

Technical Education Services



Autodesk® Inventor® 2016 Update for 2014/2015 Users **Course Length: 1 day**

The *Autodesk® Inventor® 2016 Update for 2014/2015 Users* training course introduces the new concepts and modeling techniques that have been added to both the Autodesk Inventor 2015 and Autodesk Inventor 2016 software releases. The training course covers enhancements to the most commonly used environments and contains practices for practicing the new concepts.

The main topics covered are:

- Interface Enhancements
- Sketching Enhancements
- Part Modeling Enhancements
- Assembly Enhancements
- Drawing Enhancements
- Working with Imported Geometry
- Freeform Modeling
- Sheet Metal Enhancements
- Inventor Studio Enhancements

The training course begins with changes to the overall interface and enhancements that cover settings that pertain to multiple environments. Chapter 2 covers the sketch environment and contains many topics that have been added to ease sketch creation and review how to work and control constraint settings.

Course description shown for Autodesk Inventor 2016. Topics, curriculum, and/or prerequisites may change depending on software version.



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A number of enhancements have been added to existing and new part modeling tools, which is covered in Chapter 3. Changes have been made to existing features (such sweeps and drafts), boundary patch geometry, and a new ruled surface tool. New workflows for simplifying models, working with solid bodies, and attaching point cloud data are also covered.

Chapters 4 and 5 cover changes to the assembly and drawing environments. These include changes to constraints, improved usage for interference analysis, working with Express Mode, enhancements to presentation tools, the ability to reuse frame members, and all the enhancements that have been incorporated to ease drawing creation.

The final chapter covers new tools for working with imported data. This includes using the new Import dialog box, direct editing tools, and associative AutoCAD DWG files.

The appendices introduce the Freeform part modeling workflow as a non-parametric design methodology, and outline changes made in the Sheet Metal environment (including multi-body sheet metal modeling) and the Inventor Studio environment.

Prerequisites

This training course assumes knowledge of the Autodesk Inventor 2014 or 2015 software. Students should know how to create and edit parts, create assemblies, and set up drawing files to create and annotate drawing views.

Training Guide Contents

Chapter 1: Interface and General Enhancements

- 1.1 Getting Started in Autodesk Inventor 2016
- 1.2 Autodesk Inventor 2016 Interface
- 1.3 General Enhancements

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Chapter 2: Sketching Enhancements

- 2.1 Sketching Tool Enhancements
- 2.2 Constraint Enhancements

Chapter 3: Part Enhancements

- 3.1 Feature Enhancements
- 3.2 Modeling Enhancements

Chapter 4: Assembly Enhancements

- 4.1 Constraint Enhancements
- 4.2 General Enhancements
- 4.3 Presentations
- 4.4 Frame Generator

Chapter 5: Drawing Enhancements

- 5.1 View Enhancements
- 5.2 Annotation Enhancements

Chapter 6: Working with Imported Data

- 6.1 Importing CAD Data
- 6.2 Direct Edit
- 6.3 Associative DWG Files

Appendix A: Introduction to Freeform Modeling

- A.1 Creating Freeform Geometry
- A.2 Editing Freeform Geometry

Appendix B: Sheet Metal Enhancements

- B.1 Sheet Metal Feature Enhancements
- B.2 Multi-Body Modeling
- B.3 Miscellaneous Sheet Metal Enhancements

Appendix C: Inventor Studio Enhancements

- C.1 Studio Lighting Styles
- C.2 Rendering

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