

Autodesk Inventor 10 Essentials

Training Course Description

This hands-on foundation course, which is designed for the new user to Autodesk Inventor 10, covers the essential features required to create, edit, document and print Inventor parts or assemblies. The course which is instructor led contains lots of opportunities for hands-on use of Autodesk Inventor 10.

Training Course Prerequisites

Ideally the candidate should have a basic overview of design or engineering concepts and be familiar with the use of a Windows based computer.

Training Course Objectives

The aim of this course is to equip the user without any prior experience of Inventor with the skills required to use Inventor in a design or engineering environment. The following product areas will be covered:

- Getting Started
- Projects in Autodesk Inventor
- The User Interface
- Online Help and Tutorials
- Creating Sketches
- Constraining Sketches
- Dimensioning Sketches
- 2D Sketch Tools
- Introduction to Sketched Features
- Working with Sketch Planes
- Creating Extruded Features
- Creating Revolved Features
- Work Planes
- Work Axes
- Work Points
- Fillet Features
- Chamfer Features
- Hole and Thread Features
- Shell Features
- Pattern Features
- Face Drafts
- Creating and Using Colour Styles
- Introduction to Assembly Modelling
- Assembly Browser
- Placing Components in an Assembly
- Creating Components in an Assembly
- Moving Components
- Moving and Rotating Components
- Constraining Components
- Adaptive Components
- Presentations
- Setting Drafting Standards
- Layers
- Drawing Resources
- Projected Views
- Section Views
- Detail Views
- Auxiliary Views
- Broken Views
- Break Out Views
- Managing Views and Sections
- Dimensioning a Drawing View
- General Annotation Placement
- Challenge Project