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



COURSE OUTLINE

COURSE TITLE: Introduction to Computers and AutoCAD

CODE NO.: CAD 100 SEMESTER: 2

PROGRAM: Civil Engineering Technician

Construction Carpentry Techniques

AUTHOR: Barry Sparrow

DATE: January **PREVIOUS OUTLINE DATED:** January

2016

2015

APPROVED: "Corey Meunier"

CHAIR DATE

TOTAL CREDITS: 4

PREREQUISITE(S): N/A

HOURS/WEEK: 4

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I. COURSE DESCRIPTION:

This course is intended to introduce to the student to the use of AutoCAD software in the preparation, editing and plotting of engineering drawings. The student will also be able to setup CAD drawings using standards for layers, text, and line weight. The student will become familiar with basic drawing and editing procedures, as well as file management and organization.

II. LEARNING OUTCOMES:

- 1. Prepare and interpret detailed dimensional drawings using computer assisted drafting software.
- 2. Demonstrate relevant mathematical, computer and technical problem solving skills as it relates to civil engineering/construction projects.

III. REQUIRED RESOURCES/TEXTS/MATERIALS:

Discovering AutoCAD 2015
Mark Dix and Paul Riley
Pearson Education
ISBN 978-0-13-388978-9

1 GB or larger USB storage device for drawing backup

VI. TOPIC OUTLINE

Outcome	Topic and Content	Reading	Week
1,2	 Introduction to AutoCAD, Essential Tools 1.1. CAD uses and benefits 1.2. Understand fundamental CAD concepts 1.3. AutoCAD user interface 1.4. AutoCAD command and data input methods 1.5. Command entry methods 1.6. Drawing and erasing lines and other entities 1.7. Saving drawings 1.8. Drawing activities 1.9. Chapter 1 Quiz 	LMS Chapter 1	1
1,2	 2. Drawing Aids and AutoCAD Objects 2.1. Create a New Drawing 2.2. Drawing units 2.3. Grid and Snap, Object snap 2.4. Model and Layout Space 2.5. Drawing Circle and Rectangle objects 2.6. ERASE command 2.7. Accessing 'Help' 2.8. Printing and plotting 2.9. Chapter 2 Quiz 	Chapter 2 Handout LMS	1,2
1,2	 3. Drawing Display, Layers and Linetypes 3.1. Layers and linetypes 3.2. Assign colours and linetypes 3.3. LTSCALE 3.4. Editing commands Fillet and Chamfer 3.5. Zoom and Pan functions 3.6. Single line text 3.7. Move, Copy and Array commands 3.8. View resolution 3.9. Chapter 3 Quiz 	Chapter 3 LMS Handout	2,3
1,2	 4.1. Limits 4.2. Create a template drawing 4.3. Polar tracking 4.4. MOVE, COPY AND ARRAY commands 4.5. Center marks 4.6. Changing Plot settings 4.7. Chapter 4 Quiz 	Chapter 4 LMS Handout	3,4

1,2	5.	 Arcs and Polar Arrays 5.1. Use Polar Arrays 5.2. Create arcs using ARC command 5.3. Rotate command 5.4. Use polar tracking 5.5. Use the MIRROR command 5.6. Basic page setup 5.7. Chapter 5 Quiz 	Chapter 5 LMS	4,5
1,2	6.	Object Snap (OSNAP) 6.1. Object snap override 6.2. Running object snap 6.3. Object snap tracking 6.4. OFFSET command (Distance and Through) 6.5. Use the TRIM and EXTEND commands 6.6. STRETCH command 6.7. Understand plot layouts 6.8. Chapter 6 Quiz	Chapter 6 LMS	6
7		Mid-term Test	LMS	7
		7.1. Multiple Choice/True False Questions7.2. Practical Drawing Exercise		
1,2	8.	 Text 8.1. Advanced single line text, character codes 8.2. Use title blocks in layout space 8.3. Create and use and edit MTEXT 8.4. Use the spellcheck function 8.5. Create a text style using style manager 8.6. Modify object properties and use SCALE 8.7. Create tables and fields 8.8. Chapter 7 Quiz 	Chapter 7 LMS	8,9
1,2	9.	Dimensions and Hatch	Chapter 8 LMS	9,10
		 9.1. Create a dimension style 9.2. Apply linear and angular dimensions 9.3. Apply radial and diameter dimensions 9.4. Create a multi-leader style 9.5. Use the HATCH command 9.6. Understand 'scale' between Model and Layout space 9.7. Chapter 8 Quiz 		
1,2	10.	Polylines	Chapter 9 LMS	10,11
		10.1. Polygons and Donuts10.2. Using the FILL command		

	10.4. 10.5. 10.6. 10.7. 10.8.	Drawing straight and arc polyline segments Edit polyline objects with PEDIT Draw splines and path arrayes Draw points and change point display (PDMODE) Discuss constraint parameters Chapter 9 Quiz		
1,2	11. Bloc	ks, Attributes and External References	Chapter 10 LMS	11,12
	11.2. 11.3. 11.4. 11.5.	Distinguish between groups and blocks Create and insert blocks into a drawing Create and edit dynamic blocks Insert an external reference into a drawing Access content from the AutoCAD design center Define and extract attributes Chapter 10 Quiz		
1,2		netric Drawing and Editing Commands	Chapter 11	12,13
',-	12.1. 12.2. 12.3. 12.4. 12.5.	Use isometric snap Draw on the isometric planes Use the COPY and ELLIPSE and CHAMFER commands Use the VIEW command to save and restore views Align text with isometric planes Chapter 11 Quiz	LMS	.2,.0
1,2	13. 3D M	odeling	Chapter 12 LMS	13,14
	13.2. 13.3. 13.4. 13.5. 13.6. 13.7. 13.8.	Create a 3D wireframe model Understand and apply an user coordinate system Switch to and use the 3D basics workspace Create solid boxes and wedges Use Boolean operations to edit solids Perform basic rendering operations Use the 'Viewcube' Create layouts with multiple views Chapter 12 Quiz	LIVIO	
1,2	14. Mode	eling Techniques	Chapter 13 LMS	14,15
	14.2. 14.3. 14.4. 14.5. 14.6. 14.7.	Draw polysolids Draw Cones, Pyramids and Toruses Slice and section solid objects Create mesh models Create solids from 2D objects Create a walk through a 3D landscape Create paper and PDF plots Chapter 13 Quiz	LIVIO	

15. Final Test 16

15.1. Practical Drawing Exercise