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## Autocad tutorial 2017 pdf

Check the basic AutoCAD controls. After you start AutoCAD, click the Start Drawing button to start a new drawing. AutoCAD contains a standard tab strip at the top of the drawing area. You can use almost all of the commands in this guide on the Home tab. In addition, the Quick Access Toolbar below contains familiar commands, such as New, Open, Save, Print, Undo, and so on. Note: If the Home tab is not the current tab, go ahead and click it. At the heart of AutoCAD is the Command window, which is usually pinned to the bottom of the application window. The command window displays prompts, options, and messages. You can type commands directly in the Command window instead of using the ribbon, toolbars, and menus. Many long-term AutoCAD users prefer this method. Note that when you start typing a command, it runs automatically. When multiple possibilities are available, such as in the example below, you can make your choice by clicking it or using the arrow keys, and then pressing Enter or Spacebar. Most people use the mouse as their pointing device, but other devices have similar controls. Tip: When looking for an option, try right-clicking. Based on where the cursor is located, different menus display the required commands and settings. You can easily adapt to industry or company standards by setting options for text, dimensions, line types, and many other properties. For example, this back yard cover design has two different dimensional styles. All of these settings can be saved in the drawing template file. Click New to select from multiple drawing template files: if the imperial drawings assume that the units are in inches, use the acad.dwt or acadlt.dwt file. If units of the metric system assume that the units are millimetres, use acadiso.dwt or acadiso.dwt. The Tutorial template files in the list are simple examples of architectural or mechanical design disciplines with both imperialist (i) and metric (m) versions. You might want to try them. Most companies use drawing template files that meet company standards. They often use different drawing template files depending on the project or customer. You can save any drawing (or .dwg) drawing template (.dwt) as a file. You can also open, edit, and then save any existing drawing template file again, if necessary by a different file name. If you work independently, you can develop drawing template files to suit your work settings and add additional features settings as you familiarize yourself with them. To edit an existing drawing template file, in the Select File dialog box, click Open, specify Drawing Template (\*.dwt), and then select the template file. Important: If your business already has drawing template files, check with your CAD manager before editing them. When you start drawing, you need to decide what the length of one unit represents — inch, foot, centimeter, kilometer, or some length units. For example, the sites below can represent two buildings: each 50 meters long, or they can represent part of a mechanical part measured in millimetres. After you decide which length unit you want to use, units allows you to manage multiple unit display settings, including: Format (or Type). For example, a decimal length of 6.5 can be set to display a fraction of a length of 6-1/2 instead. Accuracy. For example, a decimal length of 6.5 can be set to display 6.50, 6,500, or 6.5,000. If you plan to work in feet and inches, use the UNIT command to set the unit type to Architectural, and then when creating objects, their lengths in inches. If you plan to use metric units, leave decimal as the unit type. Changing the unit shape and resolution does not affect the internal resolution of the drawing. It only affects how lengths, angles and coordinates appear in the interface. Tip: To change units settings, make sure you save the drawing as a drawing template file. Otherwise, you must change the UNITS settings for each new drawing. Always create templates in full size (on a 1:1 scale). The term model refers to the geometry of your design. The drawing contains the geometry of the template and the views, notes, dimensions, visualizations, tables, and title block that are displayed in the layout. You can specify the scaling required to print a drawing to a standard-sized table later when you create a layout. To open Help for a running command, press F1. To repeat the previous command, press Enter or Spacebar. To enable different settings, select the object and right-click it, or right-click the UI element. To cancel a running command, or if you feel stuck, press Esc. For example, if you click the drawing area before you enter a command, you'll see something similar. Press Esc to cancel this preselection action. Do you have any questions? Get answers here. The following tutorials are included in autocad map 3D Introducing AutoCAD Map 3D 2017: Check out the app quickly. Create a map file, set up a coordinate reference system, connect to data, style properties, and save your work. There are several videos that illustrate key concepts. The following tutorials are available if you have an Internet connection. You can download sample data from these tutorials here: Creating a map: Learn all the basics of creating a map from start to finish. You can use multiple sources, design themes, and composite styles to change the appearance of objects, create new properties, edit them, and publish a built-in map. Watch the video, use interactive simulation, or follow the instructions you typed, and work in the actual Switch from AutoCAD Map to AutoCAD Map 3D 2017: Preparing drawings for use with AutoCAD Map 3D, cleaning drawing data, adding objects on the map, add and edit raster images, and share maps with others. Mark a map: Use annotation templates, headings, and text levels to add text data to the map. Category drawing objects: Define object categories, assign drawing objects to different categories, and create, edit, and export drawing objects by using object categories. To classify drawing objects in an object class, they must meet certain rules when they are categorized. Object classes help ensure that drawing objects are standardized. Create a map book with an inset: Customize the map book template, create a map book, and publish to DWG. Analyze data: Add and format the surface using a theme and outline to display height. Join an external database and create a style by using both datasets. Create a buffer zone that highlights areas 300 meters from the river and identifies the blocks located in the area. Make comma-separated data available in the report to the owners of these packages. Cover two layers of spatial data and save the resulting reference layer as a separate data store. Edit a workflow to automate editing processes. Manage data from different sources: Export drawing objects to Autodesk SDF, and then connect to the resulting SDF file and add it as a layer to another map. Use a bulk copy to copy SDF data to SHP format. Import SDF data back into drawing layers to convert it back to drawing levels. Use polygon properties: Connect to the spatial data of packet polygons. Add the reviewer information to join the data source for packages. Add a new calculated property that uses original and associated properties. Use split and merge rules to split the packet into two uneven sections and assign attributes to each resulting package. Export batch: Export large quantities of DWG files to a different format (for example, GIS file format). Use one action to move the DWG files folder to SDF format. Welcome to Hitker's AutoCAD Basics Guide, a guide to the basic commands you need to create 2D drawings using AutoCAD or AutoCAD LT. This guide is a great place to start if you have just completed basic training, or update your memory if you only use AutoCAD occasionally. Included commands are grouped together by activity types and are organized to track a global workflow. After you're done with this guide, you can use the linked Help commands for each Help topic for more information, or you can return to the guide later to view specific topics. Also, try to find someone who can answer your random questions. Product discussion groups ( and Autodesk blogs are good resources. Welcome to Hitker's AutoCAD Basics Guide, a guide to the basic commands you need to create 2D drawings using AutoCAD or AutoCAD LT. This guide is a place to start if you have just completed basic training, or update your memory if you are using Only occasionally. Included commands are grouped together by activity types and are organized to track a global workflow. After you're done with this guide, you can use the linked Help commands for each Help topic for more information, or you can return to the guide later to view specific topics. Also, try to find someone who can answer your random questions. Product discussion groups ( and Autodesk blogs are good resources. Resources.