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Edizione	[1st ed.]
Descrizione fisica	1 online resource (402 p.)
Collana	Autodesk official training guide
Disciplina	006.6/8
Soggetti	Computer graphics Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"AutoDesk certification preparation"--Cover. Includes index.
Nota di contenuto	AutoCAD 2012 and AutoCAD LT 2012 Essentials; Introduction; Chapter 1: Getting Started; Chapter 2: Basic Drawing Skills; Chapter 3: Using Drawing Aids; Chapter 4: Editing Entities; Chapter 5: Shaping Curves; Chapter 6: Controlling Object Visibility and Appearance; Chapter 7: Organizing Objects; Chapter 8: Hatching and Gradients; Chapter 9: Working with Blocks and Xrefs; Chapter 10: Creating and Editing Text; Chapter 11: Dimensioning; Chapter 12: Keeping In Control with Constraints; Chapter 13: Working with Layouts and Annotative Objects; Chapter 14: Printing and Plotting Chapter 15: Storing, Presenting, and Extracting DataChapter 16: Navigating 3D Models; Chapter 17: Modeling in 3D; Chapter 18: Presenting Your Design; Appendix: AutoCAD Certification; Index; Advertisement
Sommario/riassunto	"AutoCAD Essentials is a unique learning resource that features concise, straightforward explanations and real-world, hands-on exercises and tutorials to teach new users the software's core features and functions. Each chapter opens with a quick discussion of concepts and learning goals and then briskly moves into approachable hands-on

exercises that readers can follow to gain confidence using the software. Each chapter features compelling full-color screenshots to illustrate tutorial steps, and chapters conclude with related suggested exercises to further reinforce the chapter's lessons. Readers can download starting and ending files for the exercises = so that they can start anywhere in the book and compare their results with the pro's. This book introduces users to the software's interface and foundational concepts. Following a workflow-based approach that mirrors how projects progress in the real world, the book then guides readers through basic 2D drawing skills, editing entities, working with splines and polylines, controlling object visibility and appearance, and organizing objects. Readers are then shown how to best use hatches and gradients, work with blocks and Xrefs, create and edit text, do dimensioning, use constraints, work with layouts, print and plot, store and extract data, navigate and model in 3D, and present your design. Finally, the Certification Appendix assists readers in preparing for the Certified User, Certified Associate, and Certified Associate exams"--
