

Autodesk Fusion Getting Started tutorial series

Video 8

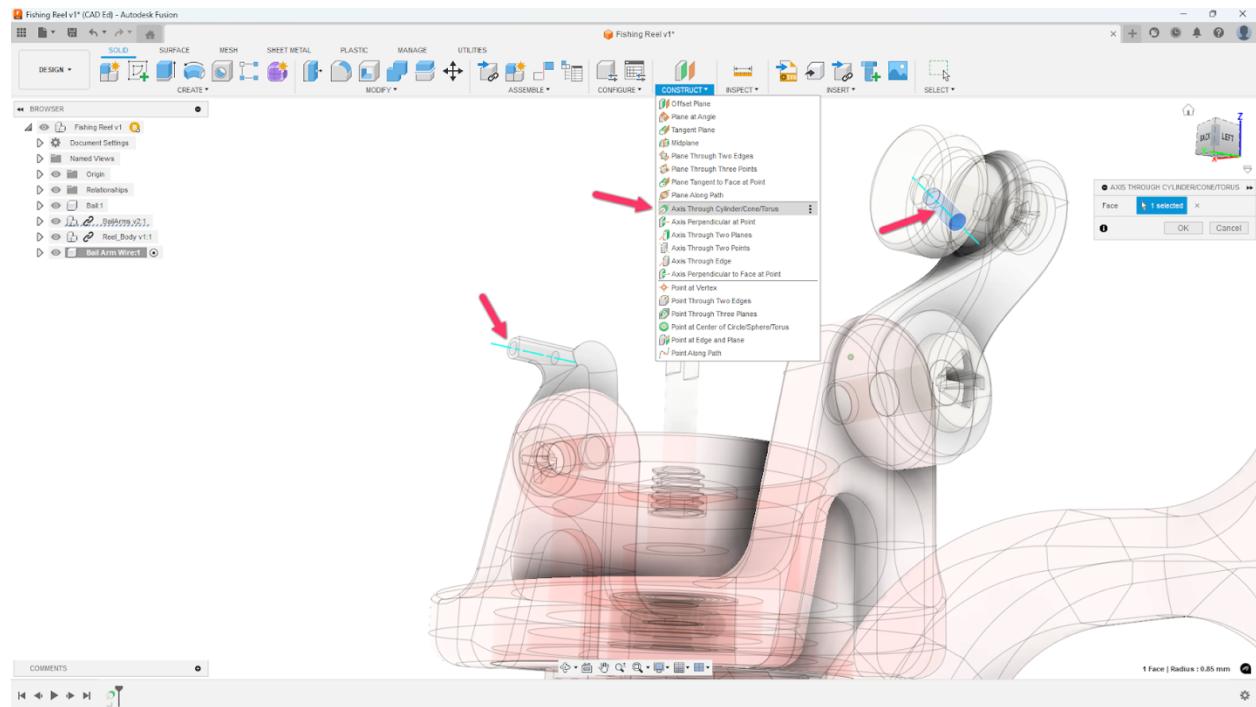


Exhibit 1

In this exhibit, we have used the Construct → Axis Through Cylinder command and selected the cylinder on the Bail Arm and the cylinder of the Line Roller.

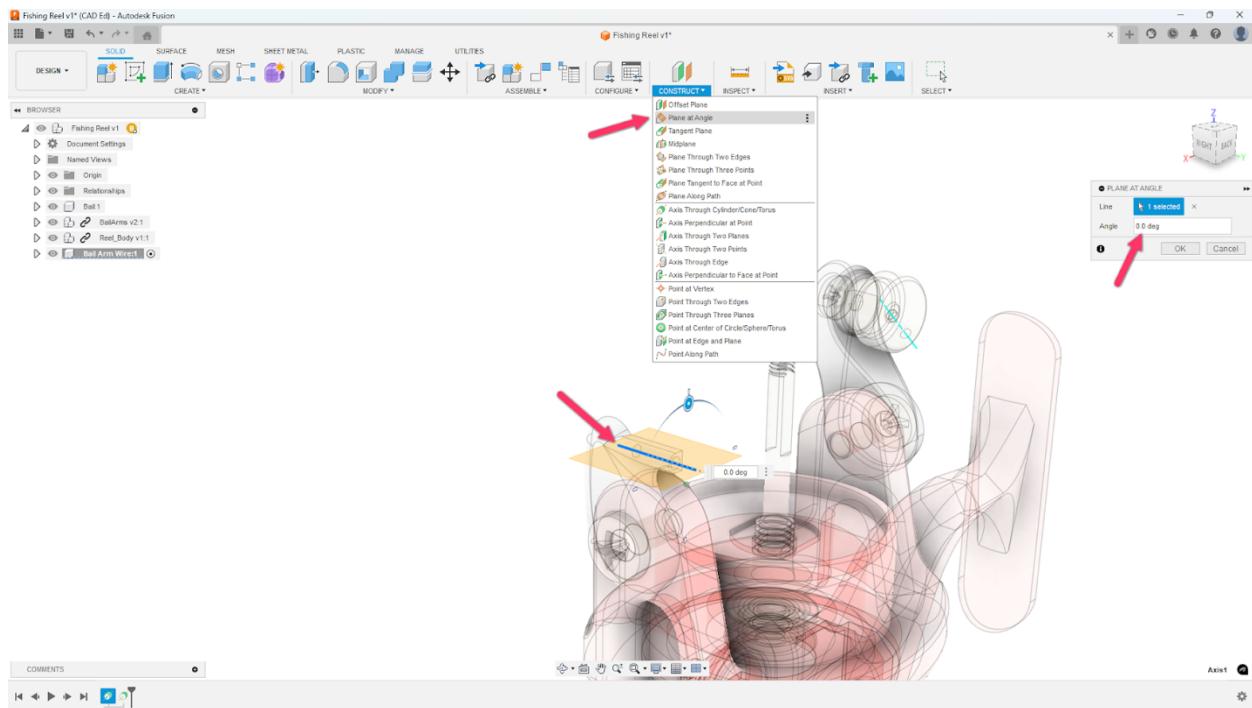


Exhibit 2

In this exhibit, we used the Construct → Plane At Angle command and selected the axis line through the cylinder of the BailArm. Leave the Angle set to 0 and press OK.

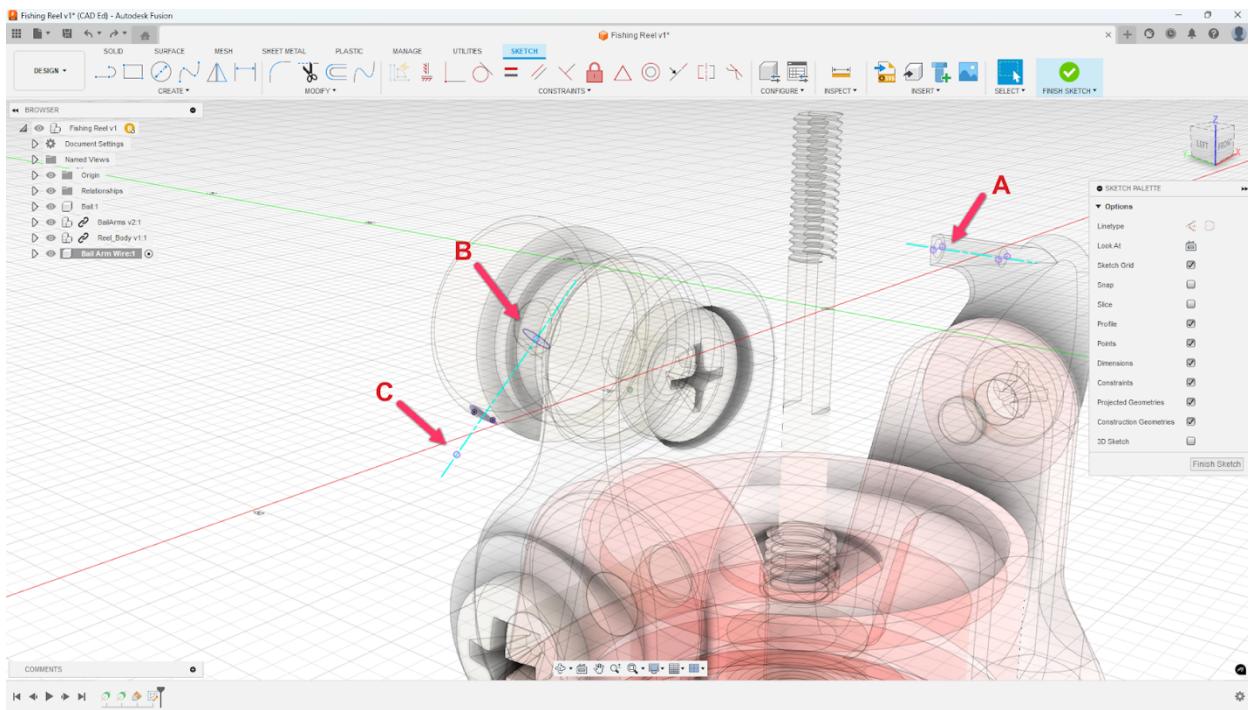


Exhibit 3

In this exhibit, use the Create → Project / Include → Project command to project the cylindrical face (A) of the BailArm onto the sketch. Then use the Create → Project / Include → Include 3D Geometry command to select the cylindrical face (B) of the Line Roller into 3D space. Lastly, use the Create → Project / Include → Intersect command to project the intersection of the axis line with the sketch plane to create an intersection point (C).

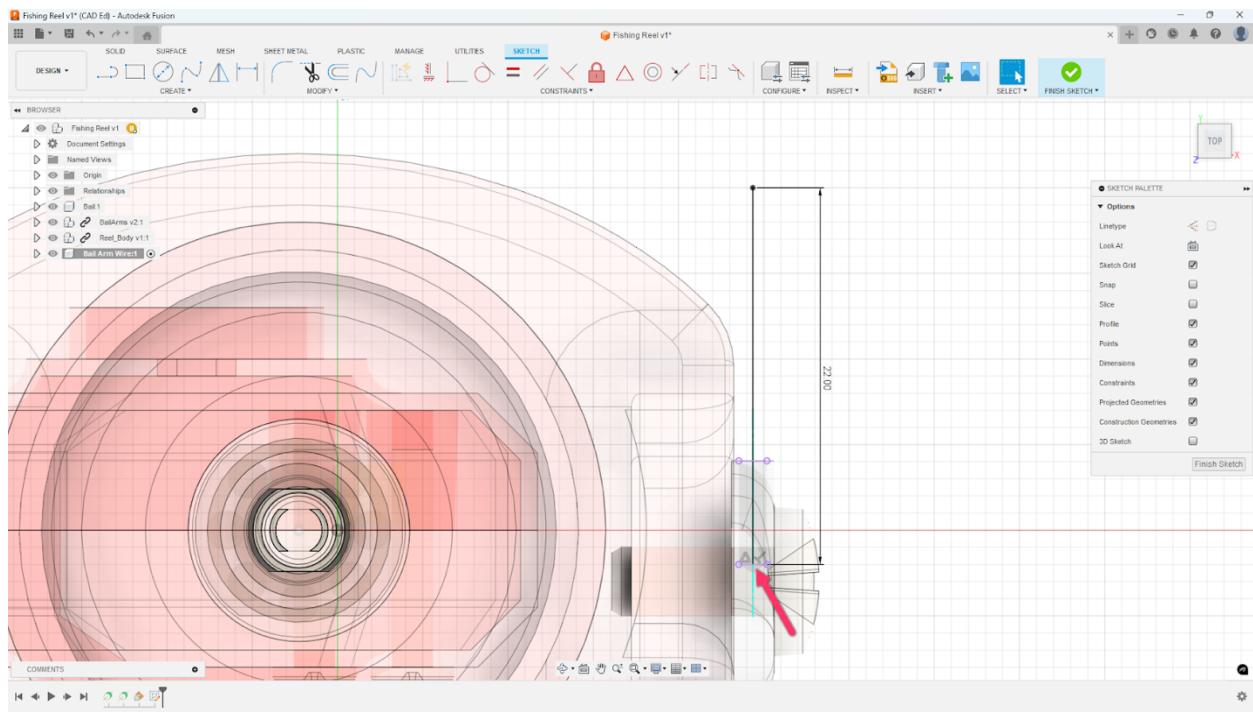


Exhibit 4

In this exhibit, draw a 22mm vertical line from the middle of the projected line that represents the back of the cylinder in the BailArm component.

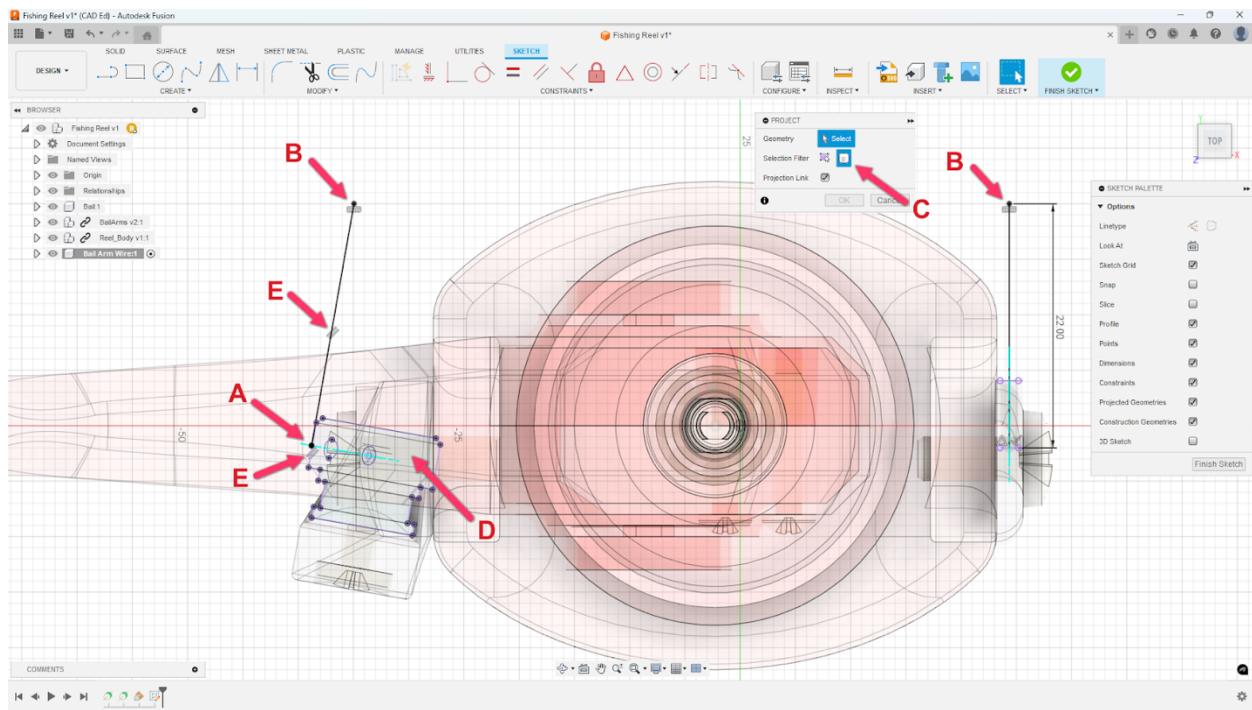


Exhibit 5

In this exhibit, we have created a line from the intersection point (A) up at a slight angle. Using the Horizontal Constraint, align the two endpoints (B) to be horizontally constrained with each other. Use the “P” shortcut key to bring up the Project command and change the Selection Filter in the dialog to Bodies (C) and select the Line Roller body (D) to project a silhouette of the body. Use the Parallel constraint to make the line parallel with the edge of the Line Roller (E).

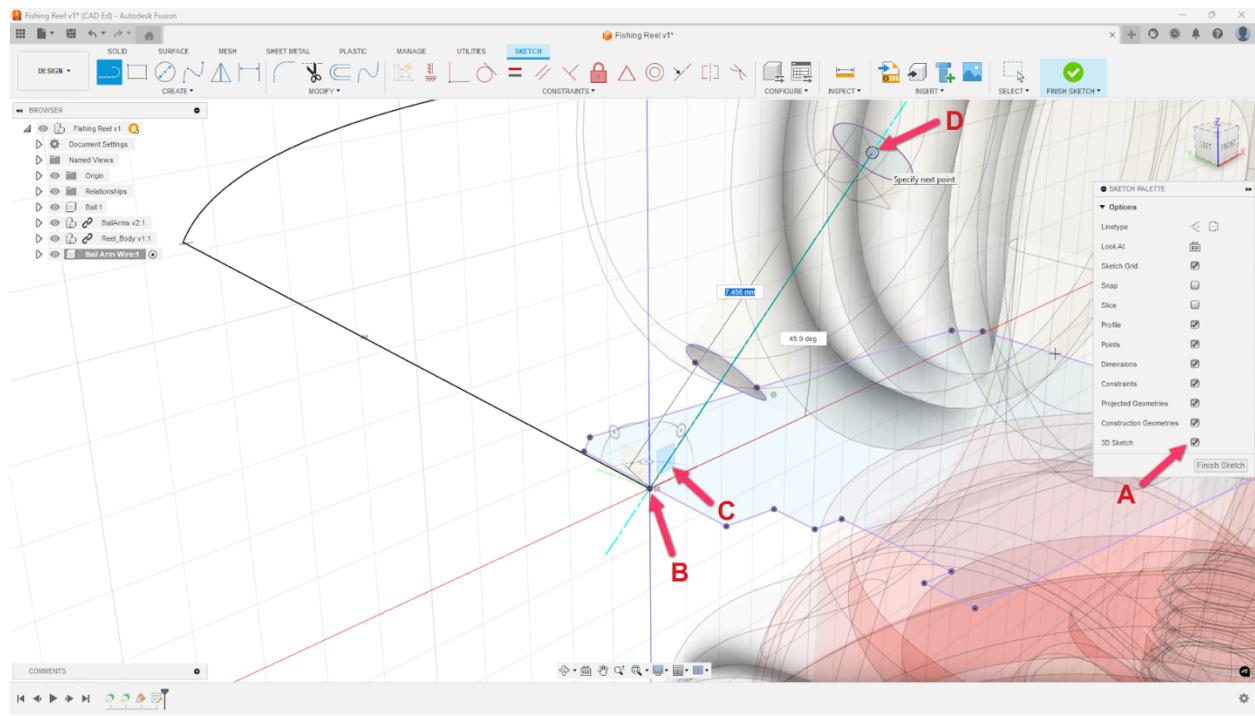


Exhibit 6

In this exhibit, we have selected 3D Sketch (A) from the Sketch Palette and then started sketching a line from point B. The 3D Sketch Triad appears at point B. Select the XZ Plane (C) and then move your cursor to point D and make sure the cursor changes to a circle, signifying it has snapped to that point, then click. Click the checkbox next to the triad to finish the line command and then uncheck the 3D Sketch option (A) in the Sketch Palette.

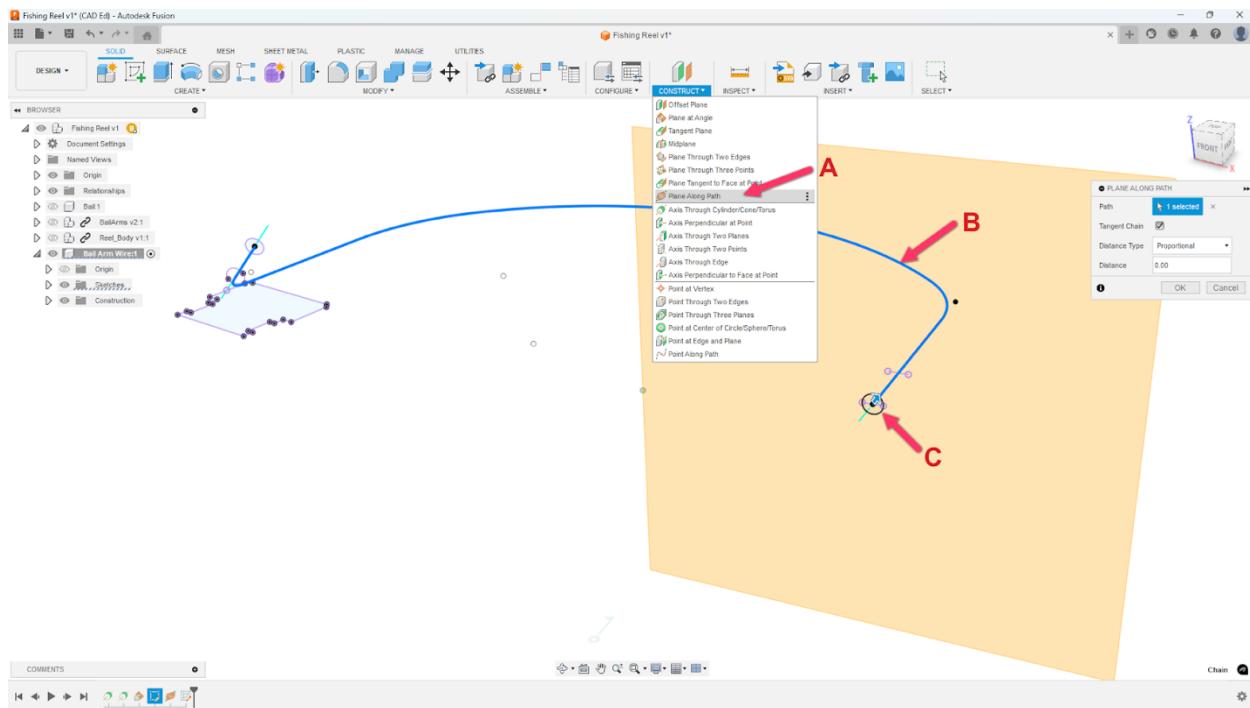


Exhibit 7

In this exhibit, we have selected the Construct → Plane Along Path command (A) and then selected the path (B) and dragged the plane to the beginning of the path (C). Create a sketch on the plane and draw a 1.65mm diameter circle using the endpoint of the line as the centerpoint for the circle.

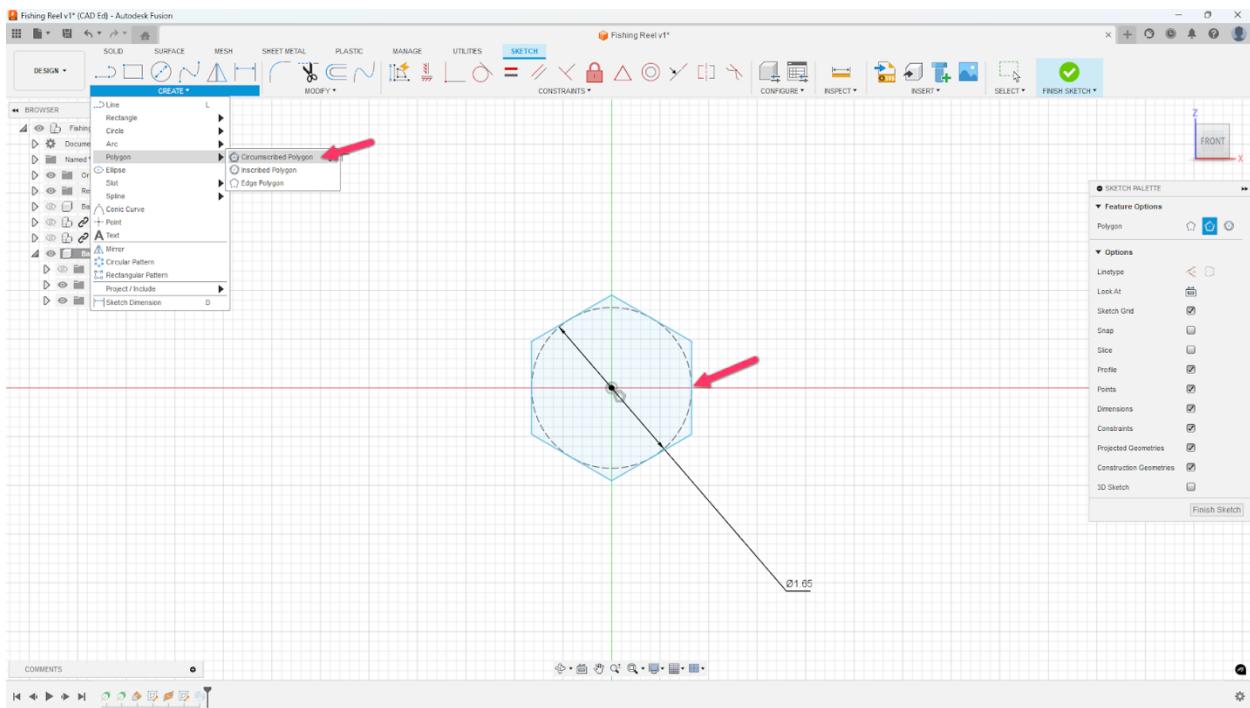


Exhibit 8

In this exhibit, we have changed the circle to a construction circle, then drawn a Circumscribed Polygon that snaps to the radius of the construction circle.