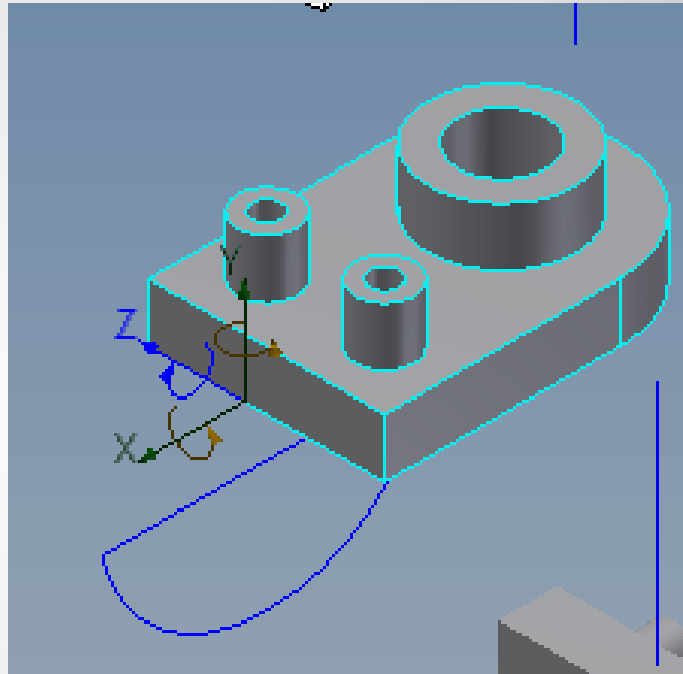


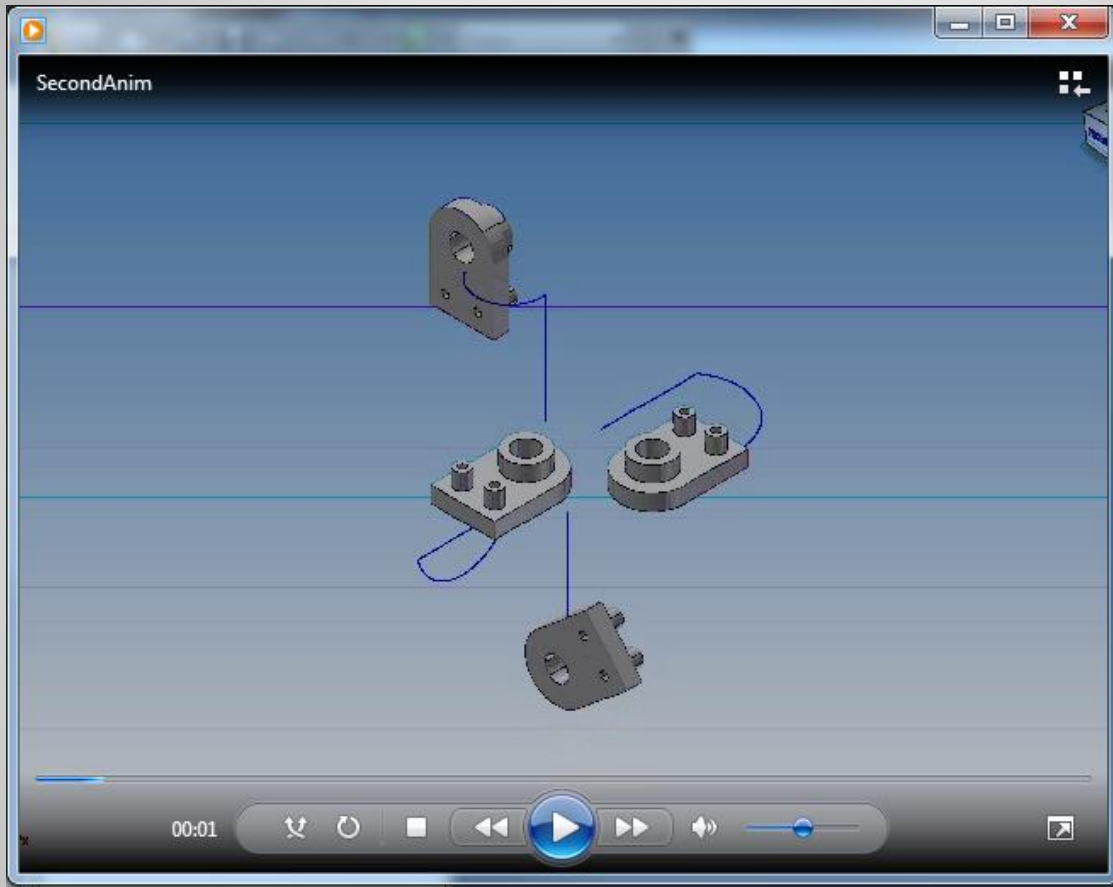
# Presentation Modeling Part II:

Using Autodesk Inventor  
Level: Introduction  
Tweak: Rotate  
Animate

- Tweak – Rotate



# INTRODUCTION



Linked to animation

**The result**



Continues Presentation Modeling I

# **1. INITIALIZE**

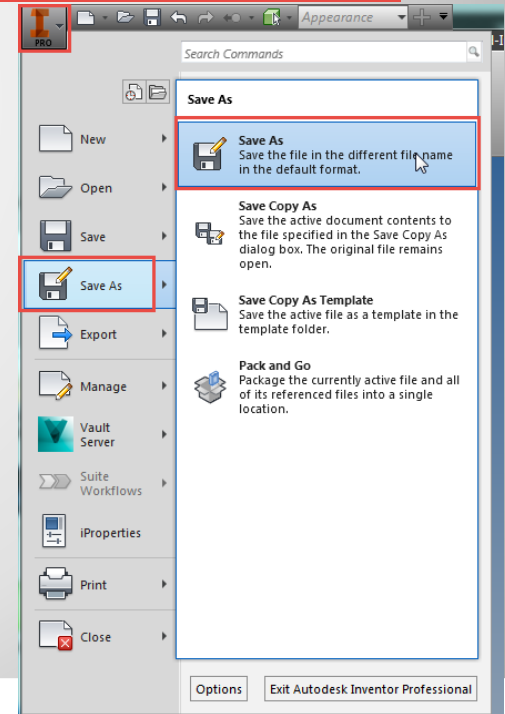
- Open Previous file:

File name:

## Save-As:

File name:

Save as type:

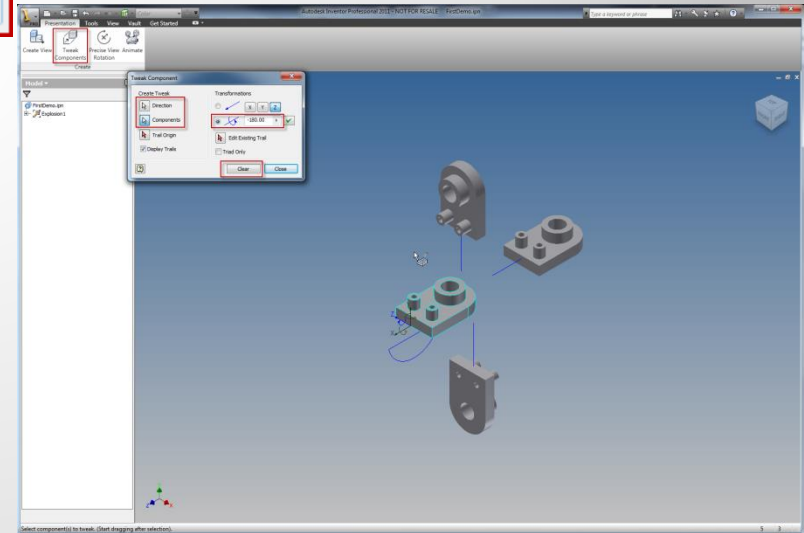
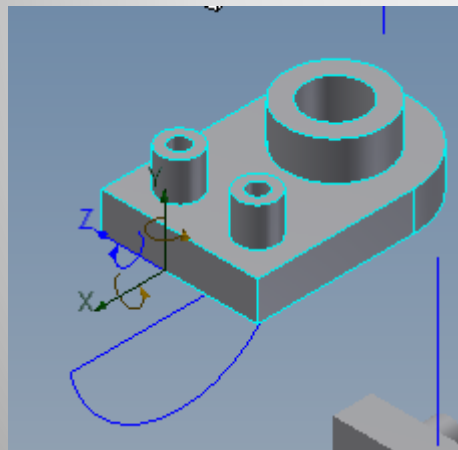
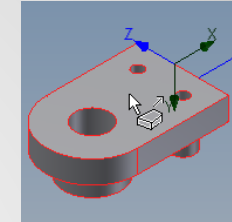
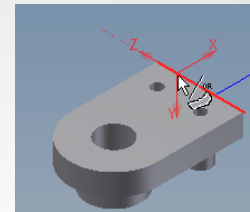
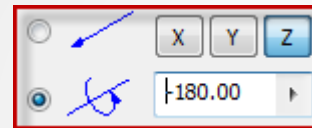
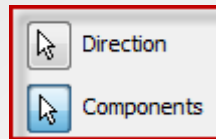
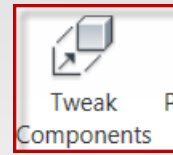


# a. Save - As

## **2. TWEAK - ROTATE**

- ✓ Presentation
- ✓ Tweak Components
- ✓ Direction (z)
- ✓ Component(s)
- ✓ Rotate: -180
- ✓ Clear

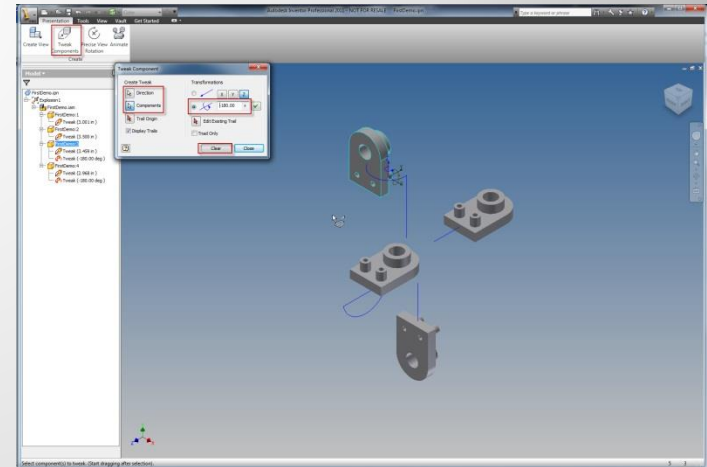
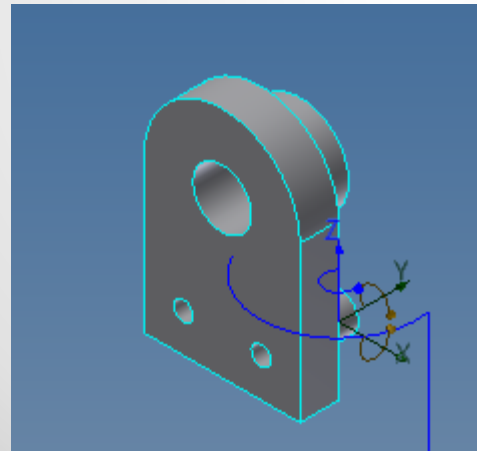
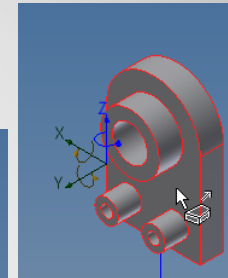
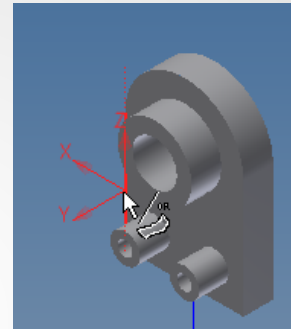
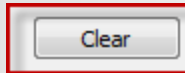
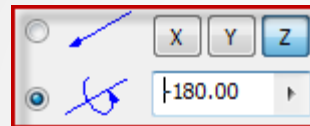
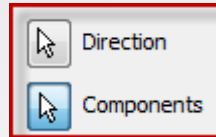
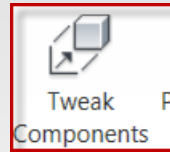
Presentation Tools View Vault Get Started



# a. First Tweak - Rotate

- ✓ Presentation
- ✓ Tweak Components
- ✓ Direction (z)
- ✓ Component(s)
- ✓ Rotate: -180
- ✓ Clear

Presentation Tools View Vault Get Started

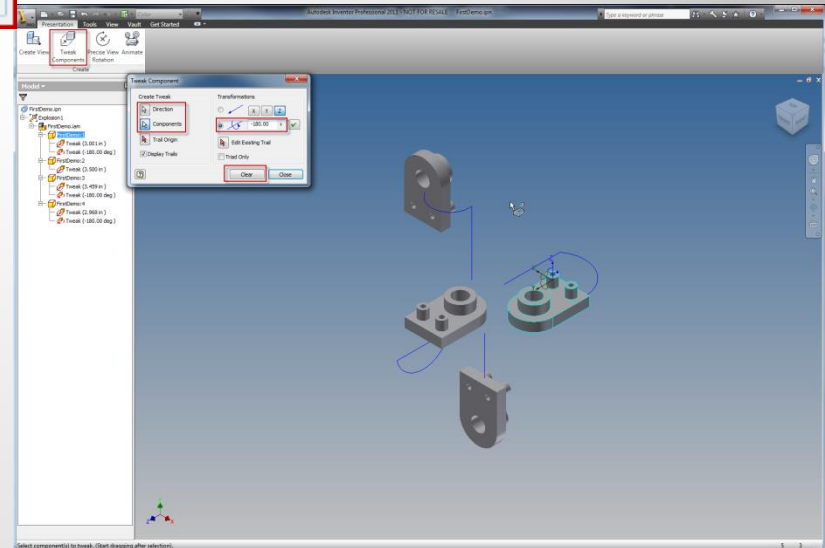
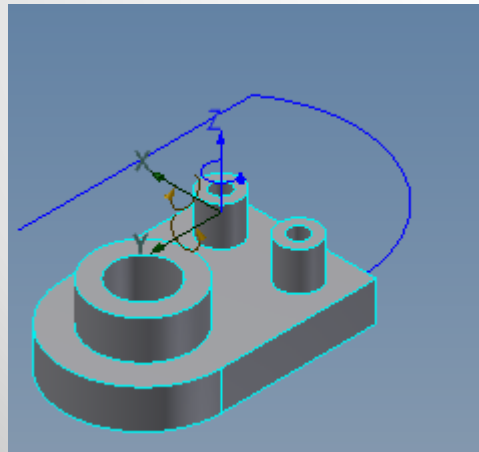
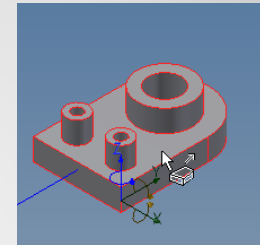
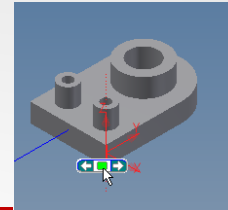
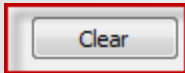
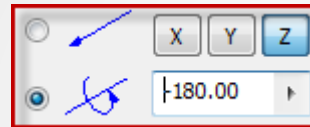
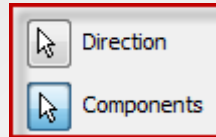
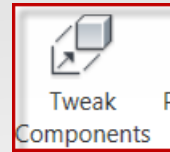


## b. Second Tweak - Rotate



- ✓ Presentation
- ✓ Tweak Components
- ✓ Direction (z)
- ✓ Component(s)
- ✓ Rotate: -180
- ✓ Clear

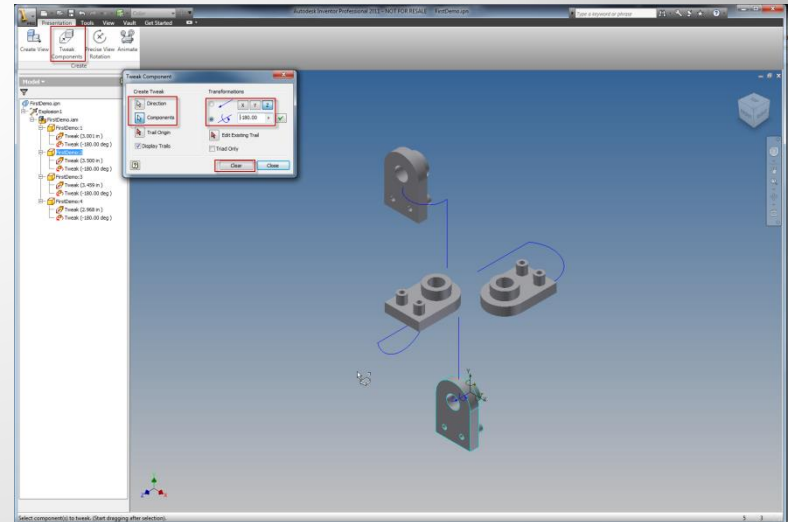
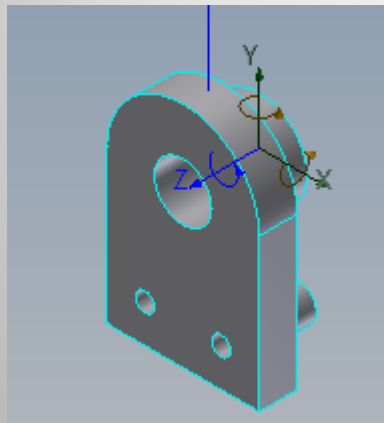
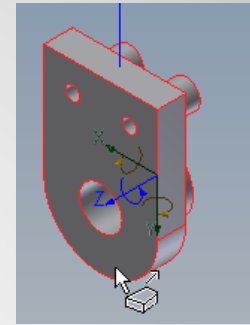
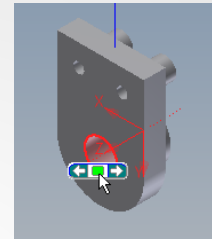
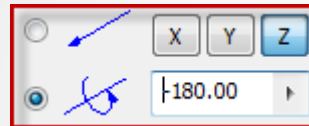
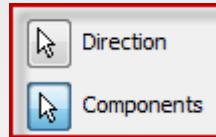
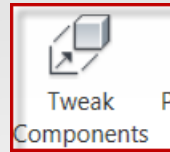
Presentation Tools View Vault Get Started



## c. Third Tweak - Rotate

- ✓ Presentation
- ✓ Tweak Components
- ✓ Direction (z)
- ✓ Component(s)
- ✓ Rotate: -180
- ✓ Clear

Presentation Tools View Vault Get Started



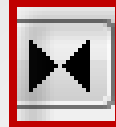
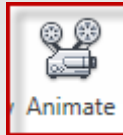
# d. Fourth Tweak - Rotate

# 3. ANIMATE / RECORD

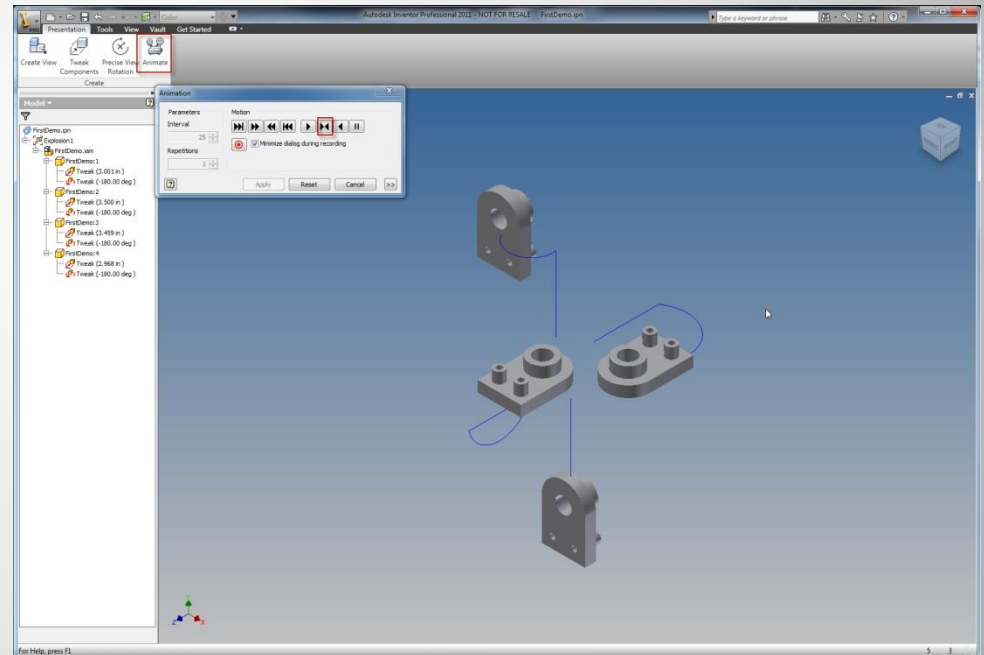
# ☑ Presentation

✓ Animate

✓ Auto Reverse



Presentation Tools View Vault Get Started



## a. Playing the animation

Presentation

Animate

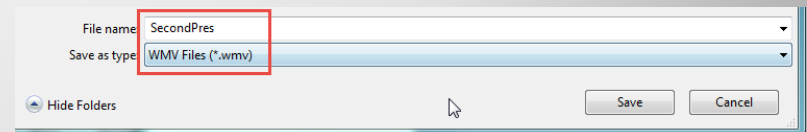
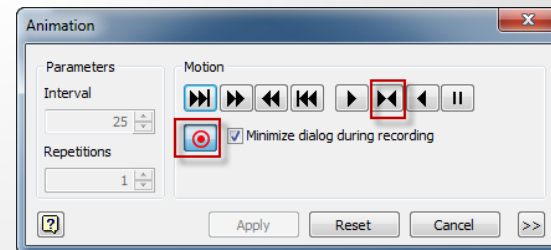
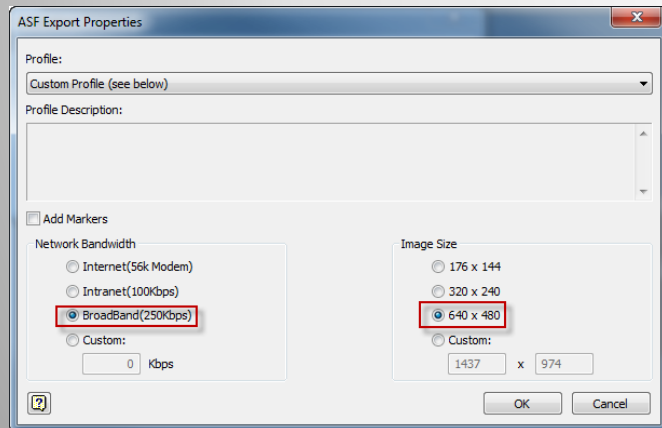
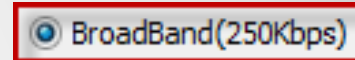
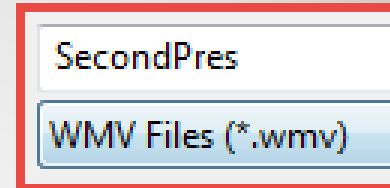
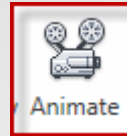
Record

File name: SecondAnim.wmv

Network Bandwidth: Broadband

Image Size: 640x480

Auto Reverse

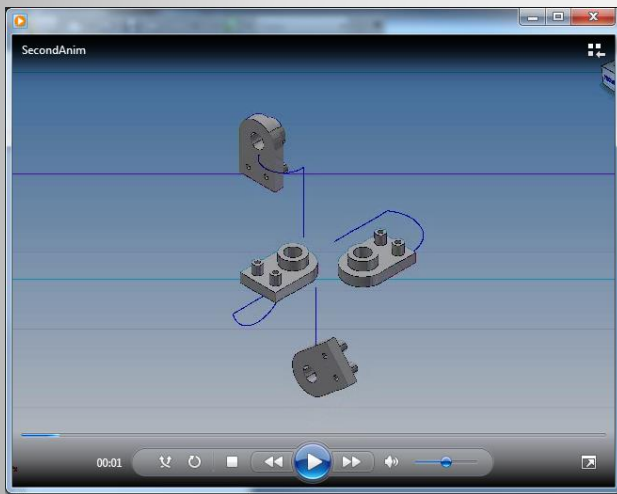


## b. Recording the animation

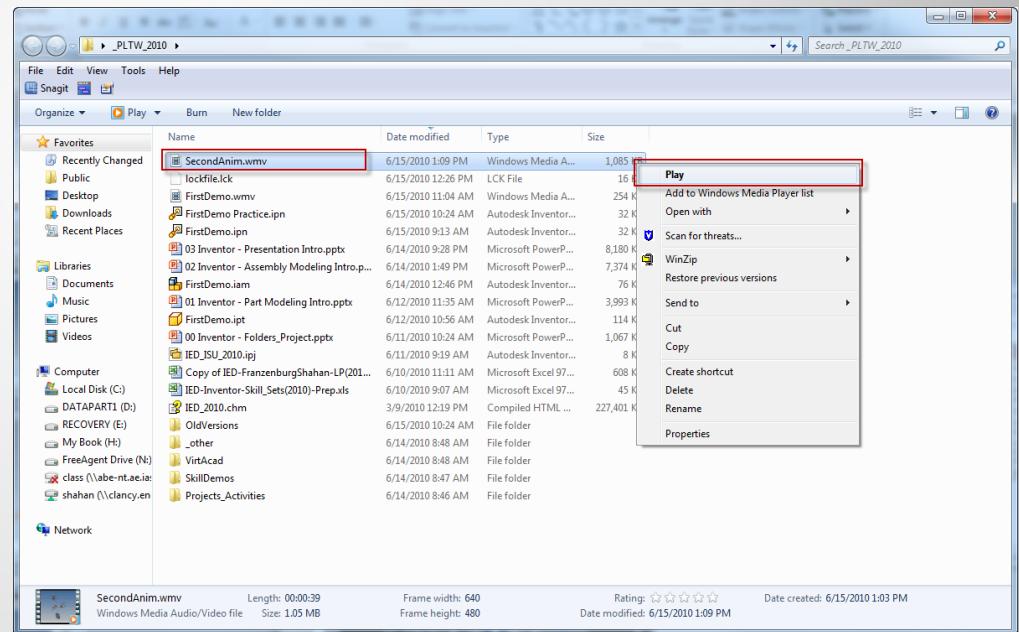
- Windows Explorer

- SecondPres.wmv

- <RMB> Play 



Linked to animation



## c. Viewing the animation

- Save



Save: SecondPres.ipn

**d. Save**