

## CERTIFICACION AUTODESK CERTIFIED PROFESSIONAL (ACP)

Esta credencial es para aquellos que poseen habilidades más avanzadas y puede resolver retos complejos de flujo de trabajo y diseño.

ACP es la credencial lógica para usuarios avanzados y profesionales del software Autodesk que posean al menos 400 horas de experiencia en el mundo real de Autodesk.

La Certificación a nivel profesional demuestra que el individuo posee un conjunto de habilidades que destacan para su avance profesional.

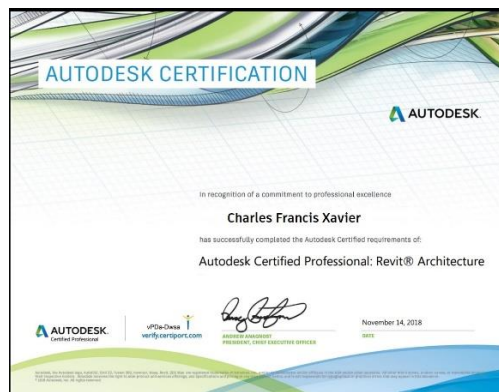


## CERTIFICADO IMPRESO Y DIGITAL (ACP)

Al aprobar el examen de certificación profesional ACP recibirás un certificado oficial emitido por Autodesk a través de PROISAC-CERTIPOINT y PROISAC-ATC, el cual valida tus conocimientos en el software específico del examen aprobado.

Este certificado será entregado de forma impresa y de forma digital mediante un PDF, descargable desde la página de [www.certipoint.com](http://www.certipoint.com).

Cada certificado ACP tiene una validez de 3 años.



## EMBLEMA DIGITAL DE LA CERTIFICACIÓN ACP

Además de tu certificado digital, al aprobar el examen de certificación profesional ACP recibirás un emblema digital respaldado por Autodesk y [www.youracclaim.com](http://www.youracclaim.com), la cual podrá compartir en redes sociales con valor oficial, y como medio probatorio de tu certificación.



## CARACTERISTICAS DEL EXAMEN

Duración:	120 minutos. / 35 preguntas
Software:	Se requiere el uso del software.
Idioma:	Revit Architecture en español o inglés. Resto de exámenes en inglés.
Programación:	Inmediata previo depósito.
Horarios:	De Lunes a Sábado de 9 am a 6 pm.
Sede:	PROISAC-ATC. Av. Las Palmeras 5324. Los Olivos.
Forma de pago:	Deposito en cuenta o al contado (con depósito de separación de 50 soles.).
Soporte:	Personal técnico durante el examen.
Intentos:	2 opciones de aprobar el examen.

## INVERSIÓN – ABRIL 2019

**Pago al contado: (Oferta por tiempo limitado)**  
**S/ 300.00**

**Precio normal:**  
S/ 380.00

### Formas de pago



Depósito o Transferencia a las cuentas en soles del **Banco de Crédito del Perú** a nombre de **Rolando Karlos Hijar Portella**  
Cta: 193-1469-9823-004  
CCI: 00219311469982300419

### 3 AUTODESK® 3DS MAX®

Exam Objectives

<b>ANIMATION</b>	<b>PROPAGATION</b>
Control point animation and evaluate an object along the path	Use Character Tools for Rigging
Identify Controller types	Create simple Rigged
Identify playback settings	Use the Skin modifier
Customize the value of keys in the Time Slider	<b>PROXIES</b>
Use a Clay Shader	Differentiate reference coordinate systems
<b>CHEMICALS</b>	Identify Chem types
Chemicals camera type	Differentiate standard versus extended primitives
Edit FOV (Field of View)	Identify and use the Top Instancer method
Data Management (Responsibility)	Identify Vertex types
Differentiate common file types and usage	Use object creation and modification workflow
Use the report feature to inspect model data	Use polygon modeling tools
<b>EFFECTS</b>	<b>RENDERING</b>
Identify Space Warp types	Differentiate Renderers
Use atmospheric effects	Identify render parameters
Identify Space Warp types	Identify render parameters
Use atmospheric effects	<b>UI OBJECT MANAGEMENT</b>
Control Animation and Dece	Identify Selection Regions and methods
Identify parameters for modifying shadows	Use Viewports
Add a cinematic effect	Set up and use Scenes
<b>MATERIALS / SHADING</b>	
Identify material resources	
Use the State Material Editor	

### AUTODESK® AUTOCAD® CIVIL 3D®

Exam Objectives

<b>TOOLS</b>	<b>CONTOURS</b>
Create and use object styles	Design and create a contour
Create and use label styles	Derive information and data from a contour
Lines and Curves	<b>SECTION AND SECTION TOOLS</b>
Use the line and curve commands	Create and analyze sections and section views
Use the Tangent commands	Map Geometry
<b>TEXT</b>	Design and create a pipe network
Use the line and curve commands	<b>TRAINING</b>
Use the Tangent commands	Design and create a grading model
Use special objects to control the display of points	Create a grading model feature line
<b>TEXTURES</b>	Manage and display models
Identify the characteristics of surfaces	<b>PLAN PRODUCTION</b>
Create and edit surfaces	Create and use maps
Use styles and settings to display surface information	Use map styling
<b>TEXTURES</b>	Use view frames
Create a surface by importing fundamental data	<b>TOOLSET</b>
Use styles to enhance surface display results	Identify the characteristics of survey data
<b>TEXTURES</b>	Use description tags to control the display of points created from survey data
Create a surface by importing fundamental data	Create a boundary drawing from field data
Use styles to enhance surface display results	
<b>TEXTURES</b>	
Design a general layout	
Select general styles to change the display of points	
Select styles to generate points	
<b>ALIGNMENTS</b>	
Design a benchmark feature	
Create alignments	
Profile and modify lines	
Create a surface profile	
Design a profile	
Create a profile view style	
Create a profile view	

### AUTODESK® AUTOCAD®

Exam Objectives

<b>DRAW OBJECTS</b>	<b>DYNAMIC OBJECTS</b>
Change object properties	Alter layer assignments for objects
Draw Circle, Spline, and Polygon	Control layer visibility
<b>DRAW WITH ACCURACY</b>	Assign properties to object at layer
Use dimension tool	Manage layer properties
Use Coordinate Systems	<b>FIELD-BASED CONTENT</b>
Match element drawings	Work with blocks
<b>FIELD-BASED CONTENT</b>	Manage block attributes
Work with blocks	Reference external drawings and images
Manage block attributes	<b>ANIMATE DRAWINGS</b>
Reference external drawings and images	Use dimension
<b>ANIMATE DRAWINGS</b>	Add and modify objects
Use dimension	Create and assign annotation styles
Add and modify objects	Use viewport
Create and assign annotation styles	<b>USE ADDITIONAL DRAWING TECHNIQUES</b>
Use viewport	Blend between objects with opacity
<b>USE ADDITIONAL DRAWING TECHNIQUES</b>	Create details
Blend between objects with opacity	Use viewport
Create details	Set printing and plotting options
Use viewport	
Set printing and plotting options	

### I AUTODESK® INVENTOR®

Exam Objectives

<b>ADVANCED MODELING</b>	<b>PART MODELING</b>
Change the order of the Intersection Curve and the Project for Surface commands	Create a Part feature
Create a loft feature	Create extrude features
Create a multi-body part	Create hole features
Create a part using surfaces	Use the Project Geometry and Project Cut Edges commands
Create a surface feature	Use the report feature to inspect model data
Intersect and a profile	<b>PRESENTATION FILES</b>
<b>ASSEMBLY MODELING</b>	Apply and use assembly commands
Apply and use assembly commands	Create a new assembly
Use assembly constraints	Create a part in the context of an assembly
Use the report feature to inspect model data	Describe and use dimension
<b>ASSEMBLY MODELING</b>	Create a positional relationship
Apply and use assembly commands	Create components using the Design Accelerator commands
Use assembly constraints	Modify a set of materials
Create a positional relationship	Find minimum distance between parts and components
Create components using the Design Accelerator commands	Use the Frame generator commands
Modify a set of materials	Use the report feature to inspect model data
Find minimum distance between parts and components	<b>PRESENTATION FILES</b>
Use the Frame generator commands	Apply and use assembly commands
<b>PRESENTATION FILES</b>	Create a new assembly
Apply and use assembly commands	Create a part in the context of an assembly
Create a new assembly	Describe and use dimension
Create a part in the context of an assembly	Create a positional relationship
Describe and use dimension	Create components using the Design Accelerator commands
Create a positional relationship	Modify a set of materials
Create components using the Design Accelerator commands	Find minimum distance between parts and components
Modify a set of materials	Use the Frame generator commands
Find minimum distance between parts and components	Use the report feature to inspect model data
Use the Frame generator commands	<b>PRESENTATION FILES</b>
<b>PRESENTATION FILES</b>	Apply and use assembly commands
Apply and use assembly commands	Create a new assembly
Create a new assembly	Create a part in the context of an assembly
Create a part in the context of an assembly	Describe and use dimension
Describe and use dimension	Create a positional relationship
Create a positional relationship	Create components using the Design Accelerator commands
Create components using the Design Accelerator commands	Modify a set of materials
Modify a set of materials	Find minimum distance between parts and components
Find minimum distance between parts and components	Use the Frame generator commands
Use the Frame generator commands	Use the report feature to inspect model data

### AUTODESK® MAYA®

Exam Objectives

<b>ANIMATION</b>	<b>MATERIALS / SHADING</b>
Apply animation curves using the Graph Editor	Identify the type of material assigned to geometry
Use the report feature to inspect model data	Modify the specified shading component in a material
Use the report feature to inspect model data	<b>MODELING</b>
<b>CAMERAS</b>	Identify the type of Boolean operation performed on the objects
Identify camera types	Use the report feature to inspect model data
Describe the use of the camera's angle of view	Identify the typical work flow when smoothing models
Describe the use of the camera's focal length	<b>PRESENTATION FILES</b>
Identify camera attribute names or values	Apply and use assembly commands
Use the report feature to inspect model data	Create a new assembly
<b>PRESENTATION FILES</b>	Create a part in the context of an assembly
Apply and use assembly commands	Describe and use dimension
Create a new assembly	Create a positional relationship
Create a part in the context of an assembly	Create components using the Design Accelerator commands
Describe and use dimension	Modify a set of materials
Create a positional relationship	Find minimum distance between parts and components
Create components using the Design Accelerator commands	Use the Frame generator commands
Modify a set of materials	Use the report feature to inspect model data
Find minimum distance between parts and components	<b>PRESENTATION FILES</b>
Use the Frame generator commands	Apply and use assembly commands
<b>PRESENTATION FILES</b>	Create a new assembly
Apply and use assembly commands	Create a part in the context of an assembly
Create a new assembly	Describe and use dimension
Create a part in the context of an assembly	Create a positional relationship
Describe and use dimension	Create components using the Design Accelerator commands
Create a positional relationship	Modify a set of materials
Create components using the Design Accelerator commands	Find minimum distance between parts and components
Modify a set of materials	Use the Frame generator commands
Find minimum distance between parts and components	Use the report feature to inspect model data
Use the Frame generator commands	<b>PRESENTATION FILES</b>
<b>PRESENTATION FILES</b>	Apply and use assembly commands
Apply and use assembly commands	Create a new assembly
Create a new assembly	Create a part in the context of an assembly
Create a part in the context of an assembly	Describe and use dimension
Describe and use dimension	Create a positional relationship
Create a positional relationship	Create components using the Design Accelerator commands
Create components using the Design Accelerator commands	Modify a set of materials
Modify a set of materials	Find minimum distance between parts and components
Find minimum distance between parts and components	Use the Frame generator commands
Use the Frame generator commands	Use the report feature to inspect model data

### R AUTODESK® REVIT® ARCHITECTURE

Exam Objectives

<b>COLLABORATION</b>	<b>MODELING</b>
Import AutoCAD files into Revit	Place and modify structural columns
Use Revit models	Place and modify walls
Copy levels and set up numbering	Create custom wall types
Create floor plans	Place footings
Use Worksets	Create a concrete slab and/or floor
Resolve Coordination Review Errors	Create and modify stepped walls in foundations
<b>DOCUMENTATION</b>	<b>PRESENTATION FILES</b>
Use temporary dimensions	Apply and use assembly commands
Use detail components	Create a new assembly
Use temporary dimensions	Create a part in the context of an assembly
Use detail components	Describe and use dimension
<b>PRESENTATION FILES</b>	Create a positional relationship
Apply and use assembly commands	Create components using the Design Accelerator commands
Create a new assembly	Modify a set of materials
Create a part in the context of an assembly	Find minimum distance between parts and components
Describe and use dimension	Use the Frame generator commands
Create a positional relationship	Use the report feature to inspect model data
Create components using the Design Accelerator commands	<b>PRESENTATION FILES</b>
Modify a set of materials	Apply and use assembly commands
Find minimum distance between parts and components	Create a new assembly
Use the Frame generator commands	Create a part in the context of an assembly
Use the report feature to inspect model data	Describe and use dimension

### R AUTODESK® REVIT® MEP ELECTRICAL

Exam Objectives

<b>COLLABORATION</b>	<b>MODELING</b>
Import AutoCAD files into Revit	Place and modify structural columns
Use Revit models	Place and modify walls
Copy levels and set up numbering	Create custom wall types
Create floor plans	Place footings
Use Worksets	Create a concrete slab and/or floor
Resolve Coordination Review Errors	Create and modify stepped walls in foundations
<b>DOCUMENTATION</b>	<b>PRESENTATION FILES</b>
Use temporary dimensions	Apply and use assembly commands
Use detail components	Create a new assembly
Use temporary dimensions	Create a part in the context of an assembly
Use detail components	Describe and use dimension
<b>PRESENTATION FILES</b>	Create a positional relationship
Apply and use assembly commands	Create components using the Design Accelerator commands
Create a new assembly	Modify a set of materials
Create a part in the context of an assembly	Find minimum distance between parts and components
Describe and use dimension	Use the Frame generator commands
Create a positional relationship	Use the report feature to inspect model data
Create components using the Design Accelerator commands	<b>PRESENTATION FILES</b>
Modify a set of materials	Apply and use assembly commands
Find minimum distance between parts and components	Create a new assembly
Use the Frame generator commands	Create a part in the context of an assembly
Use the report feature to inspect model data	Describe and use dimension

### R AUTODESK® REVIT® MEP MECHANICAL

Exam Objectives

<b>COLLABORATION</b>	<b>MODELING</b>
Import AutoCAD files into Revit	Place and modify structural columns
Use Revit models	Place and modify walls
Copy levels and set up numbering	Create custom wall types
Create floor plans	Place footings
Use Worksets	Create a concrete slab and/or floor
Resolve Coordination Review Errors	Create and modify stepped walls in foundations
<b>DOCUMENTATION</b>	<b>PRESENTATION FILES</b>
Use temporary dimensions	Apply and use assembly commands
Use detail components	Create a new assembly
Use temporary dimensions	Create a part in the context of an assembly
Use detail components	Describe and use dimension
<b>PRESENTATION FILES</b>	Create a positional relationship
Apply and use assembly commands	Create components using the Design Accelerator commands
Create a new assembly	Modify a set of materials
Create a part in the context of an assembly	Find minimum distance between parts and components
Describe and use dimension	Use the Frame generator commands
Create a positional relationship	Use the report feature to inspect model data
Create components using the Design Accelerator commands	<b>PRESENTATION FILES</b>
Modify a set of materials	Apply and use assembly commands
Find minimum distance between parts and components	Create a new assembly
Use the Frame generator commands	Create a part in the context of an assembly
Use the report feature to inspect model data	Describe and use dimension

### R AUTODESK® REVIT® STRUCTURE

Exam Objectives

<b>COLLABORATION</b>	<b>MODELING</b>
Import AutoCAD files into Revit	Place and modify structural columns
Use Revit models	Place and modify walls
Copy levels and set up numbering	Create custom wall types
Create floor plans	Place footings
Use Worksets	Create a concrete slab and/or floor
Resolve Coordination Review Errors	Create and modify stepped walls in foundations
<b>DOCUMENTATION</b>	<b>PRESENTATION FILES</b>
Use temporary dimensions	Apply and use assembly commands
Use detail components	Create a new assembly
Use temporary dimensions	Create a part in the context of an assembly
Use detail components	Describe and use dimension
<b>PRESENTATION FILES</b>	Create a positional relationship
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Use the report feature to inspect model data	Describe and use dimension

## RELACION DE PROGRAMAS DISPONIBLES PARA LA CERTIFICACIÓN AUTODESK CERTIFIED PROFESSIONAL (ACP)