

COURSE LEARNING OUTCOME

Training : INVENTOR TRAINING

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

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

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

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

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