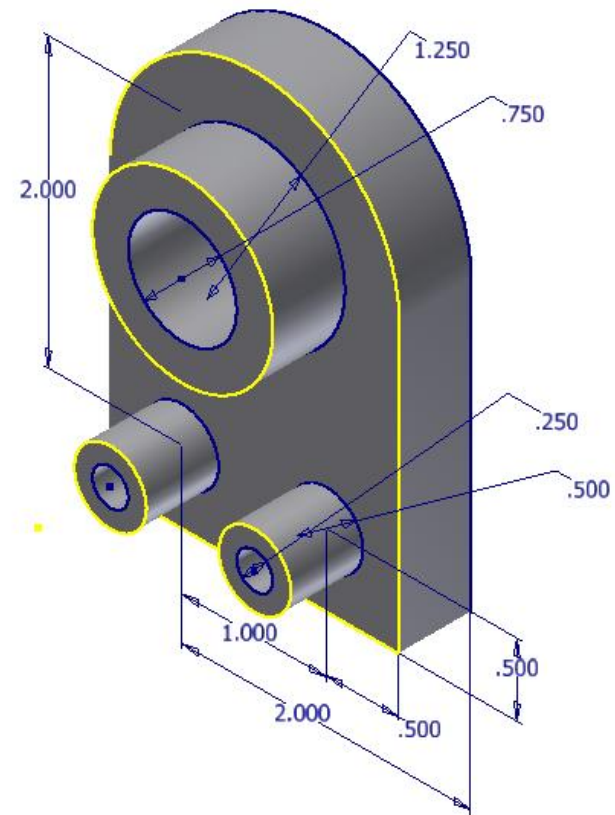


Part Modeling Intro

Using Autodesk Inventor

- Basic Dimensions

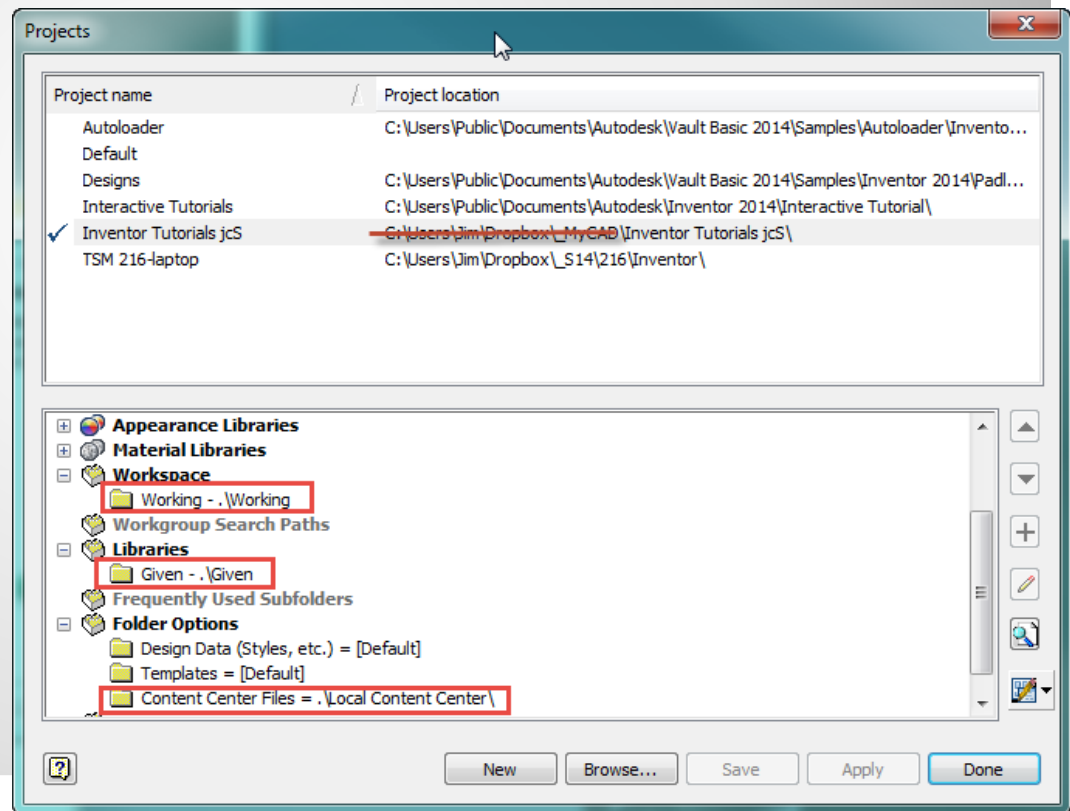
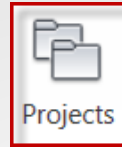


Final Model

- General things to consider
- Follow specific instruction for the class

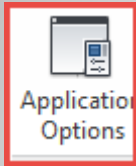
1.INITIALIZATION

- Start Inventor
- Verify project
 - Selected Project
 - Workspace
 - Libraries
 - Folder Options

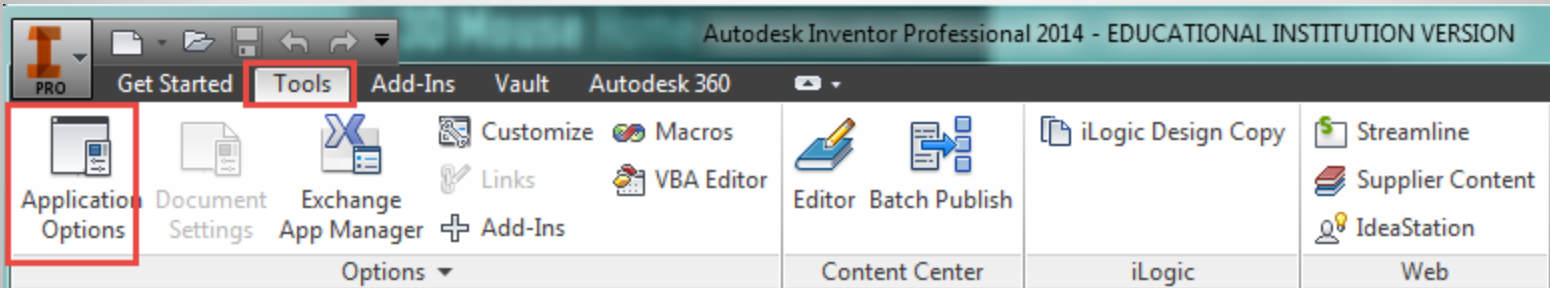


a. Startup

Tools



Application
Options



b. Application "Options"

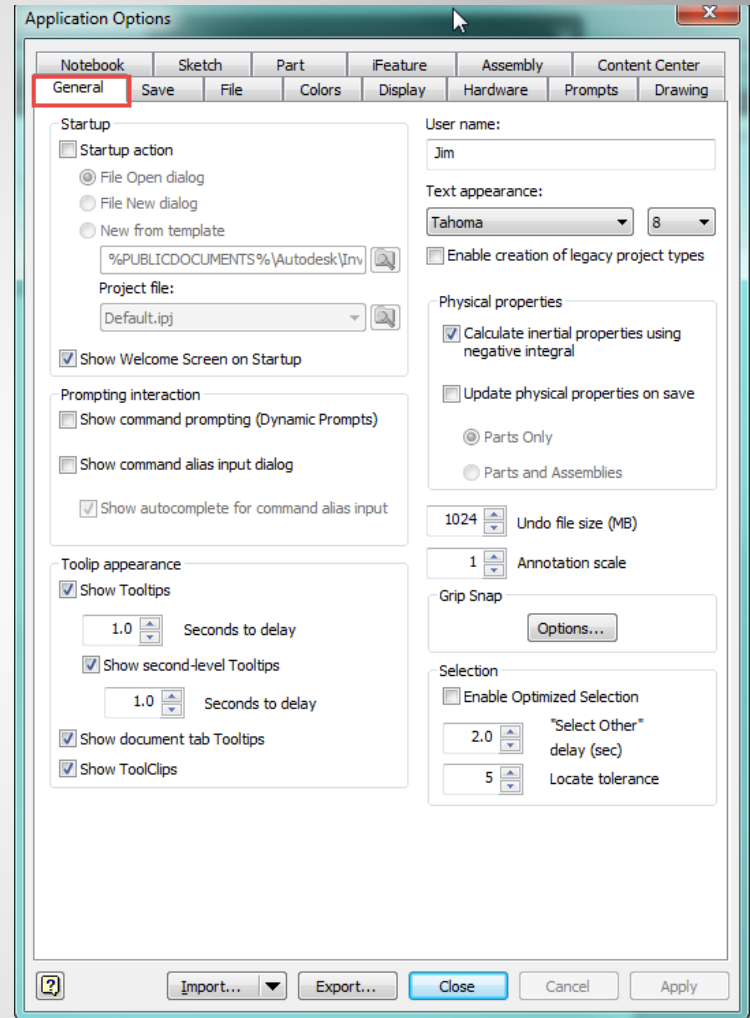
- Application Options:



General

Note:

- other possibilities.
- Carefully adjust (only if needed)



c. Options - General

• Application Options:



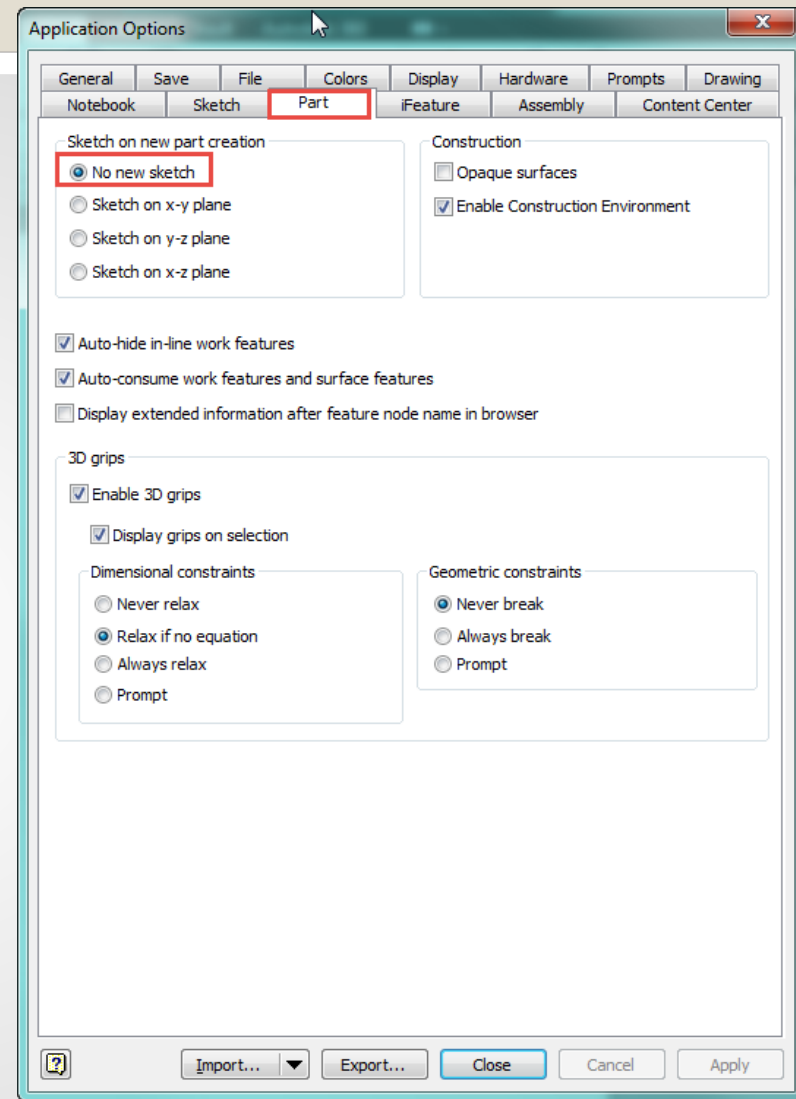
Part



No new sketch

Note:

- Optional setting
- You may prefer another choice
- Other possibilities



d. Options - Part

• Application Options:



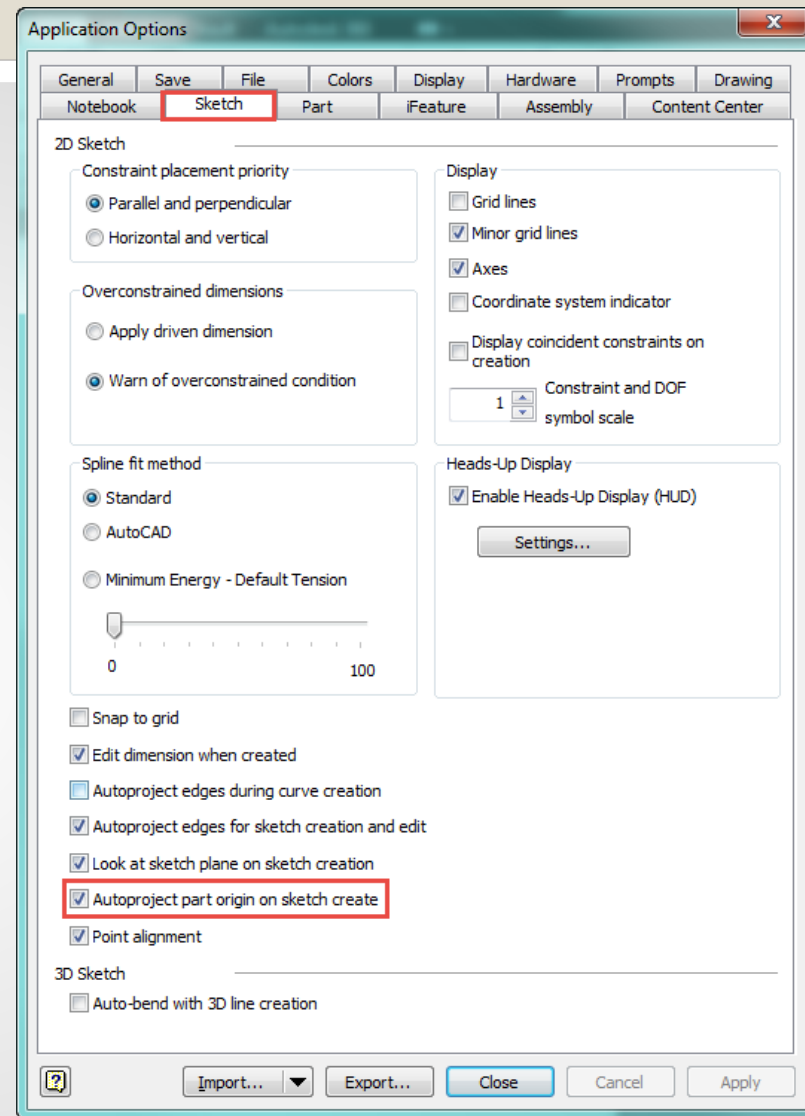
Sketch



Autoproject part origin on sketch create

Note:

- other possibilities
- Selectively change
- Remember what you change



e. Options - Sketch

- Application Options:

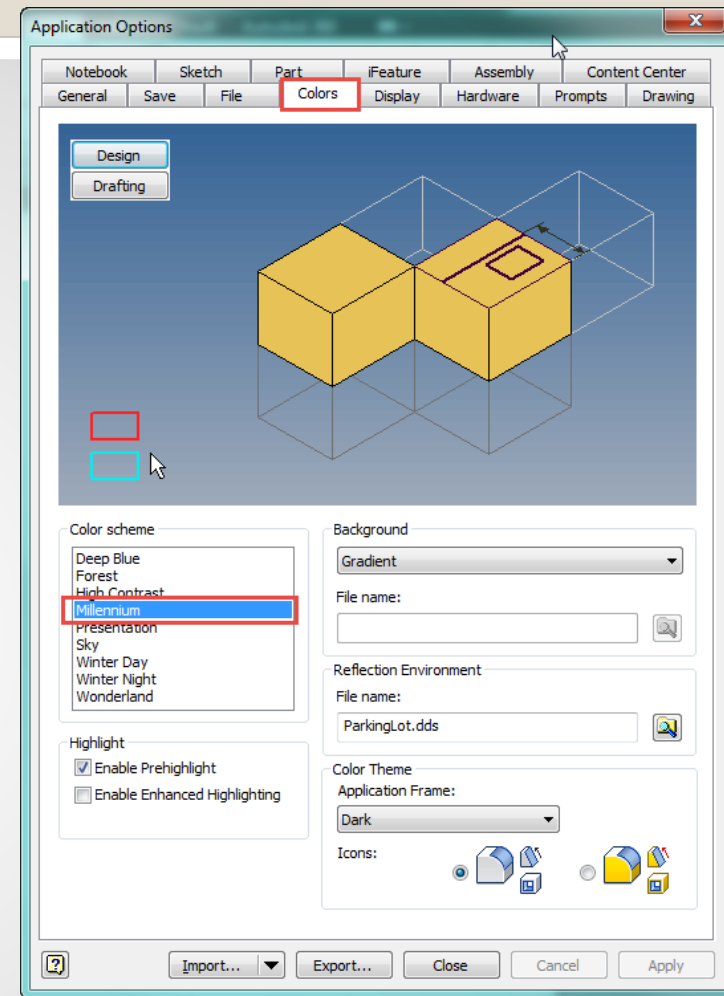


Colors



Millennium

Note: Other possibilities



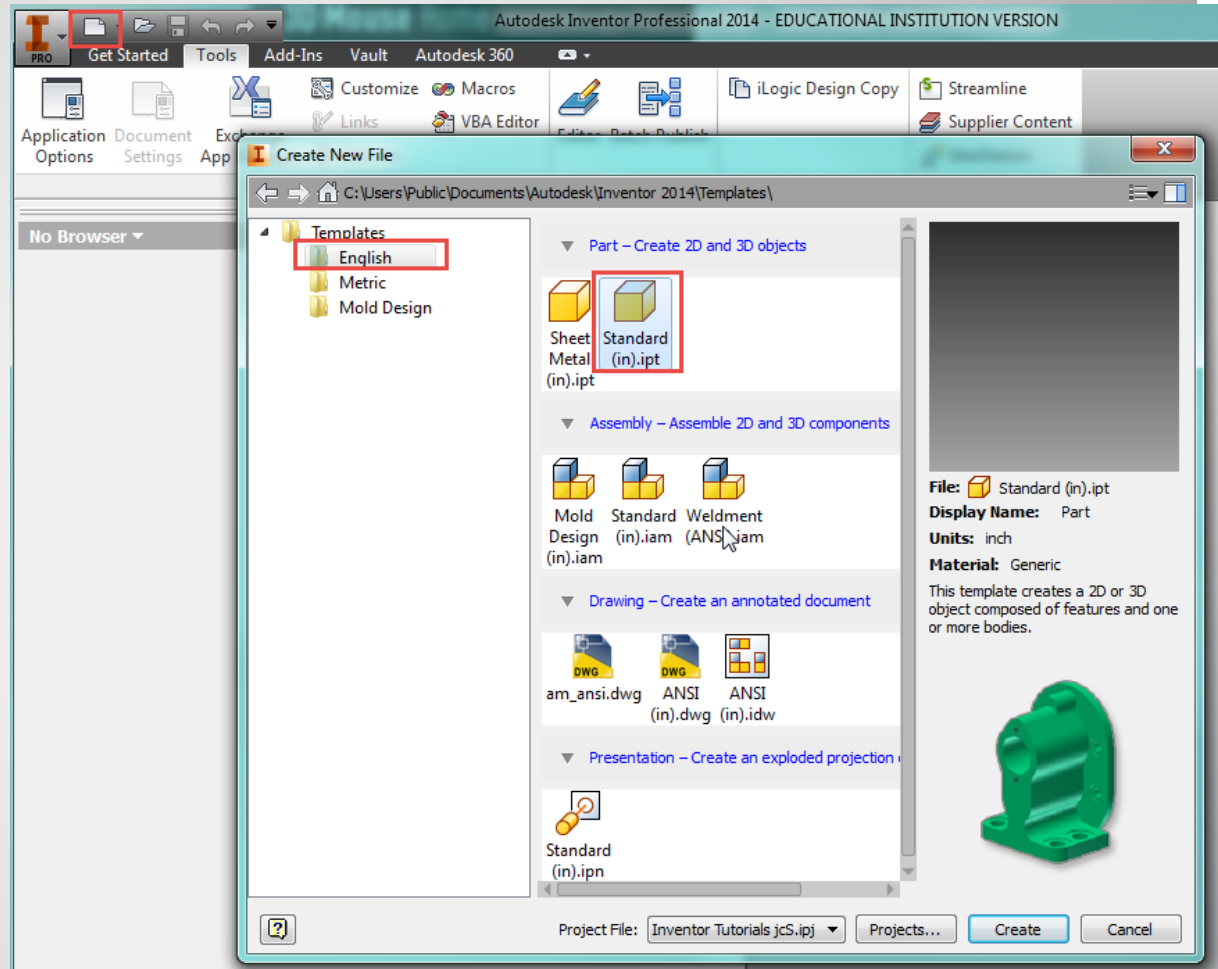
f. Options - Colors

2. NEW PART MODEL

New



English

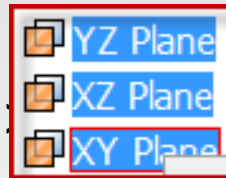


a. New Part Model

- Reference Planes

- Select: <Ctrl> + <Imb>

- Visibility



- View

- Home



- Other

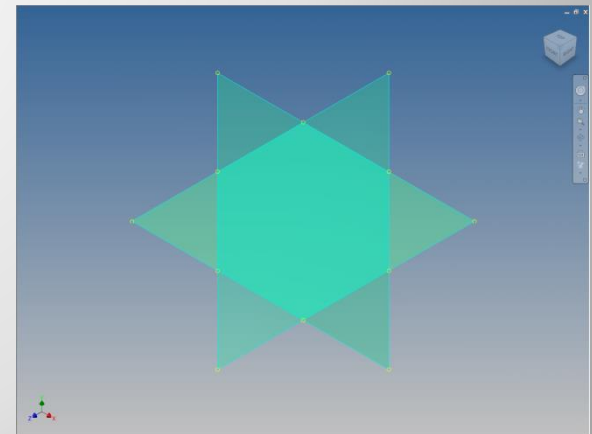
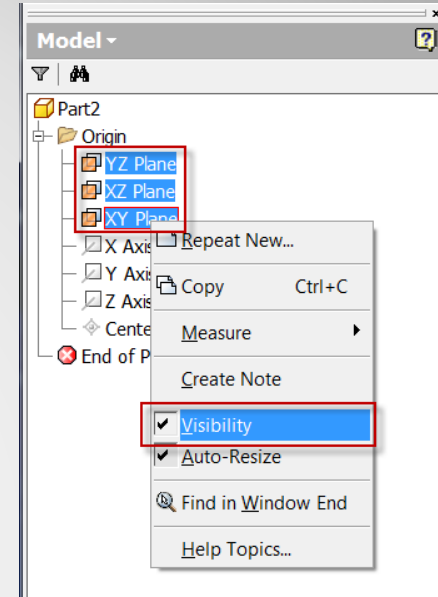
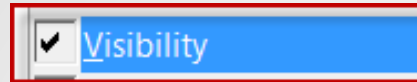
- ✓ Navigation

- ✓ Pan

- ✓ Zoom

- ✓ Orbit

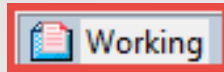
- ✓ View Face



b. Adjust Display

- Save

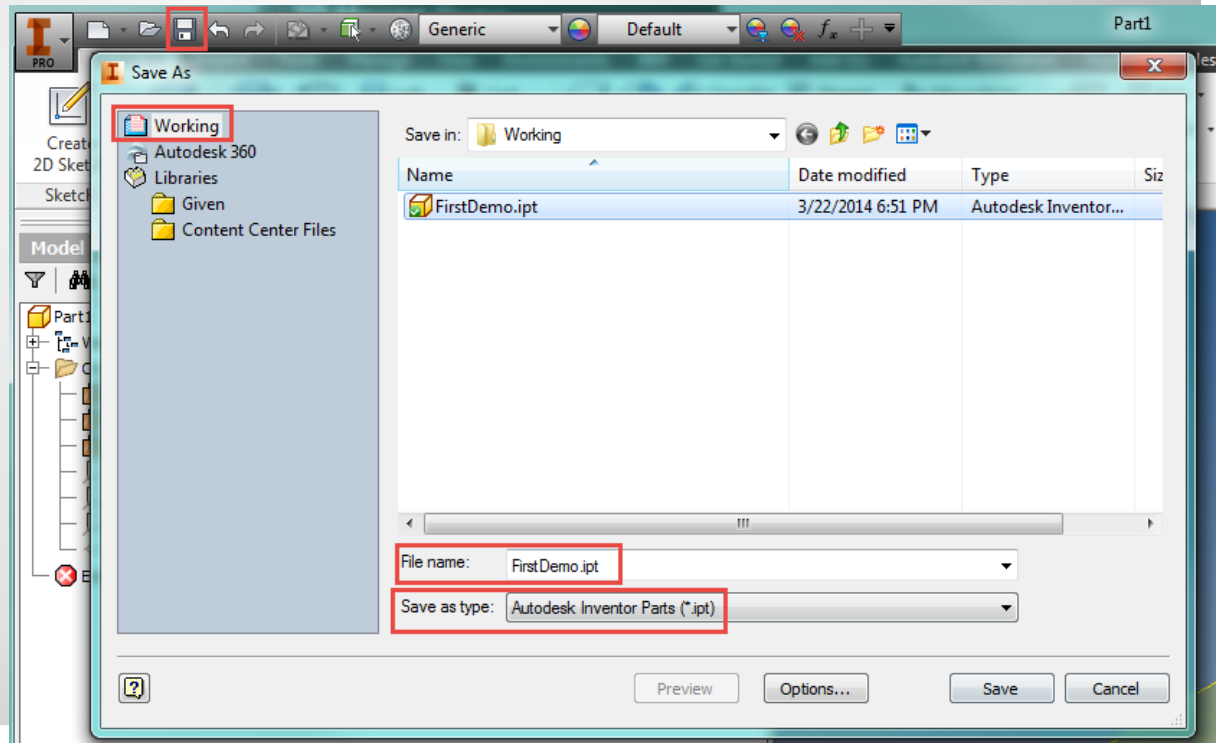
- Workspace



- File name: FirstDemo.ipt

- Save as type: Autodesk Inventor Parts (*.ipt)

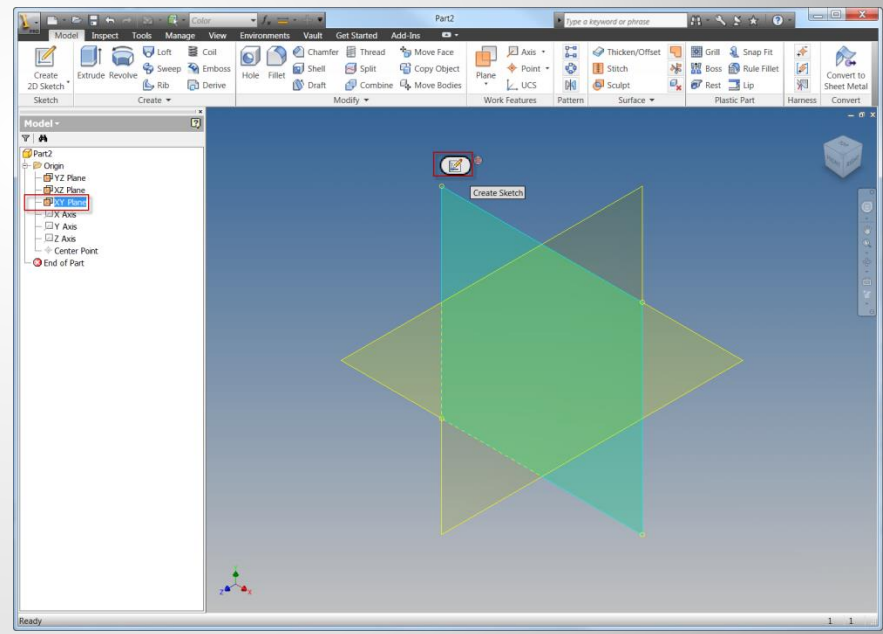
e. Save



3. BASE FEATURE

☑ Pick:  XY Plane

☑ Pick: Create Sketch 

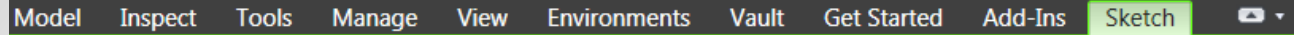


a. Sketch Plane

- Front

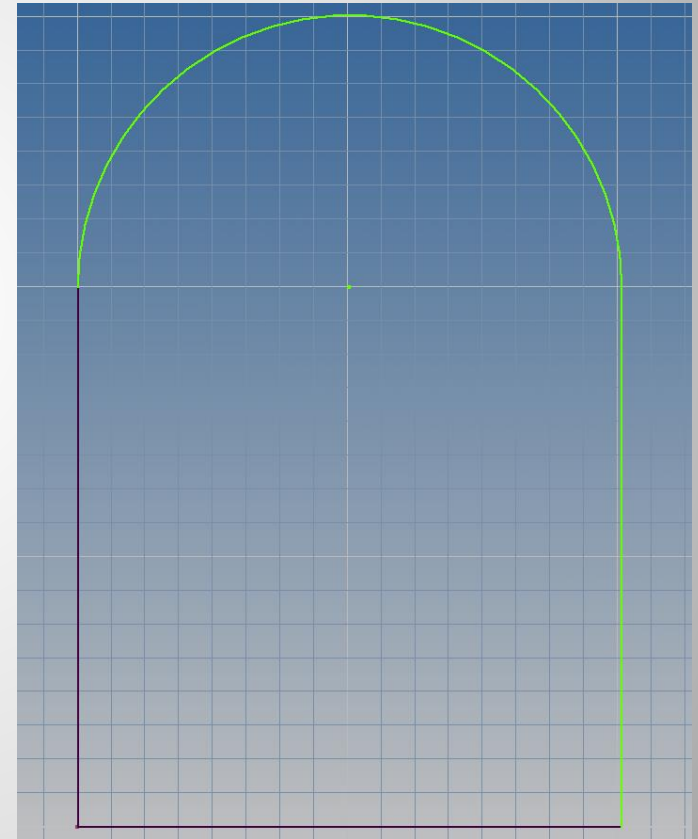
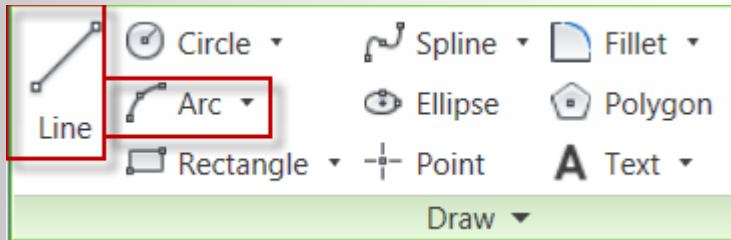


- Sketch



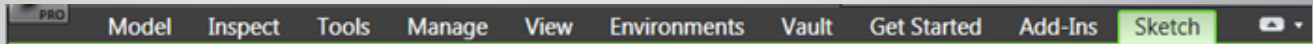
- Line

- Three Point Arc

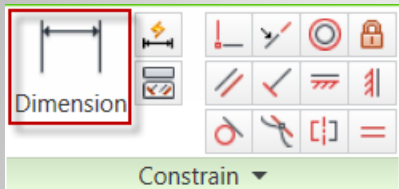


b. Sketch

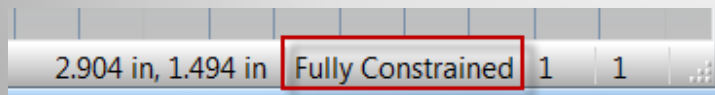
- Sketch



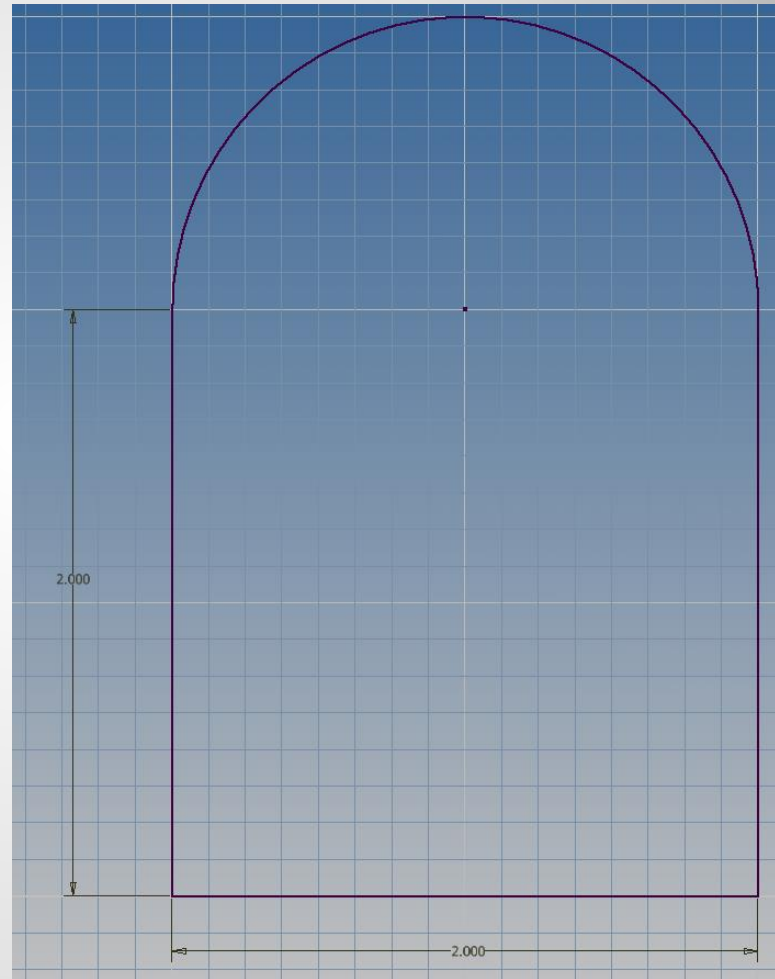
- General Dimension



Note: Fully Constrained



c. Dimension



- <RMB> Show All Constraints

- Sketch

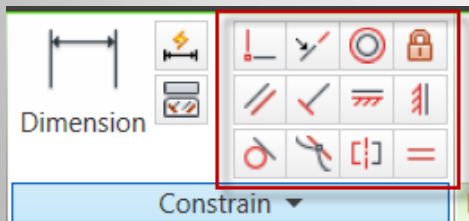
- Tangent

- Vertical

- Parallel

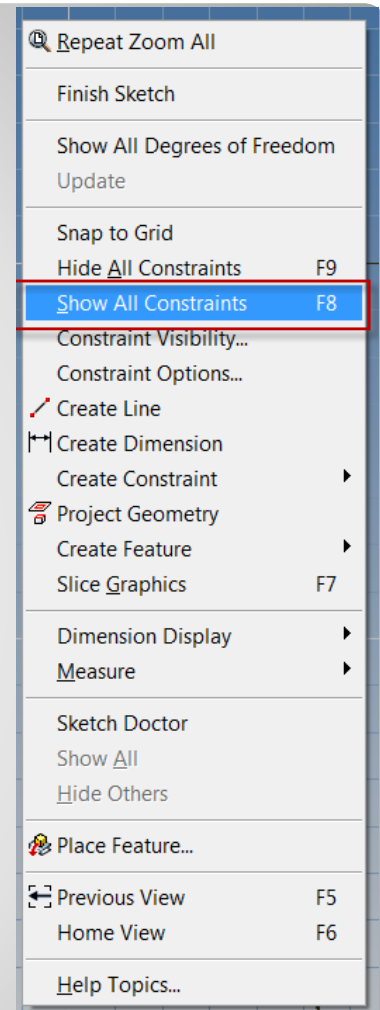
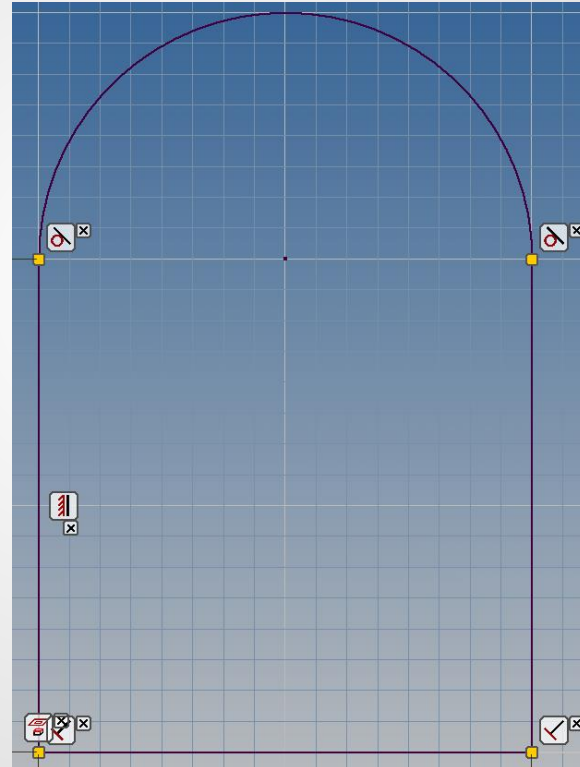
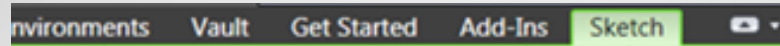
- Perpendicular

- Coincident



Note: Fully Constrained

d. Constraints



4.183 in, -1.177 in

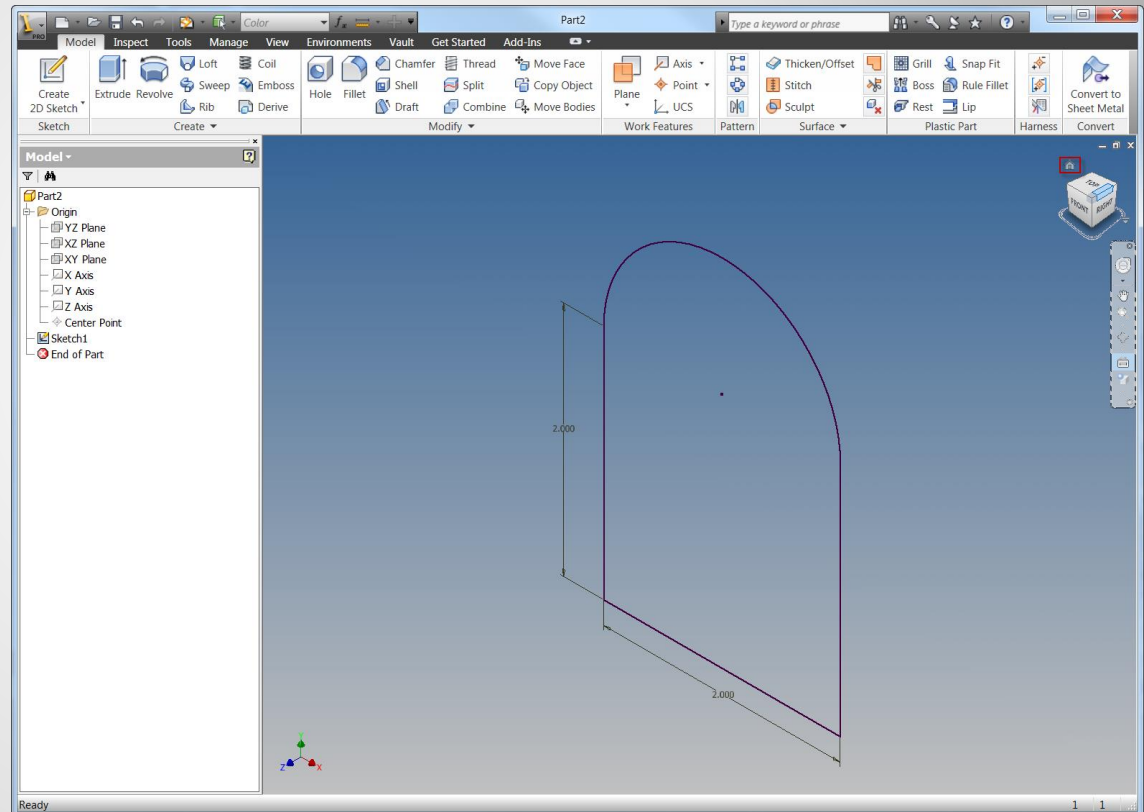
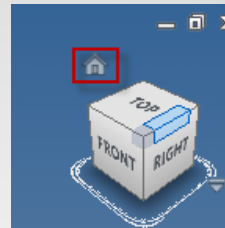
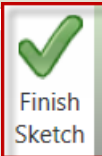
Fully Constrained

1

1

☑ Finish Sketch

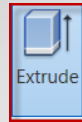
☑ Home View



e. Finish Sketch

- Model

- Extrude



- Profile



- Join

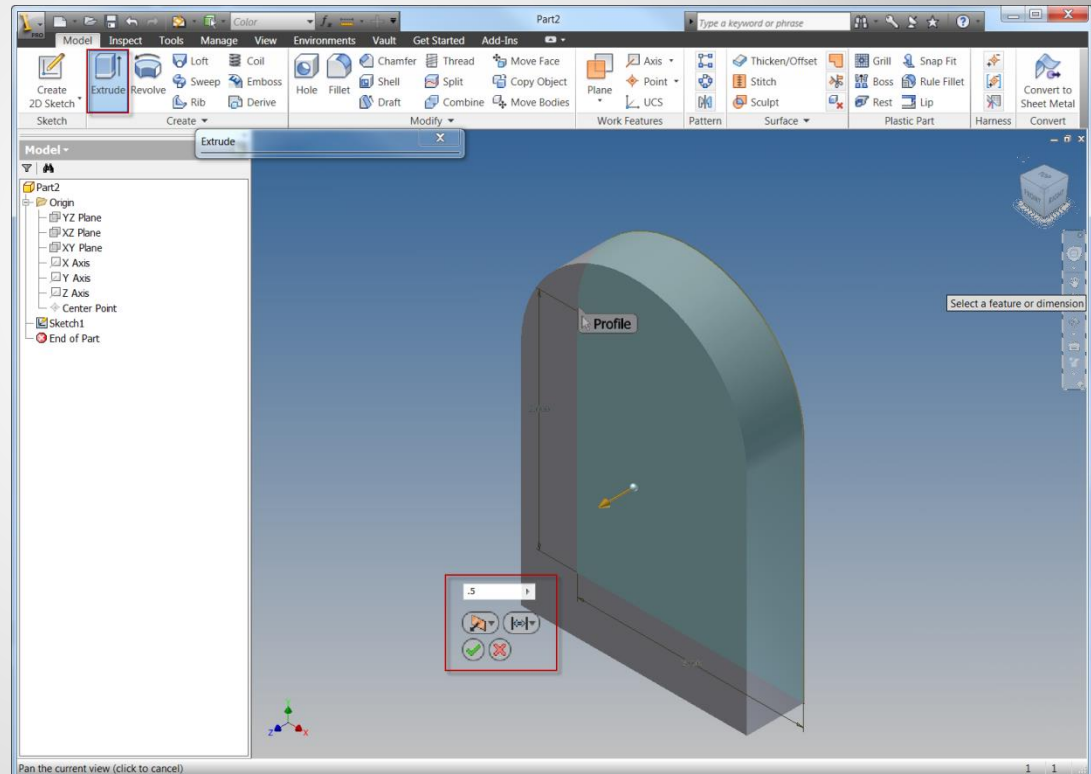
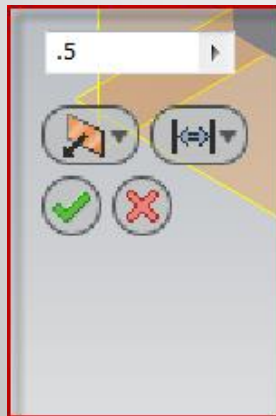
- Direction



- Distance



- OK

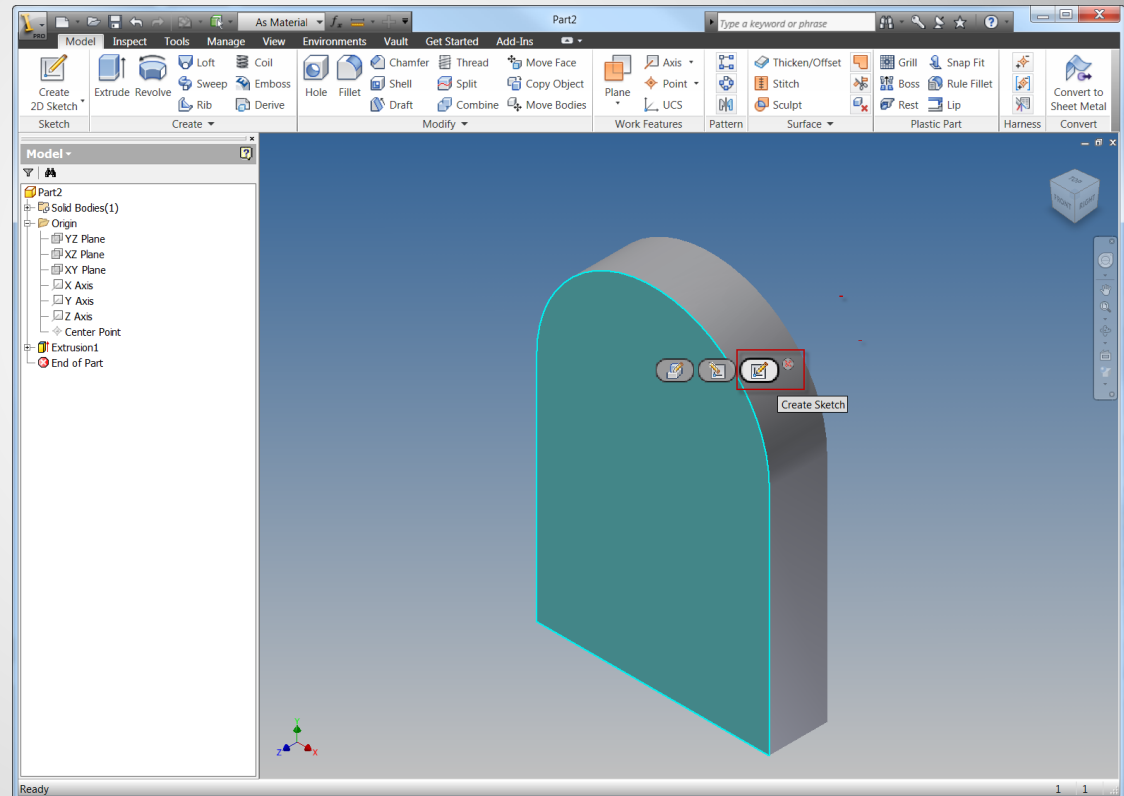


f. Extrude

4. SECOND FEATURE

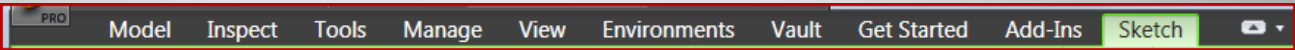
☑ Pick: Front Face

☑ Pick: Create Sketch



a. Initialize

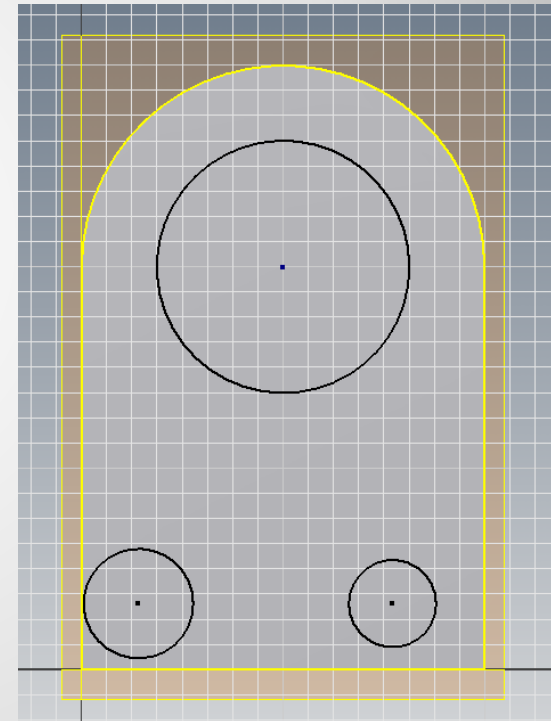
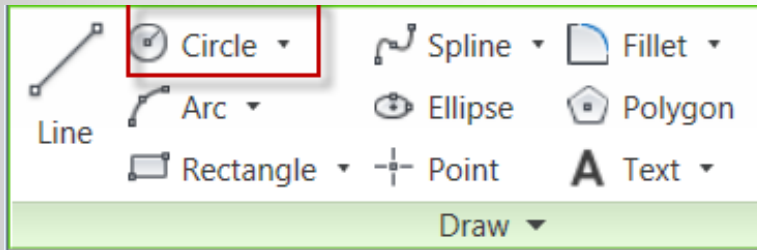
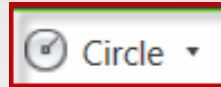
• Sketch



Center Point Circle

✓ Center Point

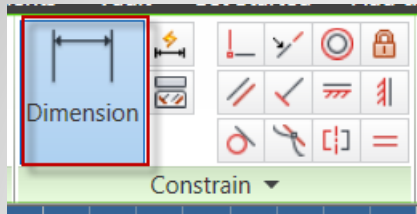
✓ Diameter:



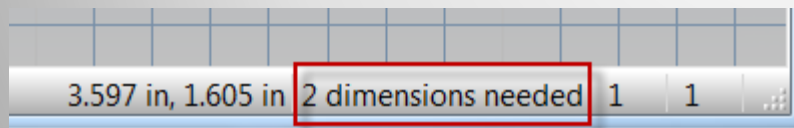
b. Sketch

- Sketch

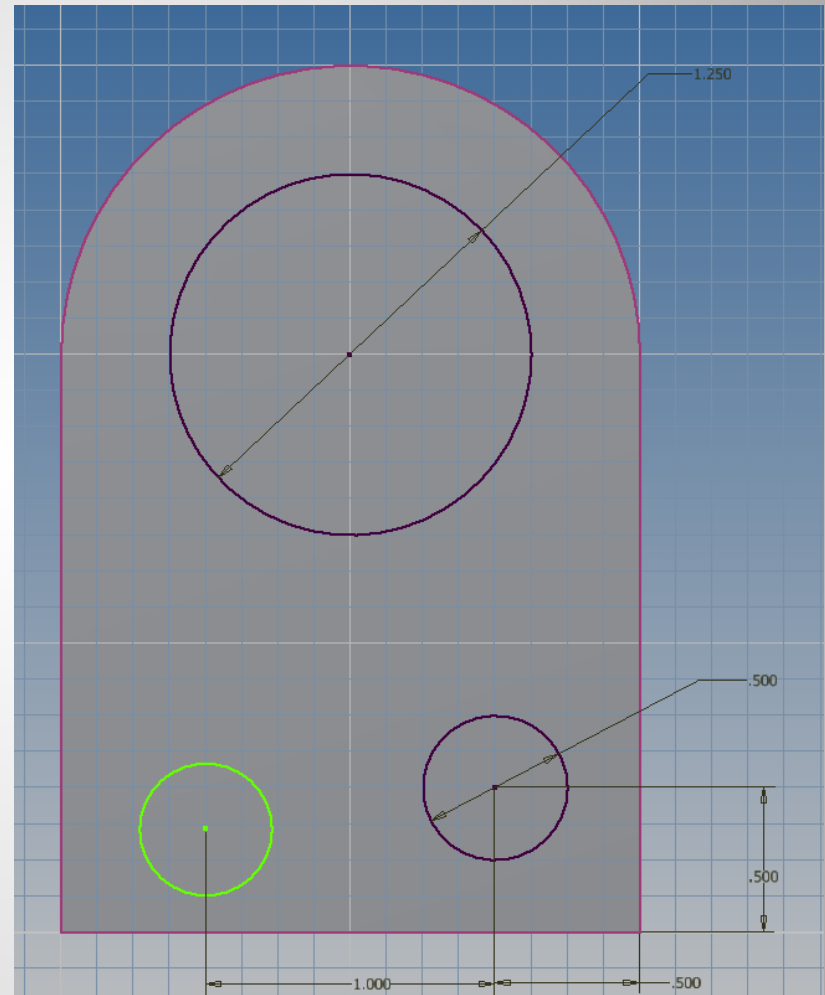
- General Dimension



Note: 2 dimensions needed

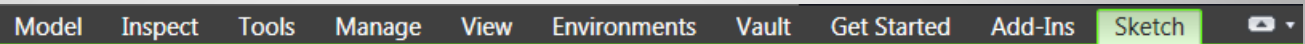


c. Dimension



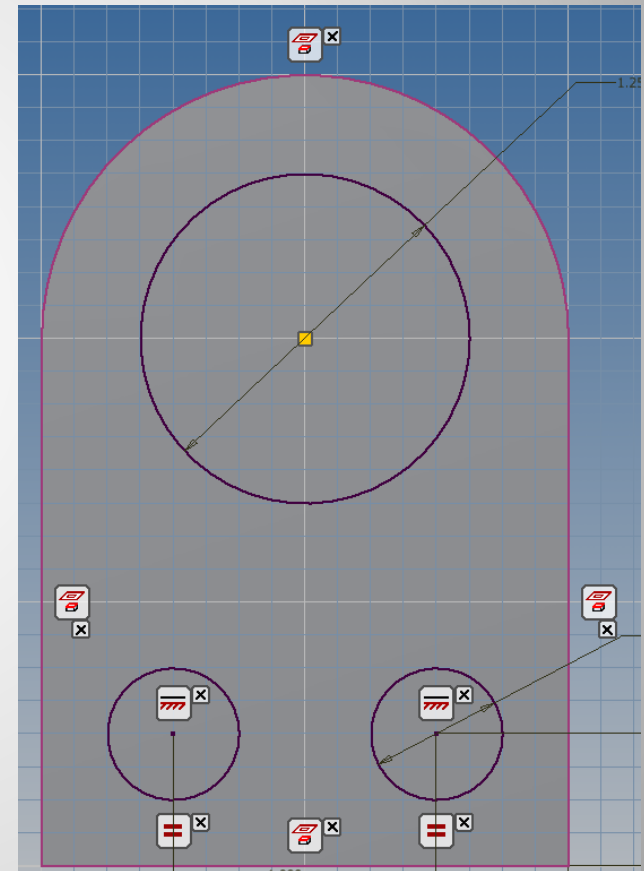
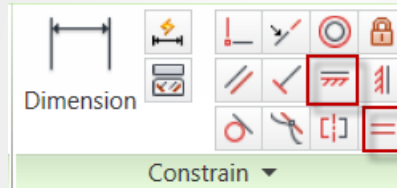
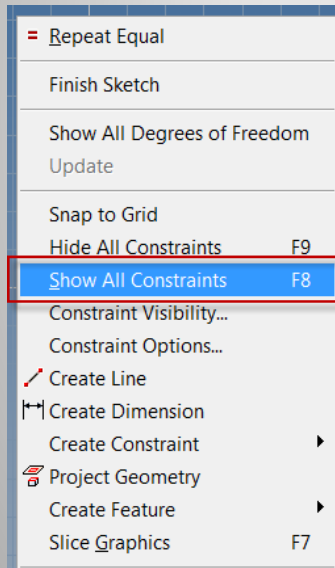
- <RMB> Show all Constraints

- Sketch



Equal 

Horizontal 



d. Constraint

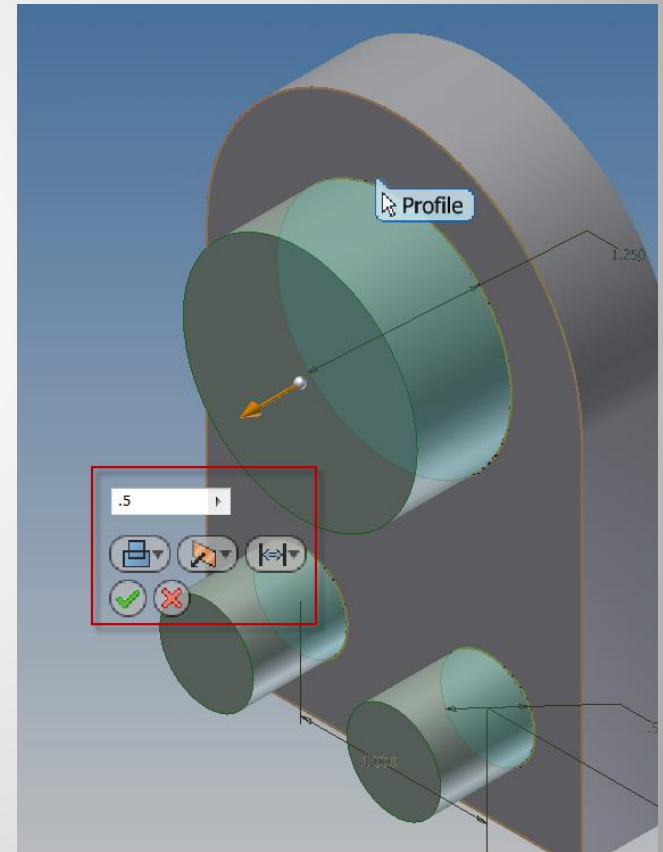
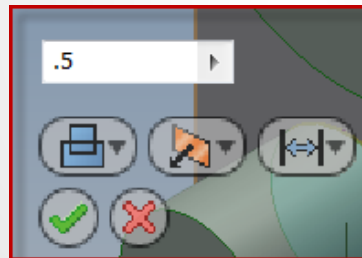
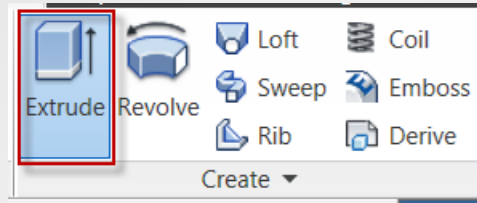
- Home View
- Finish Sketch
- Model



Extrude

✓ Join

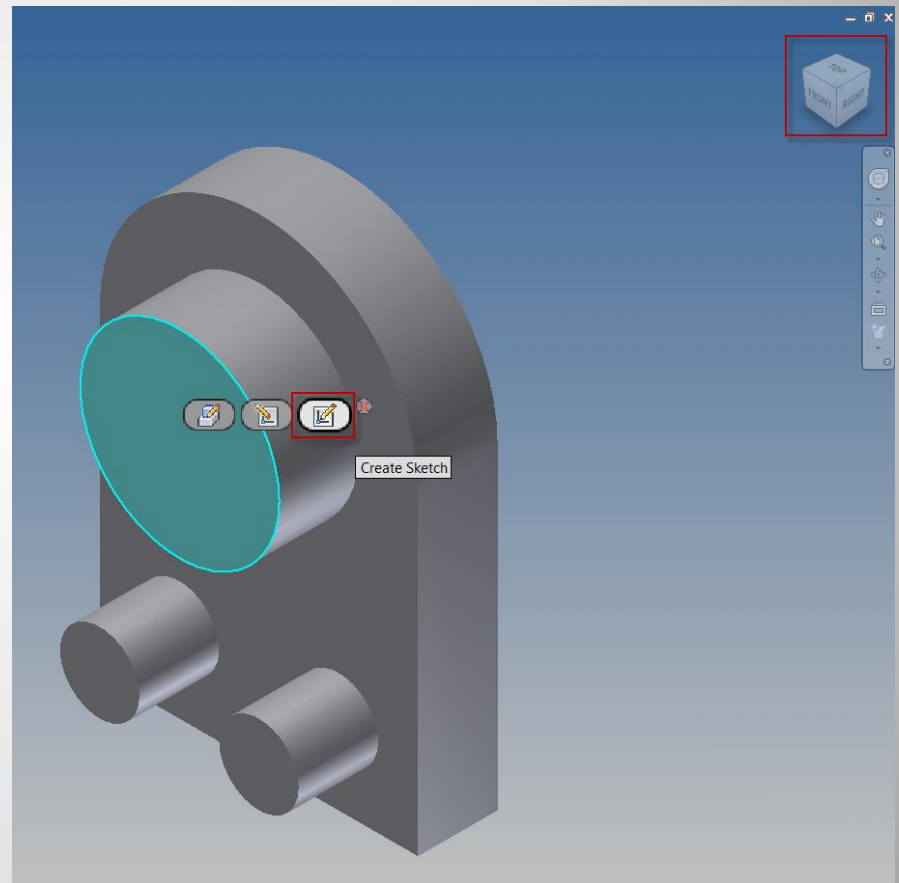
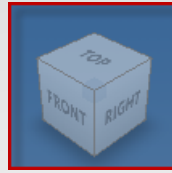
✓ Other-previous



e. Extrude

5. THIRD FEATURE

- Home View
- New Sketch



a. Initialize

- Front



- Sketch

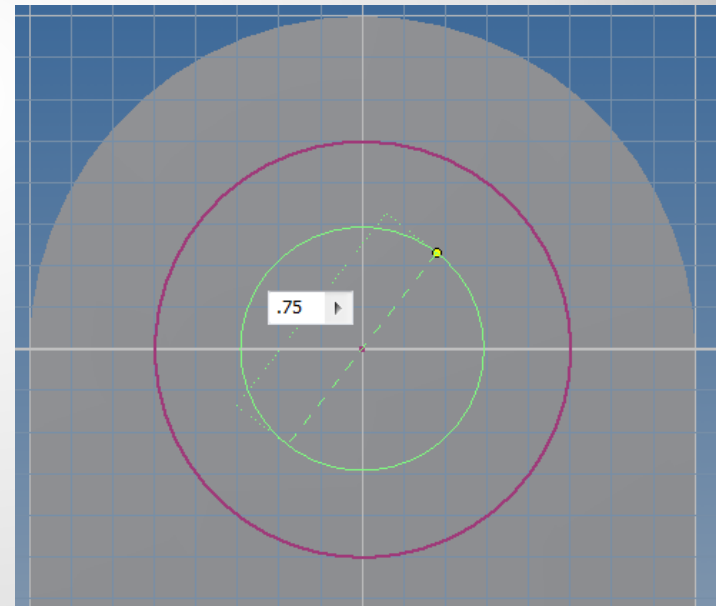
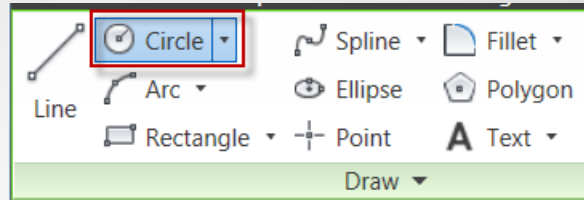


- Circle

- ✓ Center point

- ✓ Diameter

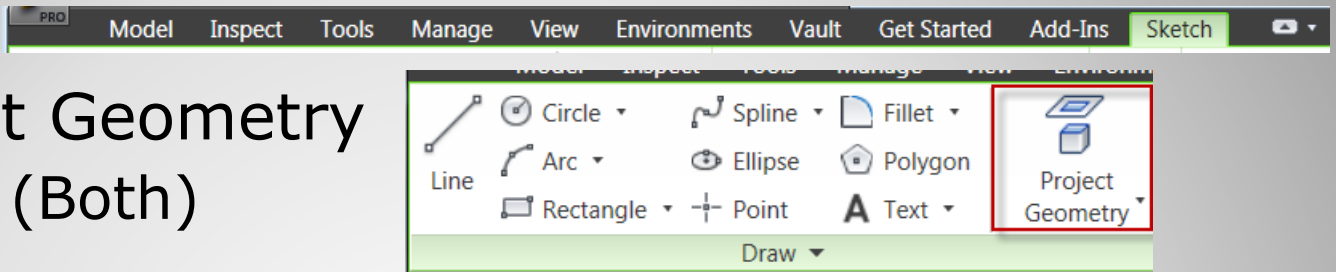
.75



b. Sketch

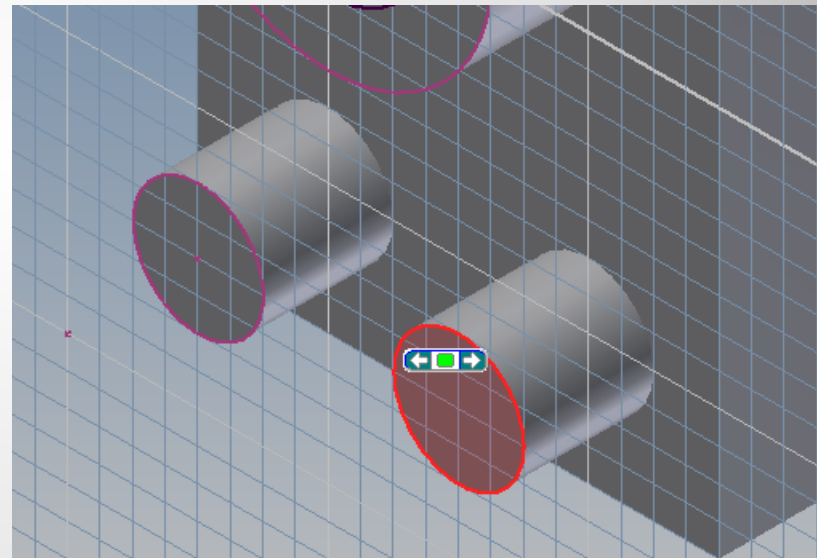
- Sketch

- Project Geometry
- ✓ Edge (Both)



Important: Project Geometry allows the edges to be used in the sketch.

This will be used to make new features concentric to the edges.



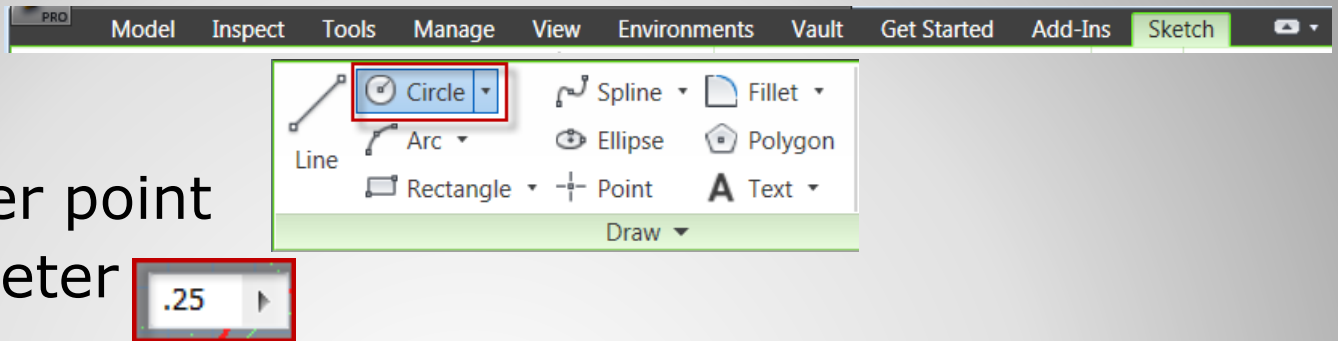
c. Sketch (Cont)

- Sketch

- Circle

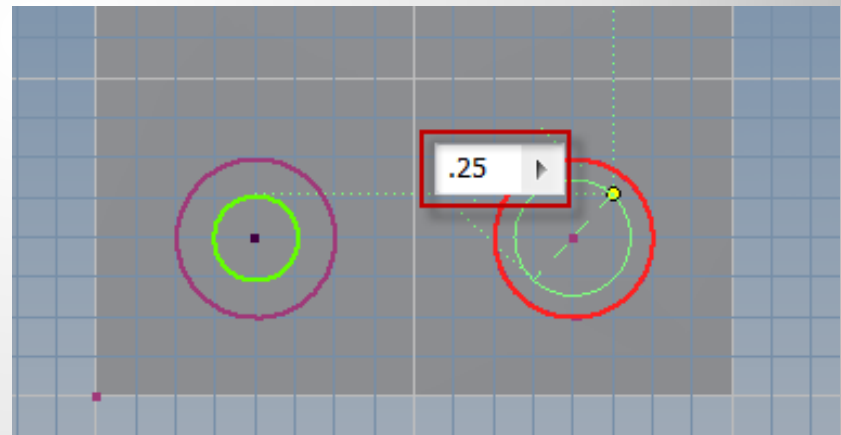
- Center point

- Diameter



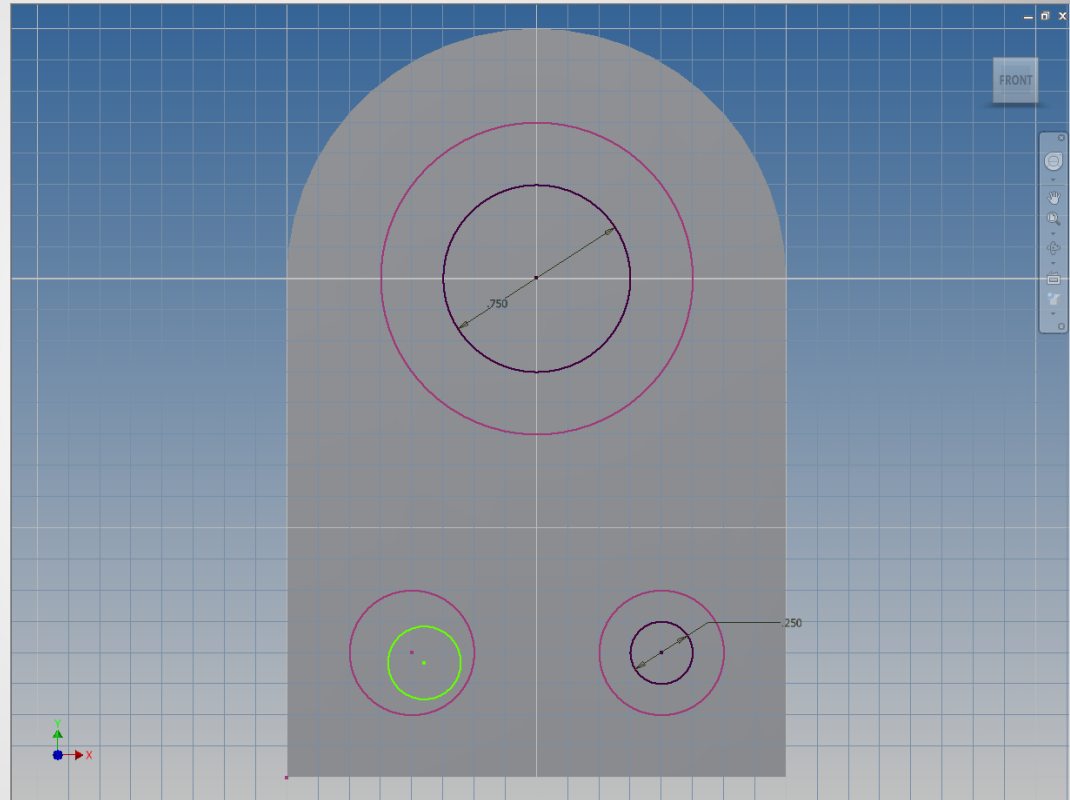
Important: Project Geometry allows the edges to be used in the sketch.

This will be used to make new features concentric to the edges.



d. Sketch (Cont)

- No additional dimensions required



e. Dimension

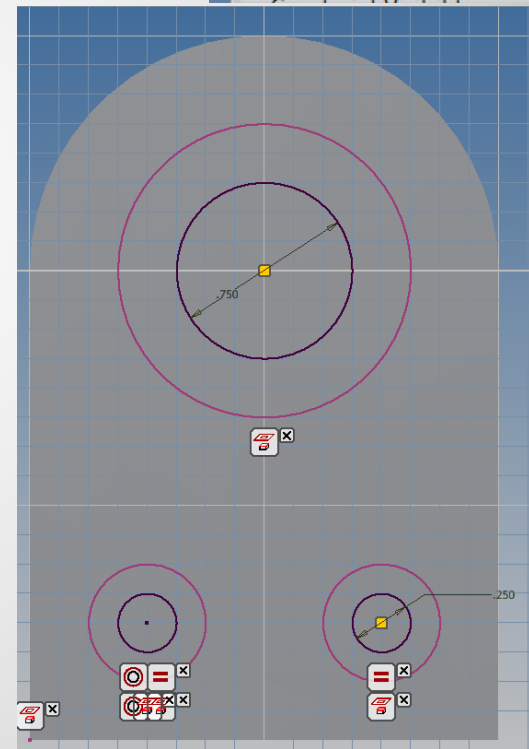
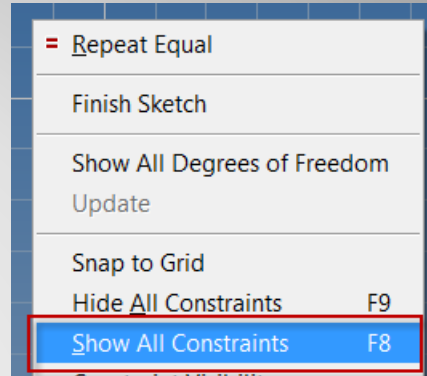
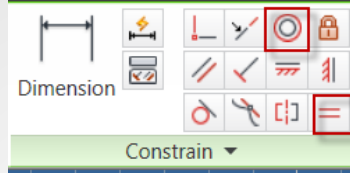
- <RMB> Show All Constraints

- Sketch

Concentric 

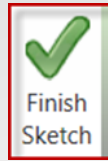
Equal 

Model Inspect Tools Manage View Environments Vault Get Started Add-Ins Sketch



f. Constrain

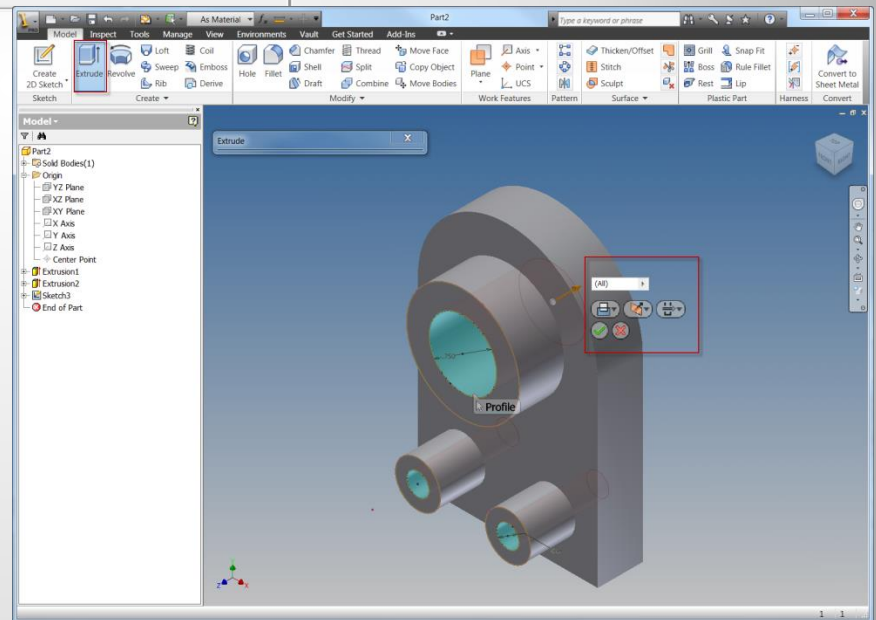
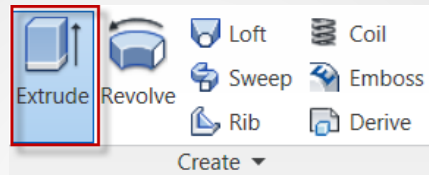
- Home View
- Finish Sketch
- Model



Extrude

✓ Cut 

✓ Through All 

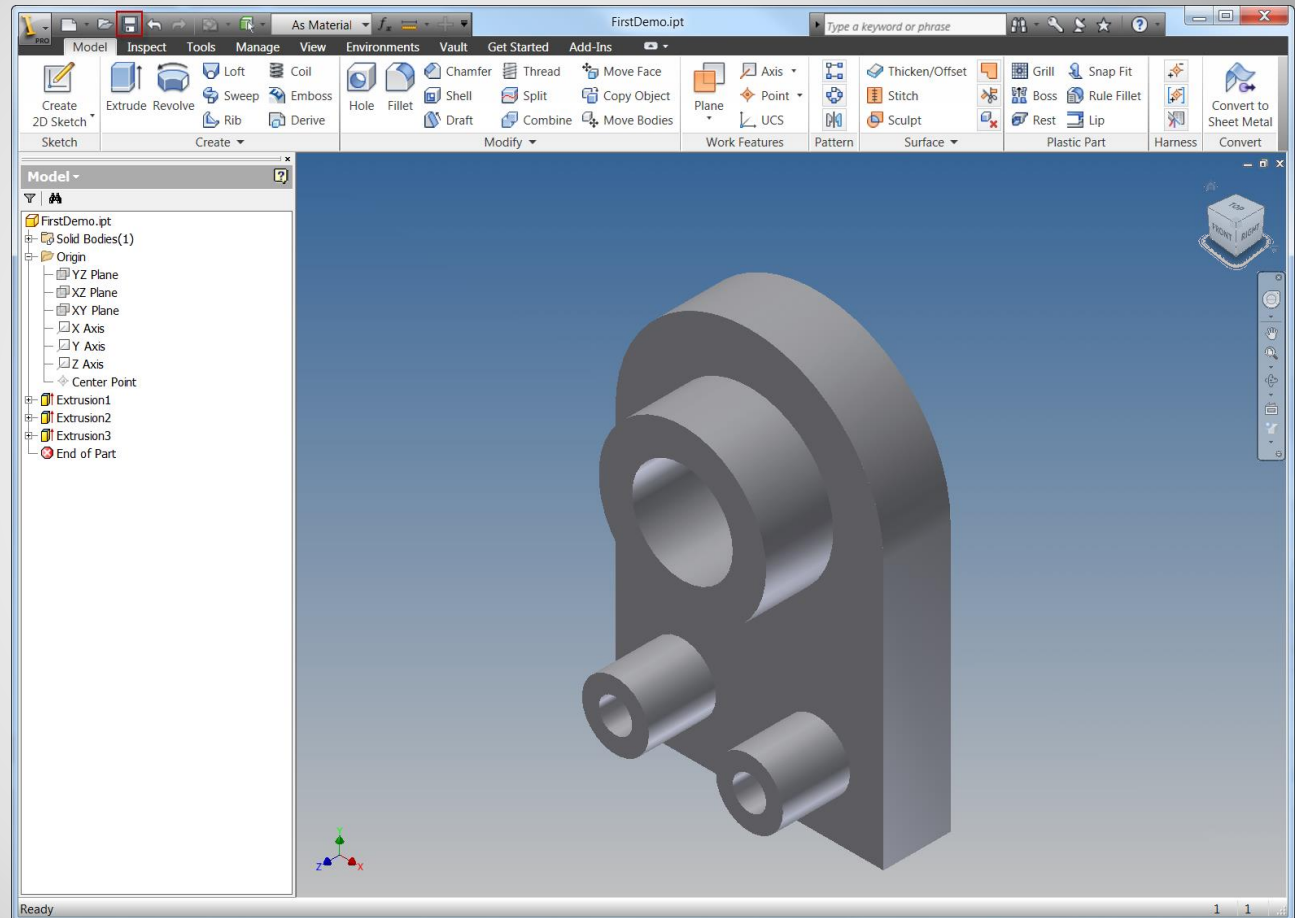


g. Extrude



5. FINISH THE PART

• Save



a. Save the part