

Autodesk® Inventor® The Complete Guide

Autodesk® Inventor® software gives you the ability to create and explore a complete product before it is built. Inventor software makes it easy to realize the benefits of Digital Prototyping by integrating 2D AutoCAD® drawings and 3D data into a single digital model. This single digital model creates a virtual representation of the final products that helps companies to better design, visualize, and simulate their product with less reliance on costly physical prototypes - helping to improve time to market, and increase competitive advantage.

Choose your training delivery style:

Guided courses qualify for an Autodesk® Certificates of Completion when purchased through a participating Autodesk ATC® and includes Technical Help Desk support. The course is structured to be completed in order from beginning to end. Once any topic is completed, you will have full access to it at any time for one year after registration, to use as a resource.

User's prerequisites

You don't need any previous experience with Autodesk® Inventor® to take this course.

Autodesk Inventor: The Complete Guide is designed to give you a solid understanding of Inventor features and capabilities from the basics through to advanced components. Every course is designed to use all learning styles from text, audio, video, interactivity, quizzes and practical "Let Me Try" examples.

To get the most out of this course, we strongly recommend you review every topic within the course and take advantage of the different tools and activities to help to ensure you retain the important information within. We also encourage you to take all the progress tests to ensure you have retained the knowledge, and most importantly practice with the hundreds of real-world, Let Me Try examples.

Flexible course delivery allows full access to any area of the course. Because it is not structured, it is not eligible for Autodesk Certificates of Completion, but it does contain all the same content as the Guided version, including the lecture quizzes for your own assessment. Flexible courses are also available to you for one full year after registration. This allows you to find what you need, whenever you need it.



globletraining.ca
getstarted@globletraining.ca | 1-877-414-0200

Autodesk Inventor: Learning Objectives and Topics

Connecting to the Interface

- Exploring the Graphical User Interface
- Setting Application Options
- Using Visualization Tools
- Working with Project Files

Introducing Parametric Sketching

- Exploring the Essential Elements of a 2D Sketch
- Using Dimensional Sketch Constraints
- Defining and Placing Sketches

Introducing Part Modeling

- Creating 3D Geometry: The Parametric Solid
- Defining Axial Features, Building Complex Shapes
- Including Placed Features
- The Hole Feature

Creating 2D Drawings from 3D Data

- Drawing Views of a Part
- Editing Views
- Adding Detail to Drawing Views
- Dimensioning

Introducing Assembly Modeling

- Creating an Assembly, Grounded Components, Applying Assembly Constraints
- Working with the Content Center

Exploring Part Modeling

- Modeling using Primitives
- Understanding Work Features
- Sketched Feature Termination Options

Advanced Part Modeling

- Creating 3D Sketches
- Building a Hole Pattern
- Exploring Advanced Efficiency Features, Editing and Redefining Work Features

Creating Advanced Drawings and Annotations

- Creating Advanced Drawing Views
- Using Advanced Drawing Annotation Tools

Advanced Assembly and Engineering Tools

- Controlling the Assembly Environment
- Using Design Accelerators
- Working with Additional Assembly Tools

Creating Sculpted and Multibody Parts

- Developing Specialized Features for Plastic Components
- Creating an Assembly Using a Multibody Solid

Working with Sheet Metal Parts

- Defining Sheet Metal Material Styles
- Building Sheet Metal Components
- Preparing the Part for Manufacture
- Documenting Sheet Metal Parts

Building with the Frame Generator

- Creating Metal Frames
- Editing Metal Frames, Controlling Frame Documentation

Working in a Weldment Environment

- Converting an Assembly, Calculating a Weld, Preparing to Apply Weld Features
- Adding Machined Features, Documenting Welds and Weldments

Customizing Styles and Templates

- Working with Styles
- Reviewing Material Properties, Defining a Title Block
- Saving a New Template

Working with Non-Inventor Data

- Exploring the Data Formats for Inventor Import and Export
- Working with AutoCAD Data, Exchanging 3D Data
- Creating Content for Building Information Modeling

Automating the Design Process and Table-Driven Design

- Building a Table-Driven Product
- Expanding the Control Options

Creating Images and Animating your Design Data

- Developing an Exploded View
- Creating Renderings and Animations, Building Options to Refine Scenes
- Making a Movie of the Assembly



globaletraining.ca
getstarted@globaletraining.ca | 1-877-414-0200