Tutorials

Tutorials provide step by step examples on how to create drawings for a specific purpose. Tutorials supplement the User Manual, particularly the User Guides. A tutorial doesn't require a full understanding of the commands used, but provides sufficient detail to allow the user to complete the drawing.

Be aware that LibreCAD functionality and interface has changed over time but some things are still demonstrated well in an old interface. Look for tutorials in your preferred language.

Over time more tutorials will be added to this wiki but at the start the links go to the old wiki. Feel free to add tutorial or video links with a brief description including the LibreCAD version used.

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Video

Watch YouTube tutorials, the most recently uploaded videos are at the start of the list

Classic step by step tutorials

Brief Overview

- Brief Overview
- Simple Template

Basics

- Getting Started with LibreCAD
- Starting to draw: carport example
- Measure areas on a map
- LibreCAD for Real Dummies a free option for Computer Aided Design - V2.2.0-rc1, Section 3 has 6 exercises

Intermediate

- Let's draw a little house
  - V2.0
- Isometric Grid - V2.0
- The Spline Dolphin Tutorial shows how to draw a spline then the Spline Second Tutorial shows some of the detail to be aware of. It is assumed you are familiar with basic LibreCAD commands like: *draw points*, *draw lines*, *draw polylines*, and *move/copy*.
- Creating Your Own Template
- A short manual for use from the command line - old

- Draw a house - Dessiner une maison

- Tutorial in French

Advanced

- Parameterised drawing is not available but Pseudo Scripting with Excel is close - V2.0. Could be automated with https://github.com/kozbot/kecb, perhaps with https://openpyxl.readthedocs.io under python.

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