

SAULT COLLEGE OF APPLIED ARTS & TECHNOLOGY
SAULT STE. MARIE, ONTARIO

COURSE OUTLINE

Course Title: INTRODUCTION TO CAD
Code No.: CAD 120-3
Program: ARCHITECTURAL
Semester: TWO
Date: AUGUST, 1988
Author: MEL URSELL

New: _____ Revision: X

APPROVED: *L. P. Crayth*
Chairperson

88/08/30
Date

CALENDAR DESCRIPTION

INTRODUCTION TO CAD

CAD 120-3

Course Name

Course Number

PHILOSOPHY/GOALS:

To understand the use of the computer to develop graphic presentations.

To explore "AUTOCAD" and other software packages available for graphic presentation in various disciplines.

To understand basic computer concepts as they apply to Engineering design and drafting.

To achieve a basic knowledge of "AUTOCAD" principles by a hands on approach on the microcomputer.

METHOD OF ASSESSMENT (ALL COURSES)

The following grades will be assigned:

A+- 86 - 100%	consistently outstanding
A - 75 - 85%	outstanding achievement
B - 66 - 74%	consistently above average achievement
C - 55 - 65%	satisfactory achievement
I - Incomplete	
R - Repeat	the student has failed to achieve the objectives of the course and must repeat the course

The "I" grade (Incomplete) designation indicates that the student has not completed the objectives required in specific course areas.

Semester work will be made up of tests and assignments. All tests and assignments must be completed when assigned. Late assignments or projects will not be tolerated.

Attendance is also mandatory in all classes.

Tests and assignments will be given on a regular basis throughout the semester. Final examinations are also mandatory for any student that does not maintain an "A" average in the course or who has not completed all assignments by their due date.

REFERENCE TEXTS:

AUTOCAD, Users Reference -- by Autodesk, Inc.

Inside "AutoCAD" -- by D. Raker & M. Rice (New Riders Publishing)

CAD 120-3

PERIODS

TOPIC INFORMATION

3	<u>UNIT #1 - Introduction to CAD</u> a) terminology b) what is "Autocad"? c) what can it do? d) system specifications e) overview - history f) micro technology g) getting started h) operating systems
3	<u>UNIT #2 - Basic Commands</u> Utility Commands: a - help b - end c - Quit d - save e - end save f - limits g - units h - menu i - rename j - keyboard use k - command reference l - flip screen m - function keys n - status
3	<u>UNIT #3 - Graphic Primitives:</u> a) line b) Pline c) circle d) arc e) trace f) methods of pointing g) snap h) grid i) ortho j) coordinates k) tutorial #1

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UNIT #4 - Editing Commands:

- a) edit
- b) erase
- c) break
- d) move and copy
- e) arrays
- f) mirror imaging
- g) copy
- h) change
- i) move
- j) fillet
- k) chamfer
- l) attedit
- m) divide
- n) explode
- o) measure
- p) offset
- q) Pedit
- r) Rotate
- s) select
- t) scale
- u) trim
- v) stretch

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UNIT #5 - Introduction to DOS

- a) files
- b) directories
- c) disk organization
- d) sub directories
- e) path
- f) the set command
- g) disk formatting
- h) other basic DOS commands

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UNIT #6 - Display

- a) Zoom
- b) pan
- c) redraw
- d) regen
- e) fill
- f) tutorial #2

- 3 UNIT #7 - Layers Colours & Linetypes
a) basic concepts and properties
b) creating new layers
c) set colour
d) set linetype
e) turning layers on and off
f) scanning the library
g) freeze and thaw
h) tutorial #3
- 3 UNIT #8 - Blocks
a) creating block symbols
b) inserting blocks
c) wblock
d) custom block libraries
e) listing blocks
f) nested blocks
g) tutorial #4
- 3 UNIT #9 - Dimensioning
a) types of
b) tolerance
c) limits
d) variables
e) dimensioning utility commands
f) distance
g) auto dimensioning
h) units
i) dimensioning text
j) tutorial #5
- 3 UNIT #10 - Special Features
a) attributes
b) editing attributes
c) tutorial #6
- 3 UNIT #11 - Plotting
a) plotting to printer
b) plotting to plotter
c) plot specifications
d) plot scale
e) plotter problems

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UNIT #12 - New Revised Autocad Features

- a) poly line
- b) shell command
- c) editing

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UNIT #13 - 3-D Level

- a) elevation
- b) viewpoint
- c) the Z axis
- d) HIDE
- e) 3D line command
- f) 3D face command
- g) tutorial #6