

Autodesk Inventor Surface and Freeform Modelling

As well as industry leading solid modelling tools, Autodesk Inventor also gives its users the capability of both high end surfacing tools and freeform modelling techniques. Whether you need to incorporate surface models into your designs, or use push and pull design methods to freeform a component from a mesh object, our Inventor Surface and Freeform Modelling course will give you the knowledge you need to enhance your daily workflows.

Course Modules

- *Create Spline and 3D Sketched Entities*
- *Create Planar and 3D Surfaces*
- *Combine Individual Surface Features into a Single Quilted Surface*
- *Add or Remove Material in a Model by Referencing a Surface*
- *Create Solid Geometry using Surface Geometry*
- *Remove Portions of a Surface using a Reference Surface or Work Plane*
- *Manipulate the Extent of a Surface by Extending or Stretching it*
- *Create a New Solid Face by Replacing an Existing Solid Face with Surface Geometry*
- *Remove Existing Surfaces or Solid Faces from a Model*
- *Copy Surfaces from one Model into another*
- *Create Freeform Geometry Base Shapes, Faces, and Converted Geometry*
- *Edit Freeform Base Geometry by Manipulating Existing Geometry or Adding New Elements to the Base Shape*
- *Use the Surface Analysis Tools to Evaluate Continuity between Surfaces, check Draft Values, Analyse Curvature on a Surface, and Review Sectioned Areas of the Model*

Prerequisites

This course assumes a good working knowledge of Autodesk Inventor.

Course Duration

1 day

Next Steps

A Bespoke Course