



AUTODESK INVENTOR PROFESSIONAL ESSENTIAL TRAINING

Objectives

The main objective of this course is to teach trainee the basic commands and tools necessary for professional 3D part design, assembly and drawing using Inventor Professional software. After completing this course trainee will be able to:

- ✓ Understand the concept and techniques to design 3D model
- ✓ Create multiple designs using several of tools
- ✓ Understand how to work on assembly
- ✓ Create complete engineering drawing

TRAINING PROGRAMME DAY 1

Chapter	Topic	Duration	Time
Chapter 1	Introduction to Autodesk Inventor <ul style="list-style-type: none"> • Autodesk Inventor user interface • Model view manipulation 	1-hour	09.00 AM – 10.00 AM
Chapter 2	Creating base feature <ul style="list-style-type: none"> • Creating new project • Creating new part file • Sketched base features (Line, spline, circle, arc and rectangle) • Editing sketched features (Move, copy, trim, scale and extend) • Create extrusion model 	2-hour	10.00 AM – 12.00 AM
Chapter 3	Additional sketching tools <ul style="list-style-type: none"> • Constraint Tools • Dimension Tools • Sketch Patterns (rectangular and circular) 	1-hour	12.00 AM – 01.00 PM
Chapter 4	Creating Pick and Place Features <ul style="list-style-type: none"> • Create chamfer and fillet • Create hole and thread • Editing pick and place features • Creating work plane, axes and points 	2-hour	02.00 PM – 04.00 PM

Chapter 5	Model and Display Manipulation <ul style="list-style-type: none"> • Reordering Features • Inserting Features • Suppressing Features • Section Views • Design Views 	1-hour	04.00 PM – 05.00 PM
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TRAINING PROGRAMME DAY 2

Chapter	Topic	Duration	Time
Chapter 6	Duplication Tools <ul style="list-style-type: none"> • Inserting features pattern (circular and rectangular) • Mirror Parts or Features • Manipulate Patterns and Mirror Features 	2-hour	9.00 AM – 11.00 AM
Chapter 7	Assembly Environment <ul style="list-style-type: none"> • Assembling Components Using Constraints • Assemble Mini-Toolbar • Assembling Components Using Joints • Manipulating Assembly Display • Moving and Rotating Assembly Components • Model Information, Measurement Tools and Model Properties • Presentation Files, Storyboard, Snapshot View and Publishing a Presentation File. 	2-hour	11.00 AM – 01.00 PM
Chapter 8	Assembly Tools <ul style="list-style-type: none"> • Replacing Components • Duplicating Components • Restructuring Components • Driving Constraints • Contact Solver • Interference • Error Recovery • Assembly Parts • Assembly Features • Assembly Bill of Materials 	3-hour	02.00 PM – 05.00 PM

TRAINING PROGRAMME DAY 3

Chapter	Topic	Duration	Time
Chapter 9	Drawing Basics <ul style="list-style-type: none"> • Creating a New Drawing • Base and Projected Views • Creating Additional Drawing Views and Manipulating Views 	2-hour	9.00 AM – 11.00 AM
Chapter 10	Detailing drawings <ul style="list-style-type: none"> • Customize title block • Adding dimension • Adding text style and leaders • Create Bill of Materials list 	2-hour	11.00 AM – 01.00 PM
Chapter 11	Duplication Tools <ul style="list-style-type: none"> • Application Options • Document Settings • File Properties • Changing Part Units • Command Customization 	3-hour	02.00 PM – 05.00 PM