



AUTODESK FUSION 360 ESSENTIAL TRAINING

Objectives

This 2- day Course is to teach trainee on how to use the Fusion 360 software for design process from conceptual sketching, through to solid modelling, assembly design and drawing production. After completing this course trainee will be able to:

- ✓ Navigate the Autodesk Fusion 360 user interface
- ✓ Generating 3D parts from sketches
- ✓ Placing and constraining/connecting parts in assemblies
- ✓ Working on Assembly Part Lists
- ✓ Creating and annotating drawings and views

Training Programme Day 1

Chapter	Topic	Duration	Time
Chapter 1	Introduction to Autodesk Fusion 360 <ul style="list-style-type: none"> • Autodesk Fusion 360 Fundamental • Getting Started • Autodesk Fusion 360 Interface • Design Navigation & Display 	1-hour	09.00 AM – 10.00 AM
Chapter 2	Creating the First Feature with Quick Shapes <ul style="list-style-type: none"> • Design Units and Origin • Quick Shape Creation 	0.5-hour	10.00 AM – 10.30 AM
Chapter 3	Creating Sketched Geometry <ul style="list-style-type: none"> • Introduction to the Sketching • Workflow • Sketch Entities • Dimensioning • Sketch Constraints • Extruding a Sketch • Revolving a sketch 	1-hour	10.30 AM – 11.30 AM

Chapter 4	Additional Sketching Tools <ul style="list-style-type: none"> • Additional Entity Tapes • Editing Tools • Additional Dimension Tools • Moving and Copying • Rectangular Sketch Patterns • Circular Sketch Patterns 	1-hour	11.30 AM – 12.30 PM
Chapter 5	Sketched Secondary Features <ul style="list-style-type: none"> • Sketched Secondary Features • Using Existing geometry 	0.5-hour	12.30 PM – 01.00 PM
Chapter 6	Pick & Place Features <ul style="list-style-type: none"> • Fillets • Chamfers • Holes • Editing Pick and Place Features 	0.5-hour	02.00 PM – 02.30 PM
Chapter 7	Construction Features <ul style="list-style-type: none"> • Construction Planes • Construction Axes • Construction Points 	0.5-hour	02.30 PM – 03.00 PM
Chapter 8	Equation and Parameters <ul style="list-style-type: none"> • Equations • Parameters 	0.5-hour	03.00 PM – 03.30 PM
Chapter 9	Additional Features and Operations <ul style="list-style-type: none"> • Draft • Shell • Rib • Split Face • Scale • Thread • Press Pull 	1-hour	03.30 PM – 04.30 PM
Chapter 10	Design and Display Manipulation <ul style="list-style-type: none"> • Reordering Features • Inserting Features • Suppressing Features • Measure and Section Analysis • Direct Modeling 	0.5-hour	04.30 PM – 05.00 PM

Training Programme Day 2

Chapter	Topic	Duration	Time
Chapter 11	Single Path Sweeps <ul style="list-style-type: none"> Sweeps 	0.5-hour	09.00 AM – 09.30 AM
Chapter 12	Loft Features <ul style="list-style-type: none"> Lofts 	0.5-hour	09.30 AM – 10.00 AM
Chapter 13	Feature Duplication Tools <ul style="list-style-type: none"> Mirroring Geometry Patterning Features 	0.5-hour	10.00 AM – 10.30 AM
Chapter 14	Distributed Design <ul style="list-style-type: none"> Assembly Design Methods Distributed Design Joint Origins Assigning Joints 	0.5-hour	10.30 AM – 11.00 AM
Chapter 15	Component Design Tools <ul style="list-style-type: none"> Rigid Group Interference Detection Miscellaneous Joint Tools 	1-hour	11.00 AM – 12.00 PM
Chapter 16	Multi-Body Design <ul style="list-style-type: none"> Multi-Body Design Multi-Body Design Tools Components As-Built Joints 	1-hour	12.00 PM – 01.00 PM
Chapter 17	Sculpting Geometry <ul style="list-style-type: none"> Introduction to the Sculpt Environment Surface Quick Shapes Creating Sketched T-Spline Surfaces Creating Faces & Filling Holes 	1-hour	02.00 PM – 03.00 PM
Chapter 18	Editing Sculpted Geometry <ul style="list-style-type: none"> Editing Form Geometry Deleting Entities Working with Edges Working with Faces Working with Points Controlling Symmetry Thickening Geometry 	0.5-hour	03.00 PM – 03.30 PM

Chapter 19	Drawing Basics <ul style="list-style-type: none"> • Creating a New Drawing • Additional Drawing views • Exploded Views • Manipulating Drawings 	1-hour	03.30 PM – 04.30 PM
Chapter 20	Detailing Drawings <ul style="list-style-type: none"> • Dimensions • Other Annotations • Parts List and Balloons • Annotation and Dimension • Settings • Drawing Output 	0.5-hour	04.30 PM – 05.00 PM