

## Course Details:

**Duration:** 2 Days

**Prerequisite:** AutoCAD Introduction

**Courseware:** Included

**Achievement:** Certificate

**Time:** 9:00 a.m. - 5:00 p.m.

## General Information:

**Locations:** Courses are hosted at training facilities across Canada, including:

Burnaby, BC  
Calgary, AB  
Edmonton, AB  
Regina, SK  
Winnipeg, MB  
Vaughan, ON  
Etobicoke, ON  
Ottawa, ON  
Toronto, ON  
Quebec City, QC  
Montreal, QC  
Hanwell, NB  
Halifax, NS

Alternatively, training can be conducted on-site for a specific client or at a 3rd party facility in any city or province

## Pricing, Registration &

**Scheduling:** Please contact our training coordinator at 1-877-438-2231 x227 or via email at [training@solidcad.ca](mailto:training@solidcad.ca)

**Complete course listing:**  
[www.solidcad.ca/training](http://www.solidcad.ca/training)

## Course Description:

AutoCAD Civil 3D For Surveyors teaches how to import converted field equipment survey data into a standardized environment and use automation tools to create an existing condition plan. This program is specific to surveying and doesn't include all material covered in the AutoCAD Civil 3D Fundamentals class.

Upon completion, users will achieve efficiency with the workflow and functionality of Civil 3D for creating survey points and line work. Users will be comfortable with variables used in defining symbology, working with surfaces, and categorizing points.

## Learning Objectives:

- The AutoCAD Civil 3D Interface
- The Planning and Analysis workspace
- Points overview and styles
- Importing points and coordinate transformations
- Creating points and drafting
- Point groups, grips, and reports
- Point security and editing
- Introduction to data collection in the field
- Introduction to Civil 3D Survey and automated linework
- Survey networks
- Coordinate Geometry Editor (traverse information, legal descriptions)
- Surface overview
- Surface editing
- Surface labels and analysis
- Point clouds and creating a surface from point cloud data