

## AutoCAD 2014/2013 3D, improvement



BPC-178 2 Days (14 Hours)

### Description

This internship will allow you to create complex plans in 3D and to master the advanced functions of 3D modeling and visualization with AutoCAD 2014, 2013 and 2012. You will learn to manipulate meshes, to use different types of visuals, to define the 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 main elements.
- Manipulation of surfaces.
- Manipulation of solids and polysolids.
- The different primitives.
- Work on views, sections, orbits.
- Usage 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: scanning.
- Presentation of the online DesignCenter 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 surfaces.
- 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.