

AutoCAD 3D Training

2-day class

The AutoCAD 3D Drawing and Modeling course introduces students who are proficient with the 2D commands in the AutoCAD® software to the concepts and methods of 3D modeling. This course will provide you with a thorough grounding in the fundamentals of 3D and explores the main features of the advanced 3D modeling workspace in the AutoCAD software.

- **3D Foundations**
 - 3D Modeling Workspace
 - Basic 3D Viewing & Navigation Tools
 - The User Coordinate System
 - Visual Styles
 - Dynamic UCS
- **Simple Solids**
 - Modify Existing Solid Primitives
 - Creating Solid Primitives & Polysolids
 - Combining Two or More Solids into One
 - Creating Mesh Models
- **Working with the User Coordinate System**
 - UCS Basics
 - UCS X, Y, and Z Commands
 - UCS Multifunctional Grips
 - Saving a UCS by Name & Reusing
- **Creating Solids & Surfaces from 2D Objects**
 - Creating Solids/Surfaces from 2D Objects
 - Extruding Solids and Surfaces
 - Swept Solids and Surfaces
 - Revolved Solids and Surfaces
 - Lofted Solids and Surfaces
 - NURBS Surfaces
- **Modifying in 3D Space**
 - 3D Gizmo Tools
 - Aligning Objects in 3D Space
 - 3D Modify Commands
- **Advanced Solid Editing**
 - Editing Components of Solids
 - Editing Faces of Solids
 - Fillets and Chamfers
- **Additional Editing Tools**
 - Creating a Shell
 - Imprinting Edges of Solids
 - Slicing a Solid along a Plane
 - Comparing Solids for Overlaps
 - Converting Objects to Surfaces
 - Converting Objects to Solids
- **Refining the View**
 - Working with Sections & Cameras
 - Managing Views in 3D
 - Animating with ShowMotion
 - Creating ShowMotion Shots
 - Creating Animations
- **Point Clouds**
 - Attach & Manage Point Clouds
- **Visualization**
 - Creating Visual Styles
 - Working with Materials
 - Specifying Light Sources
 - Rendering Concepts
- **Working Drawings from 3D Models**
 - Creating Viewports for Layouts
 - Creating Hidden Line Views
 - Creating Flattened Views in 2D
 - 3D Model Import
 - Automatic Model Documentation
 - Set Up a Drawing for Printing in 3D