



# Autodesk Fusion CORE: Basic 3D Creation Tools

man machine  
eLearning

## COURSE DESCRIPTION

This **Autodesk Fusion Core: Basic 3D Creation Tools** course uses a mixture of text, imagery and video-based content, to teach new users of Autodesk Fusion how to start creating their first 3D geometry and parts. During this course, users will learn how to create 2D sketches which can be used for 3D modelling features, as well as some simple duplication tools and an introduction to parametric modelling. Each learning module is followed by exercises and knowledge checks, where relevant, to help users retain the information they've learnt. On completion of this course, users will be able to create their first Fusion designs and parts.

## COURSE MODULES

- Sketching Geometry
- Sketch Constraints and Dimensions
- Extrusions
- Revolves
- Creating Fillers and Chamfers
- Using the Hole Tool
- Working with Secondary Sketched Features
- Mirroring Geometry
- Creating Patterns
- An Introduction to Parametric Modelling
- Regular Knowledge Checks per Module

