



AUTODESK INVENTOR

RM1,000

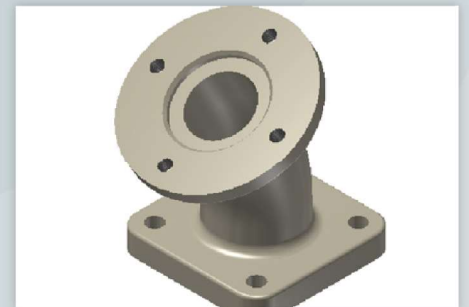
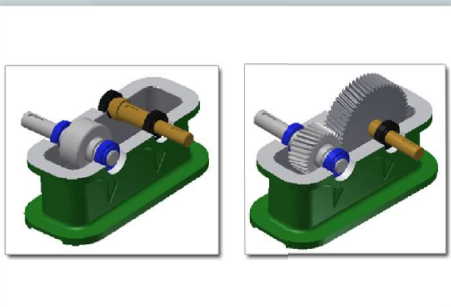


DURATION
3 DAYS / 18 HOURS



TIME
10AM-5PM

GALLERY



CONTENT

Introducing Autodesk Inventor

- Working with Project Files
- Exploring Inventor GUI
- Using Visualization Tools

Drawing

- Drawing Views of a Part
- Starting a New Drawing
- Editing Views
- Adding Detail to Drawing View
- Dimensioning

Part Modeling

- Defining a Parametric Sketch
- Creating a 3D Geometry

Assemblies

- Creating an Assembly
- Applying Assembly Constraints
- Working with the Content Center
- Using the Bolted Connection Generator
- Saving Time with the Assembly Tool

Using Styles and Templates

- Working with Styles
- Defining a Title Block
- Saving a New Template
- Creating a Quick-Start Template

Advanced Drawing

- Creating Advanced Drawing Views
- Using Advanced Drawing Editing Tools
- Using Advanced Drawing Annotation Tools

Advanced Part Modeling

- Projecting a 3D Sketch
- Creating Loft
- Using Engineer's Notebook
- Creating a Sweep
- Creating a Shell
- Building a Hole Pattern
- Tutorial 1: Creating Bottle Part

Advanced Assemblies

- Using Representation
- Using Design Accelerators
- Mirroring Components
- Deriving Components

Plastic Part Modeling

- Creating a Plastic Casing
- Converting Bodies to Components
- Draft Analysis

Sheet Metal Part Modeling

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

Using Frame Generator

- Creating Metal Frames
- Editing Metal Frames

Using Weldment

- Converting an Assembly
- Calculating a Fillet Weld
- Preparing to Apply Weld Features
- Applying Weld Features
- Adding Machined Features to the Weldment
- Documenting Welds

Presentation

- Creating an Exploded View
- Creating Rendering
- Creating Animation