Autodesk Fusion Essentials Training Course

Course Overview

Course Length: 8-Hours

- 8-Hours - 4 x 2-hour training sessions
- Remote training over MS Teams
- Sessions are recorded and download links for each session are provide for future use
- Training for up to 1-3 People
- Sessions can start within 7 days upon ordering
- Flexible sessions (i.e. consecutive or Monday, Wednesday, Friday, etc.)
- Courses are private and topics can be customised to suit
- Includes Certificate of Completion

Autodesk Fusion Fundamentals Training Course Guide Contents

The Autodesk Fusion Fundamentals Training Course provides a condensed introduction to the parametric design philosophy using Autodesk Fusion 360 software. Through a hands-on, practice-intensive curriculum, you will learn the core skills and knowledge required to create models efficiently in Autodesk Fusion 360. This streamlined 8-hour course is ideal for building foundational capability quickly and can also support preparation for the Autodesk Fusion 360 Certified User exam.

Topics Covered

- 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.

Fusion Training Contents

Chapter 1: Interface, Navigation and Core Workflow
1.1 Getting started in Fusion 360
1.2 Interface, browser, toolbar and navigation controls
1.3 Design units, origin and file setup
1.4 Core modelling workflow and best practice

Chapter 2: Sketching and Creating Solid Features
2.1 Sketch workflow, sketch entities and projection tools
2.2 Dimensions, constraints and sketch control
2.3 Creating solids with extrude and revolve
2.4 Editing sketches and features efficiently

Chapter 3: Essential Part Modelling and Design Control
3.1 Fillets, chamfers and holes
3.2 Construction geometry and reference features
3.3 Parameters and simple design changes
3.4 Patterns, mirrors and basic model editing tools

Chapter 4: Assemblies, Documentation and Wrap-Up
4.1 Components, joints and simple assembly setup
4.2 Motion checks and working with multi-component designs
4.3 Creating basic drawings and key annotations
4.4 Review, guided practice and next steps