

# Autodesk Inventor 2D Detailing 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 provided for future use
- Training for up to 1-3 people
- Sessions can start within 7 days upon ordering
- Flexible sessions (for example, consecutive or Monday, Wednesday, Friday)
- Courses are private and topics can be customised to suit
- Includes Certificate of Completion

This course focuses on the complete process of communicating engineering designs through 2D drawings and presentation files. Participants learn how to create drawing templates, generate detailed drawing views, annotate designs, create exploded assembly views, and produce manufacturing-ready documentation using Autodesk Inventor Professional.

## Topics Covered

- Drawing templates, standards and styles, including template creation, style management, and documentation best practices
- Creating drawing views such as base, projected, section, detail, assembly, and presentation views
- Annotation and documentation techniques, including dimensions, notes, symbols, centre marks, and centrelines
- Creating presentation files with exploded views, tweak operations, and representation management
- Advanced presentation techniques such as linear and rotation tweaks, animation controls, and assembly sequence communication
- Final documentation and output, including drawing updates, revisions, publishing, exporting, and sharing design information

## Prerequisites

Participants should have completed an Autodesk Inventor Introduction to Solid Modelling course or possess equivalent experience using Autodesk Inventor Professional.

A good understanding of part modelling, assemblies, and general Inventor workflows is recommended to maximise the benefits of this training.

## Training Guide Contents

### Chapter 1: Drawing Templates, Standards and Styles

- 1.1 Creating Drawing Templates
- 1.2 Managing Standards and Styles
- 1.3 Customising Drawing Environments
- 1.4 Best Practices for Documentation

### Chapter 2: Creating Drawing Views

- 2.1 Base Views
- 2.2 Projected Views
- 2.3 Section Views
- 2.4 Detail Views
- 2.5 Assembly and Presentation Views

### Chapter 3: Annotation and Documentation

- 3.1 Dimensions
- 3.2 Notes and Symbols
- 3.3 Centre Marks and Centrelines
- 3.4 Drawing Annotation Standards
- 3.5 Documentation Best Practices

### Chapter 4: Creating Presentation Files

- 4.1 Introduction to Presentation Files
- 4.2 Creating Exploded Views
- 4.3 Understanding Tweak Operations
- 4.4 Managing Presentation Representations

### Chapter 5: Advanced Presentation Techniques

- 5.1 Linear Tweaks
- 5.2 Rotation Tweaks
- 5.3 Grouping and Reordering Tweaks
- 5.4 Animation Controls
- 5.5 Communicating Assembly Sequences

### Chapter 6: Final Documentation and Output

- 6.1 Drawing Updates and Revisions
- 6.2 Publishing Documentation
- 6.3 Exporting Drawings
- 6.4 Sharing Design Information
- 6.5 Documentation Best Practices