Inventor Advanced Assembly Training

2-day class

In this training class specific advanced assembly modeling techniques will be covered including focusing on the Top-Down Design workflow, Layout Design, iMates, Model States, iAssemblies, and Frame Generator modeling, as well as file management and duplication techniques. A chapter has also been included about Autodesk® Inventor® Studio to explore how to render, produce, and animate realistic images.

- **Advanced Assembly Tools**
  - Assembly Motion Constraints
  - Assembly Transitional Constraints
  - Assembly Relationships
- **Top-Down Design**
  - Top-Down Design Process
  - Top-Down Design Tools
- **Derived Components**
  - Derived Components
  - Modify Derived Components
- **Multi-Body Part Modeling**
  - Working with Solid Bodies
  - Manipulating Solid Bodies
- **Layout Design**
  - Sketch Blocks
  - Making Parts & Components
- **Associative Links and Assembly Parts**
  - Associative Links
  - Adaptive Assembly Parts
- **iMates**
  - iMate Creation and Composites
  - iMates in an Assembly
- **Positional Representations**
  - Create & Edit Positional Representations
  - Using Positional Representations
- **Model Simplification**
  - Shrinkwrap
  - Assembly Simplification
- **Model States**
  - Assembly Model States
  - Substitute Model States
  - Placing/Opening Model States
- **iAssemblies**
  - Creating Basic & Multi-Level iAssemblies
  - Existing Assemblies to iAssemblies
  - Placing and Editing iAssemblies
- **Advanced File Management**
  - Design Assistant
  - Design Assistant Options
  - Pack and Go
  - Purging Old Files
- **Design Accelerator**
  - Generators and Calculators Engineers Handbook
- **Inventor Studio**
  - Introduction to Inventor Studio
  - Rendering and Animation
  - Video Producer
- **Frame Generator**
  - Frame Generator
  - Structural Shape Author
- **Assembly Duplication Options**
  - Pattern and Mirror Components
  - Copy Components
- **Working with Weldments**
  - Weldment Preparations
  - Fillet, Cosmetic and Groove Welds