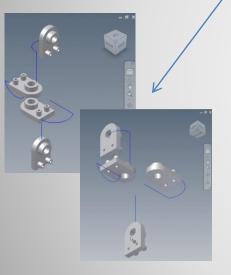
# Presentation Modeling Part III:

Using Autodesk Inventor <u>Level: Introduction</u> Sequence Group Tasks Camera

#### Tweak Sequence

- Tweak Groups
- Tasks / Cameras



	4 FirstDemo:2 5 FirstDemo:3 6 FirstDemo:3 7 FirstDemo:4 8 FirstDemo:4	Tweak (3.500 in ) Tweak (-180.00 deg ) Tweak (3.500 in ) Tweak (-180.00 deg ) Tweak (3.000 in )
equence		
Component	Tweak Value	
FirstDemo: 1	Tweak (-180.00 deg )	
FirstDemo:1	Tweak (3.000 in )	
FirstDemo:2	Tweak (-180.00 deg )	
FirstDemo:2	Tweak (3.500 in )	
FirstDemo:3	Tweak (-180.00 deg )	
FirstDemo:3	Tweak (3.500 in )	

Tweak (-180.00 deg )

Tweak (3.000 in )

FirstDemo:1

FirstDemo:2

### **0. INTRODUCTION**

Animation Sequence

Sequence

2

2

3

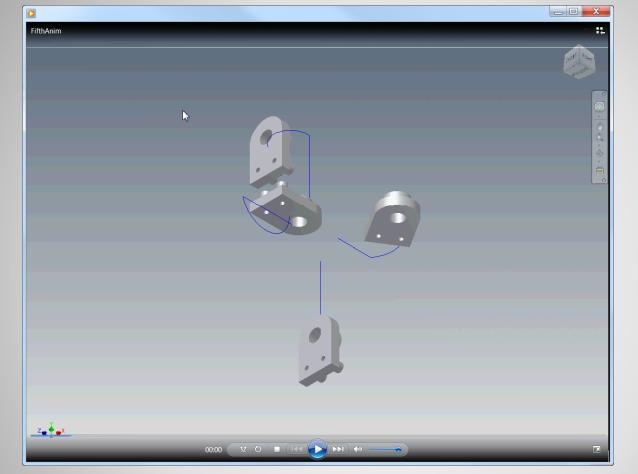
FirstDemo:4 FirstDemo:4

2/17/2014 Inventor - Presentations Plus -jcS

Tweak (-180.00 deg )

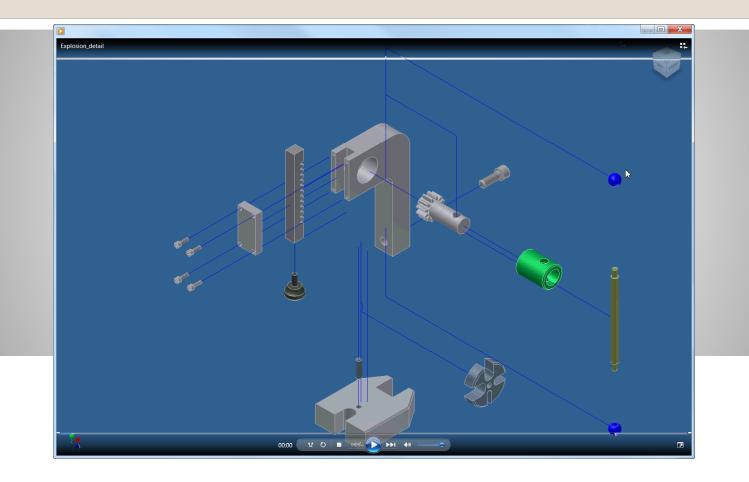
Tweak (-180.00 deg

Tweak (3.000 in



Linked to animation





Linked to animation

## **b. Application / Example**

**Continues Presentations Intro** 

### **1. INITIALIZE**

<ul> <li>Open</li> </ul>	Previo	ous	file:	
✓File	name:	Sec	ondPres.ipr	
Save-A	s:			

✓File name:✓Save as type:

ThirdPres.ipn

Autodesk Inventor Presentations (\*.ipn)

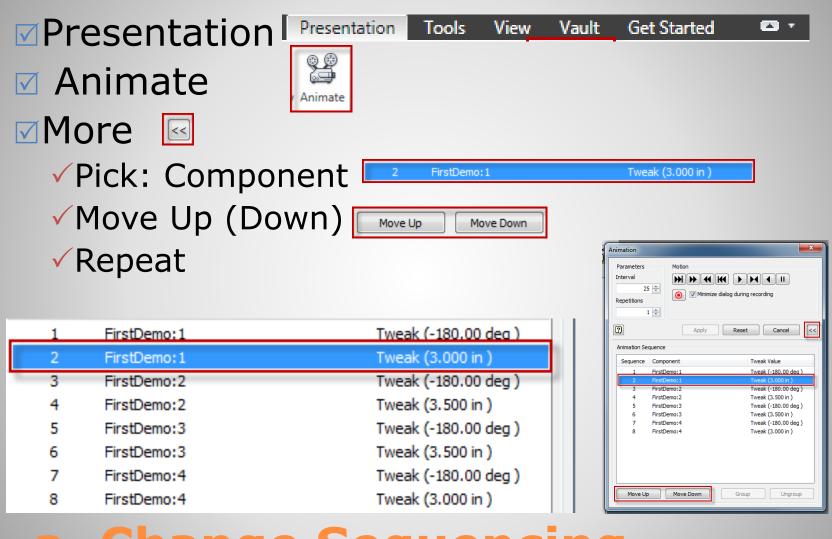


2/17/2014 Inventor - Presentations Plus -jcS

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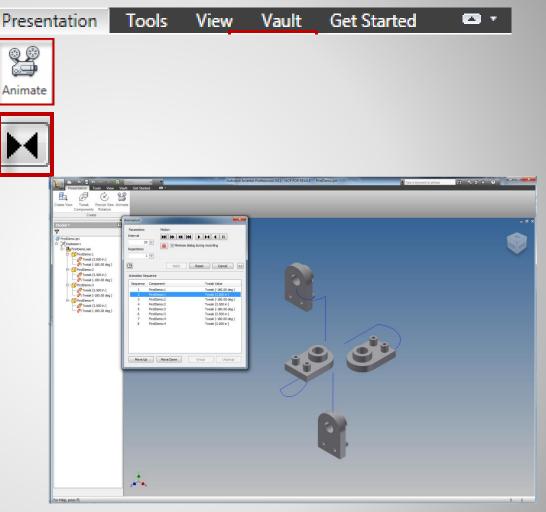
Ŧ

# **2. TWEAK SEQUENCE**



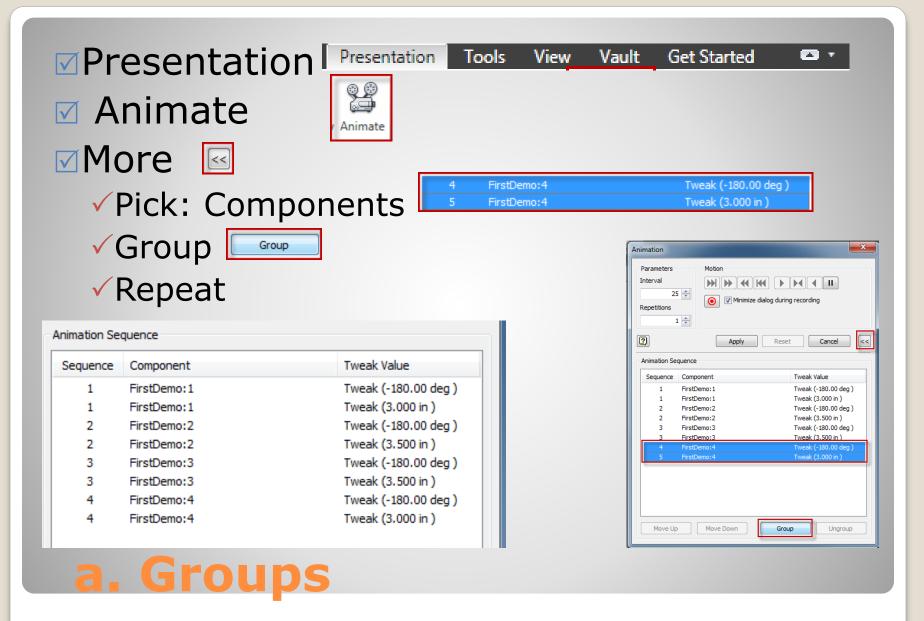
#### a. Change Sequencing

Presentation
 ✓ Animate
 ✓ Auto Reverse



### **b.** Playing the animation

# **3. TWEAK GROUPS**



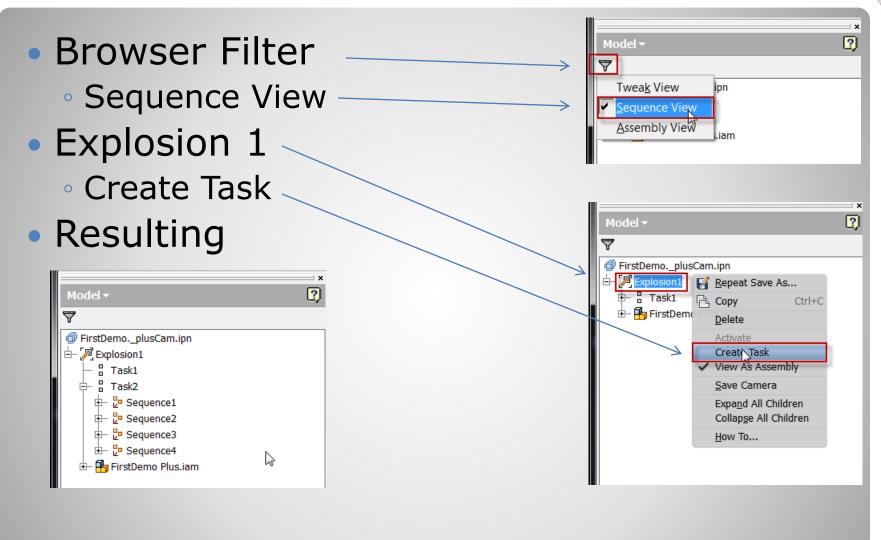
Presentation 
Animate

✓ Auto Reverse

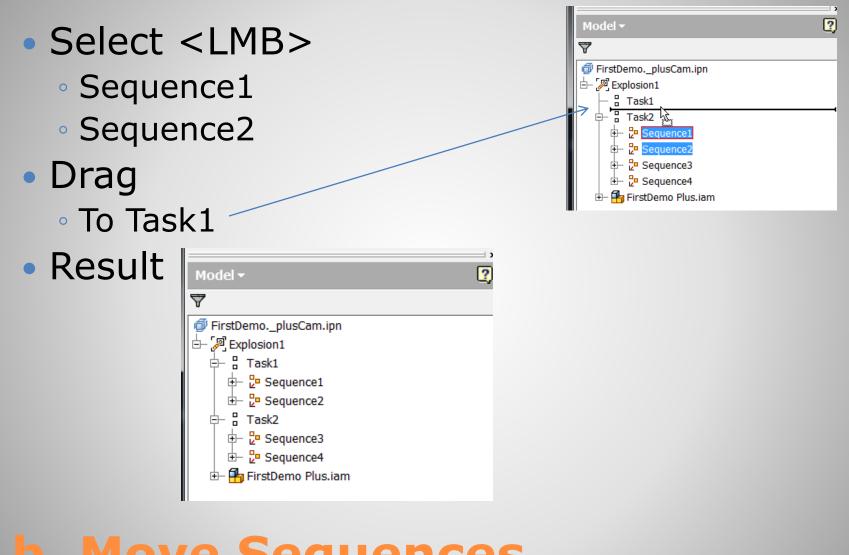
Present	ation	Tools	View	Vault	Get Starte	d	<b>8</b> •	
Animate								
	Presidenti Todi Vere 1	Calar • Mark	Autodesk inv	rentor Perfersional 2011 - NOT FOR RESALE	FirtDemaipn	Type a knywood or phrase	11 A.S.A. 0	
0	reate View Tweak Precise View Ani Components Rotation Create	3	×					_ # X
7	Operation         Control           Textomation         Textomation           Textomation         Textomation	Parameters Motion Interval 25 Repetitions 1	Test (2007) Test (2007)	R			1	
		Non Up ( Mon Zoon )	Gnp Uynp					
	u Help, pres F1	, etc.						5_3

## **b.** Playing the animation

# **4. TASKS AND CAMERAS**



#### a. Sequence View Create Task



#### **b. Move Sequences**

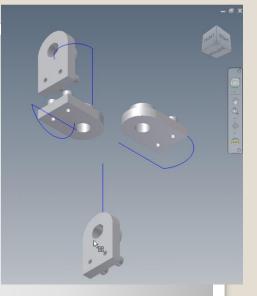
View
Task1

Edit

Set Camera

Edit Task & Sequences 💦 📃 💌
Task:
Task1
Description :
Sequences
Sequence1
Description :
Interval :
25 Set Camera
Reset         OK         Cancel         Apply

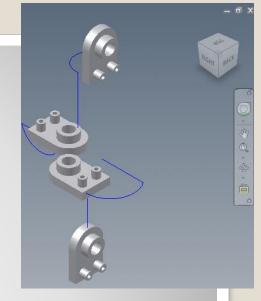
Model <del>-</del>			2
$\bigtriangledown$			
🗇 FirstDemoplusCam.i	on		
Explosion1			
E B Task1	<u>R</u> epeat Zo	om All	
t⊢ 2ª Sequent	Edit	A.	
E⊢ ¦ Task2	Save Carr	nera	
🕂 🖓 Sequence 3	Expa <u>n</u> d Al	l Children	
⊡– <mark>2</mark> ª Sequenc	Collap <u>s</u> e A	All Children	
🕀 🖶 FirstDemo Flus.	<u>H</u> ow To		



#### c. Task 1: View and Camera

<ul> <li>View</li> <li>Task 2 <ul> <li>Edit</li> </ul> </li> <li>Set Camera</li> </ul>
Edit Task & Sequences
Task:
Description :
Sequences
Sequence3
Description :
Interval : 25 Set Camera
Reset OK Cancel Apply

Model <del>-</del>	×
FirstDemoplusCam.ipn Explosion1 -	Repeat Zoom All     Fdit     Save Camera     Expand All Children     Collapse All Children     How To



### d. Task 2: View and Camera

- Animate
- Record
- Save

# **5. FINISH**

