AutoCAD® 2008 Certified User Examination Overview

Overview

The AutoCAD 2008 Certified User credential is designed to assess your knowledge of AutoCAD 2008. The questions you answer during the exam assess a working knowledge of the basic features and functions of the application, as well as specific skills that are appropriate for ensuring a base level of proficiency in the application. Earning Autodesk Certified User status qualifies you as having demonstrated the requisite knowledge and skills to accomplish fundamental application tasks.

Authorized Certification Centers

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Autodesk certification exams are available at Authorized Autodesk Certification Centers. All examinations are computer-delivered in a proctored environment. While taking the exam, you may not use calculators, books, or other electronic equipment. You can use Autodesk AutoCAD 2008 software and the help system only. A calculator is available on line. At the time you complete your examination you must consent to the Autodesk Certification Program Agreement. You may view this document on http://www.autodesk.com/certification.

AutoCAD 2008 Exam

Autodesk Certification exams are performance based exams. Performance based testing is defined as testing by *doing*. That means that rather than answer questions about how you might accomplish a task, you actually perform the task. Performance based testing is widely accepted as a better way of insuring you have the skills needed for the application, rather than just recalling information.

The AutoCAD 2008 User exam is comprised of approximately 35 questions. The exam requires you to use AutoCAD 2008 to perform a task, and then answer a question about the task. The items will ask you to input a numeric or text answer.

The exam has a two-hour time limit. At the conclusion of your exam, you will receive a comprehensive score report which includes information on the items you missed and where you can find information on that area in the corresponding Autodesk Official Certification Courseware (AOCC). Your exam results will always be available online at http://autodesk.starttest.com. These results are confidential.

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Preparation

Passing the examination requires a working knowledge of the performance tasks listed below in Examination Sections and Objectives. You may purchase the **AutoCAD 2008 Certified User Exam Preparation Guide** to review the knowledge and skills assessed on the examination. This courseware is designed to teach the knowledge and skills assessed on the AutoCAD 2008 Certified User exam. This courseware is designed as a teaching tool for instructor-led courses as well as self-paced learning. In addition to the coursework, this manual encourages self-learning through the use of the AutoCAD Help system. The courseware includes student data files and a 30-day trial version of AutoCAD 2008.

Examination Sections and Objectives

The AutoCAD 2008 Certified User examination includes 12 sections and 35 questions. Each section covers high-level objectives and specific performance tasks.

Section 1: Controling the Display in Drawings

Objective	Displaying Objects
Required Knowledge and Skills	Use the Zoom and Pan commands to view different areas of the drawing.
Performance Tasks	■ Identify tools that control the drawing view display. ■ Use the Pan Realtime command to perform real time pan operations in the drawing. ■ Use the Zoom Realtime command to perform real time zoom operations in the drawing. ■ Use different Zoom commands to control the view magnification. ■ Use a wheel mouse to zoom and pan in the drawing. ■ Use the Regen command to regenerate the drawing. ■ Use the Zoom and Pan tools to view different areas in an existing drawing.

Section 2: Creating Basic Drawings

Objective	Inputting Data; Creating Basic Objects; Using Object Snaps; Using Polar Tracking and PolarSnap; Using Object Snap Tracking
Required Knowledge and Skills	Identify the default coordinate system and use dynamic input, direct distance, and shortcut menus; Use the Line, Circle, Arc, Erase, Rectangle, and Polygon commands to create and erase geometry in the drawing; Use object snaps to accurately place and create objects in the drawing; Activate and use polar tracking and PolarSnap to more accurately create geometry at different angles in the drawing; Explain, enable, and use object snap tracking to position geometry in the drawing.

Performance Tasks	■ Use the command line to enter commands and command options. ■ Explain the difference between a Cartesian and a polar coordinate, and between an absolute and a relative coordinate. ■ Activate the Dynamic Input interface and list key points about using it. ■ Create and edit geometry using the Dynamic Input interface. ■ Use direct distance entry to enter distance values. ■ Use the Line command to create lines in the drawing. ■ Use the Circle command to create circles in the drawing. ■ Use the Arc command to create arcs in the drawing. ■ Use the Erase command to erase objects in the drawing. ■ Use the Undo and Redo commands to return to previous drawing states. ■ Use the Rectangle command to create rectangles in the drawing. ■ Use the Polygon command to create equal-sided polygons in the drawing. ■ Create a simple object in a drawing using the basic geometry commands. ■ Explain what object snaps are, and why they are used. ■ State the difference between running object snaps and object snap overrides and identify the different Object Snap modes. ■ Use running object snaps and object snap overrides to select snap points in the drawing. ■ Use polar tracking and PolarSnap to increase speed and accuracy when creating geometry. ■ Describe object snap tracking. ■ Use object snap tracking to position geometry.

Section 3: Manipulating Objects

Objective	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; Creating Object Patterns; Changing an Object's Size
Required Knowledge and Skills	Use different selection methods to select objects in the drawing; Using the Move command, move objects in the drawing using object snaps, object tracking and coordinate entry for precise placement; Create new objects from existing objects in the drawing using the Copy command and with grips; Change the angle of objects in the drawing by using grips and by using the Rotate command; Create mirrored images of objects in the drawing using the Mirror command and by using grips; Use the Array command to create

	rectangular and circular patterns of objects in the drawing; Change the size of objects in the drawing using the Scale command.
Performance Tasks	▪ Use implied and manual window and crossing selection methods to select objects. ▪ Select objects for grip editing and identify the type of editing that can be done using grips. ▪ Use other manual selection methods to select objects. ▪ Move objects using grips, or the Move command, using object snaps, coordinate entry, and object snap tracking. ▪ Copy objects in the drawing using grips, or by using the Copy command. ▪ Rotate objects in the drawing using grips and by using the Rotate command. ▪ Use the Mirror command to mirror objects in the drawing. Change the MIRRTEXT system variable and observe the effect on mirrored text objects. ▪ Use the Array command to pattern objects in the drawing. ▪ Scale objects in the drawing using the Scale command and by using grips.

Section 4: Drawing Organization And Inquiry Commands

Objective	Using Layers; Changing Object Properties; Matching Object Properties; Using the Properties Palette; Using Linetypes
Required Knowledge and Skills	Use layers to organize objects in your drawing; Identify and change the properties of objects; Use the Match Properties command to copy properties from a source object to destination objects; Use the Properties palette to change object properties; Use linetypes to distinguish objects in the drawing.
Performance Tasks	▪ Describe how layers can be used to organize objects in your drawing. ▪ Describe the purpose of Layer 0. ▪ Access the Layer Properties Manager and use other commands to manage layers. ▪ Describe what object properties are and explain how they are used. ▪ Describe the use and effect of the ByLayer property. ▪ Change object properties. ▪ Use the Match Properties command to apply the properties from a source object to destination objects. ▪ Use the Properties palette to adjust object properties. ▪ Describe linetypes and how they are used in a drawing. ▪ Use the Linetype Manager to add linetypes to your drawing.

Section 5: Altering Objects

Objective	Trimming and Extending Objects to Defined Boundaries; Creating Parallel and Offset Geometry; Joining Objects; Breaking an Object into Two Objects; Applying a Radius Corner to Two Objects; Creating an Angled Corner Between Two Objects; Changing Part of an Object's Shape
Required Knowledge and Skills	Change the length of objects using the Trim and Extend commands; Create parallel and offset geometry in your drawing by using the Offset command; Use the Join command to combine multiple objects into a single object; Break objects into two or more independent objects; Apply a radiused corner to two objects in the drawing; Apply an angled corner to two objects in the drawing; Use the Stretch command to alter the shape of objects in the drawing.
Performance Tasks	▪ Use the Trim and Extend commands to modify geometry in your drawing. ▪ Use the Offset command to create parallel and offset geometry. ▪ Use the Join command to join similar objects. ▪ Use the Break command to break objects. ▪ Use the Fillet command to create radiused geometry connecting two objects. ▪ Use the Chamfer command to create chamfer features. ▪ Use the Stretch command to stretch objects.

Section 6: Working With Layouts

Objective	Using Layouts; Using Viewports
Required Knowledge and Skills	Describe the purpose and properties of layouts, and then create a new layout; Create and manipulate viewports.
Performance Tasks	▪ Describe the purpose and key properties of layouts. ▪ Create a new layout. ▪ Create a rectangular viewport. ▪ Modify the viewport scale factor. ▪ Move, copy, resize, and delete viewports.

Section 7: Annotating The Drawing

Objective	Annotation Scaling; Creating Multiline Text; Creating Single Line Text; Using Text Styles; Editing Text
Required Knowledge and Skills	Understand and use annotation scaling to size annotations in model space and viewports; Use the Mtext command to create multiline text; Create single line text; Create text styles to manage text; Use different methods to edit text.
Performance Tasks	▪ Describe annotation scaling and how you can use it to

simplify the process of annotating drawings that have views of differing scales.
- Describe the tools for working with annotation scales in model space.
- Describe the process and tools available to access and manage annotation scale representations.
- Describe how to use the viewport and annotation lists on the status bar to set annotation scales in the drawing.
- Use annotation scaling commands to create and manage annotative objects in a drawing.
- Use the Mtext command to create multiline text.
- Use the Text command to create single line text.
- Use the Text command to make single line text associative.
- Explain the purpose of text styles.
- Create and use text styles.
- Edit text using a variety of commands and methods.

Section 8: Hatching Objects

Objective	Hatching Objects; Editing Hatch Objects
Required Knowledge and Skills	Create hatch and gradient fill patterns on objects in the drawing; Edit hatch and gradient fills that have been placed in the drawing.
Performance Tasks	■ Describe the characteristics of hatch and fill patterns. ■ Describe the characteristics of associative hatch patterns. ■ Create hatch patterns and fills. ■ Describe which edits maintain associative properties and which destroy the associativity. ■ Use the Hatchedit command to edit hatches and fills.

Section 9: Dimensioning

Objective	Creating Dimensions; Editing Dimensions; Using Multileaders
Required Knowledge and Skills	Create dimensions; Use dimension styles to manage dimensions; Use different commands and methods to edit dimensions.
Performance Tasks	■ Create different types of dimensions on linear objects. ■ Create different types of dimensions on curved objects. ■ Enhance dimensions for clarity of purpose. ■ Edit dimensions using grips and the Dimedit and Dimtedit commands. ■ Describe multileaders. ■ Describe multileader styles. ■ Create and edit multileaders.

Section 10: Working With Reusable Content

Objective	Using Blocks
Required Knowledge and Skills	Create a block definition and insert a block definition or file into a drawing to place block references.
Performance Tasks	■ Describe blocks and how they are used to group objects together. ■ Describe dynamic blocks and their benefits. ■ Describe the properties that affect block behavior in the drawing. ■ Use the Insert command to insert a block reference in a drawing. ■ Use the Block command to create a block definition.

Section 11: Creating Additional Drawing Objects

Objective	Working with Polylines; Using Tables
Required Knowledge and Skills	Create and edit polylines with the Polyline command; Create and edit basic tables and use table styles to control their appearance.
Performance Tasks	■ Use the Pline command to create polylines. ■ Use the Pedit command to edit polylines. ■ Use the Tablestyle command to create table styles. ■ Create tables and enter values in the table cells.

Section 12: Plotting Your Drawings

Objective	Plotting Drawings
Required Knowledge and Skills	Plot design geometry from model space or from a layout.
Performance Tasks	■ Identify the environments from which you can output data. ■ Explain the reason for and characteristics of plotting from model space. ■ State the characteristics of plotting from layouts. ■ Plot drawings from model space or from a layout. ■ Use the Preview command to view what you will plot.

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