

Table of Contents

AutoCAD 2009 Fundamentals – Part 1

Chapter 1: Getting Started with AutoCAD

- 1.1 Starting AutoCAD
- 1.2 AutoCAD's User Interface
- 1.3 Working with Commands
- 1.4 Opening an Existing Drawing File
- 1.5 Saving Your Work
- 1.6 AutoCAD's Cartesian Workspace

Chapter 2: Basic Drawing & Editing Commands

- 2.1 Drawing Lines
- 2.2 Erasing Objects
- 2.3 Drawing Lines with Polar Tracking
- 2.4 Drawing Rectangles
- 2.5 Drawing Circles
- 2.6 Viewing Your Drawing
- 2.7 Undo and Redo Actions

Chapter 3: Projects - Creating a Simple Drawing

Chapter 4: Drawing Precision in AutoCAD

- 4.1 Using Running Object Snaps
- 4.2 Using Object Snap Overrides
- 4.3 Polar Tracking at Angles
- 4.4 Object Snap Tracking
- 4.5 Drawing with Snap and Grid (Optional)

Chapter 5: Making Changes in Your Drawing

- 5.1 Selecting Objects for Editing
- 5.2 Moving Objects
- 5.3 Copying Objects
- 5.4 Rotating Objects
- 5.5 Scaling Objects
- 5.6 Mirroring Objects
- 5.7 Editing with Grips

Chapter 6: Projects - Making Your Drawings More Precise

Chapter 7: Organizing Your Drawing with Layers

- 7.1 Creating New Drawings With Templates
- 7.2 What are Layers?
- 7.3 Layer States
- 7.4 Changing an Object's Layer

Chapter 8: Advanced Object Types

- 8.1 Drawing Arcs
- 8.2 Drawing Polylines
- 8.3 Editing Polylines
- 8.4 Drawing Polygons
- 8.5 Drawing Ellipses

Chapter 9: Getting Information from Your Drawing

- 9.1 Measuring Objects
- 9.2 Working with Object Properties

Chapter 10: Projects - Drawing Organization and Information

Chapter 11: Advanced Editing Commands

- 11.1 Trimming and Extending Objects
- 11.2 Stretching Objects
- 11.3 Creating Fillets and Chamfers
- 11.4 Offsetting Objects
- 11.5 Creating Arrays of Objects

Chapter 12: Inserting Blocks

- 12.1 What are Blocks?
- 12.2 Inserting Blocks
- 12.3 Working with Dynamic Blocks
- 12.4 Inserting Blocks Using DesignCenter

Chapter 13: Projects - Creating More Complex Objects

Chapter 14: Setting Up a Layout

- 14.1 Printing Concepts
- 14.2 Working in Layouts
- 14.3 Copying Layouts
- 14.4 Creating Viewports
- 14.5 Guidelines for Layouts

Chapter 15: Printing Your Drawing

- 15.1 Printing Layouts
- 15.2 Printing a Check Plot

Chapter 16: Projects - Preparing to Print

Chapter 17: Text

- 17.1 Working with Annotations
- 17.2 Adding Text in a Drawing
- 17.3 Modifying Multiline Text
- 17.4 Formatting Multiline Text

Chapter 18: Hatching

- 18.1 Hatching

Chapter 19: Adding Dimensions

- 19.1 Dimensioning Concepts
- 19.2 Adding Linear Dimensions
- 19.3 Adding Radial and Angular Dimensions
- 19.4 Editing Dimensions
- 19.5 Adding Notes to Your Drawing

Chapter 20: Projects - Annotating Your Drawing

Appendix A: Skills Assessment Part 1

AutoCAD 2009 Fundamentals – Part 2

Chapter 1: Working Effectively with AutoCAD

- 1.1 Setting Up the Application Window
- 1.2 Creating a Custom Workspace
- 1.3 Using the Keyboard Effectively
- 1.4 Working in Multiple Drawings
- 1.5 Using Grips Effectively
- 1.6 Additional Layer Tools

Chapter 2: Accurate Positioning

- 2.1 Coordinate Entry
- 2.2 Locating Points with Tracking
- 2.3 Construction Lines
- 2.4 Placing Reference Points

Chapter 3: Projects - Productivity Tools

Chapter 4: Creating Blocks

- 4.1 Creating Blocks
- 4.2 Editing Blocks
- 4.3 Removing Unused Elements

Chapter 5: Blocks in Tool Palettes

- 5.1 Adding Blocks to Tool Palettes
- 5.2 Modifying Tool Properties in Tool Palettes

Chapter 6: Projects - Creating and Organizing Blocks

Chapter 7: Creating Templates

- 7.1 Why Use Templates
- 7.2 Controlling Units Display
- 7.3 Creating New Layers
- 7.4 Adding Standard Layouts to Templates
- 7.5 Saving Templates

Chapter 8: Annotation Styles

- 8.1 Creating Text Styles
- 8.2 Creating Dimension Styles
- 8.3 Creating Multileader Styles

Chapter 9: Projects - Drawing Setup and Utilities

Chapter 10: Advanced Layouts

- 10.1 Creating and Using Named Views
- 10.2 Creating Additional Viewports
- 10.3 Layer Overrides In Viewports
- 10.4 Additional Annotative Scale Features

Chapter 11: DWF Printing and Publishing

- 11.1 DWF Plotting and Viewing
- 11.2 Publishing Drawing Sets

Chapter 12: Projects - Drawing (Optional)

Appendix A: Optional Topics

- A.1 How to Use QuickCalc
- A.2 Additional Zoom Commands
- A.3 Creating Model Space Viewports
- A.4 Advanced Object Selection
- A.5 Single-Line Text
- A.6 Other Text Tools
- A.7 Additional Dimensioning Tools
- A.8 Creating Boundaries
- A.9 Working with Regions
- A.10 Temporary Overrides
- A.11 Modifying Length

Appendix B: Skills Assessment Part 2