

Technical Education Services

Autodesk Inventor Advanced Part Modeling



Course Length: 2 days

Autodesk Inventor Advanced Part Modeling is the second in a series of training guides on the Autodesk Inventor software that is published by ASCENT. The goal of this guide is to build on the skills acquired in the Autodesk Inventor Introduction to Solid Modeling training guide by taking students to a higher level of productivity when designing part models in Inventor.

In this training guide, we consider various approaches to part design and emphasize useful strategies. Specific advanced part modeling techniques covered include multi-body design, advanced lofts, advanced sweeps, coils, and surface modeling. Additional material aimed at increasing efficiency is also included:

iFeatures for frequently needed design elements, iParts for similar designs, translation options for importing data, and the Engineer's Notebook for communication. The guide also covers some miscellaneous drawing tools such as custom sketches symbols, working with title blocks and borders, and documenting iParts. With an understanding of these tools, students can begin to streamline the design and documentation process.

The major topics covered in this training guide are:

- Advanced geometry creation tools (work features, area lofts, sweeps, and coils)
- Using iFeatures and iParts to work efficiently with part models
- Advanced Drawing tools (tables for iParts, surfaces in drawing views, and custom sketched symbols)
- Advanced model appearance options
- Multi-body part modeling
- 2D and 3D sketching techniques
- Analysis tools
- Creating and editing basic surfaces
- Importing surfaces and surface repair tools
- Importing and exporting data
- Emboss and Decal features
- Adding notes with the Engineer's Notebook

For the current course
schedule and to register
for this course:

Web: redstack.com.au

Phone: 1300 667 263



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Prerequisites:

The material assumes a mastery of Autodesk Inventor basics as taught in Autodesk Inventor Introduction to Solid Modeling.

Students should know how to create and edit parts, use work features, and create and annotate drawing views, etc.

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- Multi-Body Part Modeling

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- 3D Sketches

Chapter 4: Advanced Work Features

- Grounded Work Points
- User Coordinate Systems

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Chapter 5: Advanced Lofts, Sweeps, and Coils

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- Advanced Loft Options
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Chapter 6: Analyzing a Model

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- Analysis Procedures

Day 2

Chapter 7: Introduction to Surfacing

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- Patch Surfaces
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Chapter 9: Importing Surfaces • Importing Surfaces

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- AutoCAD Blocks

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- Engineer's Notebook
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