

Autodesk Inventor Workshop Tutorial

Hosted By: Team 1403 Cougar Robotics

Beginner Packet



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TROUBLESHOOTING & HELPFUL HINTS

Some common problems you may run into while using this program:

Drawing Lines that are too long, or wanting to trim lines that are too long

Option 1: Click on the segment of the line, or the line you want to delete, then press the **Delete** key

Option 2: You can use the **Trim** tool.

You want to **Undo** something you just did:

Control-Z or undo button

While creating a sketch: If you want to go back and edit a sketch, accidentally have exited the sketch you were working on, you can right-click on the sketch's name in the **2 nXZj** toolbar on the left side of your screen and select "**XZ @ ZVa**". If the sketch hasn't been "used" for something like an extrusion or revolution, you can click on any part of the sketch and select the "**XZ @ ZVa**" option from the Mini-Toolbar.

Shortcut keys. Throughout the course of this tutorial, I have included only a few of the many useful keystrokes that can increase the speed at which you use Inventor. Some others you may find helpful are listed here for your reference.

Sketching:

D Dimension

X Trim

L Line

Modeling:

E Extrude

C Constrain

H Hole

F Fillet

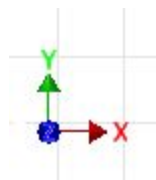
Assembling:

P Place component

R Revolve

Where am I looking?

When you are building a part, you will need to look at faces and edges that won't be visible in your current view. Using the **GZ, t / LZ** seen below, you can select any one of 26 different views by clicking on the cube's edges, corners, and faces. The house icon will return you to your home or "isometric" view.



The X-Y-Z
coordinate
axis
indicator

VIEWCUBE: used to change the view of the part you are working on.

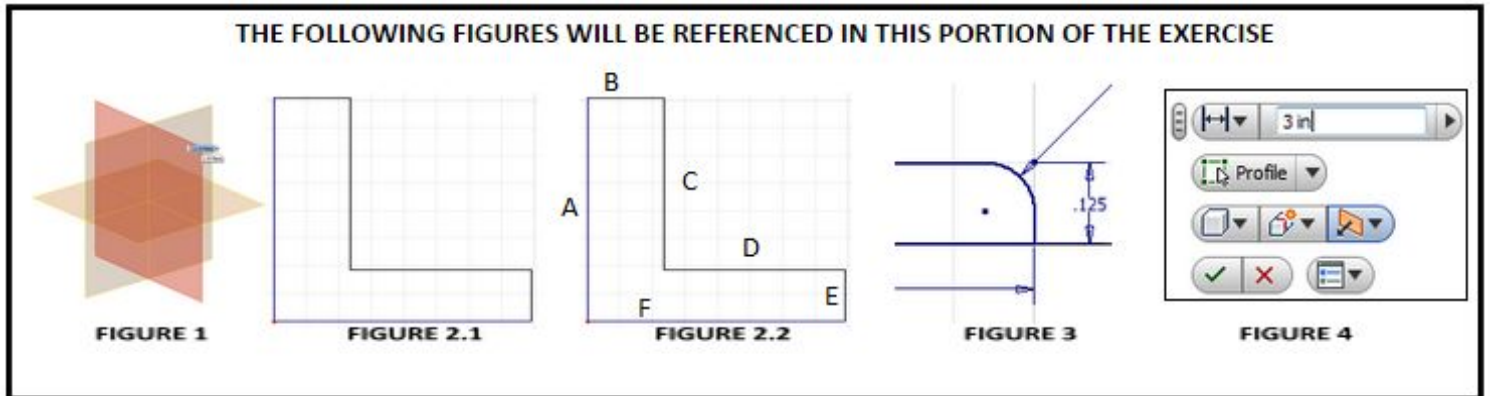
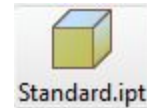
SHORTCUT KEYS:

F6: Will return you to the ISOMETRIC view.

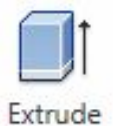
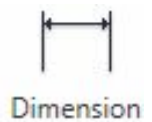
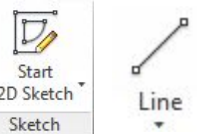
F4: You can freely rotate your model by pressing and holding F4, and then clicking and dragging in your work area.

SECTION 1: CREATING A PART

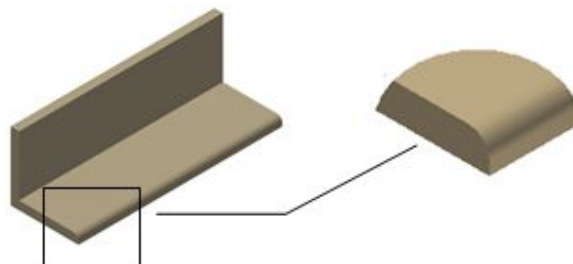
1. Double click on Autodesk Inventor Professional 2018 on your desktop.
2. Once Inventor has loaded, click on **3Z**, located in the top left corner of the screen.
3. In the **3Z**, **'bZ** window that opens, double click on **@MxMx**. You have now started a new part.



4. To begin, you must first create a new sketch. Click on **@MxMx** in the top left corner. Select the **JJ** highlighted in dark orange in **FIGURE 1**. Notice that the toolbar on the top has now switched to the **@ZVa** Toolbar.
5. In the Sketch toolbar, click on the **1bZ** tool.
6. To use the line tool, click once where you want the line to begin, and then click again where you want it to end. Notice that after ending the first line, the line tool will start the next line at the endpoint of the first line. To start a line at the origin, move your cursor over to the yellow point in the middle of your workspace. You will notice the origin turn a bright green color when you are over it. At this point, you can click once to select it. Now, using the line tool and starting at the origin, make the shape shown in **FIGURE 2.1** above.
7. In the Sketch toolbar, click on the **Ztk Zi ynl** tool. Move the pointer over a line to highlight it, and then click the line to create a dimension. Move your cursor away from the line you selected, and then click again to place the dimension. A new box will open and allow you to edit the new dimension. Type the new dimension in the box and click on the green checkmark to create it. Dimension the shape as shown in **FIGURE 2.2** above, where **A=1"**, **B, E=0.125"**, **C, D=0.875"**. and **F=1"**. When you are done dimensioning, click on the green check mark in the sketch toolbar, or right click and select **50**.
8. Now click on the **'bjZ{** tool at the top of your screen. The **Uz 'bjZ{** menu will appear. Set the radius of your fillet to be **0.075"**. Click on the lines labeled **"D"** and **"E"** in **FIGURE 2.2** above. Your sketch should now look like **FIGURE 3**. Right click & select **"Ok"**.
9. Exit the sketch by right-clicking, and selecting **'b ba Uz @ZVa**. The **@ZVa** toolbar changes to the **Uz '2 nXZj** toolbar
10. Click on the **."fX XZ** tool located at the top of the **Uz '2 nXZj** toolbar. Because you only have one sketch present in this part file, Inventor automatically selects the profile you have just created as the one that will be extruded. Change the distance to **3"** as shown in **FIGURE 4**. Click the green check mark, or right click and select **50**.

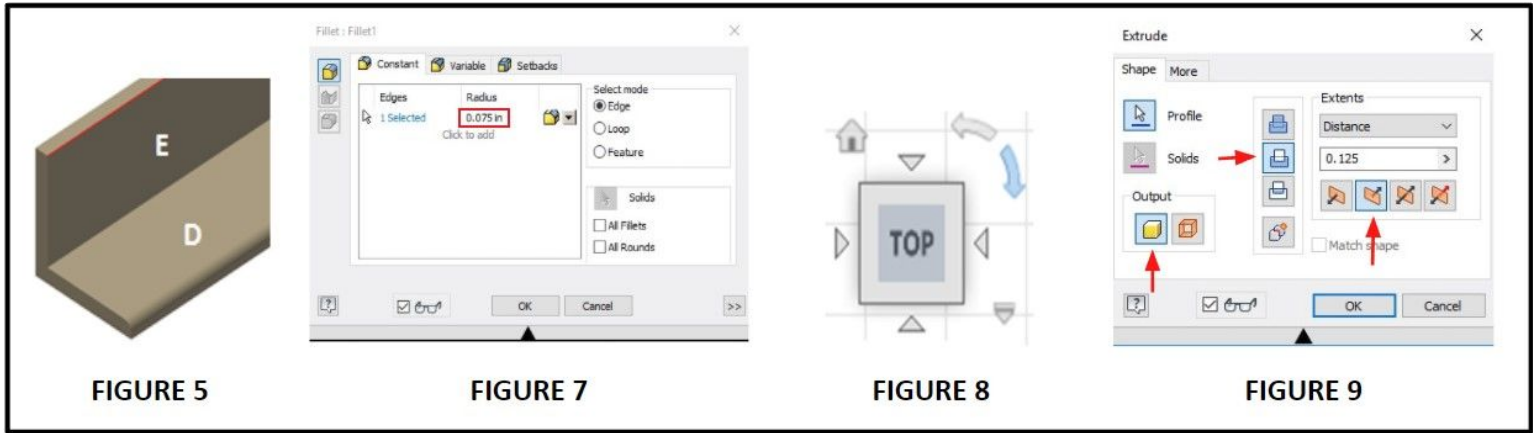


11. Your part should now look like **THIS**



NOTE: Only the bottom edge of the part should be rounded as seen in this detail view

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Autodesk Inventor 2018 Workshop taught by FRC Team 1403 Design Team**



- The next step will be to create two holes on sides E and D, so that we can attach this part to others in a later assembly.
12. You can also add a fillet once a sketch has been extruded. Select the **Fillet** tool from the **Model** toolbar. Click on the edge indicated in **RED** in **FIGURE 5** above. (A red line is drawn along the top edge of the plate in the original image.)

In the Fillet Menu shown in **FIGURE 7** above, dimension the fillet to be 0.075".

Click OK add the new fillet.

13. Now Right-Click on the face labeled "D" in **FIGURE 5**, and select **View**.

Using the **View** tool, orient the part so that the rounded edge of face D is facing downward, and you are looking straight down at face D as displayed in **FIGURE 6** (on the next page) by clicking on the arrow highlighted in blue in **FIGURE 8** above.

Using the **Sketch** tool, draw two circles anywhere on the part, as seen in **FIGURE 6**.

Click **Sketch** and select the center of the left circle and edge (A). Edit that dimension to be 0.75" and repeat it with the right circle and edge (B). Then click on the center of one of the circles and bottom edge (C) and edit the dimension to be 0.5" and repeat that process for the other circle. Dimension the circles to have a diameter of 0.25".

Exit the Sketch

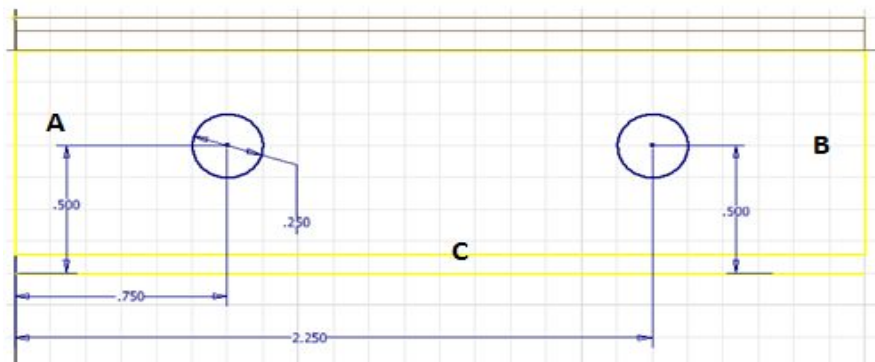


FIGURE 6

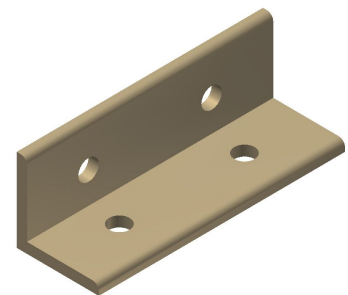
14. Click on the **Extrude** tool, and click inside both circles to select them.

Select the **Match shape** option as seen in **FIGURE 9** above. These options are highlighted in BLUE as being selected.

Click the green check mark to cut the holes.

15. Repeat steps 13 through 14, but now use the side labeled as "E" in **FIGURE 5**

16. Your part should look like **THIS**



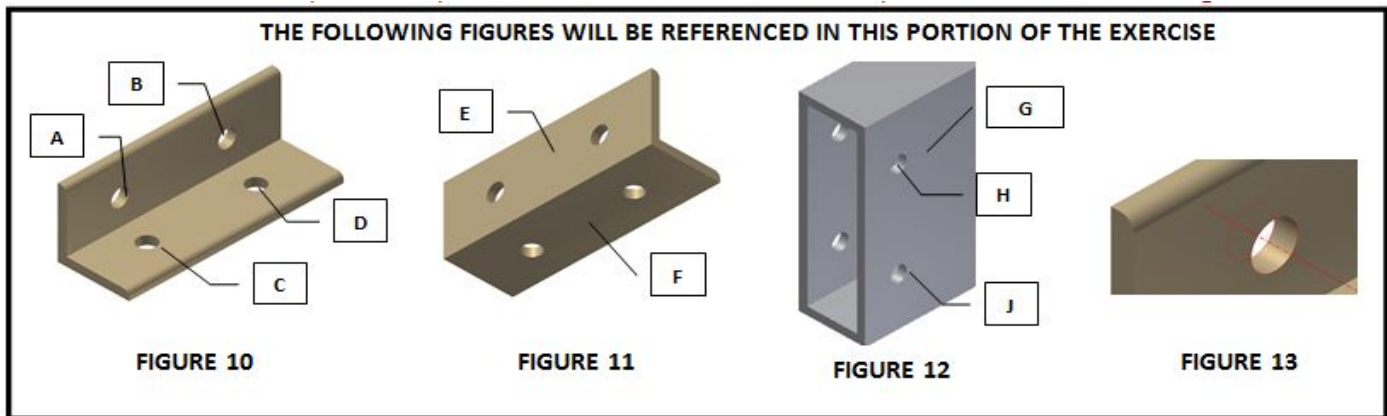
Click on The Inventor icon in the top left corner of the screen (where you would normally find the "File" menu in most other programs), click on **File**, and save this as "PART 1"

Create a folder on the desktop called Tutorial Part Files and save the part there.

You will need to access the parts again.

SECTION 2: CREATING AN ASSEMBLY

*There is a folder on your desktop home screen labeled **"TUTORIAL PART FILES"** that you will need to access during this section*



- Go to **Home > Environment > Work Environment > Work Environment** or alternatively if you were to click on the **3D** button, you would select **Work Environment**.
- Click on **Place**, and then navigate to the **TUTORIAL PART FILES** folder on the desktop. Double click on the part labeled **A**. Click once to insert it into the document. Repeat this for **B** and **C**. Double clicking to select the part, and once in the document to place it.



- Once you are done placing the above components, press the **Esc** key to exit the **Place** tool.
- Click on the **Mate** tool. This is the tool that will be used to mate or to create a relationship between components. This will allow for the parts to be bound together so they don't move or only move within certain parameters of each other.



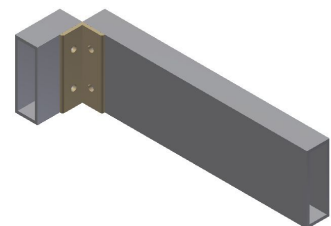
*During this step, you will need to rotate your view so that you can select the different faces necessary to mate the components together. To rotate your view, you can either press and hold **Ctrl** and click and drag with your mouse, OR by using the viewcube.*

STEP 1 – Joining “Part1” (FIGURES 10 & 11) and “Part2” (FIGURE 12)

- To make a concentric mate between two holes, move your cursor over the first hole so that it is highlighted with a dashed line running through the center as shown in **FIGURE 13** above, and then click once to select the first hole, and repeat for the second hole.
- Make a concentric mate to join Hole **A** in **FIGURE 10** with hole **H** in **FIGURE 12**. Click **OK** in the **Mate** window, or hit the **Enter** key to apply the mate.
- Make a concentric mate between hole **B** in **FIGURE 10** and hole **J** in **FIGURE 12**. Apply the mate to complete it.
- To mate part faces together, click once on the first face, and then click once on the second face. Mate face **E** in **FIGURE 11** and face **G** in **FIGURE 12**. Apply the mate to complete it.

STEP 2 – Joining “Part1” and “Part2”

- This is done using the same methods used in **STEP 1**.
- Your final assembly should look like **THIS**. Save this as **"FRAME ASSEMBLY"**.



SECTION 4: DOWNLOADING PARTS FROM THE INTERNET

CWWQF GUMEQO 'r tqxkf gu'r ctv' hrgu' hqt 'j g' HTE 'Mk'qh' Rctu'lp' gkj gt 'j g' pcvkxg' kpxgpvt' hqto cv'qt 'j g' UVGR' hqto cv' Dgrny 'ctg' lpustwv' kpu'qp' j qy 'v' f' qy pncf 'cpf' 'o cng' 'cxckrdrg' 'j g' 4236 'Mk'qh' Rctu'Vj g' uco g' uvr u' ecp' 'dg' hqmy gf 'hqt' 'j g' 423: 'Mk'qh' Rctu'qpeg' k' dgeqo gu' 'cxckrdrg' 0

35A" @EZMlyZ {aby_ bZ by' fZxt jM' ZSk' by' MZM' t Xn,, I jnMZX' MIX' Z. {xM' ZX' _nx' tn} ' aAaZ' Z. {xM' ZX' _nj' XZxby' Wj' ZX' ' *?@A' UUY' O5 < 'U' Ua' UUY' MIX' by' jnM' ZX' b {aZ' ABA5? * 1 < ' ?A' *1" @ -> z 5H 315° z @ _nj' XZx' aAaZ' _njn,, b ` y' (Zuy' MZ' b y' x' V' tnl ynl ' an,, {n' Xn,, I jnM' {aZ' Oq' n_ < M' y' bZ' b {aZ' _} | xZ' a

1. Open **Internet Explorer**, and go to [a{fu@u,, ,, 'M' {nXZy 'v' h' k pZX' V' tnl p' h' k uz' {t' tnl y' M' X' z' fZ' I {y' p' by' {p' z' v' h' k k Z' I XZ' y' n_ {, M' Z' .](#)
2. Scroll down to the **Additional Resources** section and locate the 2014 Kit of Parts.
You can download the Kit of Parts in the Inventor or .STEP formats.
The downloaded .ZIP file will have to be extracted to a specific location before the files can be used in Inventor.
3. To extract the downloaded .ZIP file, right-click on the folder labeled **FRC_KOP_2014** and select ". {xM' An' j' ABA5? * 1 < ' ?A' *1" @ z 5H 315° z @ A 3Z. { 3Z. { and then ' b bya. Now the parts are accessible in Inventor.

QRVIQP CN' DQUVQPI GCTEQO 'ku'c' wughw' l' u' k' g' hqt' ur' wt' l' d' g' x' g' n' j' g' r' e' c' n' b' k' g' t' l' (' y' q' t' o' ' i' g' e' t' u' . " e' q' w' r' k' p' i' u' . " c' p' f' ' d' w' u' j' k' p' i' u' 0' Dgrny 'ctg' lpustwv' kpu'qp' j qy 'v' f' qy pncf 'cpf' 'o cng' 'cxckrdrg' 'j g' hrgu' hqt' qo 'j' k' u' k' u' g' <

1. Open **Internet Explorer**, and go to [a{fu@u,, ,, 'u' y' n' l ` ZM' v' h' k p' .](#)
2. Click on [Eny' @ZVU' P](#)
3. Once you are registered, you can select a product category from the list on the left hand side of the screen.

Ex: I want to find a spur gear. So I would click on [5uZl](#) ([ZM' b](#) ` in the list on the left hand side of the screen (a new sub-list appears). I then click on the + sign next to [@u' | x' \(ZM' y](#), and then click on [@u' | x' \(ZM' y](#). I then click on [<nx' | V' @jZV' nx](#) to bring me to a list of all the gears the company stocks.

([5uZl](#) ([ZM' b](#) ` @ @u' | x' ([ZM' y](#) @ @u' | x' ([ZM' y](#) @ @ <nx' | V' @jZV' nx)

4. To download a part file
Click on the **BLUE** part number for the gear you want
Select a format to download the part file in, I would suggest **STEP (.step)**, and save the file with the rest of your parts.
Extract the part file as you did when downloading the Autodesk Kit of Parts.
5. In Autodesk Inventor, click on ' [bZ](#) [5uZl](#) (Folder where all your files are saved)
Change the ' [bZyn_ Atuz](#) menu to ' [jj' bZy' A' A' A](#)
Double click on the file you downloaded.
Save the file so that it becomes a .ipt file that you can access and modify using Inventor, by going to ' [bZ](#) [@M' Z' M' y](#), and saving the file to your folder.

SECTION 5: DRAWINGS

BASIC STANDARDS

ž xMj b`yMzMI ZyyZI {bJtuMk`n_{aZž Zybl`AZMk`yVhl {xbl} {bnl y{n{aZ U| bX'uxnVZyy^Už 1 ° ž 2 nXZjyVMI UZ | yZX{n VxZMZ`
XxMj b`y, abla MZ | yZX_nxVxZM(b` {aZ uatybJtuMk`a*{ bytk unxMI{ {n aMz XxMj b` yy{MIXMxy{n MfntXVhl _| ybnl` MIX`
b Vhl yb{ZI Vt^a

RECOMMENDED UNIVERSAL STANDARDS:

Every drawing is made to fit a standardized size for printing.

Drawings should always use a unique template which has a proper title block. Teams should have customized templates that showcase their team logo and FRC involvement.

The Template Title Block should include areas for:

Part name	Should follow team's naming standards/part catalogue
Drawing author	Allows build team to have a person to consult with questions about the part
Date of drawing creation	Helps prevent use of outdated drawings
Scale of drawing	Important to maintain accuracy of drawings
Revision number	Helps prevent use of outdated drawings and allows for comparison of different part iterations as it is modified

FRC TEAM 1403 DRAWING STANDARDS:

A standard drawing is 11" x 17" with a landscape orientation.

Always use the specific FRC Cougar Robotics Drawing Template. The template includes both the Team 1403 Cougar Robotics logo and the FRC logo in the title block.

It is customary to use a minimum of 3 views of the part, 2 of them being 2D views for measurements and 1 being a 3D projected view to give a sense of what the part looks like.

More than 3 views can be used to properly define a part

Annotations must be consistent

Dimensions must be accurate to 3 decimal places. See reference **A** in **FIGURE 39** on the next page.

Centers of holes must be marked and the dimensions should start from there (reference **B**).

Always dimension the measurements from the same corner to make the part easier to create/cut (reference **C**).

If multiple holes in a part share the same diameter, make sure to put in the "TYP" note next to the dimension (reference **D**).

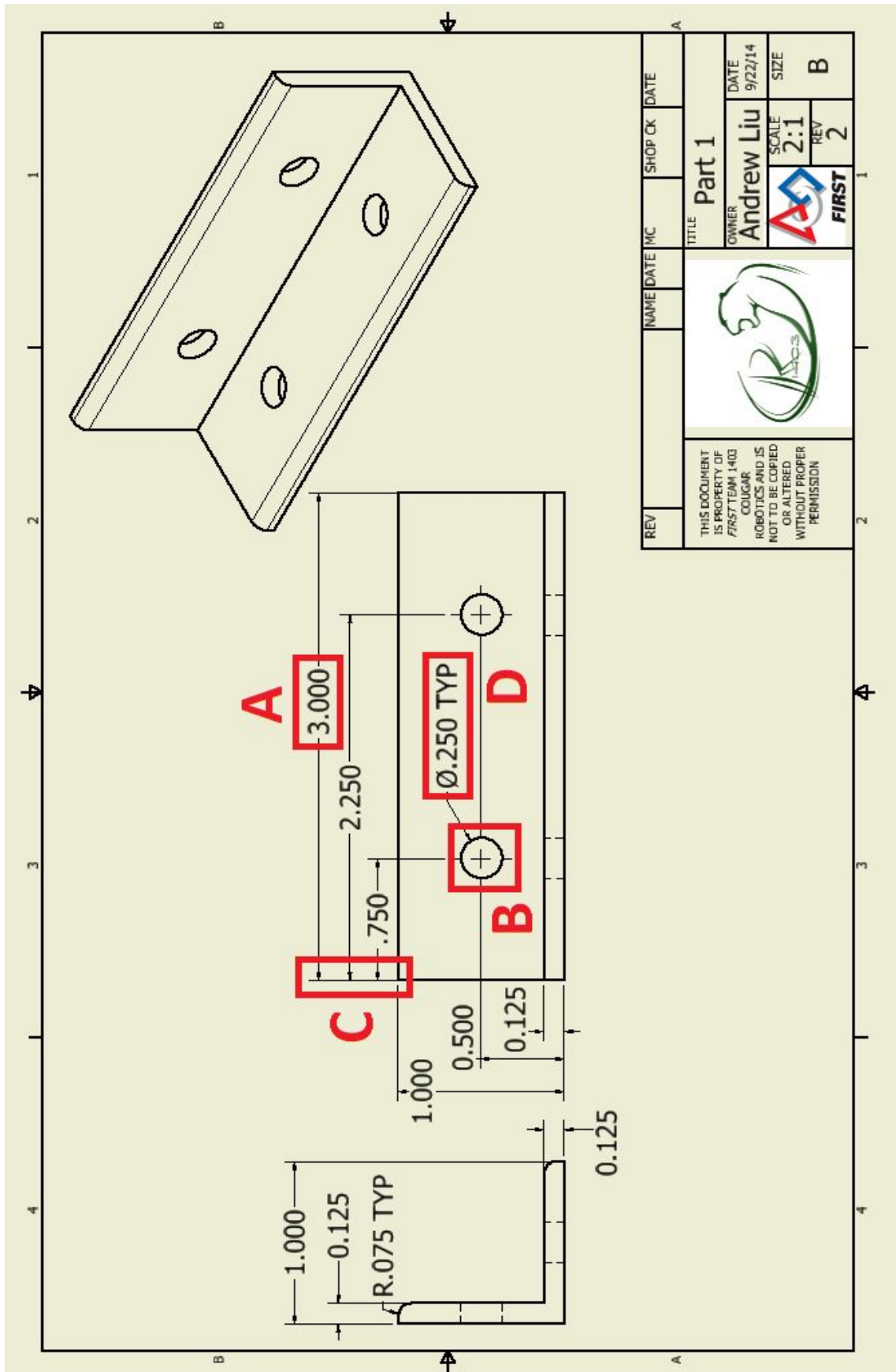
A revision note should be added after the drawing is initially made, then changed for the amount of times the drawing has been changed or modified no matter how small or large the modification

Always follow the part-naming system to make it easier to catalogue and organize the parts.

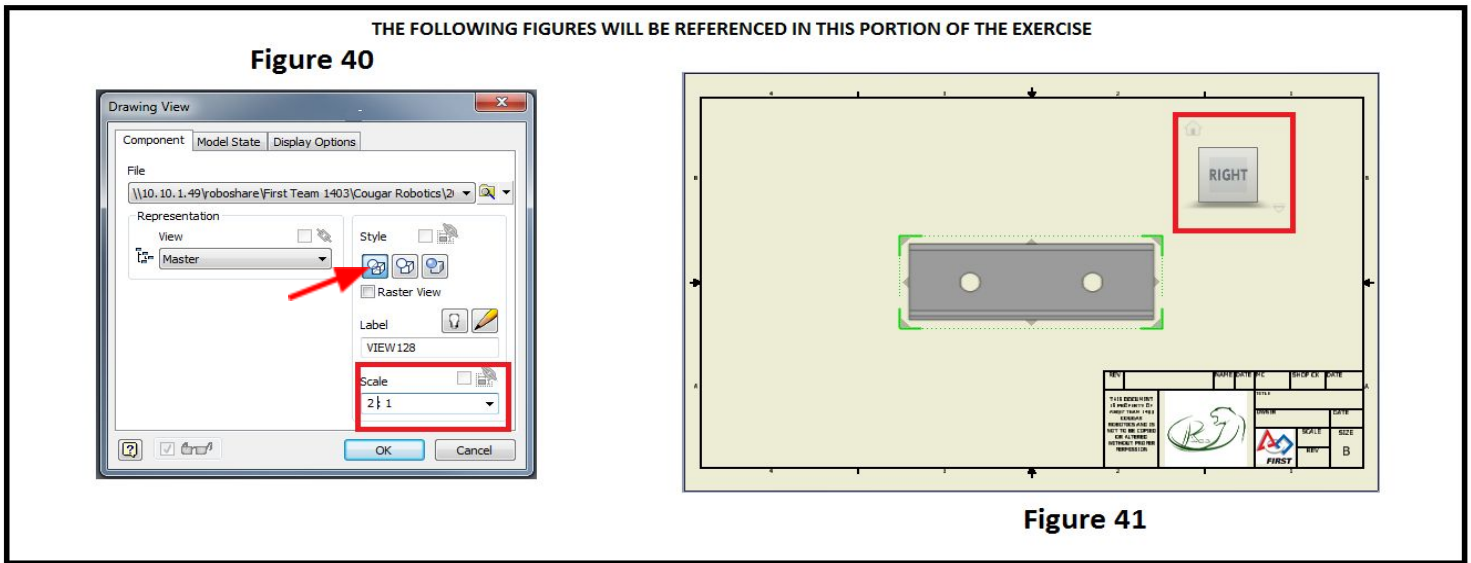
Format should be: @| xZLGI Xnx@ UMyZk UjH nXZ^<MAtuzI nXZ.R?Zfybnl Q[Descriptive Part Name]
(e.g.) 1403.DT.11.R2 [2 x 1 x 24 in. Drive Train Block]





Figure 39 on the following page shows an example of a standard Team 1403 drawing

FIGURE 39



CREATING A DRAWING:




1. Open the  file located in the **TUTORIAL PART FILES** folder on the desktop and, before continuing,  [TeamNumberDrawingWKSHP] (e.g. Team1403DrawingWKSHP).
****DO NOT CLICK SAVE****
2. Click on  in the upper left corner. Then, click on the button to the right of the file directory and open **PART 1** (saved wherever you saved it during Section 1).
Note: If a part is open in another tab, it will automatically be selected.
3. The part will appear in the center of the screen in the front view. Adjust it so that it is in the **Top** view. In the bottom right of the window, you can adjust the scale to change the size of the drawing. Set the scale to 2 : 1. Your window should look like **FIGURE 40**.
4. Click on  in the upper left corner.



Base





Moving the mouse around the view will allow you to change the angle from which the part is viewed.

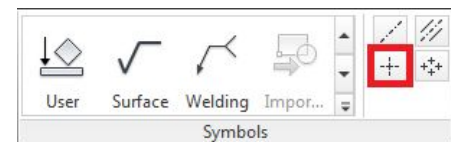
5. Create at least 3 views (use **FIGURE 39** as a reference), then right click and select OK.
6. Click on the  tool to begin annotating.

With this tool, you can annotate various measurements and dimensions the same way you would dimension a sketch.

Annotate the drawing to match **FIGURE 39**.

(Note: when annotating circles, select the outer rim so that a green dot  appear)

7. Use the  tool in the **Symbols** section of the toolbar (highlighted in red below) to indicate the centers of the holes. Mark the two holes in the center view just like in **FIGURE 39**.
8. When dimensioning the circles, make sure to add "TYP" to indicate when holes in the part share the same dimensions
9. Make sure to annotate any fillets as well (add "TYP" to indicate fillets with the same dimensions)
10. You now have enough dimensions annotated to recreate the part.



Your drawing should look similar to **FIGURE 39**.

[35A" © MIZ j xZ {n k MIZ ZI n} ` a MII n{Ml nI yjn {aM} yn k ZUhXt VNI xZvZMZ {aZ uNk / yb ` {aZ Xtk ZI ybnI yE](#)

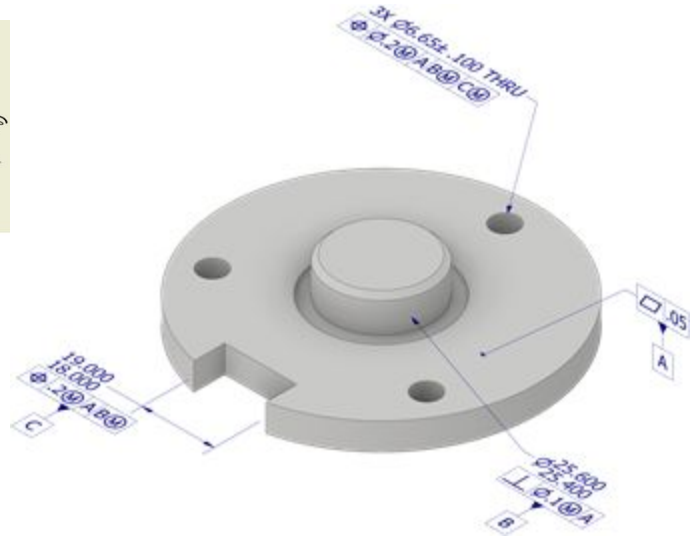
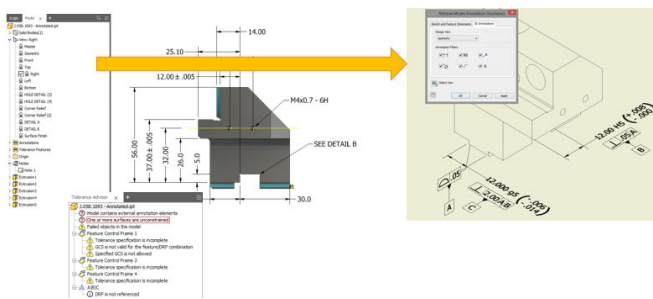
Congratulations!!! You have completed the Beginner packet. If you are up for the challenge then you can now move on to the Advanced Section of the Autodesk inventor Tutorial.

WHAT'S NEW IN AUTODESK INVENTOR 2018

Model-Based Definition (MBD)

Model-Based Definition (MBD), is a powerful new set of tools for adding annotations, GD&T, and other manufacturing information directly to a 3D part. The integrated Tolerance Advisor checks the health of your tolerance scheme and lists potential problems, errors, and other information in the Tolerance Advisor browser.

Once your 3D model has MBD and 3D Annotations applied you can recover in your 2D drawing, export in a 3D PDF or STEP AP242.



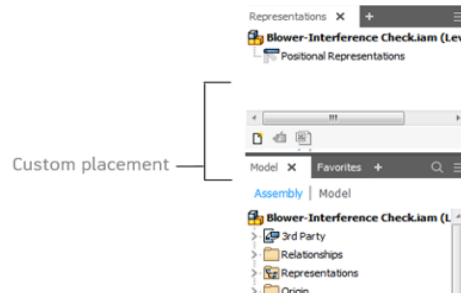
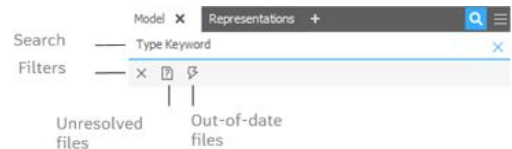
Browser Tools

Save time with the exciting new browser tools.

Find things quickly and easily in the current active document with the new browser search.

In an assembly file, use the filter tools to narrow your search (not available in Inventor LT).

Move and dock each tab to your preferred way of working. The following image is an example of side-by-side docking.

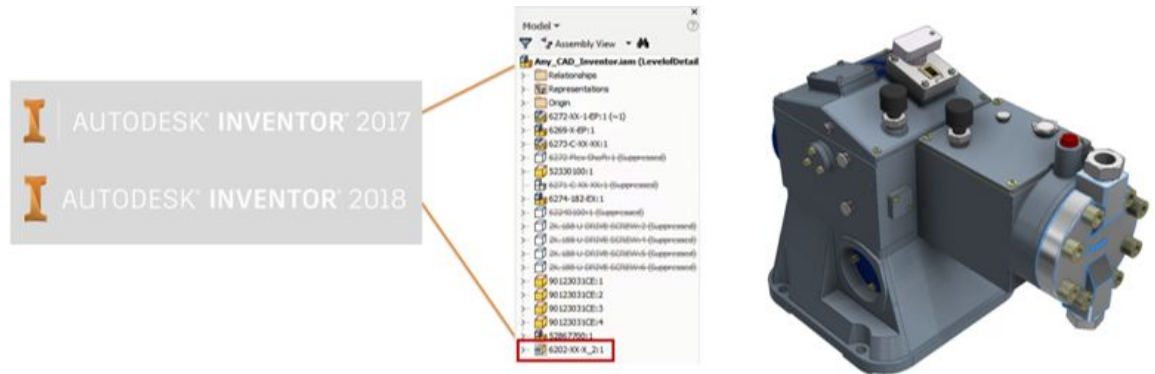


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5 bn7 5 8 . :

With Inventor 2017.4, AnyCAD has been expanded to allow you to leverage Inventor 2018 files in your Inventor 2017 designs.

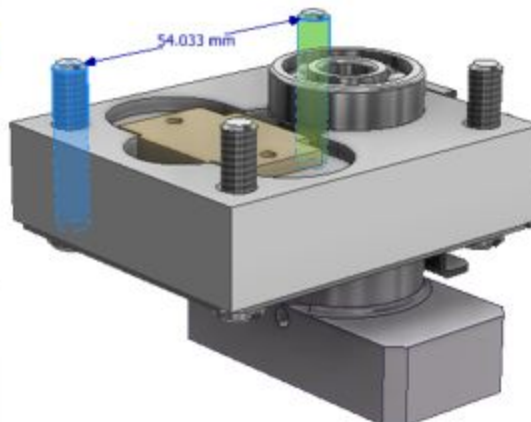
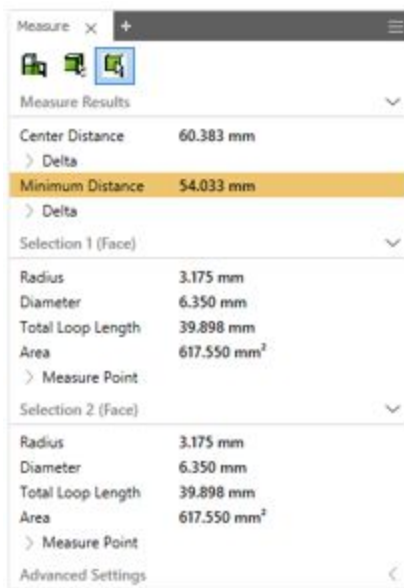
This means you can now work with others who are on versions of Inventor that are earlier or later than the version you are working in. To help you identify the version of an Inventor file, the Open dialog now displays Inventor version a file was last saved in.



BYk 'UbX'a dfcj YX'A Yugi fY'K cf_Zck g'UbX'; fUd\ JWg'

The Inventor measure tools and workflows have been greatly simplified and improved to enhance productivity. You can now:

- Use a single measure command!
- Perform all measure workflows from the new measure tool panel.
- Display rich information for each selection with a single click.
- Easily measure angles and identify measure selections in the graphics window.
- Easily identify measure selections in the graphics window.
- Additional productivity enhancements.



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8K; 'I bXYf`Um`

New DWG Underlay features make working with DWGs faster.

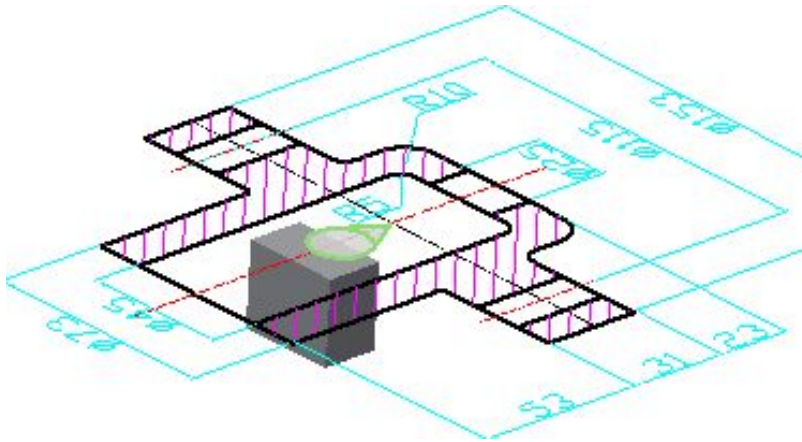
Import your DWG file directly into an assembly using the Place Components command. Select multiple DWG Files when creating more than one underlay.

Open an AutoCAD DWG file directly from the right-click context menu in your part or assembly model browser node in Inventor.

Automatically project certain types of DWG geometry when you enable the new Application Options > Sketch > Autoproject edges during curve creation option.

If the selected DWG Underlay geometry is within the XY, YZ, or XZ plane, the resulting joint is created on the same plane as the sketch in the same way a joint is created between 2D Inventor geometry.

Create a joint on the same plane as the sketch in the same way a joint is created between 2D Inventor geometry: If the selected DWG Underlay geometry is within the XY, YZ, or XZ plane, the resulting joint is created on the same plane as the sketch.

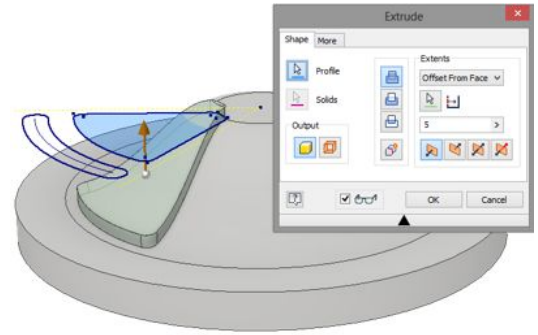


2018 FIRST Kickoff Event at Montgomery High School hosted by Team 1403 Cougar Robotics Autodesk Inventor 2018 Workshop taught by FRC Team 1403 Design Team

DUfh7 fYUjcb.

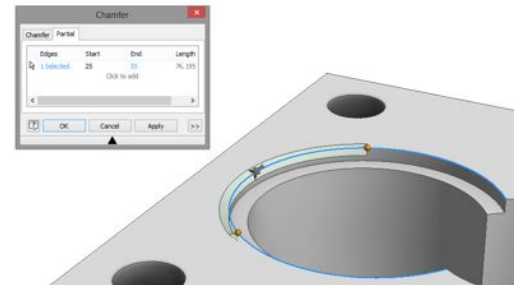
Extrude:

Use the new Distance from Face option in the Extrude dialog box to start an extrusion from a face or workplane with a distance. Because Distance from Face creates one central entry point for modifying the geometry, no additional steps to make sketches or workplanes are needed.



Chamfer:

You can now create a chamfer that does not require an entire edge. A new tab, Partial, is added to the Chamfer dialog box to support the creation of partial chamfers.



Hole:

You can now create a symmetric hole type that extrudes in two directions. The Flip Termination button is replaced with Direction1 and Direction 2 buttons. The Symmetric distance is only available for the Drilled - Simple Hole - Through All hole type.

You can now specify zero (0) as a value for bore depth on Spotface holes. As a result, you can now place a spotface hole on the termination face of a body.

Use the new option, Extend Start, on the Hole dialog box to extend the start face of a hole to the first place where there is no intersection with the target body. The purpose of Extend Start is to remove a fragment resulting from the creation of the hole.

