

AUTODESK ADVANCED STEEL ESSENTIAL TRAINING

Objectives

Advance Steel is a leading edge steel construction application designed for steel professionals. This training teaches users to use the tools and commands for creating 3D structural models from which drawings are created. The three dimensional model is created and stored in a drawing (in DWG format). The Advance Steel model forms the basis of the 3D construction. Complex structures are created using Advance Steel structural elements with all the required features, joints, and connections, within a command. After completing this course trainee will be able to:

- ✓ Learning Advance Steel user interface
- ✓ Creating Advance Steel 3D objects
- ✓ Creating steel connections
- ✓ Checking for clashing
- ✓ Numbering and marking
- ✓ Generating drawing
- ✓ Creating Bill of Materials

Duration

3-day

Training Programme Day 1

Chapter	Topic	Duration	Time
Chapter 1	The Advance Steel User Interface	1- Hour	09.00 am- 10.00 am
Chapter 2	 Coordinate Systems 3D Coordinates World Coordinates User Coordinate System When to Use a UCS 	1-Hour	10.00 am- 11.00 am

Chapter 3	Building Grids		
	 Creating a Building Grid 		
	Grid Properties		11.00 am-
	 Modifying Grids 	2-Hour	01.00 pm
	Level Symbols		
Chapter 4	Basic Structures		
	 Structural Frames 		
	 Placing Sections 	1-Hour	02.00 pm-
	Beam Properties		03.00 pm
Chapter 5	Simple Editing		
-	Overview		
	Layer Management		
	 Common Basic CAD Editing Commands 		03.00 pm-
	 Transform Elements 	1-Hour	04.00 pm
	 Advance Copy/Rotate/Array 		
	Advance Trim/Extend		
Chapter 6	Connection Vault		
	 Joint Properties 		
	Repeating Joints	1-Hour	04.00 pm-
	Joint Library		05.00 pm
	Joint Groups		
1			

Training Programme Day 2

Chapter	Topic	Duration	Time
Chapter 7	Beam		
	 Introduction 		
	 Coping or Notching Beams 		
	Shorten at UCS		09.00 am-
	Cut at Object	2- Hour	11.00 am
	• Cope		
	 Parametric Cope – Joint 		
	Beam Clearance		
	Contour Features		
	Editing Features		
	Miter		
	 Splitting and Joining Beams 		

Chapter 8	Plates		
-	Flat Plates		
	 Plate Properties 		11.00 am-
	 Folded Plates 	1-Hour	12.00 pm
	 Gratings 		
Chapter 9	Plate Features		
	 Contour Features 		
	 Contour Processing Properties 		12.00 am-
	 Plate Contour Non UCS Features 	1-Hour	01.00 pm
	 Chamfers and Fillets 		
	Dividing and Joining Plates		
Chapter 10	Connection Elements		
	Bolts		
	 Bolt Properties 	2-Hour	02.00 pm-
	Anchors		04.00 pm
	 Welds 		
	Edit Connected Objects		
Chapter 11	Custom Connections		
	 Introduction 		
	 Modeling the Custom Connection 		
	Building Bricks	4.11	04.00 pm-
	 Creating a Connection Template 	1-Hour	05.00 pm
	 Insert a Connection Template 		

Training Programme Day 3

Chapter	Topic	Duration	Time
Chapter 12	Project Explorer		
	 Introduction 		
	• Levels		
	Work Planes and Columns		09.00 am-
	Model Views	1- Hour	10.00 am
	• Queries		
	• Groups		
	Show All Objects		
	 Structures 		

Chapter 13	Validating a Structure		
	Clash Check		10.00 am- 12.00 am
	Object Marking	2-Hour	
	Technical Check		
	Model Check		
	Joint Design		
Chapter 14	Numbering		
	Model Role		12.00 am-
	 Numbering 	1-Hour	01.00 pm
Chapter 15	Creating Drawings		
	 Quick Documents Palettes 		
	 Drawing Styles 		
	 Drawing Processes 	1-Hour	02.00 pm- 03.00 pm
	 Cameras 		
	 Summary of Drawing Procedure 		
	View Orientation		
	Setting up Documents Palettes		
Chapter 16	Editing Drawings		
	Document Manager		
	 Manipulating Drawings 		03.00 pm-
	 Drawing Labels and Dimensions 	1-Hour	04.00 pm
	Object Properties		
Chapter 17	Lists		
	BOM Templates Palette		
	RDF Viewer	1-Hour	04.00 pm-
	Selective Lists		05.00 pm
	 Managing List 		