

# AutoCAD Architecture New User Training

## 3-day class

The AutoCAD Architecture New User course covers the core topics for working with the AutoCAD Architecture software. You will learn how to use AutoCAD Architecture as you would work with it in the design process, from preliminary design through design development and into construction documentation. Students will also gain an understanding of Building Information Management (BIM) and how to apply that with the software.

- **Introduction to AutoCAD Architecture**
  - Understanding the software
  - User Interface
  - Viewing in 3D
- **Basic Wall Construction**
  - Adding & 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
  - Working with Standard Column Grids
- **Reflected Ceiling Plans**
  - Creating & Modifying Ceiling Grids
  - Inserting Ceiling Fixtures
- **Vertical Circulation**
  - Adding & Modifying Stairs
  - Adding & Modifying Railings
- **Floors**
  - Creating & Modifying Floor Slabs
  - Editing Slabs using Slab Tools
- **Roofs**
  - Creating and Modifying Roofs
  - Working with Roof Slabs
  - Modifying Roof Slabs
- **Fixtures, Furnishing, 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
- **Annotations**
  - Drawing Scale for Annotations
  - Adding Text and Leaders
  - Dimensioning in the Software
  - Other Annotation Tools
- **Scheduling**
  - Adding Door and Window Tags
  - Editing Tag Data
  - Adding and Editing Schedules
- **Creating Details**
  - Creating Details from Tool Palettes
  - Using the Detail Component Manager
  - Annotating Details with Keynotes
- **Visualization**
  - Working with Cameras
  - Managing Camera Views
  - Specifying Light Sources
  - Rendering Concepts
- **Visual Styles and Animation**