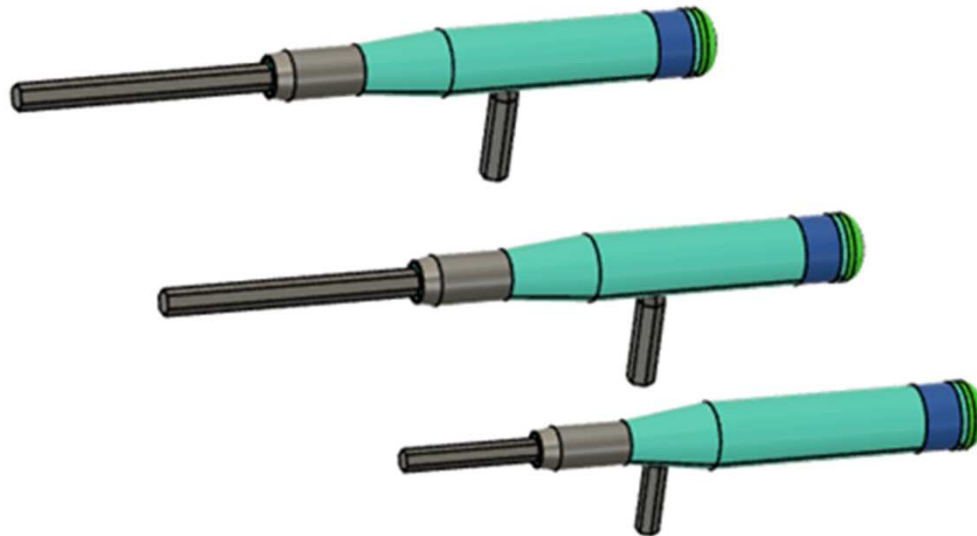


Mikes's Fusion 360 class

Module 3 - Using Parameters

Anyone who has used Fusion 360 and typed in a dimension somewhere, has used a parameter. Most designs are full of them. But parameters in fusion can be a lot more than just typed in numbers. They can help you to become a “lazy designer” by enabling you to make your designs easily adjustable, saving you loads of time.

In this module, we'll take an in-depth look at how parameters work in Fusion 360, and walk through an example of how to use parameters to design a set of 3D printable allen wrench handles that can be easily adjusted based on the size of the wrench.



Using Parameters - Class prep

What you should already know before class starts

- Fusion 360 Design User Interface functions and how to use them
 - Data Panel, Component Browser, Timeline, Design workspace
 - View manipulation (rotate, zoom, etc)
- Component model
 - Creating new components, components vs bodies
- Basic part design workflow
 - Sketch → create body → edit steps from timeline or component browser
- Saving your designs, uploading designs

Please come to class prepared to participate

- This is supposed to be an watch/talk/do class, not a lecture.
- Have Fusion 360 up to date and running when class starts.
- Use two screens if you can, or else set zoom to not be full screen.

At the beginning of class, I'll have the example file for you do download through Zoom and upload into Fusion.