

Fusion 360 Training: The Future of Making Things Syllabus

Description

The Fusion 360™ Training includes everything you need to teach and learn Fusion 360 3D CAD/CAM software. Whether you are new to CAD or currently using parametric CAD software, this training introduces valuable tools that can be used to teach and learn Fusion 360 essentials.

This project-based training provides a scaled learning experience in which students develop and apply their knowledge and skills to a real world design challenge. It includes step-by-step video instruction, an instructor presentation, an attendee print guide, a lesson plan, training syllabus, and quiz.

Learning Objectives

By the end of this workshop, you will be able to:

- Identify the main areas of the Autodesk Fusion 360 interface
- Describe the main workspaces in Autodesk Fusion 360
- Create new bodies and components using parametric solid models and sculpted free form models
- Join components as an assembly
- Create drawings of parts, including projected views, and annotations
- Render a design using ray tracing and cloud rendering
- Export a part to STL for 3D printing
- Share your design with others and collaborate on design changes

Prerequisites

A background in drafting or design would be beneficial before starting this workshop. A moderate understanding of computer operations is essential to completing this workshop, as the majority of the learning is performed on a computer.

Course Length

4 Hours

Course Topics

- Introduction to the Fusion 360 interface and projects
- Create a parametric solid model
- Create a freeform shape using T-Spline technology
- Connect components using joints
- Create orthographic drawings
- Create rendered images of the design
- Import and modify data from a neutral CAD file format
- Collaborate and share the design with other team members

Required Software

Autodesk® Fusion 360™