

Introduction to AutoDesk Inventor

Length: 5 Days

Summary: The objective of the course is to provide you with an understanding of the parametric design philosophy through a hands-on, practice-intensive curriculum. You will learn the key skills and knowledge needed to design models using Autodesk Inventor, starting with conceptual sketching, through to solid modeling, assembly design, and drawing production.

Prerequisites:

- Access to the current version of the software.
- As an introductory training course, Introduction to Autodesk Inventor does not assume prior knowledge of any 3D modeling or CAD software. Students do need to be experienced with the Windows operating system and a background in drafting of 3D parts is recommended.

COURSE CONTENT

- Understanding the Autodesk® Inventor® software interface
- Creating, constraining, and dimensioning 2D sketches
- Creating and editing the solid base 3D feature from a sketch
- Creating and editing secondary solid features that are sketched and placed
- Creating equations and working with parameters
- Manipulating the display of the model
- Resolving feature failures
- Duplicating geometry in the model
- Placing and constraining/connecting parts in assemblies
- Manipulating the display of components in an assembly
- Duplicating components in an assembly
- Obtaining model measurements and property information
- Creating Presentation files (Exploded views and Animations)
- Modifying and analyzing the components in an assembly
- Simulating motion in an assembly
- Creating parts and features in assemblies
- Creating and editing an assembly Bill of Materials
- Working with projects
- Creating and annotating drawings and views
- Customizing the Autodesk Inventor environment