

INVENTOR ESSENTIALS CLASS OUTLINE

Days 1 & 2: PARAMETRIC PART DESIGN

Day 3: ASSEMBLY ENVIRONMENT

Day 4: DRAWING & TEMPLATES

Day 5: ADVANCE PART CREATION:

- PART FEATURES NOT COVERED FROM DAYS 1 & 2
- 3D GRIP EDITING
- COIL FEATURE
- Iparts AND PARAMETERS
- iFEATURES
- FEATURE GENERATOR
- 2D/3D SKETCHING - CONSTRUCTION GEOMETRY/POINTS/DRIVEN DIMENSIONS
- SHARING SKETCHES/REDEFINING SKETCHES
- HELICAL CURVES IN 3D SKETCHES
- 2D SKETCHING - MIRROR/ROTATE/STRETCH/MOVE/SCALE/COPY

Day 6: ADVANCE ASSEMBLY DESIGN:

- MULTI-BODY PARTS
- iMATES
- BOLTED CONNECTIONS
- ADAPTIVITY
- CROSS PART GEOMETRY
- CONTROLLING MOTION W/ DRIVE CONSTRAINTS
- TRANSITIONAL CONSTRAINTS
- ASSEMBLY FEATURES
- RESTRUCTURE AN ASSEMBLY
- ASSEMBLY FEATURES
- CREATE AND POPULATE FOLDERS
- MANAGE CONTENT CENTER DATA

DAY 7: ADVANCE ASSEMBLY DESIGN W/ ASSEMBLY DRAWINGS

- VIEW REPRESENTATION W/ DRAWING CREATION & OPTIONS
- POSITIONAL REPRESENTATION W/ DRAWING CREATION & OVERLAY
- LEVEL OF DETAIL W/ DRAWING CREATION & OPTIONS
- CREATE & MODIFY AN ASSEMBLY BILL OF MATERIAL
- FRAME GENERATOR
- MODIFYING FRAME MEMBERS
- CREATE & CUSTOMIZE DRAWING PARTS LIST
- BALLOONING AN ASSEMBLY DRAWING
- MATERIAL LIST