

# Inventor® Fundamentals

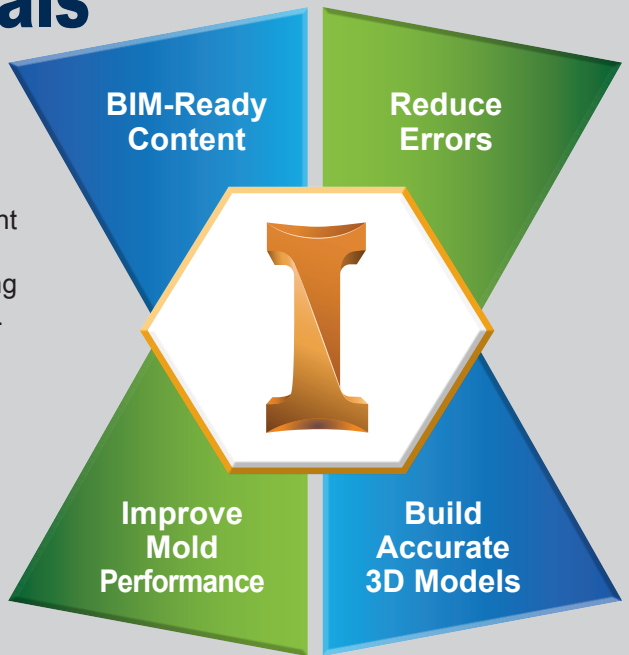
**Objective:** Become more efficient at creating digital prototypes using multi-body, plastic part and sheet metal design tools. Also learn about the assembly modeling productivity enhancements which include restructure, shrinkwrap, and assembly folders. Learn to use the Content Center, production drawing, analysis, translation, and data exchange enhancements. Hands-on exercises representing real-world, industry-specific design scenarios are included.

**Course Length:** 5 days (40 hours)

- Day 1**
  - Designing Parametric Parts
  - Creating Basic Sketched Features
  - Intermediate Sketching
- Day 2**
  - Editing Parametric Parts
  - Creating Basic Swept Shapes
  - Creating Thin-Walled Parts
- Day 3**
  - Designing Assemblies
  - Placing Components in an Assembly
  - Constraining Components
- Day 4**
  - Analysis and Motion Tools
  - Drawing Creation Environment
  - Creating and Managing Views
- Day 5**
  - Advanced Annotation Tools
  - Assembly-Centric Bill of Materials
  - Creating and Customizing Parts Lists

- Lunch is included.
- Class is from 8:30 a.m. to 5:00 p.m.
- After completion of an entire class, students may audit the same class for one year, if space is available in the class.
- The entire class is purchased at one time, but individual days may be attended sequentially over several months.

**Prerequisites:** A working knowledge of basic design/drafting procedures and terminology as well as Microsoft Windows 10.



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