



Learn Fusion 360 in 90 Minutes

Whether you're new to CAD or just starting out with Fusion 360, gain real-world skills by exploring the design and production of a tea kettle. You'll practice by creating and assembling parts using core parametric modeling techniques, rendering the design, and exporting files for 3D printing. After completing this course, you'll be able to:

- * Navigate the Fusion 360 user interface.
- * Create and manage design files in Fusion 360.
- * Create components and assemblies in Fusion 360.
- * Fully define sketches.
- * Create solid bodies with core CAD features.
- * Modify existing parts with core CAD features.
- * Set up and generate product renderings.
- * Export files for 3D printing.

Outline

- 1. Getting started
- 2. Explore the Fusion 360 user interface
- 3. Creating a new project and design
- 4. Using navigation and display settings
- 5. Creating new components and assemblies
- 6. Sketching in 2D
- 7. Creating solid 3D bodies
- 8. Modifying existing 3D bodies
- 9. Assembling components with joints
- 10. Rendering a design
- 11. Exporting for 3D printing
- 12. Sharing a design
- 13. Course challenge exercise
- 14. Final test
- 15. Will discuss the next stage of using a full version of Fusion 360 with more detail course involving the use of CNC equipment and working with aircraft drawings.

Cost, Date/Time/Location of Class and Student Requirments

The only cost would be if a student wants a hard copy of the course. All modules in this course have been done in PDF format. Estimated cost of hard copy will be \$25.00. Student would need to have an account with Autodesk and have down loaded a copy of hobbyists version of Fusion 360 before class starts. Student would be required to have computer with the system requirements for Autodesk Fusion 360. Class size will be 8 students. This course will be offered first to EAA Chapter 175 members and any left open seating will be offered to any outside guests or students. The date will be decided once the class meets 8 students goal and will be on Saturday with 3 hours scheduled. Starts at 10:30am till 12:00pm, then will be free lunch till 12:30 and class over at 2:00pm. The course will be held at EAA Chapter 175 educational center at 9334 Vandenberg Airport Rd, Tampa, FL 33610. Here link to EAA Chapter 175. Https://chapters.eaa.org/eaa175

System requirements for Autodesk Fusion 360

Operating System

Apple® macOS macOS 12 Monterey

macOS 11 Big Sur

macOS 10.15.7, or newer, Catalina (until March 2023. More details)

Microsoft® Windows® Windows 11

Windows 10 (64-bit) Version 1809 or newer (1803 and older supported until March 2023. More details)

Windows 8.1 (64-bit) (until March 2023. More details)

CPU Type

x86-based 64-bit processor (for example, Intel Core i, AMD Ryzen series), 4 cores, 1.7 GHz or greater; 32-bit not supported

Apple silicon processors require Rosetta 2 - see this post for more information.

Memory

4 GB of RAM (integrated graphics recommend 6 GB or more)

Graphics Card

DirectX11 (Direct3D 10.1 or greater)

Dedicated GPU with 1 GB or more of VRAM

Integrated graphics with 6 GB or more of RAM

Disk Space

3 GB of storage

Display Resolution

1366 x 768 (1920 x 1080 or greater at 100% scale recommended)

Pointing Device

HID-compliant mouse or trackpad, optional Wacom® tablet and 3Dconnexion SpaceMouse® support

Internet

2.5 Mbps or faster download; 500 Kbps or faster upload

Dependencies

SSL 3.0, TLS 1.2+, .NET Framework 4.5 or newer required to submit crash reports

Recommended specs for complex modeling and processing

CPU Type 3 GHz or greater, 6 or more cores

Memory 8-GB RAM or greater

Graphics Dedicated GPU with 4 GB or more VRAM, DirectX 11 (Direct3D 11

or greater)



SIGN UP AND CHECK OFF SHEET For Autodeck Fusion 360 Course - Learn Fusion 360 in 90 Minutes

Name of Student					
_	Last	First			Middle
Email					
<u> </u>					
Phone					
EAA Chapter 175	Member YES	NO			
Do you want hard copy of course that cost \$25.00 Need to Prepay for hard copy with Check or Cash.			YES	NO	
PAID BY					EAA

Cut and detach.

Check off Sheet that needs to be done before class starts.

- 1. Sign up for course. Fill information on form above and detach. Give form and payment if you check yes for hard copy of manual on course to any EAA Chapter 175 officer/director. Email will be sent to you on confirmation.
- 2. Make account with Autodesk. Here is link to create account with Autodesk. Https://accounts.autodesk.com/
- 3. Make sure you have system requirements for computer for Fusion 360. Here link of requirements.
 - Https://knowledge.autodesk.com/support/fusion-360/learn-explore/caas/sfdcarticles/System-requirements-for-Autodesk-Fusion-360.html
- 4. Once you have account and computer with system requirments, you can go to webite page and go to section on the page that reads "Register for a personal license". Here is a link to website. Https://knowledge.autodesk.com/support/fusion-360/learn-explore/caas/sfdcarticles/sfdcarticles/ How-to-activate-start-up-or-educational-licensing-for-Fusion-360.html
- 5. Now you should be already to start the course. You can look over the course on this link and go first module (Getting Started) to down load resources. Here is link to the course.

Https://www.autodesk.com/certification/learn/course/learn-fusion-360-in-90-minutes/module/3BgwIkCmvfRAUoMkqCa5Up

Any questions please contact Mike Newman by email "solarlmike@yahoo.com"