This is just a reference for after you’ve learned all this, so you maybe don't need to go through the tutorials just to remember the steps to constrain for example. There will be more added to this in the future as we add to our fusion workshops.

**Constraining:**

* Equal makes all lines equal to each other
* Perpendicular makes lines perpendicular to each other
* Coincident lets you decide placement of the sketch, can click a corner then the origin for the corner to go on the origin



* Horizontal/Vertical lets you make sure the sketch is on the plane you want, + not floating



* Dimension lets you find and change the dimensions of a line/parts of your sketch

