

Autodesk Fusions 360 Introduction Sculpting with T-Splines Surfaces

The Autodesk Fusion 360 Introduction to Sculpting with T-Spline Surfaces focuses on surface modeling and how to effectively use the SCULPT workspace. Through a hands-on, practice-intensive curriculum, you will learn the key skills and knowledge required to create organic, highly shaped, and visually appealing models.

Duration

2 days

Prerequisites

No prior knowledge of any 3D modeling or CAD software is required. However, students do need to be experienced with the Windows operating system and a background in drafting of 3D parts is recommended

Topics Covered

- Introduction to Autodesk Fusion 360
- Modeling Techniques in Autodesk Fusion 360
 - Solid Modeling
 - Surface Modeling
 - Hybrid Modeling
- Getting Started
 - Understanding Workspaces
 - Understanding Projects
- The Autodesk Fusion 360 Interface
- Design Navigation & Selection
- Design Display
- Getting Started in the Sculpt Workspace
 - Design Units and Origin
 - Surface Quick Shapes
- Filling Openings in a T-Spline Surface
 - Creating a Face
 - Filling a Hole
- Working with a Canvas
- Sculpted Geometry
 - Editing Form Geometry
 - Deleting Entities
 - Working with Edges
 - Working with Faces
 - Working with Points
 - Controlling Symmetry
 - Thickening Geometry
- Sketching Tools
 - General Sketch Workflow
 - Sketch Entities
 - Dimensioning
 - Sketch Constraints
 - Construction Features
- Sculpted T-Spline Extrudes and Revolves
- Sculpted T-Spline Sweeps and Lofts
- Project Practices: Creating Sculpted Geometry