

## **Basic Level Class – Autodesk Civil 3D**

1 Day 8:30am-5pm

This day long course is intended to educate instructors about the basic capabilities of the Civil 3D software. Using the Autodesk® Design Academy (ADA) curriculum as the basis for this AIDP training class allows the educators to be walked through timed exercises that they will use with their students.

### **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.

### **Representative Topics:**

The overall goal of the training class is to give teachers the confidence necessary to put themselves in the line of fire for questions about how and why... "What is Civil Engineering" will be covered and major concepts such as Land Development Design (Units 1 & 2 in the ADA curriculum) to give the rest of the day the proper context. At this point, it will be time to orient them to the software itself; the interface, environment and major concepts (Unit 3). From the morning break until the mid-afternoon break, give them the major topics (Units 4-8). At the end of the day, teachers will work on projects (Unit 9) looking at the solution for awhile, and lending a helping hand. Discussion with the group will end the day in terms of how the teachers intend to integrate this material into the courses they already teach.

## **Objectives**

After completing this unit, you should be able to:

- ⌚ Use the standard drafting palettes, menus, command line, and help.
- ⌚ Use both the Prospector and the Settings tabs in the Toolspace Window to examine a drawing.
- ⌚ Use right-click commands within the Toolspace Window.
- ⌚ Understand the use of the Panorama Window.