



Learning Autodesk Inventor 2010



Maximise your investment -get the most out of your software

Autodesk® Authorized Training Center

This course includes lunch and refreshments and training materials. The day starts at 9:30am and finishes at 4:30pm.

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TRAINING MANAGER

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Cadgroup Australia is an Autodesk Premier Solutions Provider and an Autodesk Authorised Training Centre.

Cadgroup supplies comprehensive software solutions to the Design and Engineering industries.

Our team has the experience and expertise to match your requirements. Cadgroup Australia supports specific products based on extensive research and background knowledge of performance criteria and industry standards.

OVERVIEW

Learn the fundamental principles of 3D parametric part design, assembly design, and creating production-ready part and assembly drawings using Autodesk® Inventor®. Hands-on exercises representing real-world, industry-specific design scenarios are included.

No previous CAD experience is necessary for this 5 day course but a working knowledge of drafting, design, or mechanical engineering principles, Microsoft® Windows® Vista or Microsoft® Windows® XP is required.

Getting Started

- Autodesk Inventor User Interface
- View Manipulation
- Designing Parametric Parts

Basic Sketching Techniques

- Creating 2D Sketches
- Geometric Constraints
- Dimensioning Sketches

Basic Shape Design

- Creating Basic Sketched Features
- Intermediate Sketching
- Editing Parametric Parts
- 3D Grip Editing
- Creating Work Features
- Creating Basic Swept Shapes

Detailed Shape Design

- Creating Chamfers and Fillets
- Creating Holes and Threads
- Patterning and Mirroring Features
- Creating Thin-Walled Parts

Assembly Design Overview

- Designing Assemblies
- Using Project Files in Assembly Designs

Placing, Creating, and Constraining Components

- Placing Components in an Assembly
- Constraining Components
- Placing Standard Components Using the Content Center
- Basic Part Design in an Assembly

Interacting with an Assembly

- Identifying Parts in an Assembly
- Analysis and Motion Tools
- Presenting Your Assembly

Basic View Creation

- Drawing Creation Environment
- Base and Projected Views
- Section Views
- Detail Views
- Crop Views
- Managing Views

Dimensions, Annotations, and Tables

- Automated Dimensioning Techniques
- Manual Dimensioning Techniques
- Annotating Holes and Threads
- Creating Centerlines, Symbols, and Leaders
- Revision Tables and Tags

Annotating Assembly Drawings

- Assembly-Centric Bill of Materials
- Creating and Customizing Parts Lists
- Creating Balloons

Drawing Standards and Resources

- Setting Drawing Standards
- Drawing Resources