

# Autodesk Inventor - Essentials



## Overview

---

**Course Length:** 40 hours (*can be taken via flexible schedule in-center or remotely*)

**Description:** Are you a new user to Autodesk Inventor or just need to freshen up on your skills? The Autodesk Inventor New User Essentials course will provide users with project-based training to ramp up skills you need to be an expert user. This course includes all 8 parts of our Essentials Learning Path rolled up into one easy to access course. With this course, you can enter and exit as you find time; the course will remember where you left off. Now, let's go learn some Inventor!

## Course Objectives/Topics

---

- View Manipulation
- Introduction to Designing Parametric Parts
- Creating 2D Sketches
- Geometric Constraints
- Dimensioning Sketches
- Creating Basic Sketched Features
- Intermediate Sketching
- Editing Parametric Parts
- 3D Grip Editing
- Creating Work Features
- Creating Basic Swept Shapes
- Creating Chamfers and Fillets
- Creating Holes and Threads
- Patterning and Mirroring Features
- Creating Thin-Walled Parts
- Designing Assemblies Introduction
- Using Project Files in Assembly Designs
- Placing Components in an Assembly
- Component Relationships
- Placing Standard Components Using the Content Center
- Basic Part Design in an Assembly
- Analysis and Motion Tools
- Presenting Your Assembly
- Drawing Creation Environment
- Base and Projected Views
- Section Views
- Detail Views
- Crop Views
- Managing Views
- Automated Dimensioning Techniques
- Manual Dimensioning Techniques
- Annotating Holes and Threads
- Creating Centerlines, Symbols, and Leaders
- Revision Tables and Tags
- Assembly-Centric Bill of Materials
- Creating and Customizing Parts Lists
- Creating Balloons
- Setting Drawing Standards
- Drawing Resources

### Practical practice and Projects

- Put what you learned to use. Practice virtualized part modeling from traditional 2D drawings, 3D annotated illustrations, and from measuring/approximating existing items. From simple to complex.
- Put it all together with a final project of your choosing.

## Prerequisites

---

- None.

## Audience

---

- A person who wants to be proficient in Autodesk Inventor to find a job
- A person who wants to improve Autodesk Inventor essential topics
- A person who wants to learn Autodesk Inventor from scratch
- A person who wants to design using 3D modeling software without spending huge amounts of time learning.
- A person who wants to get a better job using Autodesk Inventor skills.
- Any High School, Technical College, or Diploma Student
- Individual professional
- Hobbyist – dreamer, designer, visionary, 3D printing designer, etc.

*Please note that course material, content, structure and delivery methods are subject to change without notice.*