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Up Coming Course

RM1060



AutoCAD

**AutoCAD 2010
Level II
Workshop**

*Price quoted is inclusive of 6% GST

Date: To be Advised

Time: 10am-5pm

Duration: 3 Days /18 Hours

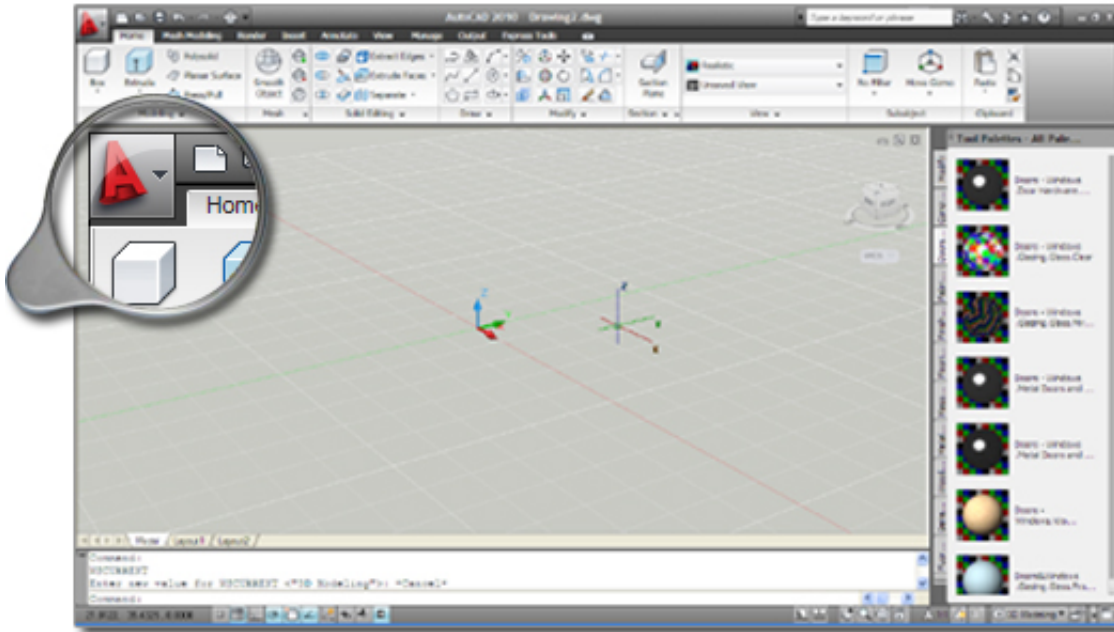
Venue 1: **Bandar Puteri, Puchong, Malaysia**

Venue 2: **Plaza Mahkota, Melaka, Malaysia**


Why and for who?

The purpose of this workshop is to equip you with AutoCAD's 3D capabilities, give you a chance to expand your ideas and look at them in a new light. We will explore the basic and advanced features for creating three-dimensional drawings, show how you can use AutoCAD to produce lifelike views (rendering) of your 3D drawings, and also explore the solid modeling features for creating mechanical components three-dimensional drawings.

Another highlight of the AutoCAD workshop is to explore how to produce Multiview Layout, Rendered/Visual Effect Layout, Animated Walk-through from 3D Models.



AutoCAD 2010 3D Interface

 cempaka technology
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AutoCAD workshop is intended for architects, engineers, drafters, and design-related professionals who already have basic knowledge and know-how in creating 2-D drawing using AutoCAD.

"A good course to upgrade my 3D AutoCAD skill."

--Asnor B. Sulaiman, Senior CAD Engineer - Infineon Technology Sdn Bhd, Melaka

"The Course content is well prepared and organized very well, which is useful for 3d drawing creation."

--Kok Kek Ming - CPTM (M) Sdn Bhd

What will you learn?

During the AutoCAD workshop, we provide step-by-step instructions on :

Introduction

~ Exploring Interfaces

Rendering

- ~ Creating Land
- ~ Creating Cameras
- ~ Creating a Lighting
- ~ Enabling Shadows
- ~ Performing a Render
- ~ Adding Global Illumination
- ~ Adding Background
- ~ Adding Materials
- ~ Adjusting the Material Mapping

Exploring 3D Modeling

- ~ Drawing 3D Models
- ~ Editing 3D Models
- ~ Moving Around 3D Model

Rendering Tutorial I

- ~ Rendering a house

Exploring Advanced 3D Modeling

- ~ Understanding UCS
- ~ Viewing 3D Models
- ~ Displaying 3D Models
- ~ Creating Primitives

Rendering Tutorial II

- ~ Rendering a building

~ Using Boolean Operations

Editing Solid Models

~ The Solidedit Command

Creating Multiview From a Solid Model

~ The Solview Command

~ The Soldraw Command

Creating Solid Model Tutorial I

~ Modeling a house

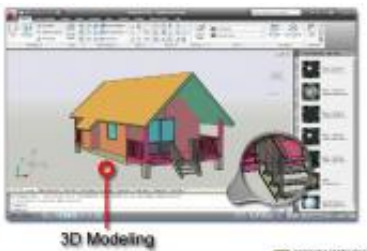
Creating Solid Model Tutorial II

~ Modeling a mechanical part

Workshop Projects

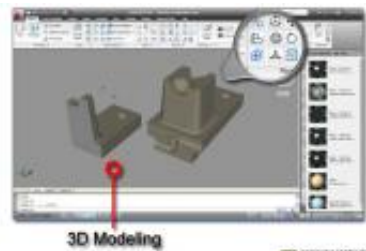
Mastering 3D Modeling

Modeling a house



Mastering 3D Modeling

Modeling a mechanical part



Mastering 3D Modeling

Revolve Tool and Visual Style



Rendering

Rendering a house



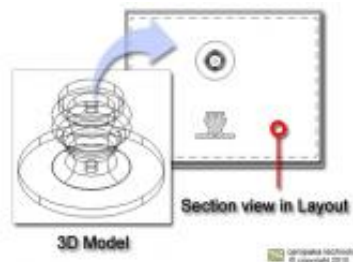
Rendering

Rendering a commercial building



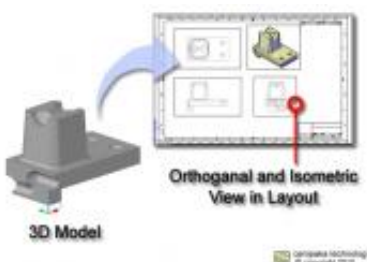
Mastering Layout

Using Solview and Soldraw command to produce layout

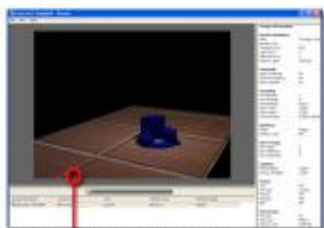


Mastering Layout

Producing Orthogonal and Isometric View in Layout



In addition to the above, these are additional tutorial samples used in the workshop:



Tutorial : Modeling and Rendering



Tutorial : Interior Rendering

What will you receive?

During the course, you will be given >200-pages manual and a CD containing the following:

~ 3D Objects

~ Projects Files Lesson 1 to Lesson 9



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Call Cemtech now at 03-80684461 or 06-2835955 to reserve a seat(s) for the above course!

All course fees are 100% claimable from PSMB-HRDF!

Any inquiry please [click here](#). Registration online, please [click here](#).

Newsletter generated by,

Cempaka Technology Sdn Bhd



Head Office:

1-28, Jalan PM4, Plaza Mahkota,
Bandar Hilir,
75000 **Melaka**.
Tel: 06-2835955 Fax: 06-2845955

Branch:

64-2, Jalan Puteri 2/2,
Bandar Puteri Puchong,
47100 **Puchong**, Selangor.
Tel: 03-80684461 Fax: 03-80684240

Website: <http://www.cemtech.edu.my>

