

Autodesk Inventor 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

The Autodesk Inventor Introduction for Experienced 3D CAD Users training course is intended to provide accelerated introductory training in the Autodesk® Inventor® software.

This hands-on, practice-intensive training course is developed so that new users in the Autodesk Inventor software can benefit from a shorter, introductory-level, training course.

You are taught how to find and use the modelling tools associated with familiar modelling strategies that are used in other 3D CAD software. You will acquire the knowledge required to complete the process of creating models from conceptual sketching, through to solid modelling, assembly design, and drawing production.

Topics Covered

- The Autodesk Inventor software interface
- Obtaining model information
- Creating sketch and pick and place features
- Work Features
- Creating equations and working with parameters
- Model geometry and model display manipulation
- Feature duplication techniques
- Placing and constraining parts in assemblies
- Assembly component display
- Presentation files (Exploded views and Animations)
- Assembly tools
- Creating parts and features in assemblies
- Creating and editing assembly Bill of Materials
- Working with projects
- Creating and annotating drawings and views

Prerequisites

Prior knowledge of 3D modelling and 3D CAD software is recommended but not essential.

Training Guide Contents

Chapter 1: Inventor Interface and Core Navigation

- 1.1 Getting Started and File Setup
- 1.2 Autodesk Inventor Interface
- 1.3 Model Navigation and Manipulation
- 1.4 Viewing Model Information

Chapter 2: Sketching Fundamentals

- 2.1 Creating Part Files and Sketches
- 2.2 Sketch Geometry, Constraints, and Dimensions
- 2.3 Essential Sketching Tools and Best Practice

Chapter 3: Core Part Modelling

- 3.1 Extrude, Revolve, Sweep, and Loft
- 3.2 Fillets, Chamfers, Holes, and Threads
- 3.3 Editing and Managing Part Features

Chapter 4: Work Features and Design Control

- 4.1 Work Planes, Axes, and Points
- 4.2 Parameters and Equations
- 4.3 Patterns, Mirror, and Feature Reuse

Chapter 5: Assembly Basics

- 5.1 Placing Components and Applying Constraints
- 5.2 Using Joints and the Assembly Browser
- 5.3 Basic Assembly Display and File Management

Chapter 6: Assembly Productivity Tools

- 6.1 Replacing and Duplicating Components
- 6.2 Interference Checking and Error Recovery
- 6.3 Intro to Bill of Materials and Assembly Features

Chapter 7: Drawings and Documentation

- 7.1 Creating Drawing Views
- 7.2 Dimensions, Notes, and Basic Annotation
- 7.3 Parts Lists, Balloons, and Standards

Chapter 8: Projects and Course Wrap-Up

- 8.1 Working with Project Files
- 8.2 Resolving Links and Managing References
- 8.3 Course Review and Recommended Next Steps