

Autodesk Inventor Design Tools and Strategies

Traditionally, CAD systems including Autodesk Inventor, work from a bottom up design approach. In some cases it is beneficial to work with a top down approach to creating the model geometry for your designs. With features such as multi-body solid modelling, this is the focus of this course. You will also learn how to use productivity tools such as deriving components, working 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 three Major Top-down Techniques*
- *Create Solid Bodies and Correctly Assign Features to Specific Solid Bodies*
- *Modify Solid Bodies in a Model by Moving, Removing, Splitting, Combining or Redefining them*
- *Create new Parts and Assemblies from Multi-bodies*
- *Derive new Geometry in a Part by Importing and Referencing Objects from a Source Part*
- *Create and Modify Layouts and Sketch Blocks*
- *Define and Test the Kinematic Motion with the use of Nested Sketch Blocks*
- *Create 3D Models from Sketch Blocks*
- *Promote a Shape Generator Study to the Modelling Environment*
- *Create Structural Frames Members using a Skeletal Wireframe Part*
- *Adjust Frame Member Ends to Obtain Required Joints*
- *Create and Publish Customer Frame Member Profiles to the Content Centre*
- *Automatically Create Geometry Using Component Generators*

Prerequisites

This course assumes a good working knowledge of Autodesk Inventor.

Course Duration

1 day

Next Steps

A Bespoke Course