Course Outline

Autodesk Fusion 360

Course Summary

Description

Organizations are increasingly integrating Mac computers into Windows or other standards-based network environments. But users and the IT professionals who support them can relax because Mac integration is easy.

Topics

- Understanding the Autodesk Fusion 360 interface
- Creating, constraining, and dimensioning 2D sketches
- Creating and editing solid 3D features
- Creating and using construction features
- Creating equations and working with parameters
- Manipulating the feature history of a design
- Duplicating geometry in a design
- Placing and constraining/connecting components in a single design file
- Defining motion in a multi-component design
- Creating components and features in a multi-component design
- Creating and editing T-spline geometry
- Documenting a design in drawings
- Defining structural constraints and loads for static analysis

Prerequisites

As an introductory course, no prior knowledge of any 3D modeling or CAD software is required. However, students do need to be experienced with the Windows operating system and a background in drafting of 3D parts is recommended.

Duration

Three days

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I. Understanding the Autodesk Fusion 360 interface

II. Creating, constraining, and dimensioning 2D sketches

III. Creating and editing solid 3D features

IV. Creating and using construction features

V. Creating equations and working with parameters

VI. Manipulating the feature history of a design

VII. Duplicating geometry in a design

VIII. Placing and constraining/connecting components in a single design file

IX. Defining motion in a multi-component design

X. Creating components and features in a multi-component design

XI. Creating and editing T-spline geometry

XII. Documenting a design in drawings

XIII. Defining structural constraints and loads for static analysis