

The following tables will help you identify where in the ASCENT courseware you will cover the objectives for the Autodesk AutoCAD 2010 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
Taking the AutoCAD Tour	Describe and set the workspace	Fundamentals-Part 1, Chapter 1 - Getting Started with AutoCAD
Creating Drawings	Use running object snaps and object snap overrides to select snap points in the drawing	Fundamentals-Part 1, Chapter 4 - Drawing Precision in AutoCAD
	Use Polar Tracking and PolarSnap efficiently and effectively	Fundamentals-Part 1, Chapter 4 - Drawing Precision in AutoCAD
	Use object snap tracking to position geometry	Fundamentals-Part 1, Chapter 4 - Drawing Precision in AutoCAD
	Use the Units command to set drawing units	Fundamentals-Part 2, Chapter 7 - Creating Templates
Manipulating Objects	Select objects for grip editing and identify the type of editing that can be done using grips	Fundamentals-Part 1, Chapter 5 - Making Changes in your Drawing
	Use several different selection methods to select objects	Fundamentals-Part 1, Chapter 5 - Making Changes in your Drawing
	Move objects in the drawing using object snaps, object tracking, and coordinate entry, for precise placement.	Fundamentals-Part 1, Chapter 5 - Making Changes in your Drawing
	Use the Copy command to copy objects in the drawing	Fundamentals-Part 1, Chapter 5 - Making Changes in your Drawing
	Use the Rotate command to rotate objects in the drawing	Fundamentals-Part 1, Chapter 5 - Making Changes in your Drawing
	Use the Mirror command to mirror objects in the drawing	Fundamentals-Part 1, Chapter 5 - Making Changes in your Drawing
Drawing Organization and Inquiry Commands	Use Layer Tools	Fundamentals-Part 1, Chapter 7 - Organizing Your Drawing with Layers
	Use the Match Properties command to apply the properties from a source object to destination objects	Fundamentals-Part 1, Chapter 9 - Getting Information from Your Drawing
	Use the Inquiry commands (Distance, Radius, Angle, Area, List, and ID) to obtain geometric information from the drawing	Fundamentals-Part 1, Chapter 9 - Getting Information from Your Drawing
Altering Objects	Use the Join command to combine multiple objects into a single object	Fundamentals-Part 1, Chapter 8 - Advanced Object Types
	Use the Fillet command to create radius geometry connecting two objects	Fundamentals-Part 1, Chapter 11 - Advanced Editing Commands
Working with Layouts	Create a new layout	Fundamentals-Part 1, Chapter 14 - Setting Up a Layout
	Create and manipulate viewports	Fundamentals-Part 1, Chapter 14 - Setting Up a Layout
Annotating the Drawing	Use the Multiline Text command to create and format paragraphs of text	Fundamentals-Part 1, Chapter 17 - Text
	Create and use text styles	Fundamentals-Part 2, Chapter 8 - Annotation Styles
Dimensioning	Create different types of dimensions on linear objects	Fundamentals-Part 1, Chapter 19 - Adding Dimensions
	Create and modify dimension styles to control the appearance of dimensions	Fundamentals-Part 2, Chapter 8 - Annotation Styles
	Create and edit multileaders	Fundamentals-Part 1, Chapter 19 - Adding Dimensions
Hatching Objects	Create hatch patterns and fills	Fundamentals-Part 1, Chapter 18 - Hatching
Working with Reusable Content	Use the Block command to create a block definition	Fundamentals-Part 2, Chapter 5 - Working with Blocks
	Use the Insert command to insert a block reference in a drawings	Fundamentals-Part 1, Chapter 12 - Inserting Blocks
Creating Additional Drawing Objects	Work with polylines	Fundamentals-Part 1, Chapter 8 - Advanced Object Types
	Edit polylines	Fundamentals-Part 1, Chapter 8 - Advanced Object Types

## AutoCAD 2010 Courseware

### Fundamentals

The objective of AutoCAD 2010 Fundamentals is to enable students to create a basic 2D drawing in AutoCAD. Even at this fundamental level, AutoCAD is one of the most sophisticated computer applications that you are likely to encounter. 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 2010 Advanced

This is the second course in a series of courses in AutoCAD. While our initial Fundamentals course focuses on the basic tools to create a drawing and setup files, this course strives to make the student more proficient in his or her use of AutoCAD and introduces more advanced techniques.

### 3D Drawing & Modeling

More and more AutoCAD users are venturing out of their traditional and familiar two-dimensional world to explore the possibilities of 3D modeling. Thanks to many software enhancements in this area, 3D is an increasingly useful and widespread tool. However, the leap into three dimensions requires some changes in thinking and drawing habits.

This course gives a thorough grounding in 3D fundamentals and explores the main features of AutoCAD's advanced 3D workspace.

## 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 2010

## 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	Use grips and the Move command to move objects using object snaps, coordinate entry, and object snap tracking	Fundamentals-Part 1, Chapter 5 - Making Changes in Your Drawing
	Use the Copy command to copy objects in the drawing	Fundamentals-Part 1, Chapter 5 - Making Changes in Your Drawing
	Use the Rotate command to rotate objects in the drawing	Fundamentals-Part 1, Chapter 5 - Making Changes in Your Drawing
	Use the Mirror command to mirror objects in the drawing	Fundamentals-Part 1, Chapter 5 - Making Changes in Your Drawing
	Use the Array command to pattern objects in the drawing	Fundamentals-Part 1, Chapter 5 - Making Changes in Your Drawing
Drawing Organization and Inquiry Commands	Change object properties	Fundamentals-Part 1, Chapter 9 - Getting Information from Your Drawing
Altering Objects	Use the Offset command to create parallel and offset geometry	Fundamentals-Part 1, Chapter 11 - Advanced Editing Commands
	Use the Stretch command to stretch objects	Fundamentals-Part 1, Chapter 11 - Advanced Editing Commands
	Use the Join command to join similar objects	Fundamentals-Part 1, Chapter 8 - Advanced Object Types
Working with Layouts	Move, copy, resize, and delete viewports	Fundamentals-Part 1, Chapter 14 - Setting Up a Layout
Annotating the Drawing	Use the Multiline Text command to create and format paragraphs of text	Fundamentals-Part 1, Chapter 17 - Text
	Use the Text command to create single line text	Fundamentals-Part 1, Chapter 17 - Text
	Make single line text associative	Fundamentals-Part 2, Appendix
	Edit text using a variety of commands and methods	Fundamentals-Part 1, Chapter 17 - Text
Dimensioning	Create and edit multileaders	Fundamentals-Part 1, Chapter 19 - Adding Dimensions
	Edit dimensions using grips and the Dimedit and Dimtedit commands	Fundamentals-Part 1, Chapter 19 - Adding Dimensions
	Create and modify dimensionstyles to control the appearance of dimensions	Fundamentals-Part 2, Chapter 8 - Annotation Styles
Hatching Objects	Create hatch patterns and fills	Fundamentals-Part 1, Chapter 18 - Hatching
Working with Reusable content	Use the Insert command to insert a block reference in a drawing	Fundamentals-Part 1, Chapter 12 - Inserting Blocks
Creating Additional Drawing objects	Use the Pedit command to edit polylines	Fundamentals-Part 1, Chapter 8 - Advanced Object Types
	Create tables and enter values in the table cells	Advanced, Chapter 3 - Working with Tables
Plotting Your Drawing	Plot drawings from model space or from a layout	Fundamentals-Part 1, Chapter 15 - Printing Your Drawing