

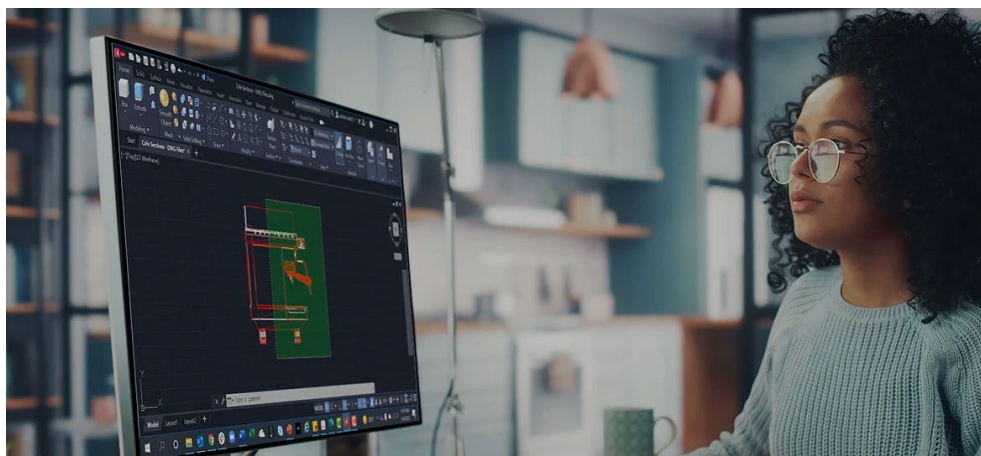
AutoCAD Certified User exam

Exam guide



Armada is an Autodesk Certification Centre offering exams that lead to industry-recognised qualifications.

For AutoCAD ACU exam, we offer an Autodesk Certified User (ACU) exam



Exam summary

Entry level exam to validate your knowledge of fundamental concepts and procedures in AutoCAD and general drafting and design techniques.

Recognised by industry as proof of competency using AutoCAD.

Qualification: Autodesk Certified User (ACU) in AutoCAD.

Sat online, from your place of work or home.

Length of exam: 50 minutes.

Requirements

It is expected that all candidates have a general understanding of:

- General concepts associated with technical drawing, drafting and design
- The AutoCAD user interface
- The key tools used in AutoCAD to draw, draft and design in 2D
- The draw order of overlapping objects
- Inquiry commands such as List, ID, Distance, and Area
- The help system within AutoCAD

For a list of the topics and features you're likely to be tested in, see over.

Recommended preparation

- Attend AutoCAD Essentials training.
- 150 hours' post-course, hands-on experience using AutoCAD.

Certificate and benefits

Successful candidates receive:

- An e-certificate (PDF) from Autodesk confirming your AutoCAD-certified status.
- An official Autodesk-Certified badge that you can use to market your skills, e.g. on your business cards, in your email signature, on your website, etc.

Practice test

A practice test is available that reflects the questions you're likely to be asked in your AutoCAD ACU exam.

Further info, dates, times, price

See armada.co.uk/exams/autocad.



Exam Outline

Draw and Modify Objects

Create basic drawing objects

Create and edit geometric shapes

- Lines, circles, rectangles, arcs, polygons, rays, etc.

Create 2D isometric drawings

- Switch between standard isometric planes (ISODRAFT)
- Use drawing and tracking tools that align with the corresponding isometric axes

Draw polylines

Draw open or closed polylines

- Lines and arcs

Edit a polyline

- Join

Select and deselect objects

Use a selection or crossing windows to select objects

Remove objects from a selection set

Manage layers

Set the current layer

Create and/or remove layers

Edit the properties of a layer

- Name, color, linetype, and linewidth
- Freeze, thaw, lock, unlock, on, and off

Identify the objects on a specific layer

Work with blocks

Create a basic block

- Define the base point
- Understand the significance of creating a block on layer o

Insert and modify instances of a block

- Basepoint, Scale, Rotate, and Explode
- Blocks palette, Tool palettes, and the Design Center

Transfer information between drawing files

- Copy with Basepoint
- Drag and drop across multiple open drawings

Draw with Accuracy

Apply basic object snaps

Use object snaps and object snap tracking

- Endpoint, midpoint, center, nearest, intersection, perpendicular, quadrant, extension, parallel, geometric center, and tangent
- Midpoint between two points (M2P) combined with object snap tracking and polar tracking

Identify and use coordinates

Enter coordinate values on the Command Line

- Relative, absolute, and polar coordinates

Use dynamic input and direct distance entry

Basic Editing

Modify object properties

Identify and alter layer assignments, color, linewidth, and linetype

- Properties palette and Quick Properties

Match the properties of one object to other objects

Use basic editing commands to modify objects

Move, copy, rotate, mirror, scale, and stretch objects

Move, copy, and stretch objects using grips

Trim, extend, or lengthen objects

Create rectangular and polar arrays

Offset objects at a specific distance

Apply a fillet or chamfer to objects

Rounded corners

Chamfered corners

Square corners (zero radius)

Annotation

Create and modify text

Create and modify text and multiline text

Apply text and multiline text properties

- Text height, justification, rotation, text wrapping, text style

Add and modify leaders and/or multileaders

Apply multileader styles

Understand multileader options

Create and edit dimensions

Add dimensions

- Linear, aligned, angular, radius, diameter

Create multiple dimensions with a single command

- Continue and baseline dimensions

Modify and apply dimension styles

- Precision, primary units, using overall scale, etc.

Apply hatches or fill patterns

Create a hatch or fill pattern

- Pick points or select

Specify hatch or fill options

- Angle, scale, pattern, match properties, inherit, and colour

Layouts and Printing

Work with layouts and viewports

Activate a layout

Modify viewports on a layout

Set the viewport properties so the geometry plots to scale

Add a title block to the layout

Manage output formats

Publish a drawing to a plotter, printer, or PDF file

- Set printing and plotting options
- Use the Page Setup Manager to apply plot settings to a layout