

## Autodesk Inventor Tube and Pipe

The Autodesk Inventor Tube and Pipe Design instructs students on the use of the Inventor Tube and Pipe environment. With specific tools to incorporate tube and pipe runs into digital prototypes, the Inventor Tube and Pipe environment provides rules-based routing tools that select the correct fittings and helps the pipe run to comply with your standards for segment length, round-off increments, and bend radius, that the student will learn to maximize.

## Objectives

Through a hands-on, practice-intensive curriculum, students acquire the knowledge needed to design routed elements, including tubing, piping, and flexible hose.

## Duration

2 days

## Prerequisites

- Students should have completed the Autodesk® Inventor Essentials Introduction to Solid Modeling learning guide, or have an equivalent understanding of the Autodesk Inventor user interface and working environments.
- Knowledge of part modeling, assembly modeling, and drawing view creation and annotation, is recommended.

## Topics Covered

- Introduction to Tube and Pipe
- Setup for Routes and Runs
- Placing Initial Fittings
- Routes and Runs
  - Creating Rigid Routes
  - Sketching Rigid Routes
  - Editing Rigid Routes
  - Working with Fittings in Rigid Routes
  - Flexible Hose Routes
  - Leveraging Routes and Runs
- Fittings and Components
  - Managing Libraries
  - Creating Library Content
  - Managing Library Content
  - Creating Tube and Pipe Styles
- Documenting Tube and Pipe Assemblies
  - Representing Tube and Pipe Designs
  - Documenting Routes and Runs
  - Exporting Tube and Pipe Design Data