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Autodesk Inventor Advanced Assembly Modeling course is the second in a series of courses on the Autodesk Inventor software that is taught by Modena. The goal of this course is to build on the skills acquired in the Autodesk Inventor Fundamentals course by taking users to a higher level of productivity when designing assemblies using the Autodesk Inventor software.

COURSE DURATION

3 Days | Times: 8:30 - 16:00

CPD POINTS

SAIMECHE: 6 Credits

Prerequisites

- Access to the 2021 version of the software, to ensure compatibility with this course. Future software updates that are released by Autodesk may include changes that are not reflected in this course. The practices and files included with this course are not be compatible with prior versions.
- The material assumes a mastery of Autodesk Inventor basics, as taught in Autodesk Inventor Fundamentals. Users should know how to create and edit parts, use work features, create and annotate drawing views, etc. The use of Microsoft Excel is required for this guide.

Course Objectives

In this course, the user considers various approaches to the assembly environment, this course builds on the skills acquired in the Autodesk Inventor fundamentals course to take you to a higher level of productivity when creating and working with assemblies.

You begin by focusing on the Top-Down Design workflow. You learn how tools are used to achieve this workflow using Derive, Multi-Body Design, and Layouts. Other topics include model simplification tools, Positional and Level of Detail Representations, iMates and iAssemblies, Frame Generator, Design Accelerator, and file management and duplication techniques. A chapter has also been included about the Autodesk Inventor Studio to teach you how to render, produce, and animate realistic images.

Topics Covered
Assembly Environment

- Applying motion to existing assembly constraints using Motion and Transitional Constraints.
- Introduction of the Top-Down Design technique for creating assemblies and its components.
- Tools for Top-Down Design, such as associative links, adaptive parts, multi-body and layout design, derived components, and skeleton models.
- Creating Positional Representations to review motion, evaluate the position of assembly components, or document an assembly in a drawing.
- Using Shrinkwrap and other model simplification tools to create a part model that represents an overall assembly.
- Creating Level of Detail Representations to reduce the clutter of large assemblies, reduce retrieval times, and substituting models.
- Using the Design Accelerator to easily insert standard and customizable components and features into your model.
- Creating rendered realistic images and animations of parts and assemblies using Autodesk Inventor Studio and the Video Producer.

 **AUTODESK Maya 2023**


Once you have completed the training you will receive:

- Instructor led Classroom Training Course
- Autodesk Certificate of Attendance
- CPD Recognition
- Printed manual when attending at the training center OR an eBook if attending online.

Exams and Certifications

- Modena can assist in the booking of
- Autodesk Certified User Exams and
- Autodesk certified professional exams.