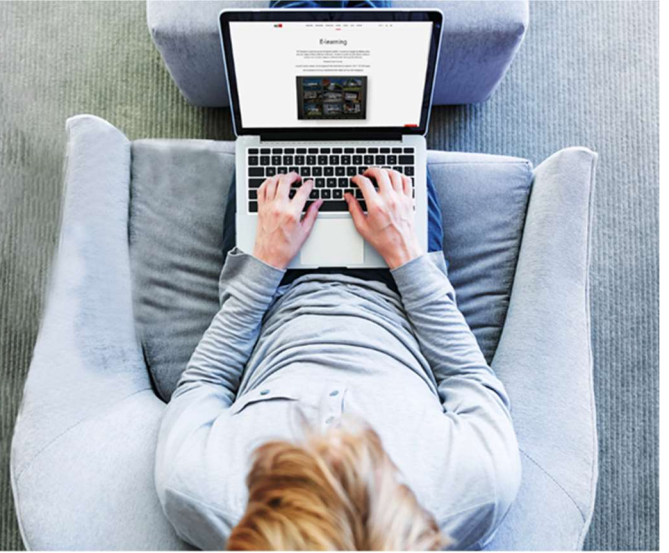


Online

Course with instructor



Inventor Basic

Get started with basic features.

Online

The course is intended for you that is about to start using Inventor. The functionality is taught at a basic level and methodologies that allow you to create 3D parts, 3D assemblies and 2D documentation in the form of workshop drawings. Inventor Basic is a course that all new Inventor users should complete in order to learn and understand the basics. The following Inventor courses are divided into different disciplines, where you can choose relevant topics according to your job function.

Objective

After completing the course, you will have a basic understanding of Inventor. You will gain knowledge of modelling methods for the construction of simple geometric parts, build assemblies and create 2D documentation in the form of working drawings as well as knowledge of how the basis for a sensible skeleton construction should be designed.

Conditions

Knowledge of Microsoft Windows at the user level.

Language

The teaching and course material are in English.

Duration

4 x 6 hours (2+2 days)

Recommended Further steps

The next courses to choose from could be:

- Inventor Construction
- Inventor Sheetmetal
- Vault Basic

Highlights

On the course, you will, among other things be taught:

Generally

- Interface
- File Types
- File references

Party modeling (3D components)

- 2D sketching
- 3D functionalities
- BOM metadata (iProperties)

Assemblies

- Parts and Constraints
- Standard Components (Content Center)
- Part functionalities in assemblies
- Assembly BOMs (BOM)

Basic level skeletal modelling

- Fx Parameter
- Derived components
- Multibody methodologies

Drawings in 2D

- 2D view of Parts and Assemblies
- Projected Views
- Cut- and detail views
- Dimensions, text and symbols
- Position balloons and bill of materials

Introduction to Plate Construction

- Brief introduction to Inventor Sheet Metal