

AutoCAD 2D – Zero to Hero

2-Session Intensive Course Syllabus

For complete beginners who want confidence, clarity, and real-world workflow skills.

Course Overview

This two-day intensive course takes complete beginners from opening AutoCAD for the first time to confidently creating, editing, organising, and plotting professional 2D drawings.

The focus is not just on commands — but on understanding **how AutoCAD thinks**, how drawings are structured, and how to avoid the common mistakes beginners make.

By the end of Day 2, participants will be able to:

- Create accurate 2D drawings
 - Modify and organise geometry efficiently
 - Use layers correctly
 - Understand model space vs paper space
 - Create and insert blocks
 - Set up drawings for plotting
 - Troubleshoot common issues
 - Customise their workspace for productivity
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Day 1 – Foundations & Core Drawing Skills

1. Understanding AutoCAD

- What AutoCAD is (and isn't)
- How AutoCAD thinks (coordinates, precision, object-based logic)
- The drawing file structure
- Units and scale basics

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2. The Interface & Navigation

- Ribbon, panels, and toolbars
- Command line fundamentals
- Dynamic input
- View controls (zoom, pan)
- Object selection methods
- Right-click options
- Workspace switching

Command Input Methods

- Typing commands
 - Using aliases
 - Ribbon tools
 - Right-click repeat
 - Recent commands
 - Understanding sub-options in the command line
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3. Drawing Basics

Core drawing tools:

- Line
- Polyline
- Circle
- Arc
- Rectangle
- Join & Connect

Precision Tools

- Object snaps (OSNAP)
- Tracking
- Ortho mode
- Polar tracking
- Grid & snap settings
- Direct distance input

4. Modify & Manipulate Geometry

Essential editing tools:

- Move
- Copy
- Rotate
- Mirror
- Scale
- Trim
- Extend
- Offset
- Fillet
- Explode

Selection Techniques

- Crossing vs window selection
 - Fence selection
 - Selection cycling
 - Grips and grip editing
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5. Layers – The Backbone of Organisation

- What layers are and why they matter
 - Creating and managing layers
 - Layer properties (color, linetype, lineweight)
 - Turning layers on/off, freeze/thaw
 - Locking layers
 - Layer states (basic intro)
 - Common beginner mistakes with layers
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6. Basic Annotation (Introduction)

- Text (single line vs multiline)

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- Basic dimensions
 - Dimension styles overview
 - Scaling awareness
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End of Day 1 Outcomes

Students will be able to:

- Draw accurately
 - Modify geometry confidently
 - Use object snaps properly
 - Organise drawings with layers
 - Navigate the interface without fear
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Day 2 – Structure, Workflow & Professional Output

1. Templates & Drawing Setup

- What templates are
 - Using existing templates
 - Units and drawing limits
 - Setting up basic drawing standards
 - Saving properly structured files
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2. Blocks – Working Smarter

- What blocks are
- Creating blocks
- Base points
- Inserting blocks
- Editing blocks
- Exploding blocks (when and when not to)

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- Benefits of reusable content
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3. Model Space vs Paper Space

One of the biggest beginner challenges.

- What model space is for
 - What paper space is for
 - Viewports
 - Scaling viewports
 - Plotting concepts
 - Why scale works differently in each space
 - Common mistakes beginners make
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4. Plotting & Output

- Page setup
 - Plot styles (basic concept)
 - Plotting to PDF
 - Lineweights and display
 - Checking drawings before printing
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5. Troubleshooting & Settings

Common beginner problems:

- Objects won't snap
- Drawing at wrong scale
- Text too big or too small
- Lineweights not showing
- Viewports misbehaving
- Annotation scaling confusion

Key system variables beginners should know:

- OSNAP

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- LTSCALE
 - PSLTSCALE
 - ANNOALLVISIBLE
 - PICKFIRST
 - ORTHO
 - POLAR
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6. Simple Workspace Customisation

- Creating command aliases
 - Adding frequently used tools to Quick Access Toolbar
 - Adjusting right-click behaviour
 - Changing background colour
 - Saving workspaces
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7. Productivity Habits Beginners Should Learn Early

- Drawing with intention
 - Using layers from the start
 - Not exploding everything
 - Naming files properly
 - Saving versions
 - Using blocks instead of redrawing
 - Keeping drawings clean
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8. Essential Concepts Every Beginner Must Understand

- Coordinates (absolute vs relative)
 - How precision prevents problems
 - Drawing at full size
 - The difference between geometry and annotation
 - Why organisation matters more than speed
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Final Practical Exercise

Students complete a structured drawing exercise that includes:

- Accurate geometry
 - Layer organisation
 - Blocks
 - Annotation
 - Paper space layout
 - PDF plot output
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End of Day 2 Outcomes

Participants will:

- Create professional 2D drawings from scratch
 - Understand full drawing workflow
 - Confidently use core commands
 - Organise drawings correctly
 - Produce print-ready layouts
 - Troubleshoot common problems independently
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Course Philosophy

Zero to Hero is not about memorising commands.

It's about:

- Understanding how AutoCAD works
- Building strong foundations
- Avoiding beginner habits that cause long-term issues
- Gaining confidence through clarity

By the end of this course, AutoCAD should feel logical — not intimidating.