

Objectives and Chapter Hints

Chapter 1 – A Quick Start in AutoCAD

Objectives

After studying this chapter you should be able to

1. Launch the AutoCAD program from Windows
2. Begin a new drawing “from scratch” or with a “Wizard”
3. Access AutoCAD commands using the keyboard, drop-down menus and toolbars
4. Create simple 3D objects
5. Perform simple modifications of 3D objects such as copying, filleting, and subtracting
6. Use simple 3D viewing controls
7. Save an AutoCAD drawing
8. Exit the AutoCAD program

Chapter Hints

Be sure to let your students know that this chapter is a “quick overview.” It is not intended to provide in-depth information on commands or alternate methods of performing an operation. All of the commands and features introduced in this chapter will be covered fully in subsequent chapters.

If students are already comfortable with computers and the Windows operating system, they can probably get through the Chapter 1 tutorial on their own. Have students finish the tutorial and then encourage them to experiment with the new commands and features until they are comfortable moving about the software. For students with less general computer literacy, a demonstration of the tutorial should precede an instructor-led, hands-on experience.