Inventor "Quick Start"

NJ FIRST Kick-Off Inventor Presentation

Objectives
1. Inventor screen Layout/controls
2. Creating a part
3. Assembling with Kit Bot parts
4. Animation/ render

1. Inventor screen layout/ Controls
    i. Pull-down menus
    ii. Rotation
    iii. Wireframe view
    iv. Inventor standard tool bar
    v. 2D sketch panel
    vi. Part browser
    vii. Graphics Window
    viii. Status Bar

2. Creating a part
    i. 2-D sketch tools
    ii. Constraints/dimensioning
    iii. Extruding
    iv. Revolving
    v. Adding features to existing parts
    vi. Saving

3. Assemblies with Kit-bot parts / render
    i. Assembly layout
    ii. Importing parts
    iii. Adding/editing constraints
    iv. Saving
    v. Rendering
        a. Inventor Studio
        b. Light/camera position
        c. Saving as a picture
        d.
4. Tweak Components