

Autodesk® Inventor® – Tube and Pipe Design

Brief Synopsis of Class Contents:

The Autodesk® Inventor® Tube and Pipe Design class instructs students on the use of the Inventor Tube and Pipe environment. Through a hands-on, practice-intensive curriculum, students acquire the knowledge needed to design routed elements, including tubing, piping, and flexible hose. With specific tools to incorporate tube and pipe runs into digital prototypes, the Inventor Tube and Pipe environment provides rules-based routing tools that select the correct fittings and helps the pipe run to comply with your standards for segment length, round-off increments, and bend radius, that the student will learn to maximize

Learning Objectives:

- Describe the tube and pipe environment and why you would use it.
- Set up routes and runs and place the initial fittings in your tube and pipe design.
- Create, edit, and manage routes for rigid pipe, rigid tube, and flexible hose designs.
- Manage content libraries, publish custom content to content libraries, and create new styles that use custom content.
- Document tube and pipe designs through the creation of 2D drawings and parts lists and export the 3D design data.

Courseware:

Ascent Autodesk® Inventor® -Tube and Pipe Design

Number of Days:

4 Half Day Sessions

Continuing Education Hours:

16 hours

Who Should Attend:

Experienced users of Inventor who need to include tubes and pipes in their designs.

Prerequisites:

The class assumes a mastery of Autodesk Inventor basics as taught in Autodesk Inventor Fundamentals, or have an equivalent understanding of the Autodesk Inventor user interface and working environments. Knowledge of part modeling, assembly modeling, and drawing view creation and annotation, 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 Tube and Pipe

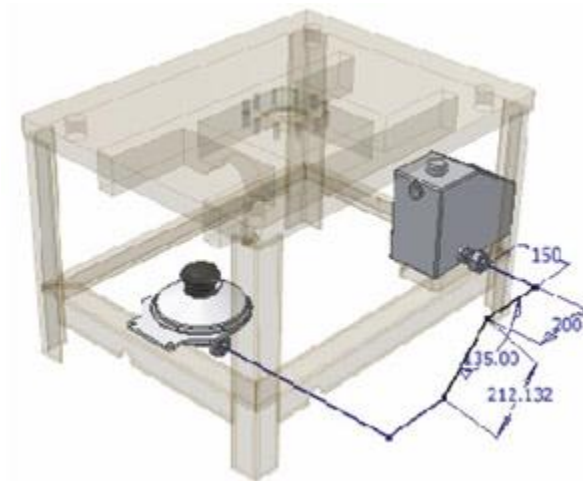
- Introduction to Tube and Pipe

Chapter 2: Setup for Routes and Runs

- Setup for Routes and Runs
- Placing Initial Fittings

Chapter 3: Routes and Runs

- Creating Rigid Routes
- Sketching Rigid Routes
- Editing Rigid Routes
- Working with Fittings in Rigid Routes
- Flexible Hose Routes
- Leveraging Routes and Runs



Chapter 4: Fittings and Components

- Managing Libraries
- Creating Library Content
- Managing Library Content
- Creating Tube and Pipe Styles

Chapter 5: Documenting Tube and Pipe Assemblies

- Representing Tube and Pipe Designs
- Documenting Routes and Runs
- Exporting Tube and Pipe Design Data

