AutoDesk Inventor 2015 Professional Tutorial Check-off sheet Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Watch the videos and complete the corresponding Tutorial Activities. Demonstrate the completed training activity to Mr Smith to have it signed off.

1. Sketch Tutorial 1
	1. Step 1: Change to mm and tangent constraint \_\_\_\_\_\_\_\_\_\_\_
	2. Step 2: Trim/ Extend and modify geometry \_\_\_\_\_\_\_\_\_\_\_
	3. Step 3: Apply dimensions and constraints (Parallelogram 25, 22, 125) \_\_\_\_\_\_\_\_\_\_\_
	4. Step 4: Create Sketch Geometry (Lines/Geo/Name) \_\_\_\_\_\_\_\_\_\_\_
	5. Step 5: Modify and format geometry \_\_\_\_\_\_\_\_\_\_\_
	6. Step 6: The relax mode () \_\_\_\_\_\_\_\_\_\_\_
	7. Step 7: Exercise \_\_\_\_\_\_\_\_\_\_\_
2. Sketch Tutorial 2
	1. Step 1: Plan your Sketch \_\_\_\_\_\_\_\_\_\_\_
	2. Step 2: Sketch on planer faces \_\_\_\_\_\_\_\_\_\_\_
	3. Step 3: Sketch on a work plane \_\_\_\_\_\_\_\_\_\_\_
	4. Step 4: Convert the sketch to features \_\_\_\_\_\_\_\_\_\_\_
	5. Step 5: Master sketch concept \_\_\_\_\_\_\_\_\_\_\_
	6. Step 6: Convert blocks to 3D solids \_\_\_\_\_\_\_\_\_\_\_
	7. Step 7: Use sketch to shape a geometry \_\_\_\_\_\_\_\_\_\_\_
	8. Step 8: Summary and Challenge Exercise (Train engine) \_\_\_\_\_\_\_\_\_\_\_
3. Sketch Tutorial 3
	1. Step 1: Create the first sketch shape: **Base** \_\_\_\_\_\_\_\_\_\_\_
	2. Step 2: Use sketches to create 3D features: **Extrude and base point** \_\_\_\_\_\_\_\_\_\_\_
	3. Step 3: Create and pattern a hole**: 4 Countersunk holes** \_\_\_\_\_\_\_\_\_\_\_
	4. Step 4: Create a new sketch on a work plane: **Sketch plane Arc** \_\_\_\_\_\_\_\_\_\_\_
	5. Step 5: Extrude and revolve features: (**Larryboy)** \_\_\_\_\_\_\_\_\_\_\_
	6. Step 6: Create the internal cut: **Slot** \_\_\_\_\_\_\_\_\_\_\_
	7. Step 7: Create a hole feature from Sketch**: Holes in half-circle** \_\_\_\_\_\_\_\_\_\_\_
	8. Step 8: Summary and Challenge Exercise: **Threaded hole**  \_\_\_\_\_\_\_\_\_\_\_
4. Castle Project
	1. Applying the ideas learned by completing the above activities create a Castle!
		1. Towers
		2. Moats
		3. Doors
		4. Windows
		5. ….