

## **Basic Level Class – Architectural Desktop (ADT)**

1 Day - 8:30am-5:00pm

### **Prerequisite:**

A good working knowledge of PC's and Microsoft Windows is preferred for this class. An understanding of basic drafting skills and blueprint reading is helpful.

### **Summary:**

*Architectural Desktop (ADT)* begins by covering the indispensable core topics for working with Architectural Desktop. The goal is to first understand the basic tools that will enable the student to create and edit a simple 2D drawing.

Using the Autodesk® Design Academy (ADA) curriculum as the basis for AIDP allows the classroom instructors to walk educators through timed exercises they will use with their students.

### **Representative Topics:**

After completing this day of instruction, teachers will understand and be able to explain:

- The Autodesk® Architectural Desktop interface: Tool Palettes, Properties Palette, User Coordinate System, The Display System, AEC Content, Materials, Grips, Dynamic Input
- How to manage project drawings using the Project Browser and Project Navigator
- How to create and modify walls
- How to add and modify doors and windows
- How to place and modify stairs and railings
- How to create and edit roof objects and convert to roof slabs
- How to use callout tools to create sections and elevations
- How to add schedule tags and create schedules
- How to import a drawing file into Autodesk® VIZ