

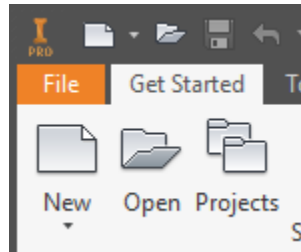
Intro to Autodesk Inventor

Getting Started

- Open the program
- Notice the four types of project templates you can begin; **part**, **assembly**, **drawing**, and **presentation**.
- Look to the right side at the **Projects**. You're going to create a project folder.



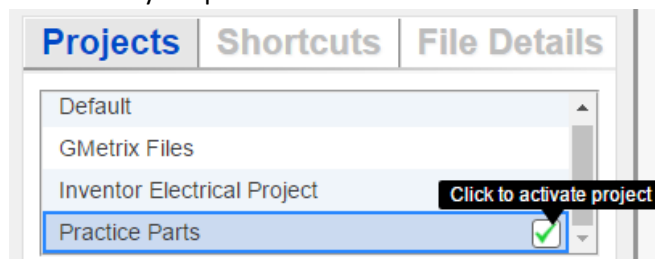
- Look at the ribbon menu at the top. Click the tile that says **Projects**.



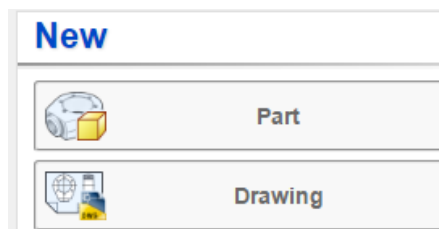
- You will make a new project file.
 - Click **New** at the bottom of the pop-up window.
 - This will be a **New Single User Project**. Click **Next**
 - Name this folder "Practice Parts"
 - In the second box down, click the "..." tile on the side. Locate your H: drive. (This PC, scroll down until you find H:.
 - Click **Make New Folder** at the bottom. Name this folder "Practice Parts"
 - Click OK and you should be done

Making a Part

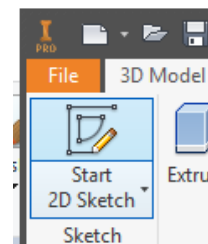
- Now, let's start a part.
- Ensure you're working in the correct project. Look on the right side of the "My Home" page and make sure the "Practice Parts" folder is checked. All of your parts will be saved and referenced from this location.



- On the home screen, click **Part** in the **New** area.



- Click the **Start a 2D sketch** tile on the ribbon.
- Select a plane; it can be the XY, YZ, or XZ



- Use the tools on the ribbon bar to create an enclosed shape. First, try a circle or rectangle.
- Once you've made the shape, click **Finish Sketch** on the top of the ribbon.
- Now, click the **Extrude** tile on the ribbon.
- The pop-up box will have several options. Start with **Profile** tile on the **Shape** tab. If it's not already selected, select the sketch you just completed. (it will default to the enclosed profile if there's only one made)
- The **Output** should be Solid.
- Decide how far your object should be extruded. Type in that dimension below the **Distance** in the **Extents** box.
- Look at the **Directions** options below the dimension (the arrows)
- Click each direction one-by-one and look at how the change the extrusion.
- When you're satisfied with the extrusion, click **Done**.
- You've just made your first part!

Making another part

- Click **Start 2D Sketch** and then click on one of the faces (sides) of the first part.
- You can now sketch a profile on the same plane that you clicked on.
- Create an enclosed profile using the tools on the ribbon bar.
- Click **Finish Sketch** when done.
- Now, click **Extrude** on the ribbon bar.
- You should have to select the profile now, since you have more than one profile available. Click the one you just made.
- Now, you'll have a couple new options available in the center of the pop-up window.
- These in the center will default to **Join**, but it can also **Cut** or **Intersect**.
- Click ok when you're satisfied with your profile, distance, and other selections.

Ideas to try

- Make a cup
- Make a house
- Make a stop sign
- Make a boat
- Make a staircase
- Make a Sphere
- Make a mailbox
- Choose your own adventure