

**(SYLLABUS)**  
**GLOBAL ADVANCED**

**AUTOCAD 2D**



**GLOBALCERT**

ΦΟΡΕΑΣ ΠΙΣΤΟΠΟΙΗΣΗΣ ΑΝΘΡΩΠΙΝΟΥ ΔΥΝΑΜΙΚΟΥ

## AutoCAD 2D

### Chapter 1

#### The interface of AutoCAD 2D

- Toolbars
- The command area
- The Ribbon
- Palettes Tools

### Chapter 2

#### Design basics

- How to execute commands
- Special variable setting commands
- File Management
- Design with coordinates (cartesian, cylindrical, Spherical)
- The importance of mouse keys
- The grid design (grid)
- Object Snap points
- Boundaries of the project (limits)
- Unit Form (units)
- Zoom, pan, Aerial view commands
- Project & Objects Information
- AutoCAD Help

### Chapter 3

#### Organising work in AutoCAD

- Create a new design
- Save Project
- Backward compatibility
- Templates
- Open and close a drawing
- Exit AutoCAD
- General settings for starting the design
- Their layers and properties
- Create layers, Delete layers
- Select Layers

- Line types and create new line type
- Layer Colour
- Standard design elements
- Options command

## Chapter 4

### Geometric object creation commands

- Line creation and line command
- Circle Creation and Circle command
- Xline and Ray Commands
- Creation of Polygon and the Polyline command
- The Rectangle command
- The Spline command
- The Ellipse command
- The Polygon command
- The Donut command
- The Boundary command

## Chapter 5

### Edit Commands

- Edit Commands
- Methods for selecting objects
- Deleting objects
- Backup and Copy command
- The Offset command
- The Fillet command
- The Chamfer command
- Object Offset and Move command
- The Trim command
- Extension of objects and the Extend command
- Remove part of object and the Break command
- The Lengthen command
- Object properties - Edit
- The Match prop command
- The Mirror command
- Rectangular and circular object layouts
- Object Association
- Enlarge or Shrink objects
- Dividing an object into equal parts and segments of a fixed Length
- Elongation or shortening of objects
- Separation of blocks and composite objects

- Correcting objects
- The Purge command

## **Chapter 6**

### **Text and Notes**

- Text and MText commands
- Text Style
- Proofreading
- Edit paragraph text
- Check the spelling of text
- Tables and Table styles
- Insert Table

## **Chapter 7**

### **Blocks, external reference files and images**

- Set block
- Save Block as an independent drawing
- Insert block in drawing
- Block creation with attributes
- Create dynamic blocks
- Import files with external reference
- Inserting images

## **Chapter 8**

### **Stripes**

- The Hatch command
- The Gradient command
- Correction of Stripe

## **Chapter 9**

### **Sizing**

- Key Dimensions
- Dimensioning Style
- Setting dimension style properties
- Linear dimensions
- Angular Dimensions

- Arc radius and arc length sizing
- Aligned dimensions with object
- Basic line sizing and basic sizing
- Tolerances
- Drivers (leaders) and multiple drivers
- Guide Styles
- Ways to correct dimensions and guides

## **Chapter 10**

### **Communicating with other programs**

- Connect AutoCAD with other programs and special applications
- Import Word items, Excel
- Export items to Excel

## **Chapter 11**

### **Print the drawing**

- Create and manage print layouts
- Page settings and print settings
- Print Style management
- Print Scale Calculator
- Print designs on (virtual) printers
- The Etransmit command