

HOW TO FIND MOMENT OF INERTIA OF A BODY IN FUSION 360



AUTODESK®
FUSION 360™

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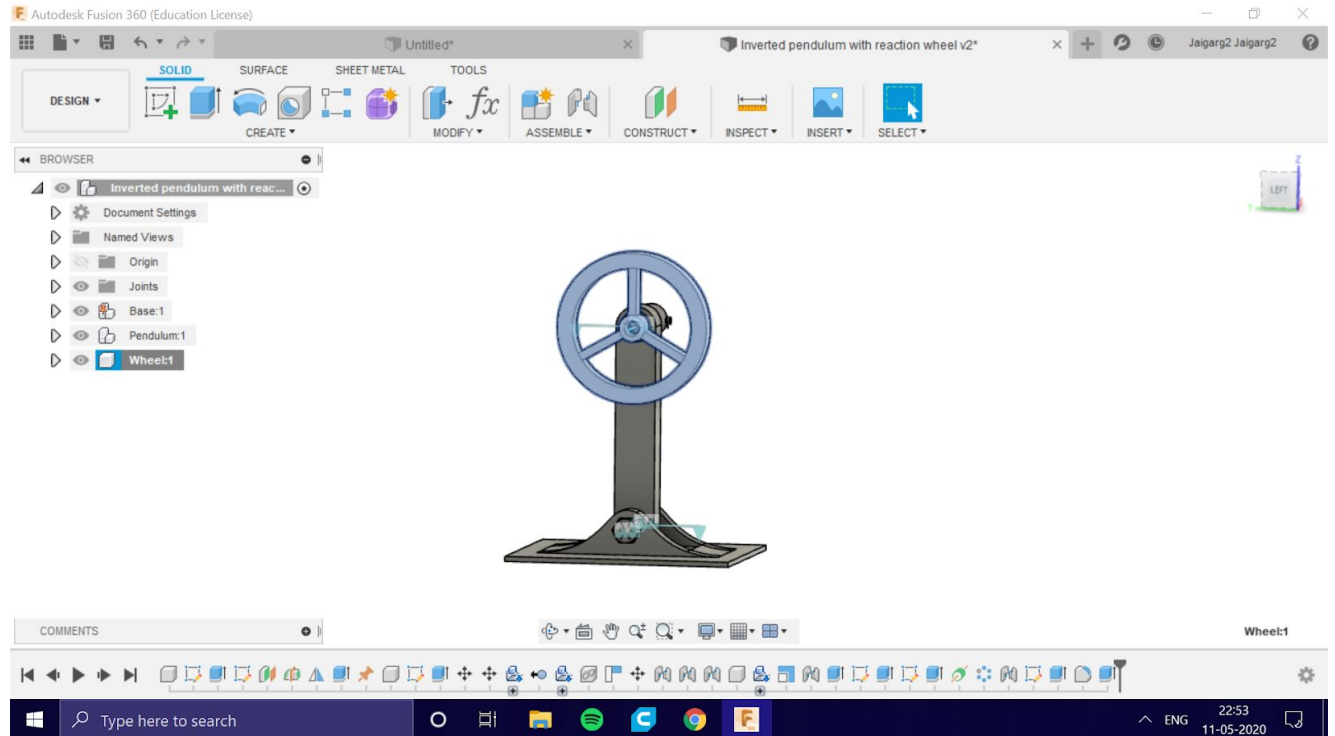
Project Id- 17, Team 1

INTRODUCTION

One of the most important task while modeling a robot or a project with rotating parts is to find the moment of inertia of the body along different axes and to simplify this task fusion 360 can calculate this for us if we have a 3D Model of our bot.

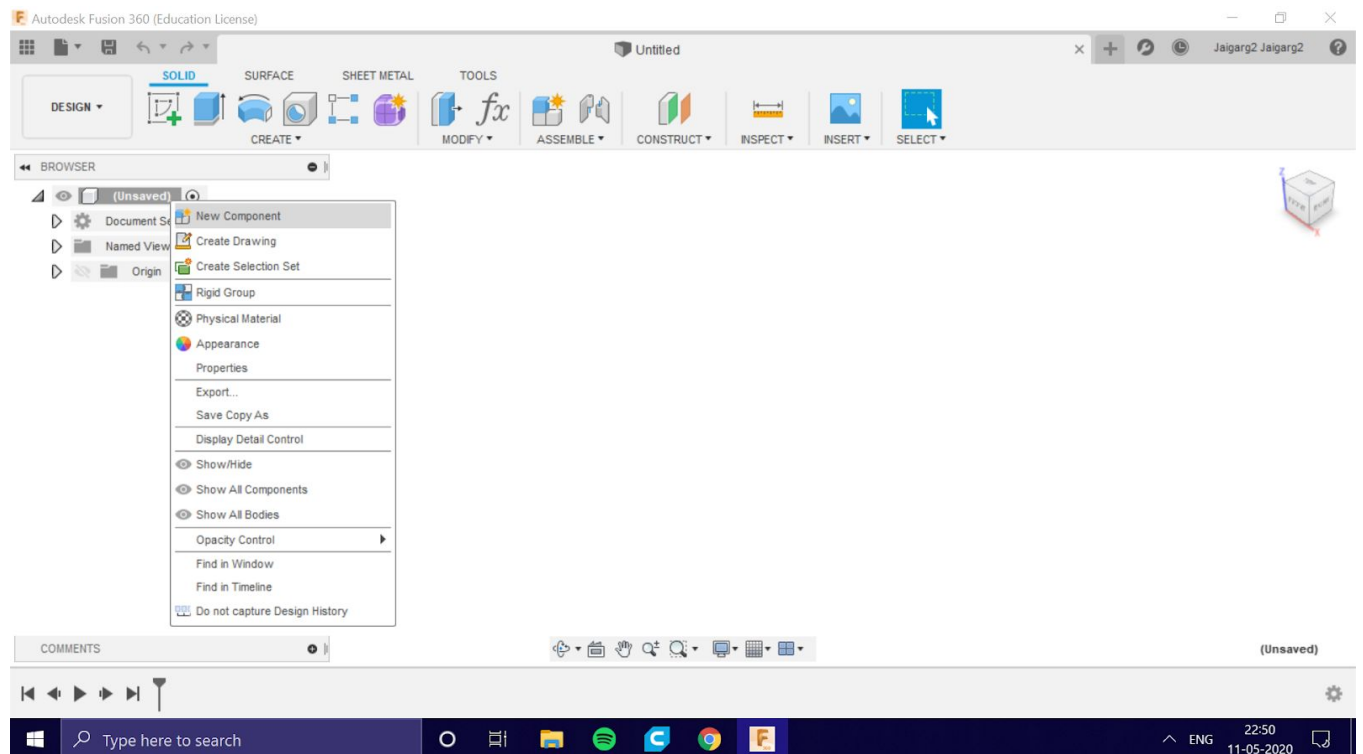
Step 1

Right-click on the component you want to find Inertia of.



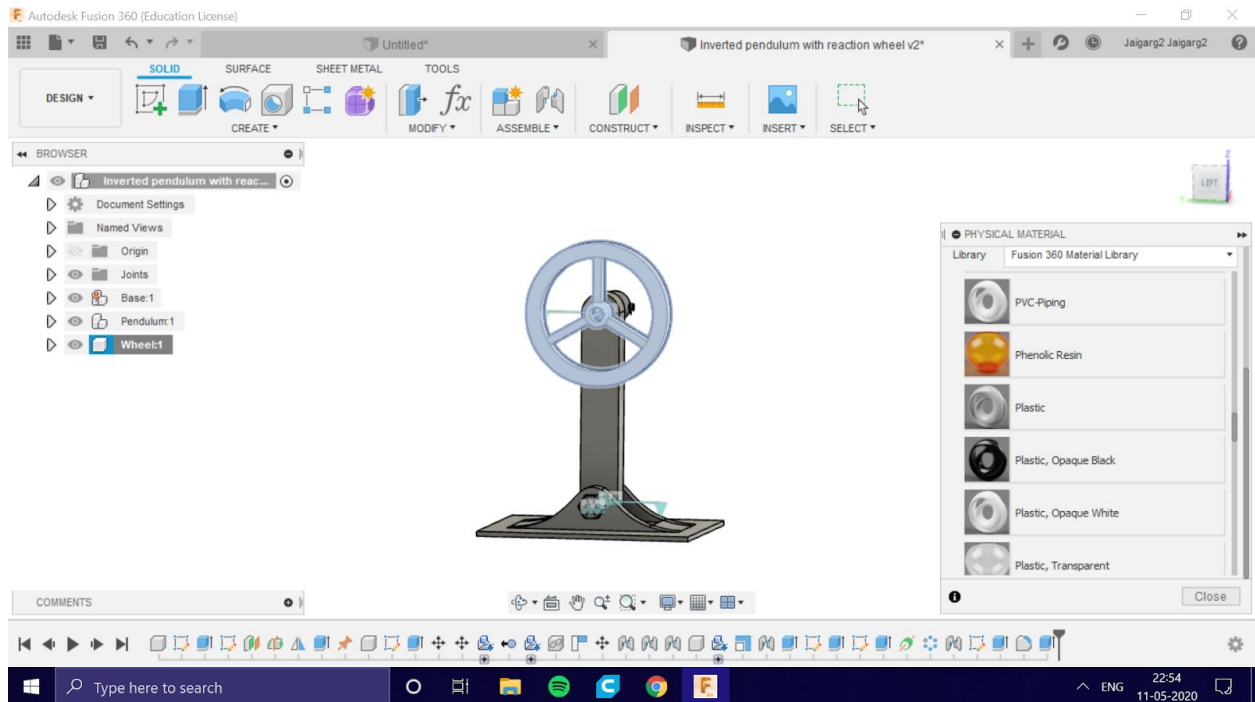
Step 2

Go to Physical Material.



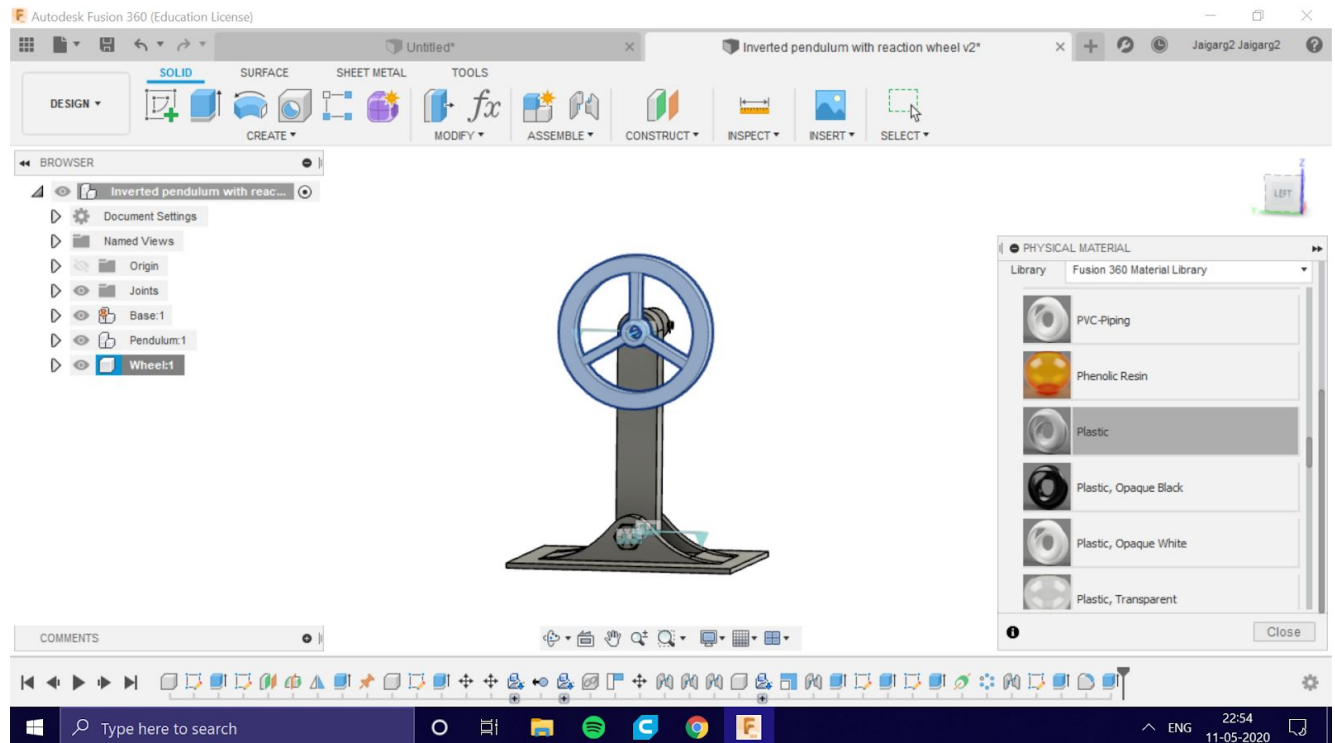
Step 3

Select the material you will be using while building the component physically from the fusion 360 material library.



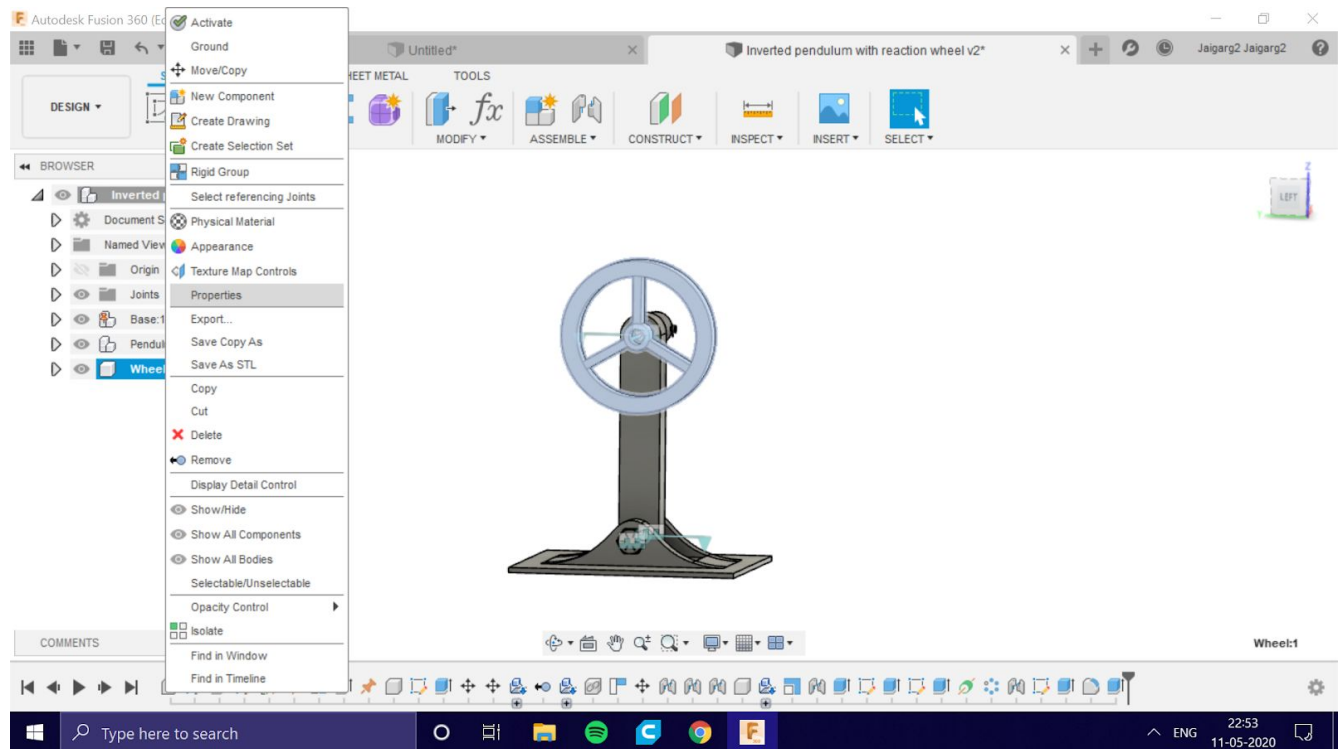
Step 4

After choosing the preferred material, drag and drop the material to your component.



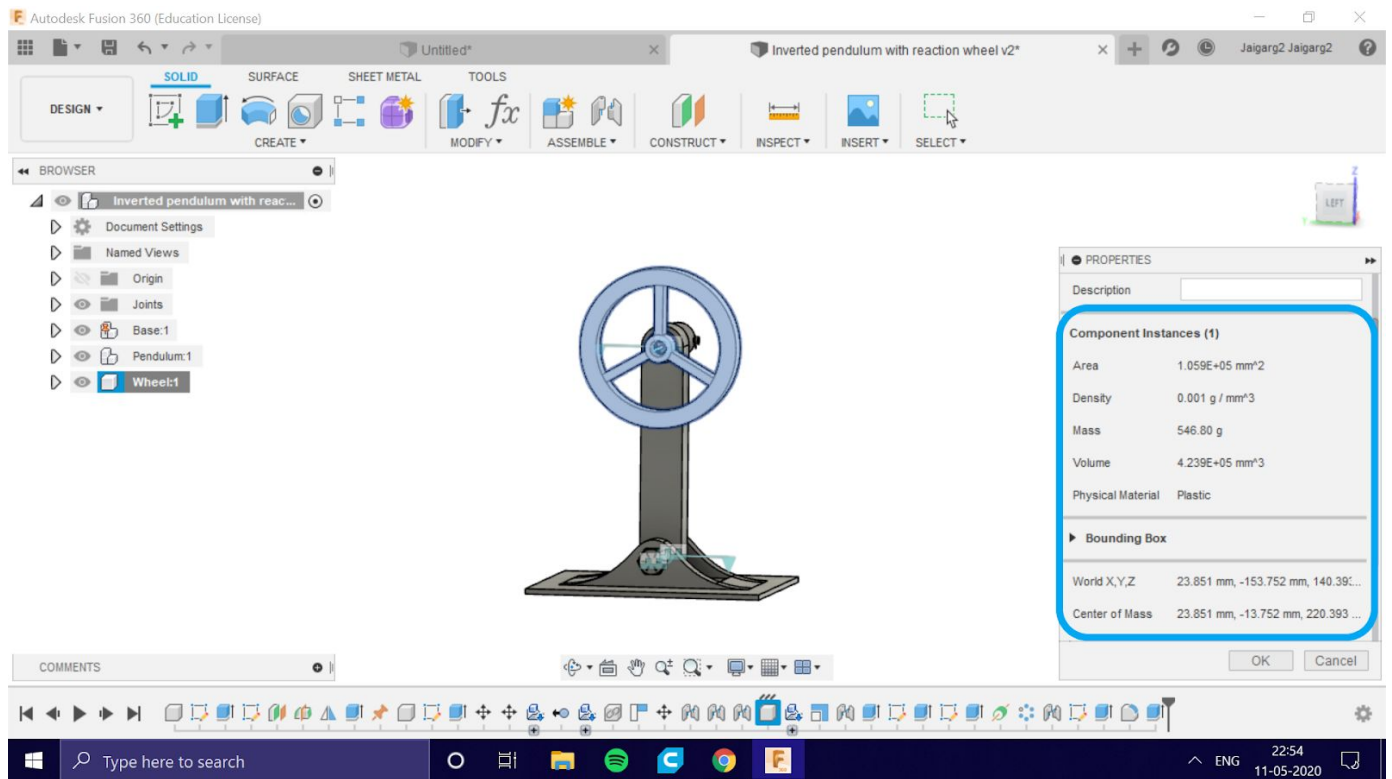
Step 5

After that right-click on the component again and then select properties.



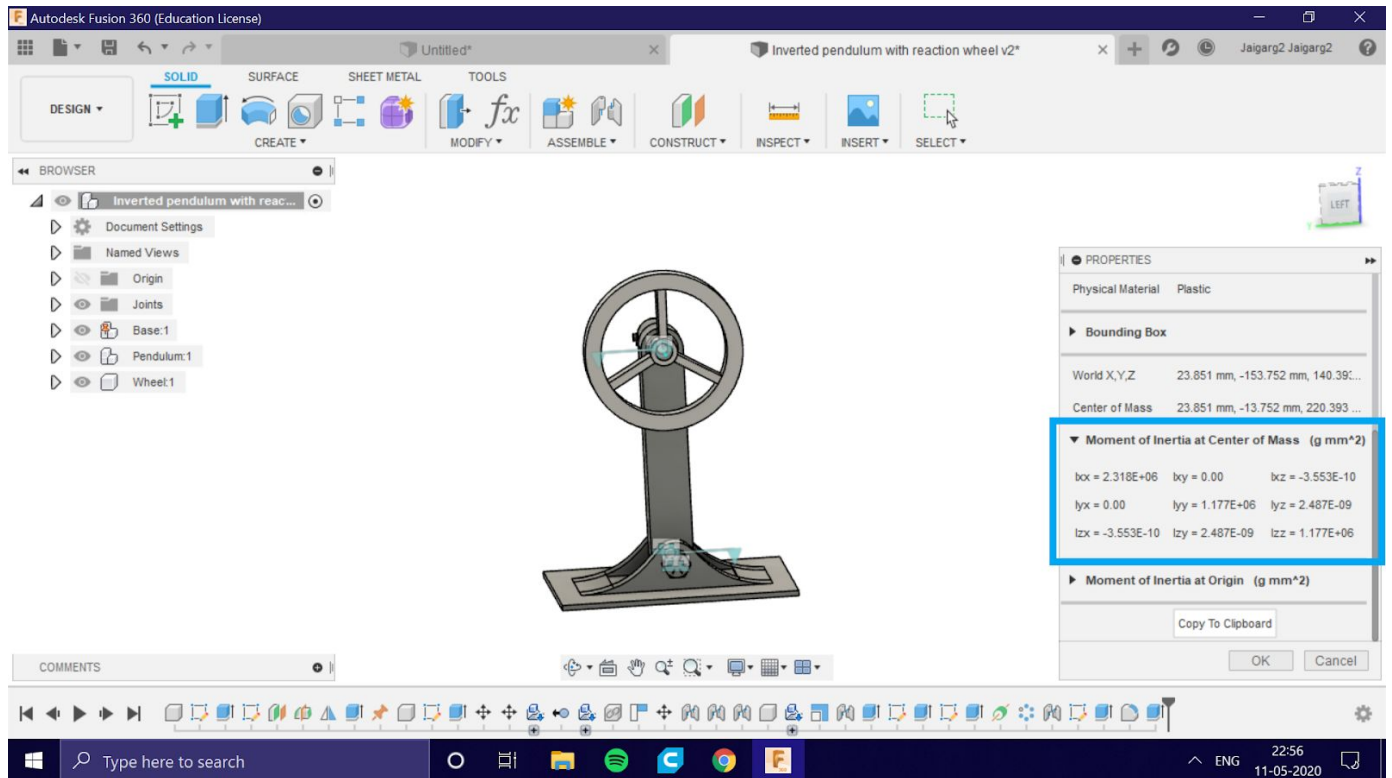
Step 6

You will see a new dialog box, where you can see the basic properties of the object like mass, volume, density, etc.



Step 7

Now Scroll Down and click on the moment of inertia at the center of mass.



Here you can see moment of inertia of the selected body along all axes.