

Computer Collegi@te

Course Outline (AutoCAD 2013)

Duration 2 Months

Week: 01

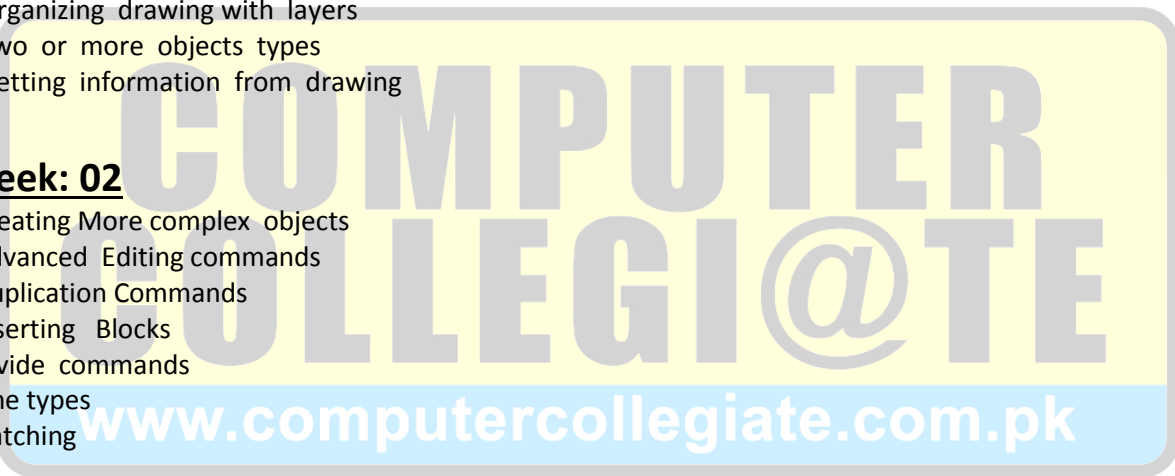
- . Getting Started with AutoCAD
- . Introduction about AutoCAD
- . Interface
- . Basic Drawing & Editing commands
- . Drawing precision in AutoCAD
- . Making Changes in Drawings
- . Organizing drawing with layers
- . Two or more objects types
- . Getting information from drawing

Week: 02

- . Creating More complex objects
- . Advanced Editing commands
- . Duplication Commands
- . Inserting Blocks
- . Divide commands
- . Line types
- . Hatching

Week: 03

- . Annotating Drawings
- . Text types
- . Text Editing techniques
- . Dimensions
- . Productive tools
- . Selection sets
- . Accurate positioning
- . Create an organizing Blocks
- . Creates blocks
- . Blocks in tool pallets
- . Drawing set up & utilities
- . Creating templates
- . Advance viewing tools



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Week: 04

- . Drawing productivity tools
- . Working efficiently with AutoCAD
- . Quick editing techniques
- . Advanced object types
- . Polyline & Regions
- . Advance text object
- . Advanced Block & attributes
- . Referencing & sharing information
- . External reference
- . Layouts and plotting information
- . Working with lay outs
- . Advance plotting features
- . Sheet sets information
- . Introduction to sheet set
- . Publishing & customizing sheet set

Week: 05

- . Drawing standards and system setup
- . Maintaining standards
- . CAD standards Tools
- . System setup
- . Introduction to customization setup
- . Customizing the user interface
- . Macros & custom routines
- . AA work spaces , tool pallets ,content browser
- . Constructs and elements in the project navigator
- . Creating & modify 2d walls
- . Creating & manipulating doors & windows
- . Creating & manipulating stairs
- . Layering in ADT

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Week: 06

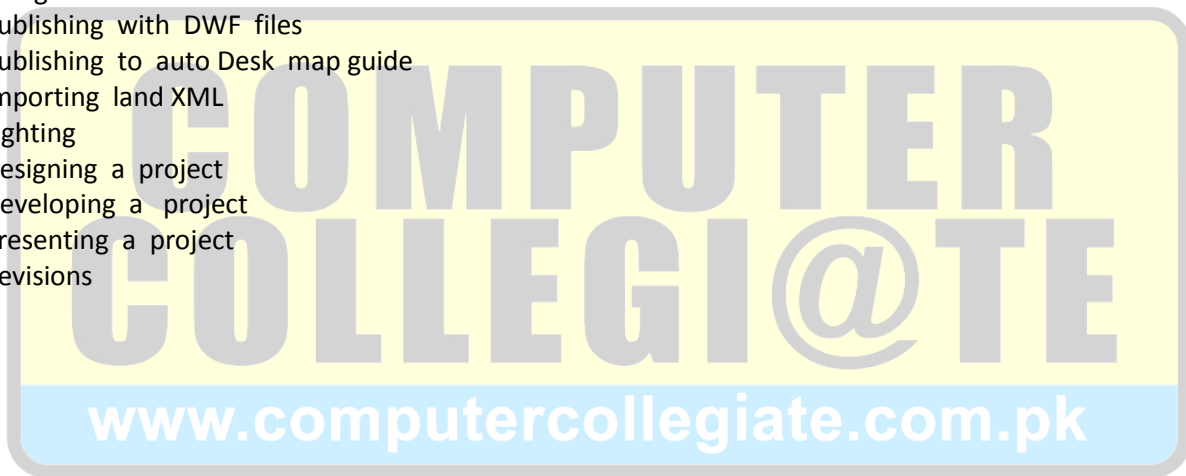
- . Creating floors
- . Creating roofs
- . Creating ceiling grids
- . Using objects display options
- . 3D Rendering
- . Annotating drawings
- . Adding call out and callout views
- . Adding space objects
- . Publishing and transmitting page setup
- . Creating sheets & plotting in the project navigator

Week: 07

- . Using project standards
- . Creating a tool catalog
- . Using the display system
- . Using layer key style
- . Using display theme
- . Defining profiles
- . Using display theme
- . Using Relative objects
- . Editing a key note data base
- . Editing schedule table
- . Using Mask blocks

Week: 08

- . Working with list definitions
- . Using materials
- . Publishing with DWF files
- . Publishing to auto Desk map guide
- . Importing land XML
- . Lighting
- . Designing a project
- . Developing a project
- . Presenting a project
- . Revisions



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Architectural Visualizer

Duration 2 Months

Architectural visualization is a hugely powerful, effective way of presenting design schemes.

A photorealistic visualization will show the impact of a building on its surroundings, giving a detailed, convincing picture of how the finished design will look. Photorealistic images inspire confidence in their developments, and on many occasions have helped in securing deposits on properties in the very early stages of development.

A single CGI (Computer Generated Image) can be used to both help gain planning permission.

Photorealistic interior images

High-end interior visualisations to enable you to show potential buyers around a new development, long before you have a 'show home' ready for viewings. High quality lighting solutions, together with stylish furniture, fixtures and fittings give a clear and aspirational view of how the space will look.

3d floor plans

3D floor plans are a cost effective way of giving a clear, attractive overview of an interior layout. They provide a vast amount of detailed, accurate information and instantly give you a sense of how the interior of a project furniture can also be modeled to your specification. 3d floor plans are also an ideal way to visualize a commercial or retail scheme, clearly showing all the facilities on offer and demonstrating the overall layout of the space.

Architectural Animation

Nothing gives a clearer, or more impressive impression of a space or development than architectural animation. Sometimes known as walk-through, and fly-overs, they allow viewers to see every feature of a development from all angles. Smoothly edited with music, and on screen text to highlight every aspect of the design, they give a crystal clear picture of how the finished development will look. Architectural animations give a truly aspirational feel and generate a huge amount of interest in a development.

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INTRODUCTION

Getting started with Auto CAD & 3d studio Max

TOOL BARS

COMPLETE INTRODUCTION ABOUT TOOL BARS

TOOL BARS CUSTOMIZATION

EXTERNAL REFERANCE

OTHER TOOLS FOR COLLABORATION

BASIC & ADVANCED MODIFYER

ADVANCED EDITING COMMANDS

DUPLICATION COMMANDS

CREATING PRIMITIVES

GETTING TO KNOW THE INTERFACE

SETTING UP UNITS AND GRIDS

PRIMITIVES

MODIFYING PARAMETERS

WORKING WITH OBJECTS

GROUPING & UN GROUPING

SNAPS

MIRROR

BASIC RENDERING

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MODELING

SPLINE MODELING
PATCH MODELING
MESH MODELING
POLY MODELING
3D MODELING TECHNIQUES FOR STRUCTURE
INTERIOR & EXTERIORS

MAPS & MATERIALS

WORKING ON VARIOUS PROJECTS
USAGE OF PRODUCTIVITY TOOLS
MATERIAL EDITOR
MATERIAL TYPES
MAPS
MATERIAL MODIFYER
TEXTURING ON PROJECT

LIGHTING

BASIC LIGHT CONCEPT
STANDARD LIGHTS
CREATING LIGHTS
LIGHT PARAMETERS

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ADVANCED LIGHTING

PHOTOMETRIC LIGHT
CREATING PHOTO METRIC LIGHT
PARAMETERS
SUN LIGHT AND DAY LIGHT PARAMETERS
LIGHT TRACER

CAMERAS

USING CAMERA
ALIGN CAMERA
CREATING WALK THROUGH
CREATING ANIMATION

ANIMATIONS

USING TIME CONTROLS
WORKING WITH KEYS
AUTO KEY
TIME CONFIGURATION
USING THE TRACK VIEW

PROJECTS

WORKING AT VARIOUS PROJECTS
EXTERIOR & INTERIOR WORK

PROJECTS PRESENTATION

PREPARING FINAL PROJECT SHOW REEL

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