

Autodesk Inventor Design Tools and Strategies

COURSE DESCRIPTION

Traditionally, CAD systems like Autodesk Inventor work from a bottom up design approach. In some cases it is beneficial to work with a top down approach when creating the model geometry for your designs. This is the focus of this course with particular emphasis on multi-body solid modelling. You will also learn how to deliver components, work with layouts, sketch blocks, associative links and adaptive parts in order to capture design intent within your 3D models.

COURSE MODULES

- Enforce Design Intent using Major Top-Down Techniques
- Create Solid Bodies
- Correctly Assign Features to Specific Solid Bodies
- Modify Solid Bodies in a Model
- Create New Parts and Assemblies from Multi-Bodies
- Derive New Geometry in a Part
- Create and Modify Layouts and Sketch Blocks
- Define and Test the Kinematic Motion
- Create 3D Models from Sketch Blocks
- Promote a Shape Generator Study to the Modelling Environment
- Create Structural Frame Members
- Adjust Frame Member Ends to Obtain Required Joints
- Create and Publish Customer Frame Member Profiles
- Automatically Create Geometry Using Component Generators

OTHER INFORMATION

Prerequisites

This course assumes a good working knowledge of Autodesk Inventor.

Course Duration

1 Day

Next Steps

A bespoke course



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