



HAGERMAN & COMPANY®

# Autodesk Fusion 360 Design Training

3-day class

The three-day *Autodesk® Fusion 360®: Design* course will introduce you to the fundamental principles and parametric design philosophy of the Autodesk® Fusion 360® software. Through a hands-on, practice-intensive curriculum, you will learn the key skills and knowledge required to manage your data in a cloud-based team environment, create design models from conceptual sketching to solid models/assemblies, and produce production drawings. This course focuses on the Design tools specifically.

- **Introduction to Autodesk Fusion 360**
  - Fundamentals & Getting Started
  - User Interface, Navigation & Display
- **Creating the First Feature**
  - Design Units and Origin
  - Quick Shape Creation
- **Creating Sketched Geometry**
  - Sketch Workflow & Entities
  - Dimensions and Constraints
  - Extrude & Revolve
- **Additional Sketching Tools**
  - Advanced Entity Types
  - Editing Tools
  - Additional Dimensioning Tools
  - Move & Copy
  - Rectangular & Circular Sketch Patterns
- **Sketched Secondary Features**
  - Using Existing Geometry
- **Pick and Place Features**
  - Fillets, Chamfers, Holes, and Threads
  - Editing Pick and Place Features
- **Construction Features**
  - Construction Planes, Axes, & Points
- **Equations & Parameters**
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- **Additional Features & Operations**
  - Draft, Shell, Rib & Split Face
  - Scale & Thread
  - Press Pull
- **Design & Display Manipulation**
  - Reordering Features
  - Insert & Suppressing Features
  - Measure & Section Analysis
  - Feature Order and Direct Edit
- **Sweeps & Lofts**
  - Single Path Sweeps
  - Loft Features & Rails
- **Feature Duplication Tools**
  - Mirror and Pattern
- **Distributed Design**
  - Assembly Design Methods
  - Distributed Design
  - Joint Origins & Assigning Joints
- **Component Design Tools**
  - Rigid Groups
  - Interference Detection
  - Miscellaneous Joint Tools
- **Multi-Body Design**
  - Multi-Body Design Tools
  - Components & As-Built Joints
- **T-Spline Geometry**
  - Form Contextual Environment
  - Quick Shapes & T-Spline Surfaces
  - Creating Faces and Filling holes
- **Editing T-Spline Geometry**
  - Editing Form Geometry
  - Deleting Entities
  - Working with Edges, Faces, and Points
  - Controlling symmetry
  - Thickening Geometry
- **Drawing Basics**
  - Creating a New Drawing
  - Additional Drawing Views
  - Exploded Views
  - Manipulating Drawings
- **Detailing Drawings**
  - Dimensions, Annotations & Settings
  - Tables, Parts List and Balloons
  - Drawing Output
- **Static Analysis – Simulation Environment**
  - Intro to the simulation Environment
  - Setting up a Structural Analysis & Mesh
  - Solving a design study
  - Visualizing the results