



**Duration:** 2 Days

### Prerequisites:

- The material assumes a mastery of Autodesk Inventor basics as taught in Autodesk Inventor Introduction to Solid Modeling. Students should know how to create and edit parts, use work features, and create and annotate drawing views, etc.

### Course Outline

The goal of this course is to build on the skills acquired in the Autodesk Inventor Introduction to Solid Modeling training guide by taking students to a higher level of productivity when designing part models using the Autodesk Inventor software.

In this training, the student considers various approaches to part design. Specific advanced part modeling techniques covered include multi-body design, advanced lofts, advanced sweeps, coils, and surface modeling. Additional material aimed at increasing efficiency is also included: iFeatures for frequently needed design elements, iParts for similar designs, and translation options for importing data. The guide also covers some miscellaneous drawing tools such as custom sketches symbols, working with title blocks and borders, and documenting iParts.

The main topics covered include:

- Advanced model appearance options
- Multi-body part modeling
- 2D and 3D sketching techniques
- Advanced geometry creation tools (work features, area lofts, sweeps, and coils)
- Analysis tools
- Creating and editing basic surfaces, importing surfaces, and surface repair tools
- iFeatures and iParts
- Importing/exporting data and making edits to imported data
- Emboss and Decal features
- Advanced Drawing tools (iPart tables, surfaces in drawing views, and custom sketched symbols)
- Adding notes with the Engineer's Notebook

*Please do not hesitate to contact us for registration and further information*

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