

## **Autodesk Fusion 360 Introduction to Parametric Modelling**

**Course Length: 5 days**

The Autodesk Fusion 360: Introduction to Parametric Modeling course provides you with an understanding of the parametric design philosophy using the Autodesk Fusion 360 software. Through a hands-on, practiceintensive curriculum, you will learn the key skills and knowledge required to design models using the Autodesk Fusion 360 software. This course will also assist you in preparing for the Autodesk Fusion 360 Certified User exam.

### **Topics Covered**

- Understanding the Autodesk Fusion 360 interface
- Creating, constraining, and dimensioning 2D sketches
- Creating and editing solid 3D features
- Creating and using construction features
- Creating equations and working with parameters
- Manipulating the feature history of a design
- Duplicating geometry in a design
- Placing and constraining/connecting components in a single design file
- Defining motion in a multi-component design
- Creating components and features in a multi-component design
- Creating and editing T-spline geometry
- Documenting a design in drawings
- Defining structural constraints and loads for static analysis

### **Prerequisites**

As an introductory course, no prior knowledge of any 3D modeling or CAD software is required. However, students do need to be experienced with the Windows operating system and a background in drafting of 3D parts is recommended.

## Training Guide Contents

### Chapter 1: Introduction to Autodesk Fusion 360

- 1.1 Autodesk Fusion 360 Fundamentals
- 1.2 Getting Started
- 1.3 The Autodesk Fusion 360 Interface
- 1.4 Design Navigation & Display

### Chapter 2: Creating the First Feature with Quick Shapes

- 2.1 Design Units and Origin
- 2.2 Quick Shape Creation

### Chapter 3: Creating Sketched Geometry

- 3.1 Introduction to the Sketching Workflow
- 3.2 Sketch Entities
- 3.3 Dimensioning
- 3.4 Sketch Constraints
- 3.5 Extruding a Sketch
- 3.6 Revolving a Sketch

### Chapter 4: Additional Sketching Tools

- 4.1 Additional Entity Types
- 4.2 Editing Tools
- 4.3 Additional Dimension Tools
- 4.4 Moving and Copying
- 4.5 Rectangular Sketch Patterns
- 4.6 Circular Sketch Patterns

### Chapter 5: Sketched Secondary Features

- 5.1 Sketched Secondary Features
- 5.2 Using Existing Geometry

### Chapter 6: Pick and Place Features

- 6.1 Fillets
- 6.2 Chamfers
- 6.3 Holes
- 6.4 Editing Pick and Place Features

### Chapter 7: Construction Features

- 7.1 Construction Planes
- 7.2 Construction Axes
- 7.3 Construction Points

## **Chapter 8: Equations and Parameters**

- 8.1 Equations
- 8.2 Parameters

## **Chapter 9: Additional Features and Operations**

- 9.1 Draft ✦ 9.2 Shell
- 9.3 Rib
- 9.4 Split Face
- 9.5 Scale
- 9.6 Thread
- 9.7 Press Pull

## **Chapter 10: Design and Display Manipulation**

- 10.1 Reordering Features
- 10.2 Inserting Features
- 10.3 Suppressing Features
- 10.4 Measure & Section Analysis
- 10.5 Direct Modeling

## **Chapter 11: Single Path Sweeps**

- 11.1 Sweeps

## **Chapter 12: Loft Features**

- 12.1 Lofts

## **Chapter 13: Feature Duplication Tools**

- 13.1 Mirroring Geometry
- 13.2 Patterning Features

## **Chapter 14: Distributed Design**

- 14.1 Assembly Design Methods
- 14.2 Distributed Design
- 14.3 Joint Origins
- 14.4 Assigning Joints

## **Chapter 15: Component Design Tools**

- 15.1 Rigid Groups
- 15.2 Interference Detection
- 15.3 Miscellaneous Joint Tools

## **Chapter 16: Multi-Body Design**

- 16.1 Multi-Body Design
- 16.2 Multi-Body Design Tools
- 16.3 Components
- 16.4 As-Built Joints

## **Chapter 17: Sculpting Geometry**

- 17.1 Introduction to the Sculpt Environment
- 17.2 Surface Quick Shapes
- 17.3 Creating Sketched T-Spline Surfaces
- 17.4 Creating Faces & Filling Holes

## **Chapter 18: Editing Sculpted Geometry**

- 18.1 Editing Form Geometry
- 18.2 Deleting Entities
- 18.3 Working with Edges
- 18.4 Working with Faces
- 18.5 Working with Points
- 18.6 Controlling Symmetry
- 18.7 Thickening Geometry

## **Chapter 19: Drawing Basics**

- 19.1 Creating a New Drawing
- 19.2 Additional Drawing Views
- 19.3 Exploded Views
- 19.4 Manipulating Drawings

## **Chapter 20: Detailing Drawings**

- 20.1 Dimensions
- 20.2 Other Annotations
- 20.3 Parts List and Balloons
- 20.4 Annotation and Dimension Settings
- 20.5 Drawing Output

## **Chapter 21: Static Analysis Using the Simulation Environment**

- 21.1 Introduction to the Simulation Environment
- 21.2 Setting up a Structural Static Analysis
- 21.3 Setting up the Mesh
- 21.4 Solving a Design Study
- 21.5 Visualizing the Results

## **Appendix A: Outputting for 3D Printing**

- A.1 Generating a .STL File