

Autodesk Fusion Getting Started tutorial series

Video 7

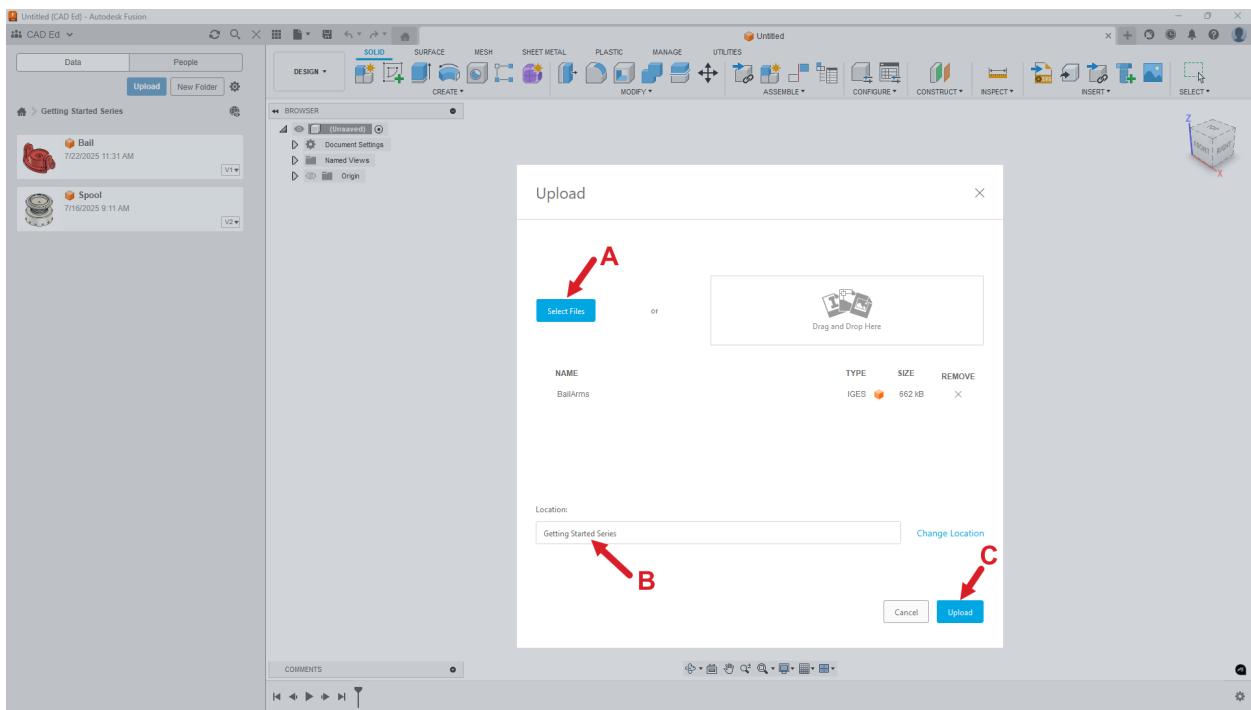


Exhibit 1

In this exhibit, we are showing the Upload dialog after clicking on “Select Files” (A) and selecting the Bail_Arms.iges file. Make sure the Location is pointing to your Getting Started Series project (B), then press the Upload button (C) to finalize the upload.

File downloads

- [Reel_Body.step](#)
- [BailArms.iges](#)

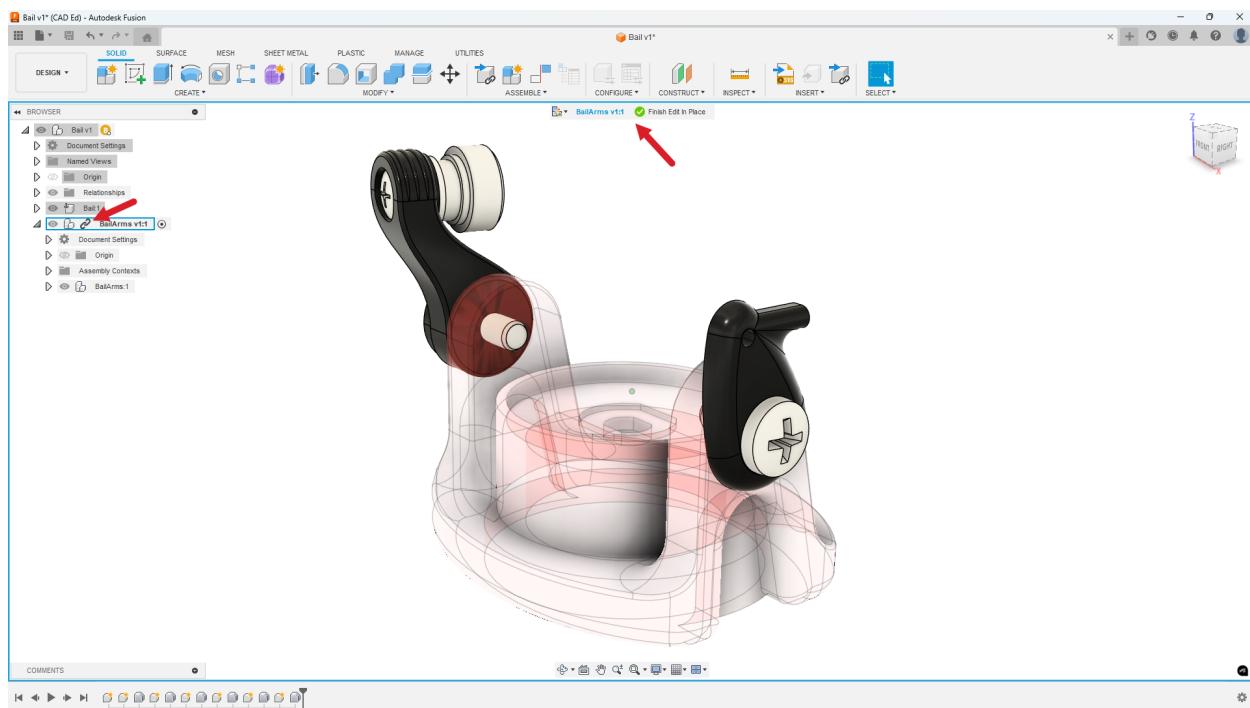


Exhibit 2

In this Exhibit, we have entered the Edit In Place command and can tell this by the blue border and the Finish Edit In Place checkbox at the top of the viewport. Also, notice the chain-link icon next to the imported BailArms assembly signifying that this is a linked or referenced design.

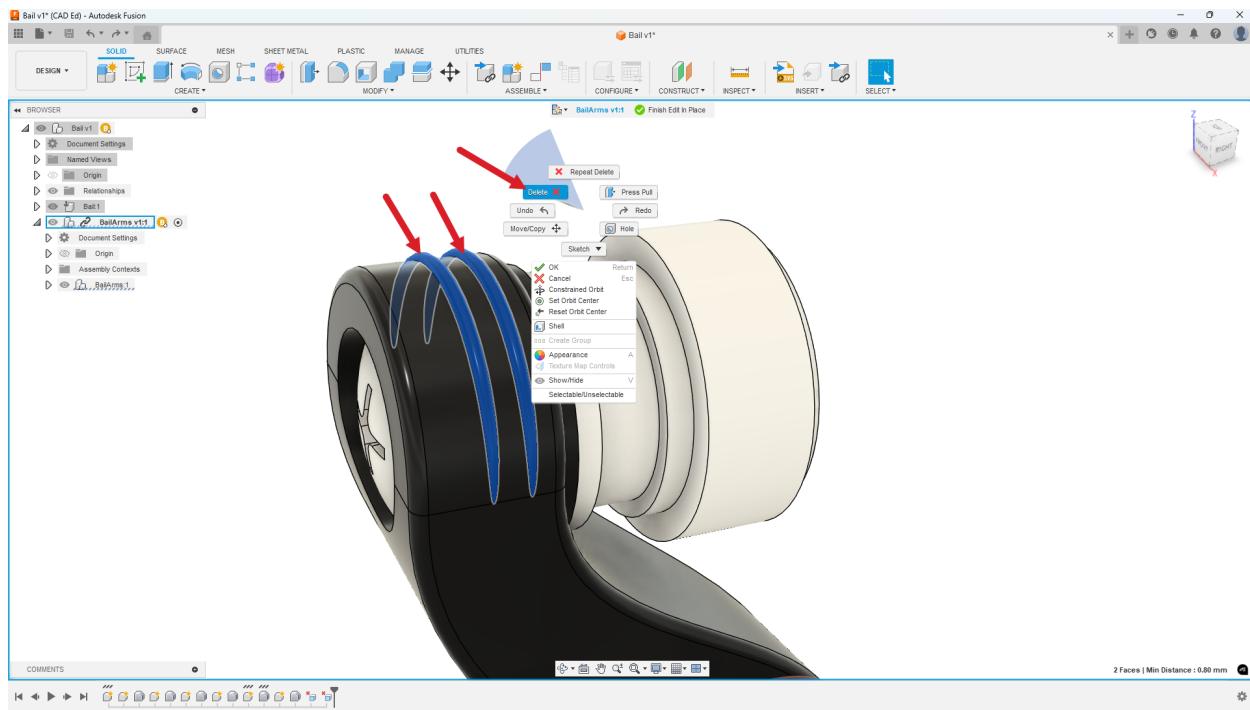


Exhibit 03

In this exhibit, we have pre-selected the two remaining ridges, then right-mouse-clicked to bring up the Marking Menu. Select the Delete command from the Marking Menu and Fusion will remove the ridges from the design.

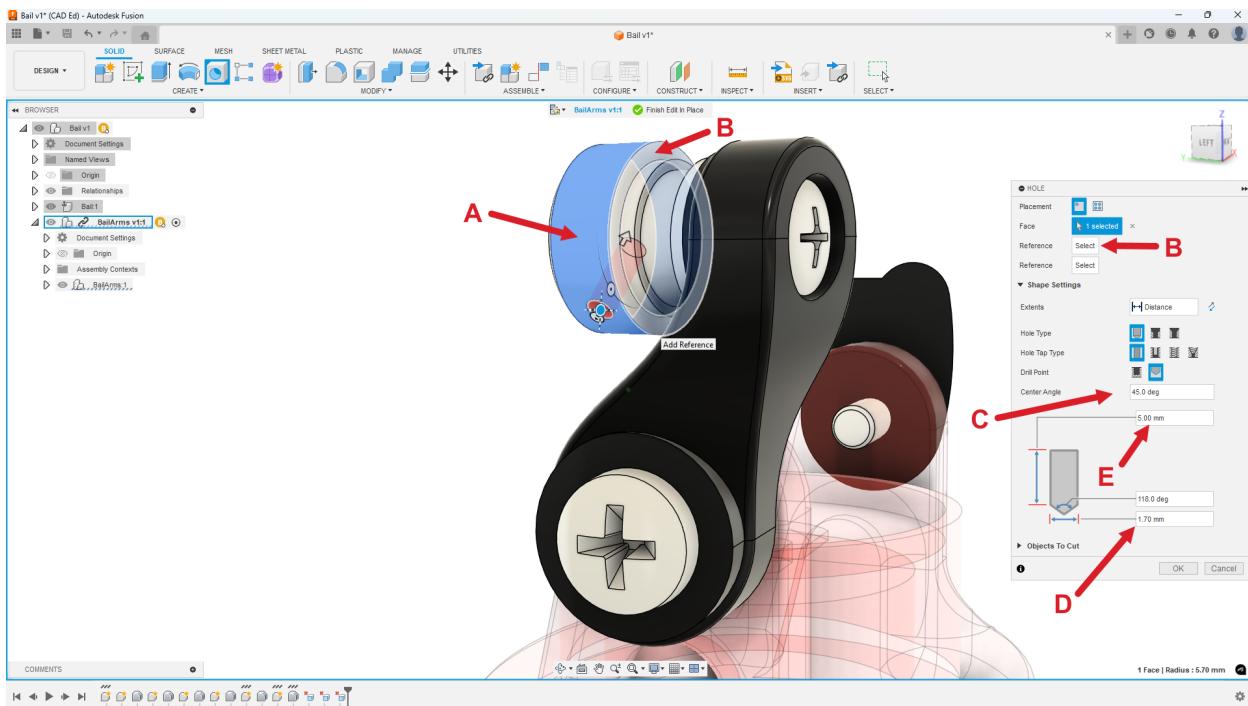


Exhibit 4

In this exhibit, we have used the Hole command and selected at point A on the highlighted face. Then, click on the Select button next to Reference (B) in the dialog and select the flat face labeled B in the Exhibit. Enter 2mm for the distance. Change the Center Angle (C) to 45. Set the hole diameter (D) to 1.7mm and the hole depth (E) to 5mm.

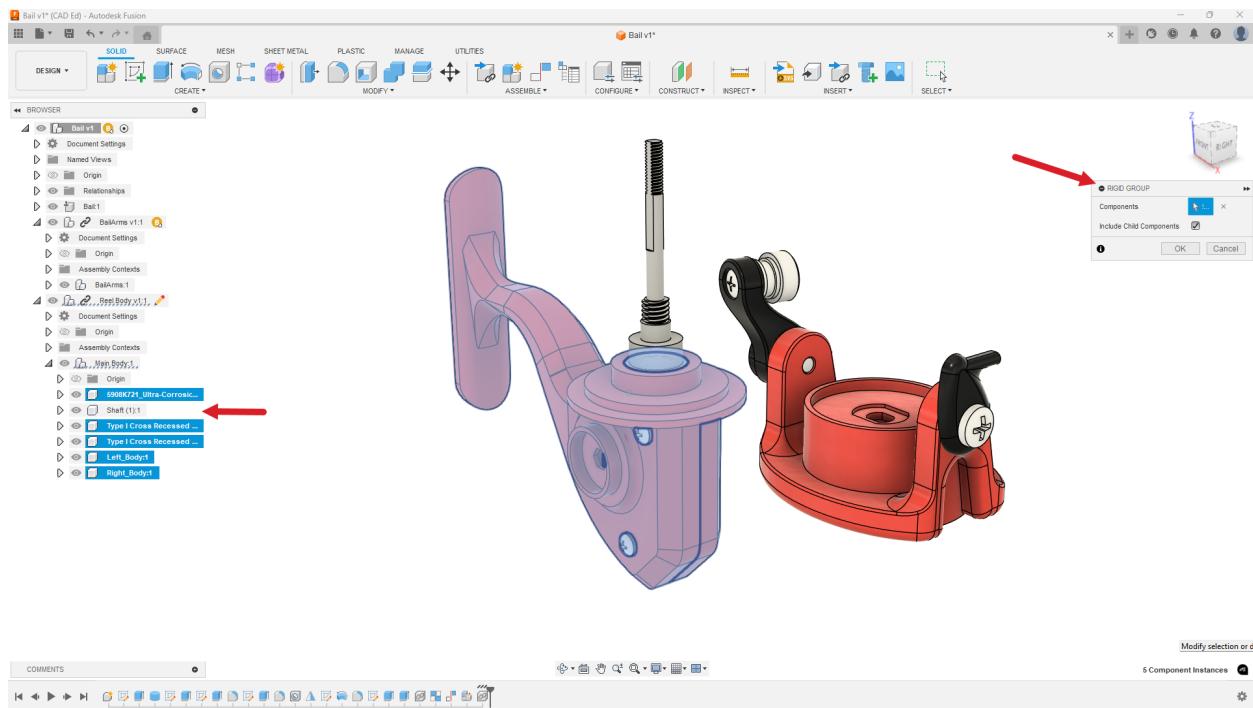


Exhibit 5

In this exhibit, we are creating a Rigid Group of all of the components under the Reel Body and then the Main Body sub-assembly except for the Shaft component.

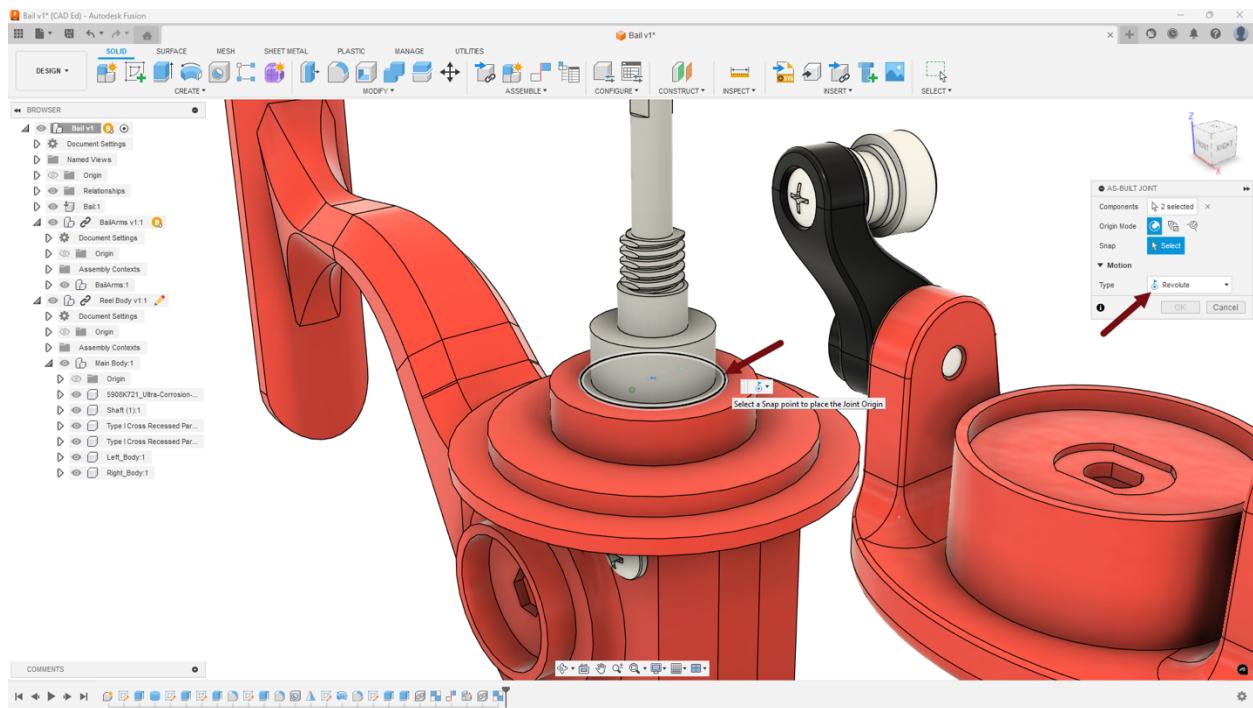


Exhibit 6

In this exhibit, we are using the As-Built Joint command to build a joint relationship between the Shaft component and the Bearing component. Select the Shaft and then the bearing, then change the motion type to Revolute. It will ask for a Snap, so click on the radial edge of the bearing.

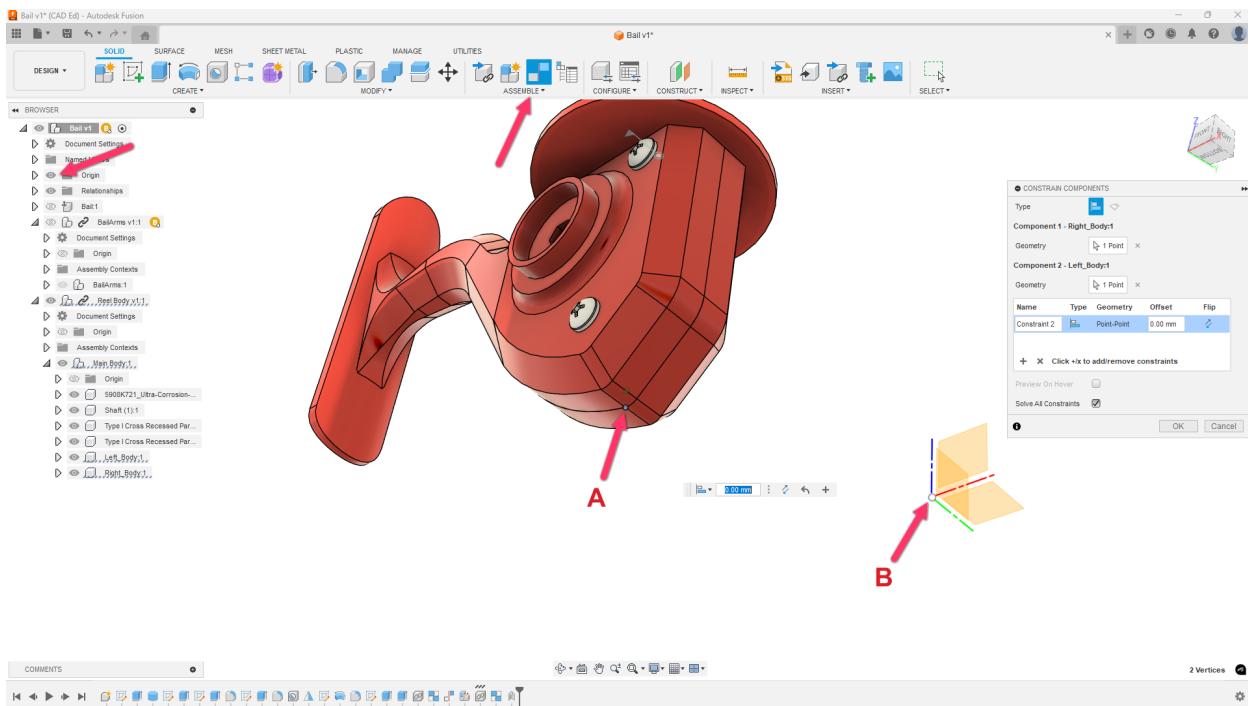


Exhibit 7

In this exhibit, we have turned on the main origin from the structure browser. Then, select the Constrain Components command from the Assemble Menu and select Point A and then Point B. Then click OK. When you drag the model, you will notice it pivots around Point A like it is a Ball joint. This is because we constrained a point to a point.

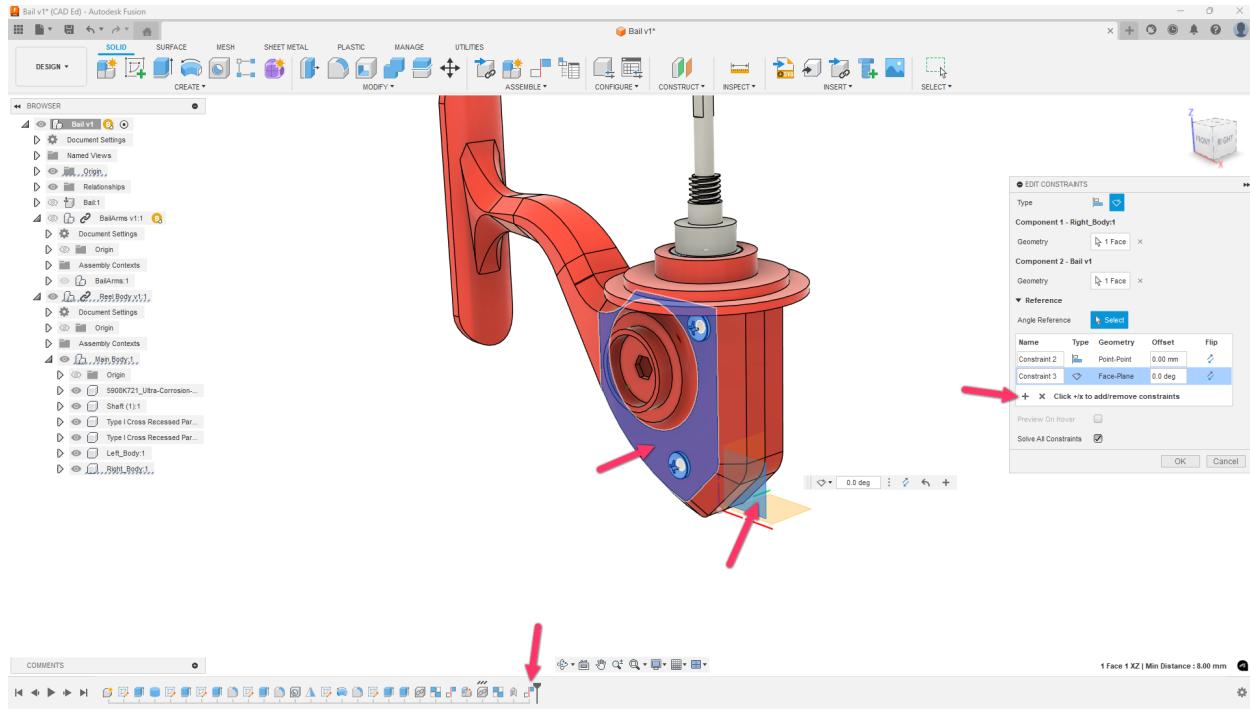


Exhibit 8

In this exhibit, we have edited the Constrain Component feature in the timeline and then clicked the + symbol in the dialog to add another constraint. Then, select the side face of the Reel Body and the Side Plane of the Origin. Click Ok and drag on the Reel Body to see how adding this new constraint affects the movement of the assembly.

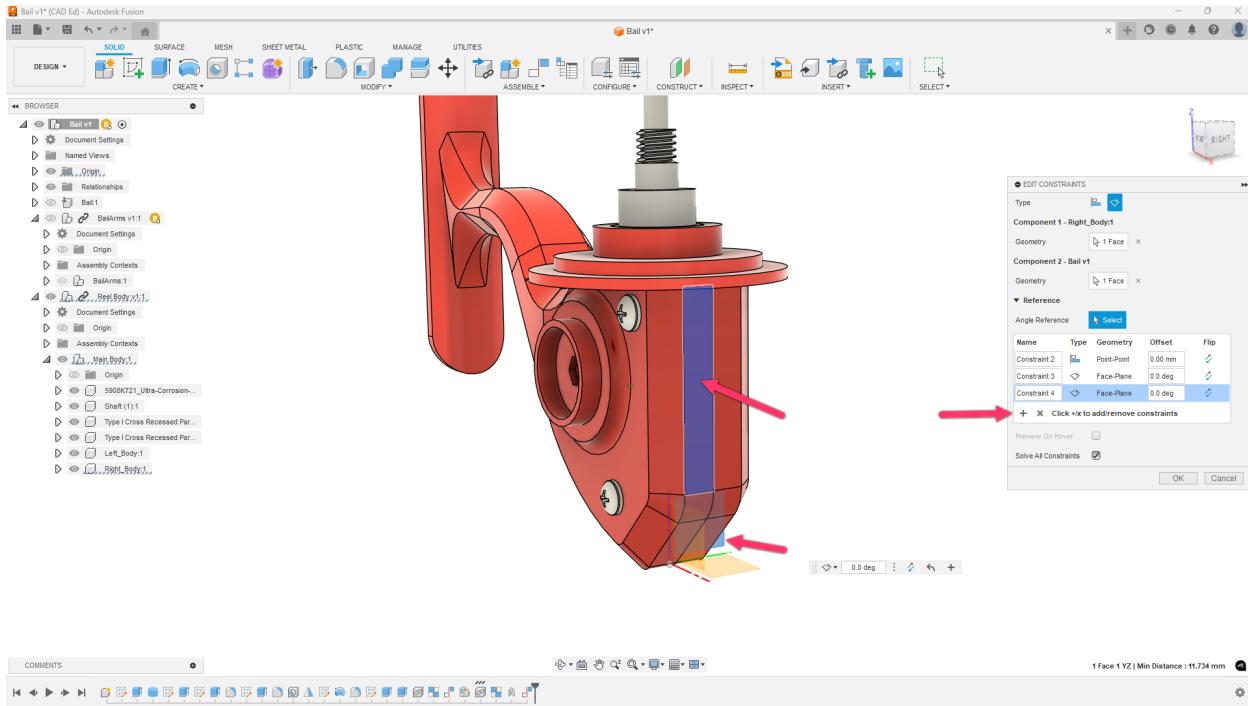


Exhibit 9

In this exhibit, we have edited the Constrain Components feature again in the timeline and added a third constraint in the dialog. Click on the flat front face of the Reel Body and then the Front Plane of the Origin and press OK. The Reel Body assembly is now locked down in all degrees of freedom and can not move. Drag on the shaft and it should now rotate due to the As-Built Joint we created earlier.

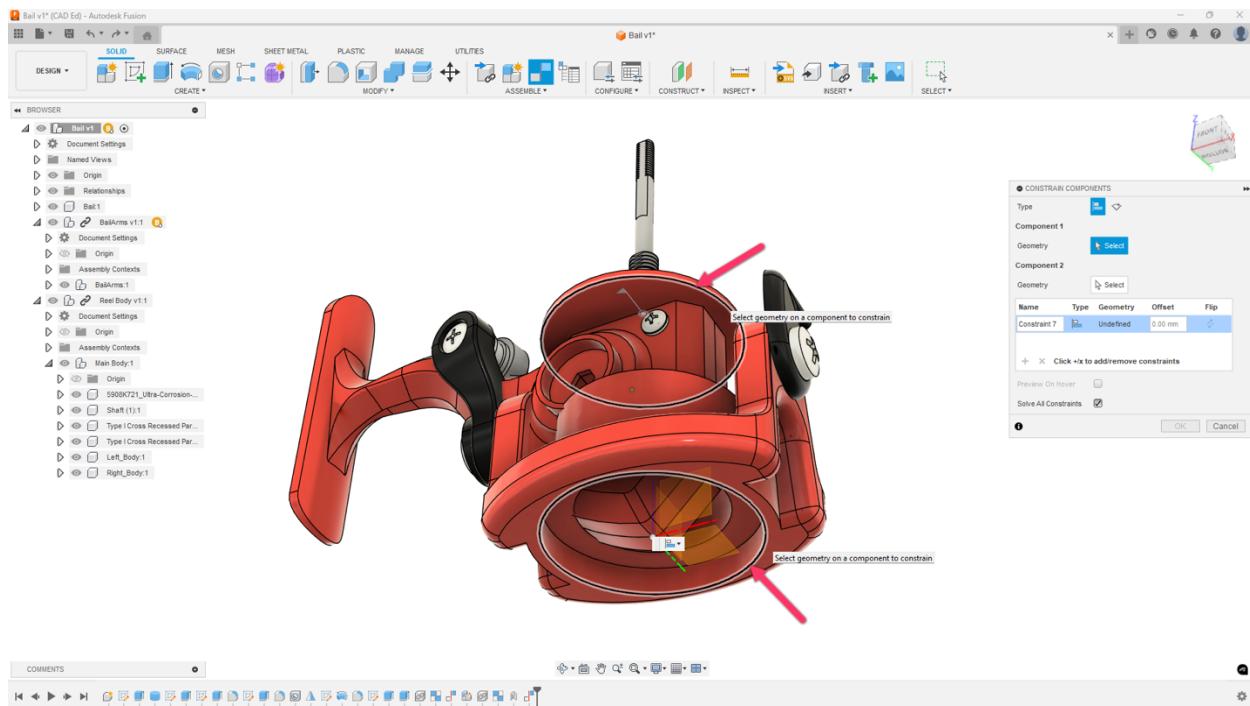


Exhibit 10

In this exhibit, we are pointing to the two edges to select for the Constrain Components command to join the Bail with the Reel.