

Autodesk Fusion Fundamentals 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

Autodesk Fusion Fundamentals Training Course Guide Contents

This 16-hour Autodesk Fusion Fundamentals course covers essential parametric design skills through practical exercises. Participants learn sketching, core 3D modelling, component basics, and introductory drawing creation in Fusion 360.

Topics Covered

- Fusion 360 interface and navigation
- Creating, constraining, and dimensioning 2D sketches
- Building and editing core 3D features
- Using construction geometry and reference tools
- Working with parameters and feature history
- Patterning, mirroring, and reusing geometry
- Component placement, joints, and simple assemblies
- Creating basic drawings and annotations

Prerequisites

As an introductory course, no prior knowledge of 3D modelling or CAD software is required. However, students should be comfortable using Windows, and some drafting or 3D design experience is recommended.

Fusion Training Contents

Chapter 1: Fusion Interface and Navigation

- 1.1 Fusion Fundamentals
- 1.2 Getting Started
- 1.3 The Fusion Interface
- 1.4 Navigation and Display

Chapter 2: Quick Shape Modelling

- 2.1 Design Units and Origin
- 2.2 Quick Shape Creation

Chapter 3: Sketching Essentials

- 3.1 Sketch Workflow
- 3.2 Sketch Entities
- 3.3 Dimensioning
- 3.4 Sketch Constraints
- 3.5 Auto Constrain
- 3.6 Extruding a Sketch
- 3.7 Revolving a Sketch

Chapter 4: Secondary Sketch Features

- 4.1 Secondary Sketch Features
- 4.2 Reusing Existing Geometry

Chapter 5: Applied Features

- 5.1 Fillets
- 5.2 Chamfers
- 5.3 Holes
- 5.4 Editing Applied Features

Chapter 6: Construction Geometry

- 6.1 Construction Planes
- 6.2 Construction Axes
- 6.3 Construction Points

Chapter 7: Parameters

- 7.1 Equations
- 7.2 Parameters

Chapter 8: Advanced Part Features

- 8.1 Draft
- 8.2 Shell
- 8.3 Rib
- 8.4 Split Face
- 8.5 Scale
- 8.6 Thread
- 8.7 Press Pull

Chapter 9: Model Editing Tools

- 9.1 Reordering Features
- 9.2 Inserting Features
- 9.3 Suppressing Features
- 9.4 Measure and Section Analysis
- 9.5 Direct Modelling

Chapter 10: Sweeps

- 10.1 Sweeps

Chapter 11: Lofts

11.1 Lofts

Chapter 12: Patterns and Mirrors

12.1 Mirroring Geometry

12.2 Patterning Features

Chapter 13: Assemblies and Joints

13.1 Assembly Design Methods

13.2 Distributed Design

13.3 Joint Origins

13.4 Assigning Joints

Chapter 14: Assembly Tools

14.1 Rigid Groups

14.2 Interference Detection

14.3 Joint Tools

Chapter 15: Drawing Setup

15.1 Creating a New Drawing

15.2 Additional Drawing Views

15.3 Exploded Views

15.4 Editing Drawings

Chapter 16: Drawing Annotation and Output

16.1 Dimensions

16.2 Automatic Drawing Creation

16.3 Other Annotations

16.4 Tables, Parts Lists, and Balloons

16.5 Annotation and Dimension Settings

16.6 Drawing Output