Autodesk Inventor Training Course

Course Overview

Course Length: 16-Hours

- 16-Hours – 8 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

7.1 Equations
7.2 Parameters

Chapter 8: Duplication Tools
8.1 Rectangular Sketch Patterns
8.2 Circular Sketch Patterns
8.3 Rectangular Feature Patterns
8.4 Circular Feature Patterns
8.5 Sketched Driven Patterns
8.6 Mirror Parts or Features
8.7 Manipulate Patterns and Mirror Features

Chapter 9: Assembly Environment
9.1 Assembling Components Using Constraints
9.2 Assemble Mini-Toolbar
9.3 Content Centre
9.4 Assembly Browser
9.5 Saving Files

Chapter 10: Joint Connections
10.1 Assembling Components Using Joints

Chapter 11: Manipulating Assembly Display
11.1 Moving and Rotating Assembly Components
11.2 Suppressing Constraints
11.3 Component Display
11.4 Selection Options in Assemblies

Chapter 12: Presentation Files
12.1 Creating Presentations
12.2 Storyboards
12.3 Snapshot Views
12.4 Publishing a Presentation File

Chapter 13: Assembly Tools
13.1 Replacing Components
13.2 Duplicating Components
13.3 Restructuring Components
13.4 Driving Constraints
13.5 Contact Solver
13.6 Interference
13.7 Error Recovery

Chapter 14: Assembly Parts and Features
14.1 Assembly Parts
14.2 Assembly Features

Chapter 15: Assembly Bill of Materials
15.1 Create Virtual Components