

Fusion 360 Beginners Course

3 Day CAD Fundamentals

Introduction to 3D Parametric Modelling



AUTODESK
Authorised Training Centre

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Learning Partner

Course Overview

Fusion 360 Beginners is a 3 day hands-on practical course that will teach the student the commands and skills to be able to create and understand the processes of 3D Parametric Models, outputting to 2D Drawings, rendering and exploded parts lists. The course covers over 200 commands, concepts and settings, all of which are covered in the 530 page manual. The manual also includes exercises and projects which can be used as practice once the course is completed.

Who should attend / prerequisites

This course is for new users of Fusion 360 who wish to start using the program as soon as possible, whether as part of a business role or for personal use. No previous Fusion 360 or general CAD experience is necessary but you should be a confident computer user

Courseware / Certificate / Instructor

Everything we do is authorised by Autodesk—the authors of Fusion 360 Software. Included in the price of your course will be:-

- An Autodesk Official Training Manual with practical exercises and supporting Fusion 360 files/examples.
- An e-certificate in pdf format direct from Autodesk confirming successful completion of an Accredited Fusion 360 Course.
- The instructor is an Gold Standard Autodesk Certified Instructor (ACI) with many years experience.

Location & Facilities

Our training facility in Colchester, Essex, is an Autodesk Authorised Training Centre. We have all the latest Fusion 360 software and can supply training licenses if you do not have your own license. We limit the number of attendees to a maximum of six people to ensure you have quality time with the instructor. We can provide one to one or group training at your premise anywhere in the UK.

Dates, Pricing & Discounts

Our scheduled courses are run on the last Wednesday to Friday of each month. Prices per person are £749 ex VAT or £699 each for 2 people. Further discounts are available for larger bookings, please ask for details.

Summary

Level	Beginners
Course Type	Hands on, practical
Duration	3 Days
Time	9:15am - 4:30pm
Cost	£749 ex VAT
Frequency	Every Two Months
Dates	Click Here
Support	<ul style="list-style-type: none">• 12 months Phone• Lifetime via e-mail
Class Size	6 people maximum
Software	Fusion 360 Training Licences provided or use your own
Certification	Autodesk Authorised e-certificate
Courseware	Autodesk Training Guide included
Location	<ul style="list-style-type: none">• Colchester, Essex; or,• On site (at extra cost)
Prerequisites	See main text

For further information call us on

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Or e-mail training@cad-bureau.co.uk



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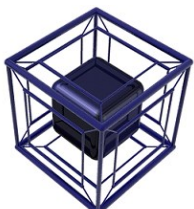
Topics	Sub-Topics
Day One	
Getting Started	User Interface, Working with Commands, Navigation, Starting a new project
Creating Features with quick Shapes	Units, Origin, Planes & Box, Cylinder, Sphere, Torus, Coil Tools
Creating Sketched Geometry	Sketching Workflow, Sketch Entities, Dimensioning, Constraints, Revolve & Extrude
Additional Sketching Tools	Additional Entity Types, Editing Tools, Additional Dimension Tools, Moving and Copying in a Sketch
Pick & Place Features	Fillets, Chamfers, Holes

Day Two	
Construction Feature	Construction Planes, Construction Axis, Construction Lines
Equations & Parameters	Equations, Parameters
Additional Features and Operations	Draft, Shell, Rib, Web, Split Face, Press/Pull, Scale, Thread
Design & Menu Manipulation	Reordering Features, Inserting Features, Suppressing Features, Measure & Section Analysis, Direct Modelling
Single Path Sweeps & Loft Features	Sweeps, Lofts
Feature Duplication Tools	Mirroring, Patterning

Day Three	
Annotating Construction Documents	Distributed, Joint, Assigning Joints
Component Design Features	Rigid Group, Interference Detection, Miscellaneous Joint Tools
Multi Body Design	Multi Body Design, Multi Body Design Tools, Components, Creating Components, As Built Joints
Sculpting Geometry	Intro to the Sculpt Environment, Surface Quick Shapes, Creating Sketched T-Spline Surfaces, Creating Faces and Filling Holes
Drawing Basics	Creating a New Drawing, Additional Drawing, Detail View, Exploded Views & Animations, Parts Lists & Balloons
Detailing Drawings	Dimensions, Other Annotations, Centre Marks & Lines, Annotation & Dimension Settings, Drawing Output
Materials & Rendering	Introduction to the Render Environment, Setting up a Scene/scene Options, Rendering Options, Applying Materials, Custom materials
Static Analysis & Simulation	Introduction to the Simulation Environment, Setting up a Structural Stick Analysis, Select a Material to Override the Design Materials and Ensure Yield Strength is Selected, Setting up the Mesh, Solving a Design Study, Visualising the results

Note: The instructor may add or remove topics depending upon the ability of the students attending.

The topics above are from the Official Autodesk Training Guides that may change at the discretion of Autodesk of which we have no control.




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Contact Us

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