



AUTODESK®
AUTOCAD®

Exam Objectives

DRAW OBJECTS

Draw lines and rectangles

Draw Circles, Arcs, and Polygons

DRAW WITH ACCURACY

Use object-snap tracking

Use Coordinate Systems

Make isometric drawings

MODIFY OBJECTS

Move and copy objects

Rotate and scale objects

Create and use arrays

Trim and extend objects

Offset and mirror objects

Use grip editing

Fillet and chamfer objects

USE ADDITIONAL DRAWING TECHNIQUES

Draw and edit polylines

Blend between objects with splines

Apply hatches and gradients

ORGANIZE OBJECTS

Change object properties

Alter layer assignments for objects

Control layer visibility

Assign properties by object or layer

Manage layer properties

REUSE EXISTING CONTENT

Work with blocks

Manage block attributes

Reference external drawings and images

ANNOTATE DRAWINGS

Add and modify text

Use dimensions

Add and modify multileaders

Create and assign annotative styles

Use tables

LAYOUTS AND PRINTING

Create layouts

Use viewports

Set printing and plotting options