

Course Details:

Duration: 3 Days

Prerequisite: AutoCAD Introduction and knowledge of mechanical drafting techniques

Courseware: Included

Achievement: Certificate

Time: 8:30 a.m. – 4:30 p.m.

General Information:

Locations: All courses are offered online, on-site, or in-person at SolidCAD training facilities across Canada, including:

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

Pricing, Registration &

Scheduling: Please contact our training coordinator at 1-877-438-2231 x227 or via email at training@solidcad.ca

Complete course listing:

www.solidcad.ca/training

Course Description:

AutoCAD Mechanical Introduction teaches the fundamentals of AutoCAD Mechanical for the creation and customization of a typical mechanical detail drawing. By augmenting the standard AutoCAD commands, this course will quickly educate users on the creation of standard features, parts, symbols, mechanical dimensions, bills of materials, and drawing views of their 2D designs. After completing this course, users will have gained fundamental knowledge for using AutoCAD Mechanical to create mechanical designs faster and with less chance of error.

Learning Objectives:

- Comfortably navigate AutoCAD Mechanical interface and menus
- Structuring, reusing, and editing your mechanical data
- Creating key geometry
- Manipulating geometry
- Use of Standard Parts including fasteners, holes, steel sections, etc.
- Bill of Materials generation - Parts List, balloons
- Machine System Generators - springs, belts, chains, gears, etc.
- Calculating design factors
- Working with Detailed Views and Auto-Dimensioning
- Create views, schedules and hole charts
- Configuration and customization of Standard Parts Library

Supplemental Learning:

- Autodesk Fusion 360 – 3D modeling
- Autodesk Inventor Introduction
- Autodesk Inventor Intermediate
- Autodesk Inventor Design Automation
- Autodesk Inventor Sheet Metal
- Autodesk Inventor Tube and Pipe