

# Autodesk® Official Training Courseware

Product Description



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## AutoCAD 2009

### 3D Models

### Course Description

This course teaches delegates how to present their designs using visualisation tools such as visual styles, model walk and fly-throughs, materials, and lighting. Delegates also learn how to output 3D models from AutoCAD 2009 to either paper or a distributable, electronic version.

### Course Information:

**Training venue:** T2 Training Suite and throughout the UK  
**Course Frequency:** Monthly  
**Time:** 9.00am – 4.30pm  
9am meet and greet with refreshments. Training starts at 9.30am

**Group Course Duration:** 2 Days  
**Prices:** Please call for a quote  
**Courseware:** £60. Highly recommended  
**On Completion:** Autodesk certificate on acceptable completion

### Objectives

The primary objective of this course is to teach delegates the fundamental concepts and of creating 3D models using AutoCAD 2009.

After completing this course, delegates will be able to:

- Represent a design by creating solid primitives, solid or surface models from cross-sectional
- Geometry or composite models from multiple solid models.
- Solid model designs by adding the necessary features to detail, duplicate, and position 3D models.
- Convert 2D objects to 3D objects.
- Document a 3D design by creating 2D drawings for production and visualisation.
- Communicate design ideas using visual styles, lights, model walk-through tools, and renderings.

### Who Should Attend

This course is designed for current users who want to further their knowledge and create 3D models of their designs.

# Course Outline

## Day 1

### 3D Modelling

- Introduction to 3D Modelling
- Creating Solid Primitives
- Creating Models from 2D Profiles
- Creating Composite Solids
- Working in 3D

## Day 2

### Creating Models from Cross Sections

- Converting 2D Objects to Solids or Surfaces

### Editing Models

- Adding Detail to Your Solid Models
- Converting Objects
- Editing Solid Models
- Extracting Geometry from Solid Models
- Changing the Model Position
- Duplicating the Model
- Getting Information from 3D Objects

### Sectioning a Model and Creating Drawings

- Sectioning a Solid Model and Generating 2D Geometry
- Creating Drawings from 3D Models

### Visualisation

- Using Visual Styles
- Using Lights
- Using Materials
- Using the Sun
- Rendering
- Navigating the Model
- Using Cameras and Views

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