

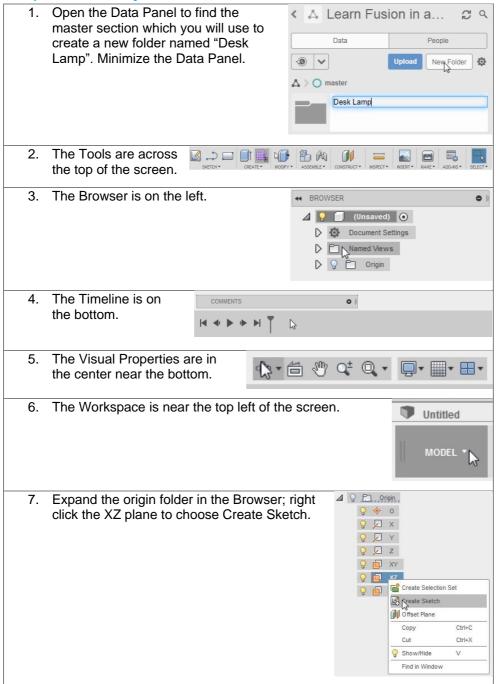
Lesson: Fusion 360 UI walk-through

In this lesson, you will familiarize yourself with the user interface and begin sketching.

Learning Objectives:

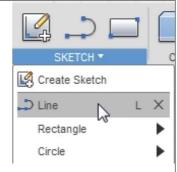
- Start a sketch.
- Navigate Workspaces.
- · Access the Marking Menu.
- Learn about preview technology.

Step 1: Familiarize yourself with Fusion 360's user interface



AUTODESK.

 Sketch entities can be created by selecting them from the Sketch dropdown menu in the workspace. If keyboard shortcuts are available they will be listed next to the sketch entity.

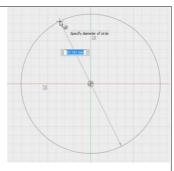


 Alternately, sketch entities can be accessed by right clicking in the Canvas to show the Marking Menu. This will reveal icons for quick access. Choose the Circle tool.

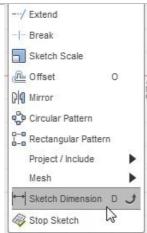


Step 2: Begin sketching

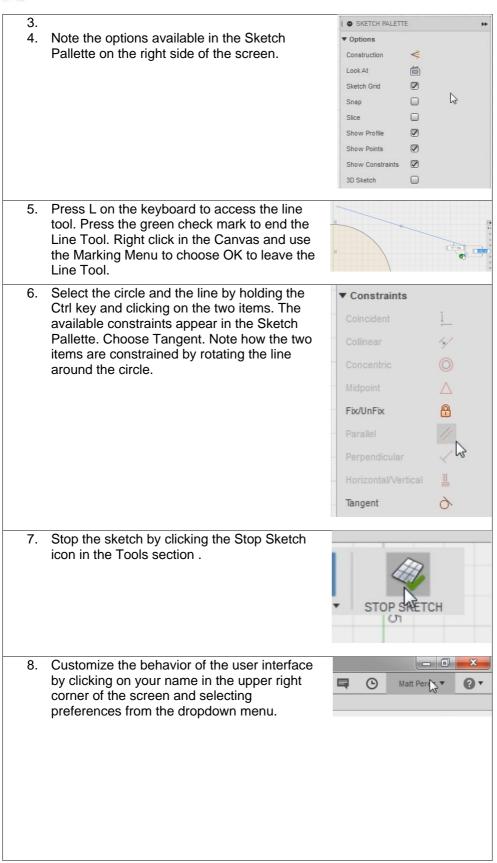
 Left click on the Canvas origin, drag your cursor up and left, and left click to complete the circle.



2. Assign a dimension to the circle by going to the Model Workspace and clicking on Sketch> Sketch Dimension. Enter a value of 100mm.









Left click on Preview in the left column of the F Preferences Preferences dialog box; this displays the new features of Fusion 360 which you might choose to API Design test. Close the Preferences dialog box by clicking Render Drawing Material Graphics Network

Data Collection and Use Unit and Value Display Simulation ■ Default Units
 Design CAM Simulation 10. You can save the file by clicking on the disk icon at F Autodesk Fusion 360 the top left of the screen. - ▼ Untitled*