INFOSOFT IT SOLUTIONS

Training | Projects | Placements

AUTODESK INVENTOR

Introduction to Autodesk Inventor

- Overview of Autodesk Inventor
- Understanding the User Interface
- Navigation and View Tools
- Setting Up the Project Environment

Basic Sketching Techniques

- Creating 2D Sketches
- Using Sketch Constraints and Dimensions
- Editing Sketches
- Advanced Sketch Tools

Basic Part Modeling

- Creating Basic 3D Shapes (Extrude, Revolve, Sweep, Loft)
- Understanding Part Modeling Workflow
- Modifying Features (Fillets, Chamfers, Holes)
- Patterns and Mirroring Features

Advanced Part Modeling

- Multi-Body Part Modeling
- Surface Modeling Techniques
- Using Work Features (Planes, Axes, Points)
- Importing and Editing Geometry

Assembly Modeling

- Creating and Managing Assemblies
- Placing and Constraining Components
- Assembly Tools (Joints, Constraints, Motion)
- Managing Assembly Relationships and Structure

Advanced Assembly Modeling

- Top-Down Design Techniques
- Working with Large Assemblies
- Assembly Weldments
- Frame Generator

Creating and Managing Drawings

- Creating Drawing Views (Base, Projected, Section, Detail)
- Annotating Drawings (Dimensions, Notes, Symbols)
- Managing Sheets and Views
- Customizing Drawing Styles and Standards

Sheet Metal Design

- Introduction to Sheet Metal Design
- Creating Sheet Metal Parts
- Sheet Metal Tools and Features (Flanges, Bends, Corner Relief)
- Creating Flat Patterns and Drawings

Weldments

- Creating Weldment Assemblies
- Adding Welds and Weld Symbols
- Documenting Weldments
- Using the Weldment Environment

Simulation and Analysis

- Introduction to Simulation
- Performing Stress Analysis

Design Automation

- Introduction to iLogic
- Creating and Managing iLogic Rules
- Automating Design Processes
- Using iParts and iAssemblies

Rendering and Visualization

- Introduction to Rendering
- Applying Materials and Textures
- Setting Up Lighting and Environments
- Creating Photorealistic Renderings

Data Management and Collaboration

- Managing Design Data with Autodesk Vault
- Collaborating with Team Members
- Version Control and Revision Management
- Sharing and Publishing Designs

Customization and Advanced Tools

- Customizing the User Interface
- Using Macros and Add-ins
- Advanced Modeling Techniques
- Tips and Tricks for Productivity