## Autodesk<sup>®</sup> Certification Program

# 



#### **CERTIFIED USER AND 2015 CERTIFIED PROFESSIONAL**

**Exam preparation road map.** Autodesk certifications are industry-recognized credentials that can help you succeed in your design career.

#### **PREPARE FOR SUCCESS**

Autodesk certifications provide reliable validation of knowledge and skills. These credentials can lead to accelerated professional development, improved productivity, and enhanced credibility.

Your examination preparation is critical for your success. Schedule time to prepare, review this exam preparation road map, take a course at a Certiport Authorized Testing Center (CATC), and support your studies with official preparation materials. Equally as important is actual hands-on experience.

Contact a Certiport sales representative today:

autodeskinfo@pearson.com 1.888.999.9830

www.certiport.com/autodesk



#### CERTIFICATIONS LEVELS AVAILABLE

The AutoCAD Certified User exam includes both academic and industry requirements designed to confirm that Autodesk® AutoCAD® software users have the skills necessary to continue their design careers—whether they attend college, enter the workforce, or work toward additional levels of industry certification.

The AutoCAD 2015 Certified Professional exam is aimed at assessing advanced users' knowledge of the tools, features, and common tasks of AutoCAD 2015.

#### RECOMMENDED EXPERIENCE LEVELS

Actual hands-on experience is a critical component in preparing for the exam. You must spend time using the product and applying the skills you have learned.

#### **Certified User exam:**

- AutoCAD 2015 course (or equivalent) plus 50 hours of hands-on application
- Certified Professional exam: AutoCAD 2015 course (or equivalent) plus 400 hours of hands-on application

#### OFFICIAL PREPARATION MATERIALS

Certiport provides a full certification pathway, sometimes referred to as the Learn-Practice-Certify pathway. This simply means that Certiport provides the courseware and training materials, practice tests and certification exams needed to build a successful certification program.

Certiport Representatives are knowledgeable and well-trained to recommend a solution that meets the needs and objectives for every customer. This saves time and money, and simplifies the process of getting exactly what you need. For more information, contact your Certiport Representative or go to www.certiport.com today.



#### **EXAM TOPICS AND OBJECTIVES**

We recommend that you review the topics and objectives during preparation for certification. Please note that some objectives may not be tested on your certification exam.

The Autodesk Certified User exam consists of about 30 questions combining multiple choice, matching, point-andclick (hot-spot), and performance-based question types to ensure students understand and can effectively use Inventor. The exam has a 50-minute time limit.

The Autodesk Certified Professional exam is comprised of about 35 questions, of which the majority requires you to use Inventor to create or modify a data file, and then type your answer into an input box. Other question types include multiple choice, matching, and point-and-click. The exam has a 2-hour time limit (in some countries, the time limit may be extended).

For more information or to locate a CATC visit **www.certiport.com**.

### Become an Autodesk AutoCAD<sup>®</sup> Certified Professional

Get started today by visiting www.certiport.com/autodesk, or contact a Certiport sales representative

Create, open, and publish files✓✓Draw cicles, arcs, and polygons✓✓Draw licles and rectangles✓✓Select objects✓✓Use coordinate systems✓✓Use dynamic input, direct distance, and shortcut menus✓✓Use objects✓✓Use biguity commands✓✓Use Diject Snap Tracking✓✓Use Object Snap Tracking✓✓Use Object Snap Tracking✓✓Use Object Snap Tracking✓✓Use Ronning Object Snaps✓✓Work with Grid and Snap✓✓EDT ENTTIES✓✓Use Grip Editing✓✓Use Grip Editing✓✓Use Nowa and Copy✓✓Use Rotate and Scale✓✓Use Rotate and Scale✓✓Use Rotate and Scale✓✓Use Tirm and Extend✓✓Vork with Gubers✓✓Assign properties by Object or Layer✓✓Change object myseling✓✓Use Horker and Scale✓✓Use Electors AND KREFS✓✓Define Blocks✓✓Reference external drawings and images✓✓Vork with Global Blocks✓✓Use HATCHINEA AND GRADIENTS✓✓Define Blocks✓✓Reference external drawings and images✓✓Vork with Global	APPLY BASIC DRAWING SKILLS	USER	PROFESSIONAL
Draw circles, arcs, and polygons✓✓Draw lines and rectangles✓✓Fillet and chamfer lines✓✓Select objects✓✓Use coordinate systems✓✓Use dynamic input, direct distance, and shortcut menus✓✓Use dynamic input, direct distance, and shortcut menus✓✓Use coordinate systems✓✓Use Otho and Polar Tracking✓✓Use Otho and Polar Tracking✓✓Use PolarSnap✓✓Use Nuth Grid and Snaps✓✓Work with Grid and Snaps✓✓Create and use Arrays✓✓Create and use Arrays✓✓Create Selection Sets✓✓Stretch Objects✓✓Use Rotra and Copy✓✓Use Grige Editing✓✓Use Grige Editing✓✓Use Rotra and Scale✓✓Use Rotra and Scale✓✓Use Tronco Objects with Splines✓✓Draw and edit curved Polylines✓✓Control Layer assignments for objects✓✓Assign properties by Object or Layer✓✓Control Layer visibility✓✓Manage layer properties✓✓USE BLOCK AND XREPS✓✓Define Blocks✓✓Vork with Global Blocks✓✓Vork with Global Blocks✓✓Use Hutching AND GRADIENTS		1	1
Fillet and chamfer lines✓✓Select objects✓✓Use cordinate systems✓✓Use dynamic input, direct distance, and shortcut menus✓✓Use dynamic input, direct distance, and shortcut menus✓✓Use Digict Snap Tracking✓✓Use Object Snap Tracking✓✓Use Polaring Object Snap Tracking✓✓Use Ronning Object Snaps✓✓Work with Grid and Snap✓✓EDT ENTITES✓✓Create and use Arrays✓✓Create Selection Sets✓✓Use Grip Editing✓✓Use Ronning object Snap✓✓Use Grip Editing✓✓Use Grip Editing✓✓Use Grip Editing✓✓Use Rotate and Scale✓✓Use Rotate and Scale✓✓Use Rotate and Scale✓✓Use Trim and Extend✓✓Work WTH CURVES✓✓Blend between objects with Splines✓✓Draw and edit curved Polylines✓✓Control OBJECT VISIBILITY AND APPEARANCE✓Manage layer properties✓✓USE ELOCKS AND XREES✓✓Define Blocks✓✓Reference external drawings and images✓✓Vork with Global Blocks✓✓USE HACCHING AND GRADIENTS✓✓USE HACCHING AND GRADIENTS✓✓ </td <td></td> <td>1</td> <td>1</td>		1	1
Fillet and chamfer lines✓✓Select objects✓✓Use cordinate systems✓✓Use dynamic input, direct distance, and shortcut menus✓✓Use dynamic input, direct distance, and shortcut menus✓✓Use Digict Snap Tracking✓✓Use Object Snap Tracking✓✓Use Polaring Object Snap Tracking✓✓Use Ronning Object Snaps✓✓Work with Grid and Snap✓✓EDT ENTITES✓✓Create and use Arrays✓✓Create Selection Sets✓✓Use Grip Editing✓✓Use Ronning object Snap✓✓Use Grip Editing✓✓Use Grip Editing✓✓Use Grip Editing✓✓Use Rotate and Scale✓✓Use Rotate and Scale✓✓Use Rotate and Scale✓✓Use Trim and Extend✓✓Work WTH CURVES✓✓Blend between objects with Splines✓✓Draw and edit curved Polylines✓✓Control OBJECT VISIBILITY AND APPEARANCE✓Manage layer properties✓✓USE ELOCKS AND XREES✓✓Define Blocks✓✓Reference external drawings and images✓✓Vork with Global Blocks✓✓USE HACCHING AND GRADIENTS✓✓USE HACCHING AND GRADIENTS✓✓ </td <td>Draw lines and rectangles</td> <td>1</td> <td>1</td>	Draw lines and rectangles	1	1
Use coordinate systemsIIUse dynamic input, direct distance, and shortcut menusIIUse hquiry commandsIIUSE Object Snap TrackingIIUse Otho and Polar TrackingIIUse PolarSnapIIUse Running Object SnapsIIWork with Grid and SnapIIEDT ENTITIESIIIIIICreate and use ArraysIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII	5	1	1
Use coordinate systemsIIUse dynamic input, direct distance, and shortcut menusIIUse hquiry commandsIIUSE Object Snap TrackingIIUse Otho and Polar TrackingIIUse PolarSnapIIUse Running Object SnapsIIWork with Grid and SnapIIEDT ENTITIESIIIIIICreate and use ArraysIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII	Select objects	1	1
Use dynamic input, direct distance, and shortcut menus✓✓Use lnquiry commands✓✓Use Inputry commands✓✓Use DRAWING AIDS✓✓Use Otho and Polar Tracking✓✓Use PolarSnap✓✓Use Running Object Snaps✓✓Work with Grid and Snap✓✓EDT ENTTIES✓✓Create and use Arrays✓✓Create Selection Sets✓✓Stretch Objects✓✓Use Grip Editing✓✓Use Rotate and Scale✓✓Use Rotate and Scale✓✓Use Trim and Extend✓✓Work With Globelts✓✓Use Trim and Extend✓✓Work Ury USIBILITY AND APPEARANCE✓✓Alter layer assignments for objects✓✓Assign properties by Object or Layer✓✓Control Object S AND XREFS✓✓Define Blocks✓✓Reference external drawings and images✓✓Vork With Global Blocks✓✓Vork With Global Blocks✓✓Vorte Lines of Text✓✓Differed external drawings and images✓✓Vork With Global Blocks✓✓Use Harcellink AND GRADIENTS✓✓Use Huttenson Text✓✓Use Huttenson Text✓✓Use Huttenson Text✓✓Use Huttens	,	1	1
Use Inquiry commands✓Use Object Snap Tracking✓Use Object Snap Tracking✓Use Object Snap Tracking✓Use PolarSnap✓Use Running Object Snaps✓Work with Grid and Snap✓EDT ENTITIES✓Create and use Arrays✓Create Selection Sets✓Stretch Objects✓Use Grip Editing✓Use Rotate and Scale✓Use Trim and Extend✓WORK WTH CURVES✓Blend between objects with Splines✓Draw and edit curved Polylines✓Control Layer rosperties✓Atter layer assignments for objects✓Assign properties by Object or Layer✓Change object properties✓USE BLOCKS AND XREFS✓Define Blocks✓Work with Global Blocks✓USE HATCHING AND GRADIENTS✓Apply hatch patterns✓Create Annotative Styles and Objects✓Create Annotative Styles and Objects✓Create Layouts✓Use thwithodox Command✓Use the Window Command✓Use the Window Command✓Use Viewports✓Use Viewports✓		1	1
USE DRAWING AIDSIUse Object Snap Tracking			
Use Object Snap Tracking·Use Ortho and Polar Tracking·Use PolarSnap·Use Running Object Snaps·Work with Grid and Snap·EDI ENTITIES·Create and use Arrays·Create and use Arrays·Create Selection Sets·Stretch Objects·Use Grip Editing·Use Grip Editing·Use Grip Editing·Use Offset and Miror·Use Offset and Scale·Use Trim and Extend·WORK WITH CURVES·Bend Detween objects with Splines·Draw and edit curved Polylines·CONTROL OBJECT VISIBILITY AND APPEARANCE·Alter layer assignments for objects·Anage layer properties·Control Layer visibility·Manage layer properties·Vork with Global Blocks·Vork with Global Blocks·Vork with Global Blocks·Vork with Global Blocks·Create Ext Styles·Write Lines of Text·Use the Nind GRADIENTS·Apply hatch patterns·Create Styles·Use Huttleaders·Use Huttleaders·Use Huttleaders·Use Huttleaders·Use Huttleaders·Use Huttleaders·Use Huttleaders·Use Huttleaders·Use Huttleaders·Use		·	•
Use Ortho and Polar TrackingImage: Construct of the second se			1
Use PolarSnapImage: Signame and Signame a			1
Use Running Object SnapsImage of the state of	5		1
Work with Grid and Snap✓EDIT ENTITIES✓Create and use Arrays✓Create Selection Sets✓Stretch Objects✓Use Grip Editing✓Use Grip Editing✓Use Offset and Mirror✓Use Offset and Mirror✓Use Rotate and Scale✓Use Trim and Extend✓WORK WITH CURVES✓Blend between objects with Splines✓Draw and edit curved Polylines✓CONTROL OBJECT VISIBILITY AND APPEARANCE✓Atter layer assignments for objects✓Assign properties by Object or Layer✓Change object properties✓Control layer visibility✓Manage layer properties✓USE BLOCKS AND XREFS✓Define Blocks✓Reference external drawings and images✓Vork with Global Blocks✓Vork with Global Blocks✓Vork with Global Blocks✓Vork with Clobal Blocks✓Vork with Clobal Blocks✓Vork with Clobal Blocks✓Vitte Lines of Text✓Use Multileaders✓LAYOUTS AND ANNOTATIVE OBJECTS✓Create Annotative Styles and Objects✓Create Layouts✓Use the Window Command✓Use Viewports✓Viewports✓Vork With Clobal PloTING✓			1
EDIT ENTITIESICreate and use Arrays✓Create Selection Sets✓Stretch Objects✓Use Grip Editing✓Use Grip Editing✓Use Move and Copy✓Use Offset and Mirror✓Use Offset and Mirror✓Use Rotate and Scale✓Use Trim and Extend✓WORK WITH CURVES✓Blend between objects with Splines✓Draw and edit curved Polylines✓CONTROL OBJECT VISIBILITY AND APPEARANCE✓Alter layer assignments for objects✓Assign properties by Object or Layer✓Control layer visibility✓Manage layer properties✓USE BLOCKS AND XREFS✓Define Blocks✓Reference external drawings and images✓Vork with Global Blocks✓Vork with Global Blocks✓Vite Lines of Text✓OHMENSIONING✓Create and apply Dimension Styles✓Create Annotative Styles and Objects✓Create Annotative Styles and Objects✓Create Layouts✓Use Hirdineaders✓Layeuts AND ANNOTATIVE OBJECTS✓Create Layouts✓Use the Window Command✓Use Viewports✓		1	•
Create and use ArraysCreate Selection SetsStretch ObjectsUse Grip EditingUse Move and CopyUse Offset and MirrorUse Offset and ScaleUse Rotate and ScaleUse Trim and ExtendWORK WITH CURVESBlend between objects with SplinesDraw and edit curved PolylinesCONTROL OBJECT VISIBILITY AND APPEARANCEAlter layer assignments for objectsAssign properties by Object or LayerChange object propertiesControl layer visibilityManage layer propertiesUSE BLOCKS AND XREFSDefine BlocksReference external drawings and imagesVork with Global BlocksVork with Global BlocksVite Lines of TextDHENSIONINGCreate and apply Dimension StylesUse MultileadersLayer MultileadersUse MultileadersUse MultileadersUse Hart-Hinde AND ODJectsCreate Annotative Styles and ObjectsCreate LayoutsUse Withow CommandUse ViewportsCreate Layouts <td></td> <td>•</td> <td>•</td>		•	•
Create Selection Sets✓Stretch Objects✓Use Grip Editing✓Use Grip Editing✓Use Nove and Copy✓Use Offset and Mirror✓Use Offset and Mirror✓Use Rotate and Scale✓Use Rotate and Scale✓Use Trim and Extend✓WORK WITH CURVES✓Blend between objects with Splines✓Draw and edit curved Polylines✓CONTROL OBJECT VISIBILITY AND APPEARANCE✓Alter layer assignments for objects✓Assign properties by Object or Layer✓Change object properties✓Query visibility✓Manage layer properties✓USE BLOCKS AND XREFS✓Define Blocks✓Kreference external drawings and images✓Vork with Global Blocks✓Vork with Global Blocks✓Vork with Global Blocks✓Vork With Global Blocks✓Create Text Styles✓Virite Lines of Text✓Dimension Styles✓Use Multileaders✓Layouts AND ANNOTATIVE OBJECTS✓Create Layouts✓Use the Window Command✓Use Viewports✓PINITING AND PLOTING✓Viewports✓Viewports✓Viewports✓Viewports✓Viewports✓Viewports✓Viewports✓Viewports			1
Stretch ObjectsUse Grip EditingUse Move and CopyUse Offset and MirrorUse Offset and MirrorUse Rotate and ScaleUse Rotate and ScaleUse Trim and ExtendWORK WITH CURVESBlend between objects with SplinesDraw and edit curved PolylinesCONTROL OBJECT VISIBILITY AND APPEARANCEAlter layer assignments for objectsAssign properties by Object or LayerChange object propertiesControl layer visibilityManage layer propertiesDefine BlocksWork with Global BlocksVork with Global BlocksApply hatch patternsCreate Text StylesVirite Lines of TextDIMENSIONINGCreate and apply Dimension StylesUse MultileadersLayoutsUse the Window CommandUse the Window CommandUse ViewportsPINITING AND PLOTINGViewportsViewportsViewportsViewportsViewportsViewportsViewportsViewportsViewportsViewportsViewports <t< td=""><td>,</td><td>./</td><td></td></t<>	,	./	
Use Grip Editing✓Use Move and Copy✓Use Offset and Mirror✓Use Rotate and Scale✓Use Trim and Extend✓WORK WITH CURVES✓Blend between objects with Splines✓Draw and edit curved Polylines✓CONTROL OBJECT VISIBILITY AND APPEARANCE✓Alter layer assignments for objects✓Alter layer assignments for objects✓Assign properties by Object or Layer✓Change object properties✓Control layer visibility✓Manage layer properties✓USE BLOCKS AND XREFS✓Define Blocks✓Work with Global Blocks✓USE HATCHING AND GRADIENTS✓Apply hatch patterns✓Create Text Styles✓Write Lines of Text✓DIMENSIONING✓Create and apply Dimension Styles✓Use Multileaders✓Lycouts AND ANNOTATIVE OBJECTS✓Create Layouts✓Use the Window Command✓Use Viewports✓PRINTING AND PLOTING✓Viewports✓PRINTING AND PLOTING✓			v
Use Move and CopyImage: Constraint of the			/
Use Offset and Mirror✓Use Rotate and Scale✓Use Trim and Extend✓WORK WITH CURVES✓Blend between objects with Splines✓Draw and edit curved Polylines✓CONTROL OBJECT VISIBILITY AND APPEARANCE✓Alter layer assignments for objects✓Assign properties by Object or Layer✓Control layer visibility✓Manage layer properties✓USE BLOCKS AND XREFS✓Define Blocks✓Work with Global Blocks✓Vork with Global Blocks✓Vork with Global Blocks✓Qapply hatch patterns✓Create Text Styles✓Vite Lines of Text✓Dimension Styles✓Create and apply Dimension Styles✓Use Hultileaders✓Layouts✓Lyse Nutorike Styles and Objects✓Create Layouts✓Use Hultineaders✓Lyse Nutor Styles and Objects✓Create Layouts✓Use Hultineaders✓Lyse Nutor Styles and Objects✓Create Layouts✓Use the Window Command✓Use Viewports✓PRINTING AND PLOTING✓Viewports✓PRINTING AND PLOTINGV		v	
Use Rotate and Scale·Use Trim and Extend·WORK WITH CURVES·Blend between objects with Splines·Draw and edit curved Polylines·Control OBJECT VISIBILITY AND APPEARANCE·Alter layer assignments for objects·Alter layer assignments for objects·Assign properties by Object or Layer·Change object properties·Control layer visibility·Manage layer properties·USE BLOCKS AND XREPS·Define Blocks·Work with Global Blocks·Vork with Global Blocks·Vork with Global Blocks·Apply hatch patterns·Create Text Styles·Virte Lines of Text·DimENSIONING·Create and apply Dimension Styles·Use Multileaders·Layouts·Layouts·Create Annotative Styles and Objects·Create Layouts·Create Layouts·Create Layouts·Use Window Command·Use Viewports·PRINTING AND PLOTING·Use Numerica Commander·Use Viewports·PRINTING AND PLOTING·Use Viewports·Viewports·Viewports·Viewports·Viewports·Viewports·Viewports· <trt>·Viewports<td></td><td>/</td><td></td></trt>		/	
Use Trim and Extend✓WORK WITH CURVES✓Blend between objects with Splines✓Draw and edit curved Polylines✓CONTROL OBJECT VISIBILITY AND APPEARANCE✓Alter layer assignments for objects✓Assign properties by Object or Layer✓Change object properties✓Control layer visibility✓Manage layer properties✓USE BLOCKS AND XREFS✓Define Blocks✓Work with Global Blocks✓USE HATCHING AND GRADIENTS✓Apply hatch patterns✓Create Text Styles✓Write Lines of Text✓DIMENSIONING✓Create and apply Dimension Styles✓LayOUTS AND ANNOTATIVE OBJECTS✓Create Layouts✓LayOUTS AND ANNOTATIVE OBJECTS✓Create Layouts✓Use the Window Command✓Use Viewports✓PRINTING AND PLOTING✓PRINTING AND PLOTING✓		V	
WORK WITH CURVESImage: Control contro		,	
Blend between objects with Splines/Draw and edit curved Polylines/CONTROL OBJECT VISIBILITY AND APPEARANCE//Alter layer assignments for objects/Assign properties by Object or Layer/Change object properties/Control layer visibility/Manage layer properties/USE BLOCKS AND XREFS//Define Blocks/Reference external drawings and images//Work with Global Blocks/USE HATCHING AND GRADIENTS//Apply hatch patterns/Create Text Styles/Vitte Lines of Text/DMENSIONING//Create and apply Dimension Styles/Laye Multileaders//Layouts//Create Layouts//Use the Window Command//Use the Window Command//Use Viewports//FRINTING AND PLOTING//Create Rayouts//Create Rayouts//Create Layouts//Create Layouts//Create Layouts//Create Rayouts///////////////////////////////		~	v
Draw and edit curved Polylines✓CONTROL OBJECT VISIBILITY AND APPEARANCE✓Alter layer assignments for objects✓✓Assign properties by Object or Layer✓✓Change object properties✓✓Control layer visibility✓✓Manage layer properties✓✓USE BLOCKS AND XREFS✓✓Define Blocks✓✓Reference external drawings and images✓✓Work with Global Blocks✓✓USE HATCHING AND GRADIENTS✓✓Apply hatch patterns✓✓Create Text Styles✓✓Write Lines of Text✓✓DIMENSIONING✓✓Create Annotative Styles and Objects✓✓Create Layouts✓✓Use Window Command✓✓Use Viewports✓✓PRINTING AND PLOTING✓✓PRINTING AND PLOTING✓✓PRINTING AND PLOTING✓✓PRINTING AND PLOTING✓✓PRINTING AND PLOTING✓✓PRINTER AND PLOTING✓✓PRINTING AND PLOTING✓✓PRINTER AND PLOTING✓✓PRINTER AND PLOTING✓✓PRINTER AND PLOTING✓✓PRINTER AND PLOTING✓PRINTER AND PLOTINGPRINTER AND PLOTINGPRINTER AND PLOTINGPRINTER AND			
CONTROL OBJECT VISIBILITY AND APPEARANCEIAlter layer assignments for objectsIIAssign properties by Object or LayerIIChange object propertiesIIControl layer visibilityIIManage layer propertiesIIUSE BLOCKS AND XREFSIIDefine BlocksIIReference external drawings and imagesIIWork with Global BlocksIIUSE HATCHING AND GRADIENTSIApply hatch patternsIICreate Text StylesIIWrite Lines of TextIIDIMENSIONINGIICreate Annotative Styles and ObjectsIICreate LayoutsIIUse ViewportsIIUse ViewportsIIRene And DEDTTINGICreate LayoutsICreate Rand Appl PLOTINGICreate Rand DEDTINGI		,	•
Alter layer assignments for objects✓✓Assign properties by Object or Layer✓✓Change object properties✓✓Control layer visibility✓✓Manage layer properties✓✓USE BLOCKS AND XREFS✓✓Define Blocks✓✓Reference external drawings and images✓✓Work with Global Blocks✓✓USE HATCHING AND GRADIENTS✓✓Apply hatch patterns✓✓Create Text Styles✓✓Write Lines of Text✓✓DIMENSIONING✓✓Create Annotative Styles and Objects✓✓LayOUTS AND ANNOTATIVE OBJECTS✓✓Create Layouts✓✓Use Viewports✓✓PRINTING AND PLOTING✓✓		<i>√</i>	<i>√</i>
Assign properties by Object or LayerImage object propertiesImage object propertiesChange object propertiesImage object propertiesImage object propertiesControl layer visibilityImage object propertiesImage object propertiesUSE BLOCKS AND XREFSImage object propertiesImage object propertiesDefine BlocksImage object propertiesImage object propertiesUSE BLOCKS AND XREFSImage object propertiesImage object propertiesDefine BlocksImage object propertiesImage object propertiesWork with Global BlocksImage object propertiesImage object propertiesUSE HATCHING AND GRADIENTSImage object propertiesImage object propertiesApply hatch patternsImage object propertiesImage object propertiesCreate Text StylesImage object propertiesImage object propertiesUmite Lines of TextImage object propertiesImage object propertiesDIMENSIONINGImage object propertiesImage object propertiesCreate and apply Dimension StylesImage object propertiesImage object propertiesLAYOUTS AND ANNOTATIVE OBJECTSImage object propertiesImage object propertiesCreate LayoutsImage object propertiesImage object propertiesUse the Window CommandImage object propertiesImage object propertiesUse ViewportsImage object propertiesImage object propertiesPRINTING AND PLOTINGImage object propertiesImage object properties			
Change object properties✓Control layer visibility✓Manage layer properties✓USE BLOCKS AND XREFS✓Define Blocks✓Reference external drawings and images✓Work with Global Blocks✓USE HATCHING AND GRADIENTS✓Apply hatch patterns✓Create Text Styles✓Write Lines of Text✓DIMENSIONING✓Create and apply Dimension Styles✓Use Multileaders✓LAYOUTS AND ANNOTATIVE OBJECTS✓Create Layouts✓Use the Window Command✓Use Viewports✓PRINTING AND PLOTING✓		V	
Control layer visibility✓Manage layer properties✓USE BLOCKS AND XREFS✓Define Blocks✓Reference external drawings and images✓Work with Global Blocks✓USE HATCHING AND GRADIENTS✓Apply hatch patterns✓Create Text Styles✓Write Lines of Text✓DIMENSIONING✓Create and apply Dimension Styles✓Use Multileaders✓LAYOUTS AND ANNOTATIVE OBJECTS✓Create Layouts✓Use the Window Command✓Use Viewports✓PRINTING AND PLOTING✓		,	
Manage layer propertiesImage layer propertiesUSE BLOCKS AND XREFSImageDefine BlocksImageReference external drawings and imagesImageWork with Global BlocksImageUSE HATCHING AND GRADIENTSImageApply hatch patternsImageCREATE AND EDIT TEXTImageCreate Text StylesImageWrite Lines of TextImageDIMENSIONINGImageCreate and apply Dimension StylesImageUse MultileadersImageCreate Annotative Styles and ObjectsImageCreate LayoutsImageUse the Window CommandImageUse ViewportsImagePRINTING AND PLOTINGImage			•
USE BLOCKS AND XREFSDefine Blocks✓Reference external drawings and images✓Work with Global Blocks✓USE HATCHING AND GRADIENTS✓Apply hatch patterns✓CREATE AND EDIT TEXT✓Create Text Styles✓Write Lines of Text✓DIMENSIONING✓Create and apply Dimension Styles✓Use Multileaders✓LAYOUTS AND ANNOTATIVE OBJECTS✓Create Layouts✓Use the Window Command✓Use Viewports✓PRINTING AND PLOTING✓		V	
Define BlocksImagesImagesReference external drawings and imagesImagesImagesWork with Global BlocksImagesImagesUSE HATCHING AND GRADIENTSImagesImagesApply hatch patternsImagesImagesCREATE AND EDIT TEXTImagesImagesCreate Text StylesImagesImagesWrite Lines of TextImagesImagesDIMENSIONINGImagesImagesCreate and apply Dimension StylesImagesImagesUse MultileadersImagesImagesCreate Annotative Styles and ObjectsImagesImagesCreate LayoutsImagesImagesUse the Window CommandImagesImagesUse ViewportsImagesImagesPRINTING AND PLOTINGImagesImages			<i>J</i>
Reference external drawings and imagesImagesWork with Global BlocksImagesUSE HATCHING AND GRADIENTSImagesApply hatch patternsImagesCREATE AND EDIT TEXTImagesCreate Text StylesImagesVrite Lines of TextImagesDIMENSIONINGImagesCreate and apply Dimension StylesImagesUse MultileadersImagesCreate Annotative Styles and ObjectsImagesCreate LayoutsImagesUse the Window CommandImagesUse ViewportsImagesPRINTING AND PLOTINGImages		,	
Work with Global BlocksImage: Constraint of the second		1	
USE HATCHING AND GRADIENTS·Apply hatch patterns··CREATE AND EDIT TEXT··Create Text Styles··Write Lines of Text··DIMENSIONING··Create and apply Dimension Styles··Use Multileaders··Create Annotative Styles and Objects··Create Layouts··Use the Window Command··Use Viewports··PRINTING AND PLOTING··			
Apply hatch patternsImage: CREATE AND EDIT TEXTImage: CREATE AND EDIT TEXTCreate Text StylesImage: Create Text StylesImage: Create Create StylesWrite Lines of TextImage: Create C			<i>J</i>
CREATE AND EDIT TEXTImage: Create Text StylesImage: Create Text StylesImage: Create Text StylesWrite Lines of TextImage: Create Text StylesImage: Create Text StylesImage: Create Text StylesDIMENSIONINGImage: Create Text StylesImage: Create Text StylesImage: Create Text StylesUse MultileadersImage: Create Annotative Styles and ObjectsImage: Create Text Styles and ObjectsImage: Create Text StylesCreate LayoutsImage: Create Text StylesImage: Create Text StylesImage: Create Text StylesUse the Window CommandImage: Create Text StylesImage: Create Text StylesUse ViewportsImage: Create Text StylesImage: Create Text StylesPRINTING AND PLOTINGImage: Create Text StylesImage: Create Text Styles			
Create Text StylesImage: Create Text StylesImage: Create StylesImage: Create StylesDIMENSIONINGImage: Create And Apply Dimension StylesImage: Create Annotative ObjectsImage: Create Annotative Styles and ObjectsCreate Annotative Styles and ObjectsImage: Create LayoutsImage: Create Annotative Styles and ObjectsImage: Create Annotative Styles and ObjectsUse the Window CommandImage: Create Annotative StylesImage: Create Annotative StylesImage: Create Annotative StylesUse the Window CommandImage: Create Annotative StylesImage: Create Annotative StylesImage: Create Annotative StylesUse ViewportsImage: Create Annotative StylesImage: Create Annotative StylesImage: Create Annotative StylesUse the Window CommandImage: Create Annotative StylesImage: Create Annotative StylesImage: Create Annotative StylesUse ViewportsImage: Create Annotative StylesImage: Create Annotative StylesImage: Create Annotative StylesUse ViewportsImage: Create Annotative StylesImage: Create Annotative StylesImage: Create Annotative StylesUse ViewportsImage: Create Annotative StylesImage: Create Annotative StylesImage: Create Annotative StylesUse ViewportsImage: Create Annotative StylesImage: Create Annotative StylesImage: Create Annotative StylesUse ViewportsImage: Create Annotative StylesImage: Create Annotative StylesImage: Create Annotative StylesUse ViewportsImage: Create Annotative StylesImage: Create Annotative StylesImage: Create Annotative StylesUse V		<i>√</i>	<i>J</i>
Write Lines of Text✓DIMENSIONING✓Create and apply Dimension Styles✓Use Multileaders✓LAYOUTS AND ANNOTATIVE OBJECTS✓Create Annotative Styles and Objects✓Create Layouts✓Use the Window Command✓Use Viewports✓PRINTING AND PLOTING✓			
DIMENSIONINGImage: Constraint of the second sec	· · · · · · · · · · · · · · · · · · ·		
Create and apply Dimension StylesImage: Create and apply Dimension StylesImage: Create and Comparison of the style and ObjectsLAYOUTS AND ANNOTATIVE OBJECTSImage: Create Annotative Styles and ObjectsImage: Create and Comparison of the style			
Use Multileaders✓LAYOUTS AND ANNOTATIVE OBJECTS✓Create Annotative Styles and Objects✓Create Layouts✓Use the Window Command✓Use Viewports✓PRINTING AND PLOTING✓			
LAYOUTS AND ANNOTATIVE OBJECTSImage: Comparison of the comp		1	
Create Annotative Styles and ObjectsImage: Create LayoutsCreate LayoutsImage: Image: Create CayoutsUse the Window CommandImage: Image: Create CayoutsUse ViewportsImage: Image: Create CayoutsPRINTING AND PLOTINGImage: Create Cayouts			
Create Layouts✓Use the Window Command✓Use Viewports✓PRINTING AND PLOTING✓			
Use the Window Command  Use Viewports Viewport			
Use Viewports  V  Viewports  V  Viewports  V  Viewports  V  V  V  V  V  V  V  V  V  V  V  V  V	-		v
PRINTING AND PLOTING			
		~	V
Set printing and proting options		/	
	Set printing and plotting options		