

2D Introduction course

Draughting in Bricscad

Course Duration: 1 Day
Time: 09:00 - 17:00

The Bricscad™ Introduction course will enable students to create a basic 2D drawing. Even at this introduction level, Bricscad™ is one of the most sophisticated computer applications that you are likely to encounter. The teaching strategy is to start with a few basic tools that allow the student to create and edit a simple drawing.

LEARNING OUTCOMES OF THIS COURSE

- Understanding the Bricscad™ workspace and user interface
- Draft basic drawings, objects and layers
- Preparing a layout to be plotted
- Adding text, hatching and dimension.
- Setting up layers, styles and templates

Prerequisites:

- A working knowledge of basic draughting procedures and terminology
- A working knowledge of Windows.

2D Introduction course

Includes:

- Bricscad™ Trial Software**
- Bricscad™ Training Manual**
- Bricscad™ PDF Manual**
- Certificate of completion**
- Lunch & tea/coffee included (lunch voucher)**

Daily Schedule

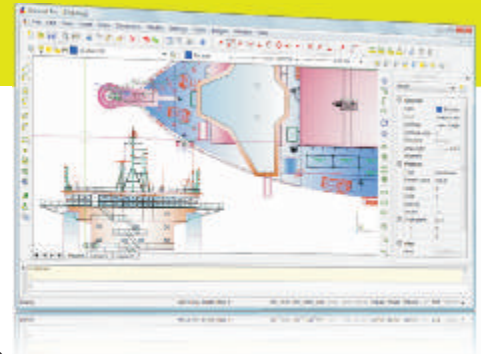
- 08:30 - 09:00 Preparing and Set-up
- 09:00 - 11:00 Bricscad Interface & Drawing in Bricscad
- 11:00 - 11:15 Tea / Coffee brake
- 11:15 - 13:30 Editing Methods & Layers
- 13:30 - 14:00 Lunch
- 14:00 - 15:30 Dimensions, Text & Hatching
- 15:30 - 15:45 Tea / Coffee brake
- 15:45 - 17:00 Blocks, Layouts & Plots

Daily Schedule may vary from classes

Course Outline

Introduction & Installation

- Using CAD Commands
- Compare Bricscad to manual draughting
- Drawing to scale
- Organizing Information
- Drawing efficiently
- Online Help
- Installation



Bricscad Interface

- Understanding the Interface
- Customising the interface

Drawing in Bricscad

- Absolute Rules
- Drawing a line
- Using the Zoom Commands
- Using the Object Snaps

Editing Methods

- Copy objects
- Move objects
- Fillets and Chamfers
- Trim and Extend
- Scale
- Stretching / Lengthening

Layers

- Organising Objects with Layers
- Creating Layers
- Linetype Scales

Dimensions

- Dimension Toolbar
- Linear dimensions
- Aligned dimensions
- Ordinate dimensions
- Radius dimensions
- Diameter dimensions
- Angular dimensions

Text & Hatching

- Creating Text
- Editing Text
- Creating Hatches
- Editing Hatches

Blocks

- Creating Blocks
- Creating and Placing Symbols
- Placing Blocks at measured Intervals
- Exploding Objects

Layouts & Plots

- Templates
- Plotting drawings
- Model and Layout/Paper Space
- Setting up viewports
- Setting up Titleblocks

