

TIPS – CAD MODELING | INVENTOR

Use the link provided for additional HELP or for Essential Skills Videos

<http://help.autodesk.com/view/INVNTOR/2016/ENU/>

1. Create Centerlines/Construction Lines for use in revolving.
2. Use Constraints for keeping lines and related objects where they are supposed to be
 - a. Line Tangent to a Circle-use a Tangent Constraint
3. Simply create a sketch to draw anything.
4. Select an existing Face to draw a Sketch
5. RT Click the Mouse button to access quick/shortcuts.
6. Add Dimensions to Drive the sketch.
 - a. Modify the Dimensions to change the size as needed
7. Use Dimensions after you have created the Sketch PROPORTIONALLY
 - a. Start by adding the Dimensions to the smallest section/area and move towards the larger areas.
8. Add Fillets as a Feature and use sparingly as a Fillet within a Sketch.
9. Delete ANY EXTRA lines or lines that extend beyond the area needed.
 - a. Otherwise this will cause ERRORS in the sketch.
10. Use the TRIM tool to remove lines not needed
11. Construction lines can be used as Centerlines and are NOT considered part of the Sketch.
12. Make sure to close your sketch and NOT have any openings.
 - a. So, make sure Lines touch where they are supposed to.
13. Revolves require a sketch to be closed as well. So draw a complete Profile to use.
14. Right Click to Show/Hide Constraints.
15. Right Click on the Sketch in the Features Manager to edit.
16. The Name of the PART is at the very top of the Features Manager.
17. Add iProperties to the Part for detail information to be utilized. Select Physical Tab to see:
 - a. Material
 - b. Density
 - c. Mass
 - d. Area
 - e. Volume
 - f. Inertial Properties
18. Use the Screen menu as they pop up on the page to input data/edit for tool/step being used.
19. SAVE Often!
20. Draw/Edit/Sketch...you really can't mess anything up...as you can always UNDO the last step!
 - a. CTRL/Z (use it it's a shortcut)!

