



Fusion Fundamentals - Introduction to Fusion 360 Software

18 hours (4-6 participants)

Training Description

The Fusion Fundamentals course provides you with an understanding of the parametric design philosophy using the Fusion software. Through a hands-on, practice-intensive curriculum, you will learn the key skills and knowledge required to design models using the Fusion software.

Training Objective

This course is designed for new users who wish to utilize the capabilities of parametric modeling with Fusion. No prior knowledge of any 3D modeling or CAD software is required. However, students do need to be experienced with the Windows operating system and a background in drafting of 3D parts is recommended. Students will get classroom access to the software and Autodesk Authorized Training courseware (these can be purchased in addition to the training) and the knowledge to get started with Fusion.

Skill Attainment

- Understanding the Autodesk Fusion interface
- Creating, constraining, and dimensioning 2D sketches
- Creating and editing solid 3D features
- Creating and using construction features
- Creating equations and working with parameters
- Manipulating the feature history of a design
- Duplicating geometry in a design
- Placing and constraining/connecting components in a single design file
- Defining motion in a multi-component design
- Creating components and features in a multi-component design
- Creating and editing T-spline geometry
- Documenting a design in drawings
- Defining structural constraints and loads for static analysis

Delivery Options:

3 Days or 6 Sessions

3 Days

9:00am - 4:00pm ET (includes 1 hr lunch/breaks)

Morning - 6 Sessions

9:00am - 12:00pm ET

Afternoon - 6 Sessions

1:00pm - 4:00pm ET

Evening - 6 Sessions

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5:00pm - 8:00pm ET

Agenda – 3 day:

Day 1 - Session 1

- Introduction & Fundamentals on cloud-based design
- Creating Sketched Geometry

Day 1 - Session 2

- Additional Sketching tools
- Pick & Place Features
- Feature duplication tools

Day 2 - Session 1

- Construction features
- Equations & parameters
- Design & display manipulation

Day 2 - Session 2

- Distributed Design (Assemblies)
- Component design tools

Day 3 - Session 1

- Drawing Basics
- Detailing drawings

Day 3 - Session 2

- (Adv) Introduction to T-Spline Geometry
- (Adv) Introduction to simulation (static analysis)