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EDTECH 503

Introduction to Autodesk Inventor User Interface

Instructor Guide

Materials:

LCD Projector
Student Manual
Instruction CD

Time:

30-40 minutes (more time may be necessary for users not familiar with Autodesk products.)

Procedure:

Introduction

- Hand out student manual and presentation notes
- Have students open Inventor on computers and wait to see that everyone has the same opening splash screen.

User Interface

- Explain what the different areas of the user interface are used for and have students record the areas in the student manual. The answers have been provided in red.
- Demonstrate features of program user interface
- Demonstrate how to create project folders to save files to
- Have students create project folders

2D Sketching

Instructor Guide

Materials:

LCD Projector
Student Manual
Instruction CD

Time:

50-60 minutes for instruction on sketching tools. 60-90 minutes time to work on sketches on computers.

Procedure:

- Demonstrate each of the sketch tools for students on overhead and corresponding slideshow.
- Have students create each sketch after demonstration
- Have students draw each example from the practice sheet using the sketch tools available.

3D modeling

Instructor Guide

Materials:

LCD Projector
Student Manual
Instruction CD

Time:

30 minutes of instruction on modeling tools. 1-2 hours time on computers to complete models.

Procedure:

- Describe to students the concept of extruding sketches outward into 3D.
- Discuss with students the importance of additive and subtractive modeling.
- Demonstrate each of the modeling tools available in the modeling area on the overhead and the corresponding slideshow.
- After demonstrating each tool, have students create the feature shown.
- Students will create models from the practice sheet using the different features covered in this lesson

Assessment

Instructor Guide

Objective:

Students will be able to effectively communicate the process of creating a 3D model to a classmate.

Materials:

Computer with Autodesk Inventor installed
Student Manual

Procedure:

- Students will create nine of the eleven objects located in the student manual using Autodesk Inventor
- Students will create a step by step set of instructions on how to create one of the objects selected by the instructor.
- Students will swap instructions and follow the received instructions to verify that the instructions were written properly.