

Inventor Sheet Metal Training

2-day class

The Inventor Sheet Metal course will teach you the concepts and techniques required for sheet metal design. The structure of the course follows the typical states of designing complex sheet metal designs. Included is the instruction on how to create sheet metal parts, edit them, generate flat patterns, and document the design in a drawing. Although not required, knowledge of sheet metal processing is helpful.

• Introduction to Sheet Metal Modeling

- Sheet Metal Concepts & Terminology
- The Inventor Sheet Metal Environment
- Sheet Metal Defaults & Rules

• Sheet Metal Base Features

- Applying Existing Sheet Metal Defaults
- Creating a Face as a Base Feature
- Contour Flange as a Base Feature
- Contour Roll as a Base Feature

• Sheet Metal Secondary Features

- Sheet Metal Parameters
- Bend Relief Shapes
- Faces as Secondary Features
- Contour Flanges as Secondary Feature
- Contour Rolls as Secondary Feature

Flanges

- Creating Flanges & Width Controls
- Corner Relief Options

• Bending Sheet Metal

- Hems
- Folds & Bends

• Corner Rounds and Chamfers

- Creating Corner Rounds
- Creating Corner Chamfers

• Sheet Metal Cuts

- Creating Cut Features
- Creating Straight Holes
- Using & Creating a Punch Tool
- Cuts using Surfaces

Corner Seams

- Creating Corner Seams & Miters
- Creating Corner Rips
- Converting Corner Seams & Bends

Flat Pattern Environment

- Creating & Orienting Flat Patterns
- Punch Representations
- Bend Angle & Bend Order
- Adding features & Flat Pattern Cleanup
- Exporting to DXF/DWG

Lofted Flange and Rips

- Die or Press Brake Lofted Flange
- Face Rip Application

• Unfold and Refold

Multi-Body Sheet Metal Modeling

- Skeletal modeling principles
- Flat Pattern workflow

Documentation and Annotation

- Sheet Metal Drawing Terminology
- Creating Sheet Metal Drawings
- Bend & Punch Notes
- Bend Notes & Tables
- Punch Tables
- Bend order
- Cosmetic Centerlines

Converting Parts to Sheet Metal

- Converting Solids to Sheet Metal Models
- Non-Ruled Surfaces

