Basic Mouse Control Diagram for Fusion 360

ROLL the roller to **ZOOM** in and out

HOLD DOWN the roller to **MOVE THE WORKPLANE** up and down and side to side.

RIGHT CLICKING the mouse brings up various function options as in the picture below —you will use this as you progress with Fusion 360..

LEFT CLICK the mouse to SELECT something, e.g. one of the CAD tools, the whole body of your CAD drawing or just one face of your drawing.

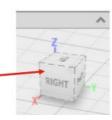**HOW TO ORBIT THE WORKPLANE** to rotate the screen to view your design from different angles. There are 2 methods:

1) HOLD DOWN the keyboard SHIFT key + at the same time, **HOLD DOWN the mouse ROLLER,** move the mouse around to rotate the screen.
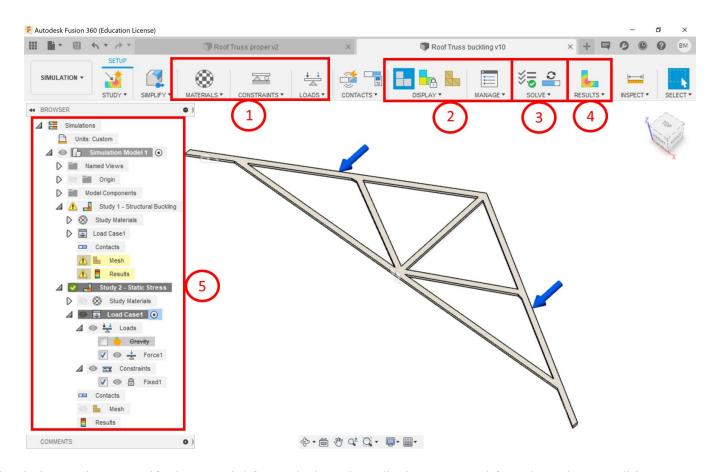
Or:

2) Move the mouse over the VIEW CUBE (top right of screen), **left click and HOLD DOWN the LEFT MOUSE button,** move the cube and you will see the screen rotate.

[Source:https://warwick.ac.uk/fac/sci/wmg/about/outreach/resources/fusion_tutorials/fusion_mouse_control.pdf]

Simulation module controls

1) Basic simulation settings: specify the material for analysis and set displacement and force boundary conditions
2) Mesh display and advanced mesh settings, including adaptive mesh refinement and local mesh refinement
3) Model pre-check, mesh generation, and solve the model
4) View results once they have been computed
5) Model tree: expand each item to view or edit all model details, including material, boundary conditions, and mesh. Items can be edited by left-clicking the pencil icon that appears when hovering over it, or right-clicking and selecting options from the resulting menu.