

## AutoCAD 2017/2016/2015 3D, improvement



BPC-174 2 Days (14 Hours)

### Description

This internship will allow you to create complex 3D plans and master the advanced functions of 3D modeling and visualization with AutoCAD 2016/2015. You will learn how to manipulate meshes, use different types of visuals, define lighting and camera movements.

### Who is this training for ?

#### For whom

Managers, architects, engineers, technicians, draftsmen, drawing designers in design offices involved in the production and modification of 3D plans.

#### Prerequisites

Aucune

### Training objectives

- Understand advanced features of AutoCAD 3D
- Model and visualize complex plans in 3D Master advanced solid modeling
- Apply advanced surface modeling
- Manage advanced mesh modeling

### Training program

#### Rappels

- Reference systems.
- Display and visualization of objects.
- The use of the main elements.
- Manipulation of surfaces, solids and polysolids.
- The different primitives.
- Work on views, sections and orbits.
- Use of panoramics.
- Practical work Creation of a 3D meeting room.

### Modélisation avancée de solides

- Primitive objects.
- Union, subtraction and intersection.
- Revolution and smoothing.
- Creation of solids by complex operations: the scan.
- Presentation of the online Design Center for 3D contents of professional catalogs.
- Creation of orthogonal views and automatic presentation window for 3D solids "SOLVIEW".
- Practical work Design of a helical staircase.

### Modélisation avancée de surfaces

- Procedural surfaces, planar and non-planar.
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- Merging and correcting surfaces.
- Offsetting surfaces, blending, adjusting, extension.
- Using shading tracing options in wireframe mode.
- NURBS surfaces.
- Surface associativity.
- Practical work Design of a seat.

### Modélisation avancée de maillages

- Mesh primitive options.
- Surface: ruled, extruded, left, rotated.
- The meshes.
- Smooth the object .
- Smooth more, less.
- Refine mesh.
- Add and remove fold.
- Approximation mesh options.
- Editing meshes.
- Convert mesh.
- Convert to solid, surface.
- Optimized smooth.
- Smooth not optimized.
- With optimized facet.
- With non-optimized facet.
- Practical work Creation of a kiosk at the sea .

### Les rendus, les matériaux, les lumières, les caméras

- Using different visual styles.
- Using different material styles.
- Managing textures and materials.
- Creating your own materials .
- Lighting game.
- Analysis of structures and lighting.
- Positioning and moving the camera.
- Work on realistic rendering.
- Practical work Create an interior decor, apply textures and highlight it.