

## COURSE LEARNING OUTCOME

**Training :** INVENTOR TRAINING (4Days)

**Level :** Beginner To Intermediate

**Software :** Autodesk Inventor

**Objective :** The primary goal of Autodesk Inventor Basic Training is to equip participants with fundamental skills in using the software for 3D mechanical design. This includes mastering essential tools, sketching, modeling, assembly creation, and 2D drawing generation.

Day 1		
Process	Topic	Time
Theory	<ul style="list-style-type: none"> <li>Arrival and Setup</li> <li>Introduction Speech</li> <li>Who is Bimage?</li> <li>What is Parametric</li> <li>What is CAD</li> </ul>	9.30 am – 10.30 am
Sketch	<ul style="list-style-type: none"> <li>Inventor Fundamental</li> <li>Understanding the Workflow</li> <li>Getting Started (Interface)</li> <li>Project</li> <li>Sketch</li> </ul>	10.30 am – 11.00 am
	<ul style="list-style-type: none"> <li>Sketching Geometries</li> <li>Sketch Dimensioning</li> <li>Sketch Constraint</li> </ul>	11.00 am – 1.00 pm
	<ul style="list-style-type: none"> <li>Lunch</li> <li>Rest</li> </ul>	1.00 pm – 2.00 pm
Sketch	<ul style="list-style-type: none"> <li>Sketch Tools</li> <li>Additional Sketch Features</li> </ul>	2.00 pm – 5.00 pm

	<ul style="list-style-type: none"> <li>• Sketched Secondary feature</li> <li>• Projected Geometry</li> </ul>	
3D Feature	<ul style="list-style-type: none"> <li>• Create Base Feature</li> <li>• Work feature</li> <li>• Conclusion On Day 1</li> </ul>	5.00 pm – 5.30 pm

Day 2		
Process	Topic	Time
	<ul style="list-style-type: none"> <li>• Arrival and Setup</li> </ul>	9.30 am – 10.30 am
3D Features	<ul style="list-style-type: none"> <li>• Equations</li> <li>• Extrude</li> </ul>	10.30 am – 11.00 am
	<ul style="list-style-type: none"> <li>• Revolve</li> <li>• Sweep</li> <li>• Hole Feature</li> </ul>	11.00 am – 1.00 pm
	<ul style="list-style-type: none"> <li>• Lunch</li> <li>• Rest</li> </ul>	1.00 pm – 2.00 pm
3D Features	<ul style="list-style-type: none"> <li>• Loft</li> <li>• Fillets</li> <li>• Chamfer</li> </ul>	2.00 pm – 5.00 pm
Theory	<ul style="list-style-type: none"> <li>• Conclusion on Day 2</li> </ul>	5.00 pm – 5.30 pm

Day 3		
Process	Topic	Time
	<ul style="list-style-type: none"> <li>Arrival and Setup</li> </ul>	9.30 am – 10.30 am
3D Features	<ul style="list-style-type: none"> <li>Shell</li> <li>Draft</li> </ul>	10.30 am – 11.00 am
	<ul style="list-style-type: none"> <li>Fixing Problems</li> <li>Duplication Tools</li> <li>Plane Feature</li> </ul>	11.00 am – 1.00 pm
	<ul style="list-style-type: none"> <li>Lunch</li> <li>Rest</li> </ul>	1.00 pm – 2.00 pm
Assembly	<ul style="list-style-type: none"> <li>Feature Relationship</li> <li>Inventor Materials/Appearance</li> <li>Introduction Of Assembly</li> </ul>	2.00 pm – 5.00 pm
Theory	<ul style="list-style-type: none"> <li>Conclusion on Day 3</li> </ul>	5.00 pm – 5.30 pm

Day 4		
Process	Topic	Time
	<ul style="list-style-type: none"> <li>Arrival and Setup</li> </ul>	9.30 am – 10.30 am
Assembly/ Theory	<ul style="list-style-type: none"> <li>Assembly Environment</li> <li>Degree of Freedom</li> <li>Place Component/Content Centre</li> </ul>	10.30 am – 11.00 am
	<ul style="list-style-type: none"> <li>Component Rotate &amp; Navigations</li> <li>Mates &amp; Constraint</li> <li>Joint Connections</li> <li>Mechanism</li> </ul>	11.00 am – 1.00 pm
	<ul style="list-style-type: none"> <li>Lunch</li> <li>Rest</li> </ul>	1.00 pm – 2.00 pm
2D Drawing	<ul style="list-style-type: none"> <li>Assembly BOM</li> <li>Basic Drawing</li> <li>Base views</li> <li>Scale</li> <li>Cross Sections</li> <li>Title Block</li> </ul>	2.00 pm – 5.00 pm
Theory	<ul style="list-style-type: none"> <li>Conclusion on Day 4</li> </ul>	5.00 pm – 5.30 pm