# (SYLLABUS)

# GLOBAL ADVANCED

# AUTOCAD 3D

# AutoCAD  3D

## Chapter 1
## Introduction to 3D AutoCAD design

- Edit the design template for 3D design
- Basic settings and groundwork for 3D design
- Axonometric views and preset viewpoints
- Object Design in 3D space
- The variables Thickness and Elevation
- Hide Invisible lines
- Surface Design
- User coordinate systems and setting these Properties.

## Chapter 2
## Solid body Design

- The Box command
- Bullet
- Cylinder
- Cone
- Pyramid
- Cylindrical ring
- Wedge
- Solid rotation
- Solids from Extrusion
- The Polysolid command
- The Helix command
- The 3Dpoly command
- Logical operations on solid objects (the Union, subtract, Intersect)
- Slice and Thicken commands
- Section of solid objects with section command
- Level of intersection
- Information on solid objects

## Chapter 3
## Surfaces in three-dimensional space

- Cuboid surface
- Cone surface
- Sphere surface
- Pyramid surface
- Grid surface
- Ring Surface
- Polyhedral surfaces in the space
- Rotating Surfaces
- The Region command
- Logical operations on surfaces
- The most important auxiliary variables for surfaces

## Chapter 4
## Edit 3D Objects

- Fillet and Chamfer commands in 3D design
- 3D Object Layouts
- Move with 3Dmove command
- Rotating with 3Drorate command
- The Mirror3D command
- Align objects in space
- Solids processing and Solidedit command
- Correcting solids with handles and the property palette

## Chapter 5
## Auxiliary Tools and commands

- Define Visualisation styles
- Views windows of design on screen and Vports command
- 3D views of the project
- The Navvcube and Navswheel commands
- Automate repetitive tasks with scripts
- Use of Lisp and VBA code files
- Deepening the variables of the options command