

The following tables will help you identify where in the ASCENT courseware you will find the objectives for the Autodesk AutoCAD 2011 Certified Associate and Certified Professional exams.

Table 1: Certified Associate Exam Objectives and ASCENT courseware mapping reference

Exam Sections	Exam Objectives	ASCENT Training Guide Chapter
Creating Basic Drawings	Use Object snaps	Fundamentals- Part 1, Chapter 4
	Use Polar and Object snap tracking	Fundamentals- Part 1, Chapter 4
Manipulating Objects	Use appropriate selection set methods	Fundamentals- Part 1, Chapter 5
	Apply mirror techniques to mirror copies of objects	Fundamentals- Part 1, Chapter 5
	Use Rectangular and polar arrays	Fundamentals- Part 1, Chapter 11
	Use rotation reference angles to rotate an object	Fundamentals- Part 1, Chapter 5
Drawing Organization and Inquiry Commands	Analyze a closed object to find the area	Fundamentals- Part 1, Chapter 9
	Apply changes to an object's property	Fundamentals- Part 1, Chapter 9
	Apply layer transparency to select layers	Fundamentals- Part 2, Chapter 1
Altering Objects	Identify methods for creating a radius between two objects	Fundamentals- Part 1, Chapter 11
	Join two objects to create an object	Fundamentals- Part 1, Chapter 8
	Apply modify techniques to change an object's shape by stretching	Fundamentals- Part 1, Chapter 11
Working with Layouts	Demonstrate how to manipulate viewports	Fundamentals- Part 1, Chapter 14
Annotating the Drawing	Demonstrate the methods for editing Multi-line text	Fundamentals- Part 1, Chapter 17
	Identify text justification locations	Fundamentals- Part 1, Chapter 17
	Describe a paragraph of text with multiple columns	Fundamentals- Part 1, Chapter 17
Dimensioning	Describe dimension styles	Fundamentals- Part 2, Chapter 8
	Apply methods for editing dimensions	Fundamentals- Part 1, Chapter 19
	Apply linear dimensions to a drawing	Fundamentals- Part 1, Chapter 19
Hatching Objects	Describe hatch editing	Fundamentals- Part 1, Chapter 18
Working with Reusable Content	Apply the uses for Tool Palettes	Fundamentals- Part 1, Chapters 12 & 18
	Create, insert and edit blocks in a drawing	Fundamentals- Part 1, Chapter 12
Creating Additional Drawing Objects	Identify table cell data contents	Fundamentals- Part 1, Chapter 17
	Describe how to create a polyline	Fundamentals- Part 1, Chapter 8
Parametric Design	Apply geometrical or dimensional constraints	Fundamentals- Part 2, Chapter 4
Working with Annotative Objects	Use annotative text and dimensions in a drawing at various viewport or annotation scales	Fundamentals- Part 1, Chapter 17
Isolate or Hide displayed objects	Use hide and isolate techniques to objects	Fundamentals- Part 2, Chapter 1
Grip Editing	Explain how to modify a drawing using grips	Fundamentals- Part 1, Chapter 5
View Drawings in 3D	Use the ViewCube to view drawings in 3D	AutoCAD 2011 3D Drawing & Modeling- Part 1

AutoCAD 2011 Courseware

AutoCAD 2011 Update for AutoCAD 2009/2010 Users

This training guide introduces the new 2D features of both AutoCAD 2011 and AutoCAD 2010. AutoCAD 2009 users are taught the new functionality in AutoCAD 2010 and 2011. AutoCAD 2010 users are introduced to the AutoCAD 2011 enhancements and are provided a review of the 2010 enhancements.

AutoCAD/AutoCAD LT 2011 Fundamentals

The objective of this training guide is to enable students to create a basic 2D drawing in AutoCAD. All topics, including features and commands, relate both to AutoCAD and AutoCAD LT. To make the process easier and provide flexibility for instructors and students, the course is divided into two parts that can be taken independently.

AutoCAD 2011 Advanced

This training guide introduces advanced techniques and teaches you how to be proficient in your use of AutoCAD. This is done by teaching you how to recognize the best tool for the task, the best way to use that tool, and how to create new tools to accomplish tasks more efficiently.

AutoCAD LT 2011 Essentials

The objective of this training guide is to enable students to create a basic 2D drawing in AutoCAD LT. The teaching strategy is to start with a few basic tools that enable the student to create and edit a simple drawing, then continue to develop those tools. More advanced tools are also introduced throughout the course.

ASCENT - Center for Technical Knowledge

ASCENT incorporates the best of Expert-Led (instructor-led) and technology-based training offerings to create the most effective course content, ensuring that users achieve maximum productivity from their chosen engineering tools.

ASCENT curriculum provides:

- A building block approach
- Real-world drawing projects
- Extensive illustrations and lab exercises
- Instructor guides
- Student guides containing CD's with drawing files for practice exercises
- A choice of ordering manuals pre-printed and bound, or purchasing licenses to print on demand

AutoCAD 2011

ASCENT courseware mapping reference for Autodesk Certification Exam objectives

Table 2: Certified Professional Exam Objectives and ASCENT courseware mapping reference

Exam Sections	Exam Objectives	ASCENT Training Guide Chapter
Manipulating Objects	Apply mirrored techniques to mirror copies of objects	Fundamentals- Part 1, Chapter 5
	Apply rotation techniques to rotate objects	Fundamentals- Part 1, Chapter 5
	Create rectangular and polar arrays	Fundamentals- Part 1, Chapter 11
	Create copies of objects	Fundamentals- Part 1, Chapter 5
	Apply move techniques to move objects to new positions	Fundamentals- Part 1, Chapter 5
Drawing Organization and Inquiry Commands	Analyze a closed object to find the area	Fundamentals- Part 1, Chapter 9
	Apply changes to an object's property	Fundamentals- Part 1, Chapter 9
Altering Objects	Create parallel geometry by offsetting an object	Fundamentals- Part 1, Chapter 11
	Apply modify techniques to change an object's shape by stretching	Fundamentals- Part 1, Chapter 11
Working with Layouts	Create a new layout and viewports with page setups	Fundamentals- Part 2, Chapter 7
Dimensioning	Edit multileaders using proper alignment and collection techniques	Fundamentals- Part 1, Chapter 17
	Edit linear and aligned dimensions in a drawing	Fundamentals- Part 1, Chapter 19
	Edit dimension text and text placement in a drawing	Fundamentals- Part 1, Chapter 19
Hatching Objects	Create and edit hatch objects	Fundamentals- Part 1, Chapter 18
Working with Reusable content	Create, insert and edit blocks in a drawing	Fundamentals- Part 1, Chapter 12
Creating Additional Drawing objects	Edit polyline features	Fundamentals- Part 1, Chapter 8
Parametric Design	Create geometrical and dimensional constraints	Fundamentals- Part 2, Chapter 4
Working with Annotative objects	Use annotative text and dimensions in a drawing at various viewport or annotation scales	Fundamentals- Part 1, Chapter 17
Insert and Manage External References	Apply External References	Fundamentals- Part 2, Chapter 11
Isolate or hide displayed objects	Apply hide and isolate techniques to objects	Fundamentals- Part 2, Chapter 1