

Autodesk Inventor 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 Essentials training course provides a practical introduction to the core tools and workflows needed to begin working productively in Autodesk Inventor. Designed as an 8-hour course, it focuses on the fundamentals of the user interface, sketching, part modelling, assembly modelling, drawings, and bill of materials so learners can build confidence quickly and apply the software to everyday design tasks.

Topics Covered

- User interface and navigation
- Basic sketch creation and sketch constraints
- Core part modelling tools and feature editing
- Work features and reference geometry
- Basic assembly creation and component constraints
- Assembly display, structure, and simple edits
- Creating drawings, views, and annotations
- Bill of materials and parts lists

Prerequisites

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

Training Guide Contents

Chapter 1: Introduction and User Interface

- 1.1 Course introduction and workflow overview
- 1.2 Autodesk Inventor interface and file types
- 1.3 Navigation, view control, and browser basics
- 1.4 Opening, saving, and managing basic project files

Chapter 2: Sketching Fundamentals

- 2.1 Starting a new part and creating sketches
- 2.2 Sketch geometry tools

- 2.3 Geometric constraints
- 2.4 Dimensions and fully defined sketches
- 2.5 Editing and reusing sketch geometry

Chapter 3: Part Modelling Essentials

- 3.1 Extrude and revolve features
- 3.2 Hole, fillet, and chamfer tools
- 3.3 Pattern and mirror features
- 3.4 Editing and organising model features

Chapter 4: Reference Geometry and Model Control

- 4.1 Work planes, work axes, and work points
- 4.2 Parameters and simple design changes
- 4.3 Measuring, inspecting, and updating models

Chapter 5: Assembly Modelling Basics

- 5.1 Creating assemblies and placing components
- 5.2 Applying assembly constraints
- 5.3 Using joints and component relationships
- 5.4 Browser structure and assembly organisation

Chapter 6: Assembly Tools and Simple Edits

- 6.1 Moving, rotating, and grounding components
- 6.2 Suppressing constraints and adjusting display
- 6.3 Replacing components and basic troubleshooting

Chapter 7: Drawing Creation and Annotation

- 7.1 Creating a drawing from a part or assembly
- 7.2 Base, projected, and section views
- 7.3 Dimensions, notes, and common annotations
- 7.4 Managing sheets and drawing updates

Chapter 8: Bill of Materials and Parts Lists

- 8.1 Understanding bill of materials structure
- 8.2 Editing item data and virtual components
- 8.3 Creating parts lists and balloons in drawings
- 8.4 Course wrap-up and next steps