

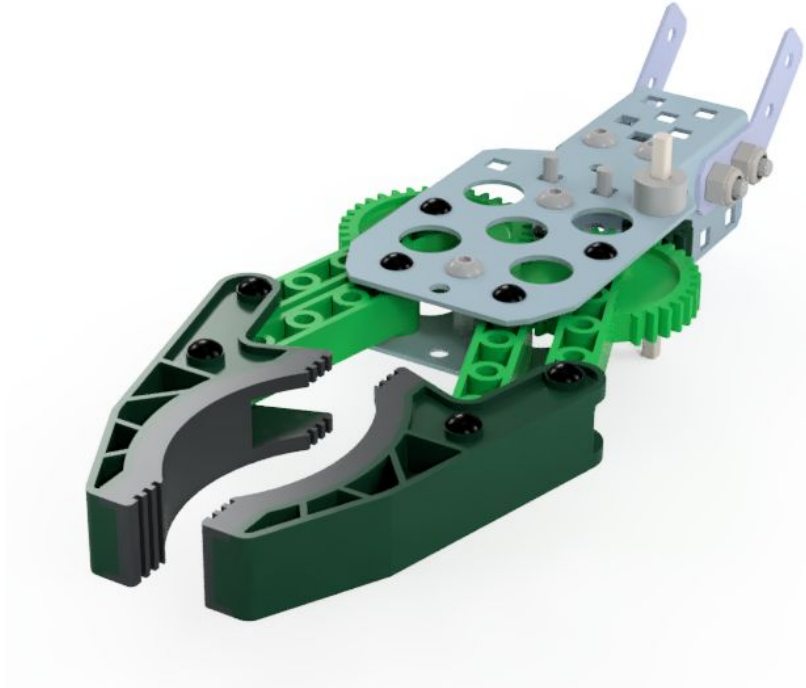
Introduction to Fusion 360

KOP Data and Assemblies

Thom Tremblay - Concepts and Design

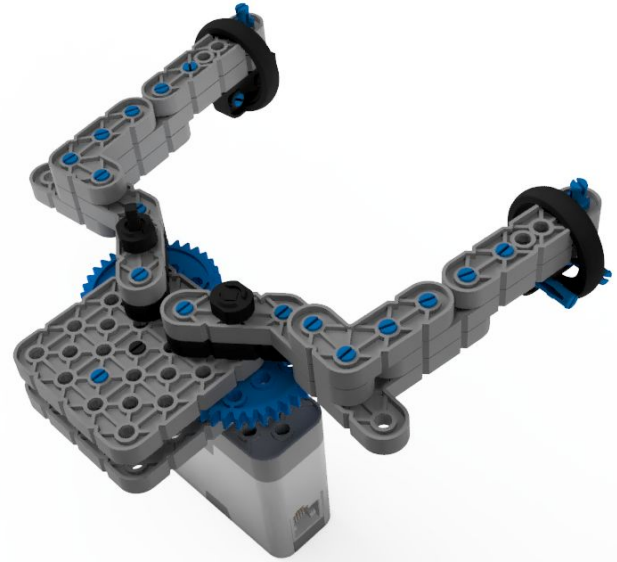
Agenda

- Importing KOP Data
- Assemblies
 - Unique approach
 - Joints
 - As-built Joints
 - Rigid Groups
 - Motion linking
- Additional resources



Loading parts

- KOP data available in Fusion 360
- Open individually as need
 - Save to project
- Upload directly to project
 - Most CAD file formats supported



Demonstration

Assembly tools in Fusion

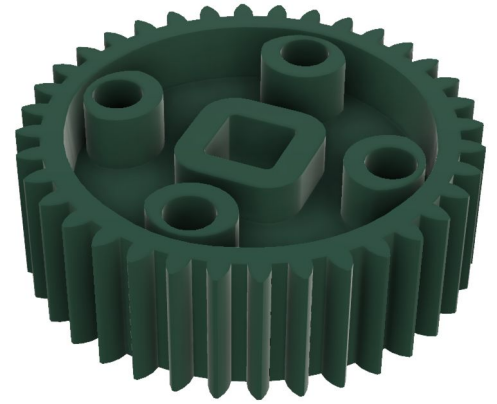
- Joint based
 - All DOF off except defined
- Components only, not bodies
- Joints can be connected
- Joint motion can be limited
- Components local to single file (can be linked)
- Components can limit each other's motion



Demonstration

Additional resources

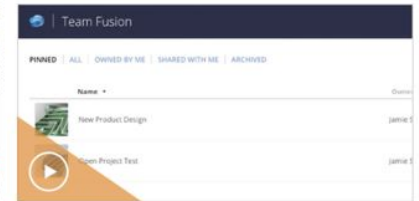
- Integrated learning materials
- Autodesk Design Academy
 - academy.autodesk.com
- Broad variety of online suppliers
- Autodesk Learning Partners
- <http://thinkedu.com/vex>
- <https://corp.thinkedu.com/vexu>



What would you like to do?



Getting Started for Absolute Beginners
Whether you are a designer, engineer, machinist, maker, artist, teacher, student, or just plain curious, this course will help you to take your first steps and make the transition to Fusion 360.
[Start learning](#)



Transitioning from Another CAD System
Start from the ground up in understanding the foundational concepts in Fusion 360.
[Start learning](#)

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Discussion



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