



Autodesk® Inventor® LT- Fundamentals

Brief Synopsis of Class Contents:

Autodesk® Inventor® LT 3D CAD software introduces 3D mechanical CAD into your 2D workflows. Use Digital Prototyping workflows and compete more effectively. Get powerful part-level parametric modeling, multiCAD translation capabilities, automated DWG™ drawing views, and other CAD capabilities found in Inventor software to expand your 2D engineering process. In this introductory course, students acquire the knowledge needed to complete the process of designing models from conceptual sketching, through to solid modeling, and drawing production. This course is intended as an introductory course, Autodesk® Inventor® LT Fundamentals does not assume prior knowledge of any 3D modeling or CAD software. Students do need to be experienced with the Windows operating system and a background in drafting of 3D parts is recommended.

Learning Objectives:

- Navigate the Autodesk® Inventor® LT user interface
- Generating 3D parts from sketches
- Part Modeling, adding and editing 3D features
- Establishing and working with model relationships
- Creating and annotating drawings and views

Courseware:

Ascent Autodesk Inventor Introduction to Solid Modeling

Number of Days:

4 Half Day Sessions

Continuing Education Hours:

16 hours

Who Should Attend:

This course is designed to teach new users the fundamental features of Autodesk® Inventor LT®.

Prerequisites:

Experienced with the Windows operating system and a background in drafting of 3D parts is recommended

System and Software Requirements:

<http://www.asti.com/LiveLab-Learning-amp-Training/LiveLab-System-Requirements>

FAQs and Cancellation Policy:

<http://www.asti.com/LiveLab-Learning-amp-Training/LiveLab-FAQS>

Class Outline and Topics:

Chapter 1: Introduction to Autodesk Inventor

- Introduction
- Autodesk Inventor Fundamentals
- Getting Started
- Autodesk Inventor Interface
- Model Manipulation

Chapter 2: Creating the Base Feature

- Creating a New Part File
- Sketched Base Features
- Editing Sketched Features

Chapter 3: Additional Sketching Tools

- Additional Entity Types
- Basic Editing Tools
- Additional Constraint Tools
- Additional Dimension Tools

Chapter 4: Advanced Sketch Editing Tools

- Advanced Editing Tools
- Rectangular Sketch Patterns
- Circular Sketch Patterns

Chapter 5: Sketched Secondary Features

- Sketched Secondary Features
- Using Existing Geometry

Chapter 6: Creating Pick and Place Features

- Edge Chamfer
- Constant Fillets
- Variable Fillets
- Full Round Fillets
- Straight Holes
- Threads

- Editing Pick and Place Features
- Creation Sequence

Chapter 7: Work Features

- Work Planes
- Work Axes
- Work Points

Chapter 8: Equations

- Equations
- Parameters

Chapter 9: Additional Features

- Face Draft
- Splitting a Face or Part
- Shells
- Ribs

Chapter 10: Model and Display Manipulation

- Reordering Features
- Inserting Features
- Suppressing Features
- Section Views
- Design Views

Chapter 11: Fixing Problems

- Sketch Failure
- Feature Failure

Chapter 12: Sweep Features

- Sweep Features

Chapter 13: Loft Features

- Rail and Center Line Lofts
- Advanced Loft Options

Chapter 14: Duplication Tools

- Rectangular Feature Patterns
- Circular Feature Patterns
- Sketched Driven Patterns
- Mirror Parts or Features
- Manipulate Patterns and Mirror Features

Chapter 15: Feature Relationships

- Establishing Relationships
- Controlling Relationships
- Investigating Relationships
- Changing Relationships

Chapter 19: Model Information

- Measurement Tools
- Model Properties

Chapter 20: Presentation Files

- Creating Presentations
- Storyboards
- Snapshot Views
- Publishing a Presentation File

Chapter 25: Drawing Basics

- Creating a New Drawing
- Base and Projected Views
- Additional Drawing Views
- Manipulating Views

Chapter 26: Detailing Drawings

- Dimensions
- Drawing Sheets
- Parts List
- Balloons
- Styles and Standards
- Hatching

Chapter 27: Drawing Annotations

- Text
- Symbols
- Hole and Thread Notes
- Chamfer notes
- Center Marks and Center Lines
- Hole Tables
- Revision Tables and Tags

Chapter 28: Customizing Autodesk Inventor LT

- Application Options
- Document Settings
- File Properties
- Changing Part Units
- Command Customization

