INV101: Inventor 1 - Fundamentals

Course Length	3 Full Days or 6 Sessions
Schedule	**3 Full Days** 9:00am - 4:00pm ET
	Morning - 6 Sessions 9:00am - 12:00pm ET
	Afternoon - 6 Sessions 1:00pm - 4:00pm ET
	Evening - 6 Sessions 5:00pm - 8:00pm ET
Course Price	$1295 per person (group rates available)

Designed for

This course is designed for new users who wish to utilize the advanced capabilities of parametric feature-based solid modeling with Inventor.

Prerequisites

It is recommended that students have a working knowledge of basic design/drafting procedures and terminology, as well as working knowledge of a recent version of Microsoft Windows.

What you get

Students will get classroom access to the software and Autodesk Authorized Training courseware (these can be purchased in addition to the training) and the knowledge to get started with Inventor.

Notes

The course length is a guideline. Course topics and duration may be modified by the instructor based upon the knowledge and skill level of the students.

All courses will be taught on the most current release, depending on availability of courseware.

Course Plan

The Inventor 1 - Fundamentals course provides you with an understanding of the parametric design philosophy through a hands-on, practice-intensive curriculum. You will learn the key skills and knowledge required to design models using Inventor, starting with conceptual sketching, through to solid modeling, assembly design, and drawing production.

Topics Covered

- Understanding the Inventor software interface
- Creating, constraining, and dimensioning 2D sketches
- Solid base 3D feature from a sketch
- Secondary solid features that are sketched and placed
- Creating equations and working with parameters
- Manipulating the display of the model
- Resolving feature failures
- Duplicating geometry in the model
- Placing and constraining/connecting parts in assemblies
- Manipulating the display of components in an assembly
- Obtaining model measurements and properties
- Creating presentation files (exploded views)
- Modifying and analyzing the components in an assembly
- Simulating motion in an assembly
- Creating parts and features in assemblies
- Creating and editing an assembly Bill of Materials
- Working with projects
- Creating and annotating drawings and views
- Customizing the Inventor environment

For more information, please contact our main office:

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