

Autodesk Inventor – Introduction

Prerequisites

- 🕒 Working knowledge of Microsoft Windows operating system
- 🕒 Familiarity with drafting practices

Summary

This course is designed as an introduction and overview of Autodesk Inventor software. A set of instructor demonstrations and students exercises introduce fundamental workflows and tools in most Autodesk Inventor environments.

The intended audience for this course is high-school and post secondary instructors considering, or planning to implement Autodesk Inventor in their curriculum.

The demonstrations and student exercises introduce the fundamentals of part and assembly modeling, and documenting these models in 2D drawings.

Objectives

After completing the course, the student should be able to:

- 🕒 Describe the main file types in Autodesk Inventor
- 🕒 Create and constrain 2D sketches
- 🕒 Create extrude and revolved features
- 🕒 Create placed features including fillets, chamfers, holes
- 🕒 Use work planes to create sketch planes
- 🕒 Create drawings of parts including projected views, section views, and annotations
- 🕒 Assemble parts
- 🕒 Document assemblies including assembly drawings and parts lists

Note: Modeling in 3D requires a different approach than documenting a design using 2D CAD tools. The course will stress the different workflows and design approaches between the two systems.