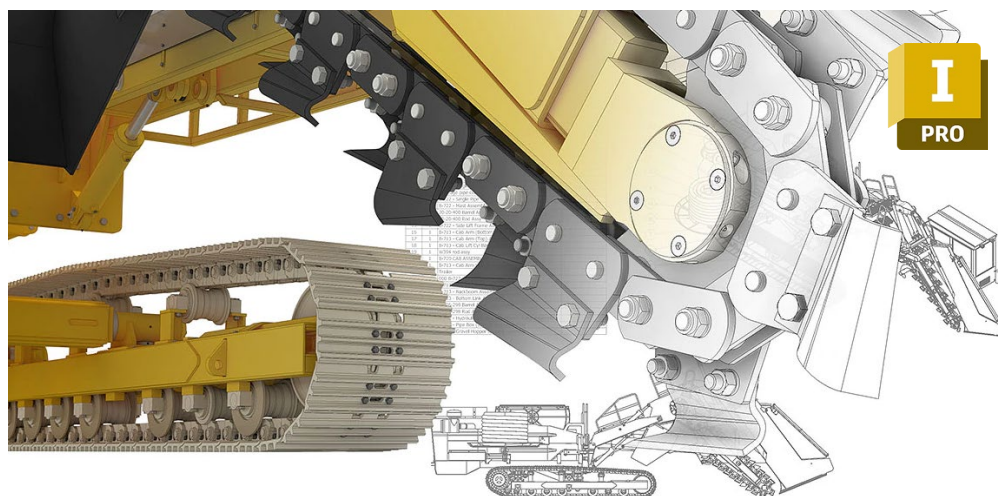


Inventor Essentials

Training course outline

Inventor makes it easy to create, modify and manage piping and instrumentation diagrams.

Inventor Essentials training provides a thorough grounding for beginners. On completion, you will be able to use Inventor to create and amend production-ready parts and assemblies.



Course summary

Inventor Essentials teaches:

- The fundamental principles behind 3D parametric part and assembly design.
- The use of the tools and features available in Inventor to create and amend production-ready parts and assemblies.

Hands-on exercises representing real-world, industry-specific design scenarios are carried out under guidance.

Duration

Three days.

Who should attend?

Newcomers to Inventor and novice users.

Prerequisites

Experience using an Autodesk application, such as AutoCAD, is beneficial but not essential. No prior 3D modelling experience is necessary.

In-class or live online

You can attend in-person at our centres, or participate live online from your place of work or home.

To read about our approach to online training, see armada.co.uk/liveonline.

General information

Armada is a long-standing Autodesk authorised Training Centre (ATC), and our courses are accredited by Autodesk.

Courses are hosted by Autodesk Certified Instructors (ACIs) with vast experience of using the application professionally.

Whilst attending training at our centres, you'll have the use of a computer running licensed software to practice the techniques taught.

Refreshments and lunch are provided.

Course fees can be paid by card or bank transfer. We accept purchase orders from UK-registered companies and public sector organisations.

Course materials and certificate

You'll receive:

- A comprehensive training guide and practice files.
- An e-certificate confirming successful completion of an accredited *Inventor Essentials* course.

Method of delivery

Training is designed for the busy professional, being short and intensive and combining lecture and demonstration. Practical exercises carried out under guidance help you learn the techniques taught.

You have ample opportunity to discuss specific requirements with the trainer.

After course support

Following training, you're entitled to 30 days' email support from your trainer.

Further information

See armada.co.uk/course/inventor.

Course syllabus

See over.

Follow-on courses

- *Inventor Intermediate* (2 days).
- *Inventor CAM and CNC* (2 days).
- *Inventor Sheet Metal Design* (2 days).
- *Inventor Cable and Harness Design* (2 days).
- *Inventor Tube and Pipe Design* (2 days).

Course syllabus

Sessions	Topics
Getting started	Autodesk Inventor user interface View manipulation Designing parametric parts
Basic sketching techniques	Creating 2D sketches Geometric constraints Dimensioning sketches
Basic shape design	Creating basic sketched features Intermediate sketching Editing parametric parts 3D grip editing Creating work features Creating basic swept shapes
Detailed shape design	Creating chamfers and fillets Creating holes and threads Patterning and mirroring features Creating thin-walled parts
Assembly design overview	Designing assemblies Using project files in assembly designs
Placing, creating and constraining components	Placing components in an assembly Constraining components Placing standard components using the content center Basic part design in an assembly

Sessions	Topics
Interacting with an assembly	Identifying parts in an assembly Analysis and motion tools Presenting your assembly
Basic view creation	Drawing creation environment Base and projected views Section views Detail views Crop views Managing views
Dimensions, annotations and tables	Automated dimensioning techniques Manual dimensioning techniques Annotating holes and threads Creating centerlines, symbols and leaders Revision tables and tags
Annotating assembly drawings	Assembly-centric bill of materials Creating and customising parts lists Creating balloons
Drawing standards and resources	Setting drawing standards Drawing resources