

Intermediate ZWCAD - Professional Level II

Course Description

This course is designed for new ZWCAD software users who require comprehensive training. The primary objective of this course is to teach students the basic and intermediate commands necessary for professional 2D drawing, design, and drafting using ZWCAD 2010. Major topics include the ZWCAD operating system, menu structure and commands, accurate drawing setup techniques, geometry creation, manipulation and alteration editing functions, display, printing and plotting techniques. Topics are presented with hands-on laboratory exercises so that you can develop a level of comfort and confidence with ZWCAD.

Suggested Course Duration: 1 day (6 Hours)

Onscreen Exercises Included? Yes

In this intermediate ZWCAD training course, students will master the basic and intermediate concepts of ZWCAD, including: setting up a new drawing, navigating a drawing, basic construction and editing commands, layers and properties, dimensioning and annotation techniques, working with viewports, setting up layouts, and plotting. Students will use these concepts and procedures in the creation of a variety of two-dimensional drawings.

After completing this course, students will be able to:

- Navigate the ZWCAD user interface.
- Use the fundamental features of ZWCAD.
- Use the precision drafting tools in ZWCAD to develop accurate technical drawings.
- Present drawings in a detailed and visually impressive manner.

Note: The suggested course duration is a guideline. Course topics and duration may be modified by the instructor based upon the knowledge and skill level of the course participants.

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Course Outline

Introduction to ZWCAD - Professional Level II

Creating Basic Drawings

- Inputting Data
- Creating Basic Objects
- Using Object Snaps
- Using Polar Tracking and Polar Snap
- Using Object Snap Tracking
- Using Function Keys

Manipulating Objects

- Selecting Objects in the Drawing
- Changing an Object's Position
- Creating New Objects from Existing Objects
- Changing the Angle of an Object's Position
- Creating a Mirror Image of Existing Objects
- Changing an Object's Size

Crosshatching

- Bhatch Command & Quick Hatch
- Advanced Hatch
- Hatch Edit
- Inheriting Properties

Blocks and Attributes

- Creating Blocks (BMAKE)
- Inserting Blocks
- Purge Command
- Defining Attributes
- Editing Attributes

Points

- Point Styles and Command
- Divide
- Measure

Drawing Organization and Inquiry Commands

- Using Layers
- Matching Object Properties
- Using Line types

Altering Objects

- Trimming and Extending Objects
- Creating Parallel and Offset Geometry
- Joining Objects
- Breaking an Object into Two Objects
- Applying a Radius Corner to Two Objects

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- Creating an Angled Corner Between Two Objects
- Changing Part of an Object's Shape

Annotating Drawings

- Creating Multiline Text
- Creating Single Line Text
- Using Text Styles
- Editing Text

Hatching Objects

- Hatching Objects
- Editing Hatch Objects

Advanced Selection Commands

- Selection Modes
- Groups
- Selecting

Undo and Redo

- Undo & Redo Command Options

Introduction to Dimensions

- Linear Dimensions
- Aligned Dimensions
- Radius and Diameter
- Angular Dimensions
- Continued and Baseline
- Ordinate Dimensions
- Tolerances and Leaders

Dimension Styles

- Creating New Dimension Styles
- Lines and Arrows
- Text
- Fit Options
- Primary Units
- Alternate Units
- Tolerances

More Dimension Commands

- Quick Dimensions
- Align Text
- Modifying Dimensions

Views and Viewports

- Named Views
- Viewports

Model Space and Paper Space (Layout)

- Defining Model and Paper Space
- Layers & Dimensioning
- Line type Scales

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