

Inventor (any version) Workshop

Overview

It is intended for existing users who require specific knowledge from any version of Inventor. The user will learn further skills on 3D design to creating 3D mechanical engineering details and assemblies, animation and rendered photo-realistic images. It is recommended that delegates have a little working knowledge of Microsoft Windows.

All training held at TutorCAD Offices are inclusive of comprehensive course manual, a variety of refreshments, buffet lunch and certificate.

Duration

1-days

Availability

Tel: 0161 904 8753

Objectives

You will be able to choose any of the features, commands, and techniques of Inventor (see typical topics shown below) that will apply to the users objectives on real world scenarios using many practical workshop exercises.

- Navigate the Inventor interface
- Sketch creation & manipulation
- Using work planes, axes & points
- Creating placed features
- Using shells and patterns
- Working with loft and sweep
- Manipulating splitting tools
- Assembly modeling fundamentals
- Using constraints
- Presentation techniques
- Camera and animation setup
- Create and control adaptive parts
- Using parameters & model data
- Exchanging model data