wall Openings
- ✓ **Structural Design**
 - Creating Custom Column Grids
 - Modifying Custom Column Grids
 - Annotating Custom Column Grids
 - Working with Structural Members
- ✓ **Reflected Ceiling Plans**
 - Creating Ceiling Grids
 - Modifying Ceiling Grids
 - Inserting Ceiling Fixtures
- ✓ **Vertical Circulation**
 - Adding Stairs
 - Modifying Stairs
 - Adding Railings
 - Modifying Railings
- ✓ **Floors**
 - Creating Floor Slabs
 - Modifying Floor Slabs
 - Editing Slabs using Slab Tools
- ✓ **Roofs**
 - Creating Roofs
 - Modifying Roofs
- Working with Roof Slabs
- Modifying Roof Slabs
- ✓ **Fixtures, Furnishings, and Equipment**
 - Furnishing the Building Design
 - Adding Blocks to the Tool Palettes
- ✓ **Introduction to Drawing Management**
 - Project Concepts
 - Using the Project Navigator
- ✓ **Building Model Views**
 - Boundary and Detail Callouts
 - Elevations and Building Sections
 - Modifying Callout Objects
 - Using Live Sections
- ✓ **Annotation**
 - Drawing Scale for Annotation
 - Adding Text and Leaders
 - Dimensioning in the Software
 - Other Annotation Tools
- ✓ **Scheduling**
 - Adding Door and Window Tags
 - Editing Tag Data
 - Adding Schedules
 - Editing Schedules
- ✓ **Creating Details**
 - Using Details from Tool Palettes
 - Using the Detail Component Manager
 - Annotating Details with Keynotes
- ✓ **Visualization**
 - Working with Cameras
 - Managing Camera Views
 - Specifying Light Sources
 - Rendering Concept

The instructor may vary the topics and outline depending on the students participating in the class or other situations.