AutoCAD 3D and Rendering
Architectural Modeling in 3D

Directed Towards:
Architects, Civil Engineers, Mechanical Engineers, Interior Designers, Landscape Architects, draftsman, Designers, and College Students, and in general directed at those who need create accurate 3D models.

Requirements:
Working knowledge of AutoCAD 2D

General Objectives:
Get the necessary tools to build efficiently, detailed and accurate three-dimensional models.

Specific Objectives:
Use multiple 3D modeling tools.
Browse 3D models: elevations, sections, isometric, perspective views.
Print views.
Apply materials and lighting of scenes.
Achieve photo-realistic images and walkthroughs.

COURSE CONTENT

3D Interface
Workspaces
3D Interface
3D Dashboard
Viewports
Steering wheel
VPOINT
DDVPOINT

Visualizing
Hide command
Visual Styles
3D Coordinates
Track in Z Direction
3D Orbit
Gizmo

User Coordinate System
3 Point UCS
Plan UCS
Naming and saving UCS
Rotating a UCS

3D Modeling
Extrude
Presspull
Loft
Sweep
Revolve
Thicken
Solids
Helical Shapes
Planesurf
Booleans
Solid Editor

Surfaces
Mesh box
Surfnetwork
Surf extend
Surf offset
Surf Trim
Surf Blend
Project geometry
Convert to surface
Facetres
Mesh smooth
Mesh refines
Isolines

Sections
Section Plane command
Slice
Flatshot

Print
Layouts
Viewports

Cameras
Camera Properties
Camera Distance
Swiveling a Camera
Walk and Fly
Animation Paths

Lights
Point Lights
Spot Lights
Photometric Lights
Distance Lights
Geographic Location
Sky Background Illumination
Shadows

Materials
Applying Materials
Material Scale
Materials by Layer
New Materials
Material Mapping
Opacity Materials
Bump Map Materials

Render
Render Interface
Save Files