



AUTODESK INVENTOR PROFESSIONAL ADVANCED TRAINING

Objectives

The main objective of this course is to teach trainee the advance commands and tools necessary for professional 3D design using Inventor Professional Software. After completing this course trainee will be able to:

- ✓ Multi-body part modeling, iFeatures, and iParts
- ✓ Advanced geometry creation tools and Drawing Tools
- ✓ Using Freeform modeling, Emboss and Decal features
- ✓ Able to use Shrinkwrap and other model simplification tools, create Positional
- ✓ Using Frame Generator
- ✓ Using iMates and iAssemblies to work efficiently with assemblies.

TRAINING PROGRAMME DAY 1

Chapter	Topic	Duration	Time
Chapter 1	Multi-Body Part Modeling <ul style="list-style-type: none"> • Multi-Body Part Modeling • Creating the First Solid Body • Creating Additional Solid Bodies • Assigning Features to Solid Bodies • Manipulating Solid Bodies • Solid Body Display & Properties 	2-hour	09.00 AM-11.00 AM
Chapter 2	Advanced Lofts, Sweeps, and Coils <ul style="list-style-type: none"> • Area Lofts • Advanced Sweeps • Path & Guide Rail/Surface Sweep • Coils 	2-hour	11.00 AM-01.00 PM
Chapter 3	iFeatures & iParts <ul style="list-style-type: none"> • Creating & Inserting iFeatures • iFeatures vs. Copy Feature • Table-Driven iFeatures • Editing iFeatures • iPart Creation & Placement • Placing a Standard/Custom iPart • Replacing an iPart 	2-hour	02.00 AM-04.00 PM

	<ul style="list-style-type: none"> • Editing an iPart Factory & Table • Adding Features to an iPart • Creating iFeatures from a Table-Driven iPart • Tables for Factory Members 		
Chapter 4	Introduction to Freeform Modelling <ul style="list-style-type: none"> • Creating Freeform Geometry • Creating Standard Freeform Shapes • Creating a Face Freeform • Converting Geometry to a Freeform • Deactivating and Activating Freeform Mode • Editing Freeform Geometry • Working with Edges, Faces & Points • Thickening/Mirroring Freeform Geometry • Controlling Symmetry • Deleting Entities 	1-hour	04.00 PM-05.00 PM

TRAINING PROGRAMME DAY 2

Chapter	Topic	Duration	Time
Chapter 5	iMates & iAssemblies <ul style="list-style-type: none"> • Creating iMates • Composite iMates • iMates in iParts • Create Basic/Multi Level iAssemblies • Create iAssemblies Using Existing Assemblies 	3-hour	09.00 AM-12.00 AM
Chapter 6	Model Simplification <ul style="list-style-type: none"> • Shrinkwrap • Assembly Simplification • Simplify View • Define Envelopes • Create Simplified Part 	1-hour	12.00 AM-01.00 PM
Chapter 7	Frame generator <ul style="list-style-type: none"> • Frame Generator • Structural Shape Author 	3-hour	02.00 AM-05.00 PM