



Computer Aided Design using Autodesk Inventor (Duration: 80 Hrs)

Course Curriculum

Chapter 1: Introduction to Autodesk Inventor

- Introduction
- Autodesk Inventor Fundamentals: Feature Based Modeling, Parametric Features
- Getting Started
- Autodesk Inventor Interface
- Model Manipulation

Chapter 2: Creating the Base Feature

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

Chapter 3: Additional Sketching Tools

- Additional Entity Types
- Basic Editing Tools
- Additional Constraint Tools
- Additional Dimension Tools
- Advanced Editing Tools: Move, Copy, Rotate, Scale and Stretch
- Rectangular / Circular Sketch Patterns
- Using Existing Geometry
- Workshops

Chapter 4: Creating Features / Equations

- Chamfers, Fillets and Threads
- Work Features
- Equations
- Additional Features
- Sweep Features
- Model and Display Manipulation
- Loft Features
- Feature Relationships

Chapter 5: Assembly Environment



- Assembly components using Constraints
- Joint Connections
- Manipulating Assembly Display
- Assembly Tools
- Assembly Parts and Features
- Bill of Materials
- Working with Projects

Chapter 6: Drawing Basics

- Creating new Drawing
- Views
- Manipulating Views
- Detailing Drawings
- Annotations
- Workshops

Chapter 7: Sheet Metal Modeling

- Sheet Metal Concepts
- Sheet Metal Terminology
- Sheet Metal Environment
- Sheet Metal Base Features
- Flanges
- Bending Sheet Metal
- Sheet Metal Cuts
- Corner Seams
- Unfold and Refold
- Workshops

Chapter 8: Surfacing

- Introduction to Surfacing: Basic, Patch, Ruled, Stitch, Sculpting
- Additional Surfacing Options: Extend, Trim, Replace face with Surface, Delete and Copy Surface
- Freeform Modeling
- Analyzing Model
- Workshops

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