

Inventor Advanced Part Modeling Training

2-day class

In this training class specific advanced part modeling techniques will be 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, translation options for importing data, and the Engineer's Notebook for communication. The class also covers some miscellaneous drawing tools such as custom sketches symbols, working with title blocks and borders, and documenting iParts. With an understanding of these tools, you will begin to streamline your design and documentation process.

- **Tips and Tools**
 - Design Philosophies & Sketching Tips
 - Display Options & Appearances
- **Sketching Tools**
 - Splines & 3D Sketches
 - Imported Point Data
- **Multi-Body Part Modeling**
 - Multi-Body Part Design
 - Complex Part Design
- **Advanced Work Features**
 - Grounded Work Points
 - User Coordinate Systems
- **Advanced Lofts, Sweeps, and Coils**
 - Area Lofts
 - Advanced Loft Options
 - Advanced Sweeps & Coils
- **Analyzing a Model**
 - Analysis Types & Procedures
 - Analysis Continuity
- **Generative Shape Design**
 - Shape Generator
- **Introduction to Surfacing**
 - Basic, Patch, Ruled & Stitched Surfaces
 - Sculpting with Surfaces
 - Thickening & Offsetting a Surface
 - Surfaces in Drawing Views
- **Additional Surfacing Options**
 - Extend and Trim Surfaces
 - Replace Face with a Surface
 - Delete Faces & Copy Surfaces
- **Coping Between Parts (iFeatures)**
 - Creating & Inserting iFeatures
 - iFeatures vs. Copy Feature
 - Table-Driven iFeatures
 - Editing iFeatures
- **iParts**
 - iPart Creation & Placement
 - Editing an iPart Factory
 - Table-Driven iParts
 - Tables for Factory Members
- **Importing & Editing CAD Data**
 - Import and Export Data
 - Editing the Base solid & Direct Edit
 - Attaching Point Clouds
- **Working with Imported Surfaces**
 - Importing Surfaces
 - Repairing Imported Surfaces
- **Working with AutoCAD Data**
 - Opening AutoCAD files & DWG underlay
 - Other Autodesk Product Files
- **Introduction to Freeform Modeling**
 - Creating Freeform Geometry
 - Editing Freeform Geometry