

Introduction to Fusion 360

Direct Modeling and 3D Printing

Thom Tremblay - Concepts and Design

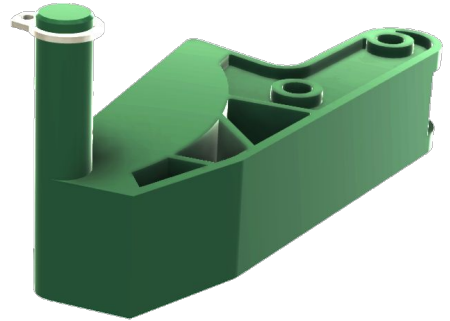
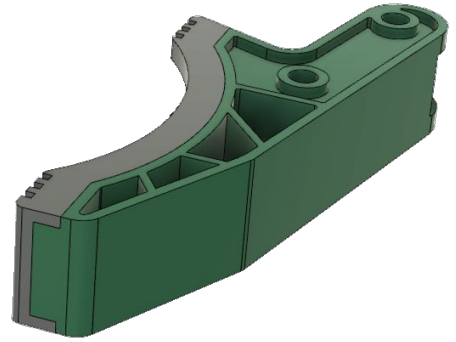
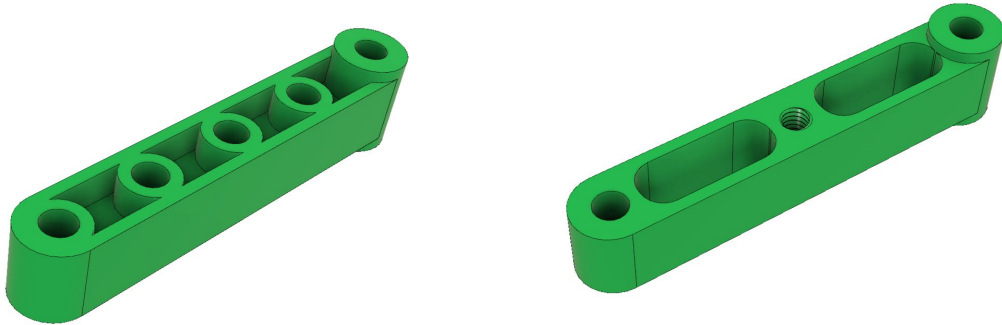
Agenda

- Direct Editing
 - Modifying existing parts
 - Reuse in assembly
 - Hole feature update
 - Built in standards
 - Integrated threads
 - Physical threads
 - Standard components
 - Combine and Split tools
- 3D Printing



Direct modeling

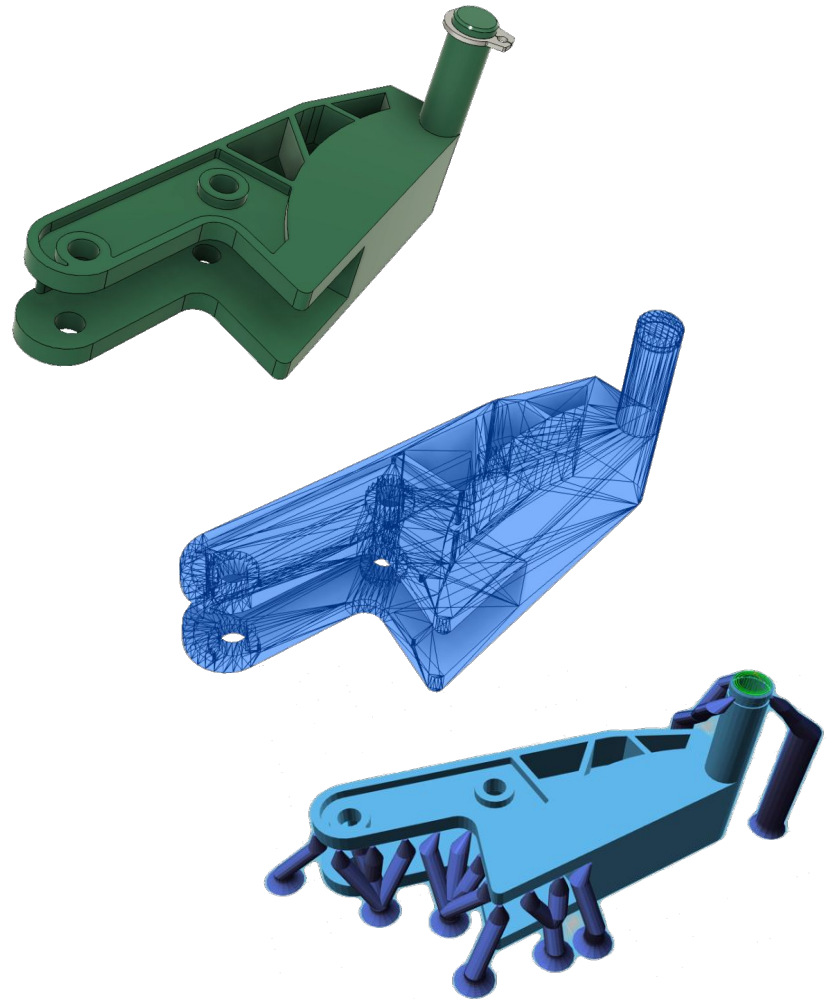
- Edit imported geometry
- Can create new geometry without history
- Flexible, face modification
- Can be coupled with parametric features
- Great for exploring an idea.



Demonstration

3D Printing

- Focused on quality level
 - Presets
 - Custom options
- Leverages external print software
- Generates one part at a time
- Can output to .STL format directly



Demonstration

Additional resources

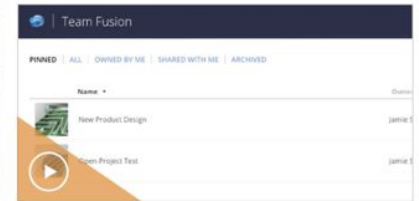
- Integrated learning materials
- Autodesk Design Academy
 - academy.autodesk.com
- Broad variety of online suppliers
- Autodesk Learning Partners
- <http://thinkedu.com/vex>
- <https://corp.thinkedu.com/vexu>



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.
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Discussion



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