

## Fusion 360 Training: The Future of Making Things Lesson Plan

**Objective:** By the end of this project-based Fusion 360 training, the learner will have demonstrated essential knowledge and skills in Fusion 360. Participants will design a desktop lamp, attach a canvas of the lampshade profile, create a parametric solid model of the lampshade and stem, create a sculpted free form body of the stand, assemble the lamp, create orthographic drawings, and export an STL file of a component for production on a 3D printer.

**Course Length:** 4 hours

**Materials:** Print and distribute the Fusion 360 Training Attendee Print Guide to the attendees. In addition, step-by-step-video tutorials of each lesson are provided. The instructor will use the Fusion 360 Training Instructor Guide to deliver the course objectives and content.

**Note:** The cloud integration of Fusion 360 requires students to upload files into a project named Lampshade Design. These files will be included in a Fusion 360 Training Data.zip file.

**Procedure:** The workshop is designed to take approximately 4 hours to complete. This includes discussion of objectives, instructor demonstration, hands-on time for attendees, and review of objectives.

The workshop can be delivered in a single session or over a period of shorter sessions. The following list of lessons and times allocated for each lesson will allow you to plan the delivery of the workshop in a format that best suits the attendees.

Lesson	Title	Time Allocated (minutes)
	Getting Started	15
1	Overview	20
2	Sketch	30
3	Model	20
4	Model the Stem	30
5	Sculpt	35
6	Assemble	20
7	Document	20
8	Render	25
9	Export	10
10	Collaborate	15

**Homework:** None required