

Autodesk Inventor – The Basics



The outline below summarizes the topics covered in our **Five day Autodesk Inventor Workshop**. The workshop is comprised of lecture, demonstration and exercises from the included course materials, as well as practice student exercises.

Day One

- User Interface: Toolbars and Projects
- Parametric Modeling Terms
- Choosing Commands
- Viewing Tools
- Working with 2D Sketches
- Using Constraints and Adding Sketch Dimensions
- Creating and Editing Sketched Features

Day Two

- Using the Part Browser
- Creating Features: Extrude, Revolve, Fillets, Chamfers, Holes, Threads, Shells

Day Three

- Work Features: Work Planes and Work Axis
- Patterns: Rectangular, Circular, Linear
- Creating and Editing Views: Base, Projected, Multiview Drawings, Sections, Details, Auxiliary Views
- Breaks and Breakout Views
- Adding Dimensions & Annotations

Day Four

- Creating Assemblies: Placing Components, Working with Constraints, Designing Parts in Place
- Creating Exploded Views
- Working with BOMs: Part Lists, Balloons

Day Five

- Advanced Sketching and Constraint Techniques
- Advanced Part Modeling Techniques

Topics and duration may be modified by the instructor based on skill level and knowledge of the participants.