

FUSION 360

SKETCHING TIPS



☐ **Simple Sketches Are Better**

☐ **One Sketch Per Feature**

☐ **Use The 3 Planes When Possible**

☐ **Use The Origin**

☐ **Keep Origin Centered**

☐ **Fully Define Your Sketch**

☐ **Sketches Must Relate To The Origin**

☐ **Use Constraints First - Then Dimension**

☐ **Try Extrude - No Profile = Problem**

☐ **Use The Line Method To Troubleshoot**

☐ **One Dimension Too Many = Over Defined**

☐ **Toggle Dimension To Change F**

☐ **Name Your Sketches**

☐ **Sketches Can Be Used More Than Once**

☐ **Click & Hold LMB = Options To**

☐ **Re-Use Sketches When Possible**

☐ **Trim To Remove Unwanted Sketches**

☐ **Use The Break Command To Avoid**

☐ **Parameters To Drive Dimension**

☐ **Naming Dimension Makes It Easier**

☐ **Use The Search Function**

☐ **Add Favorites To The Shortcut B**

☐ **Use Rectangles For Rectangles**

☐ **Tab = Dimension As You Go**

☐ **Sketch Grid - Can Be Adjusted**

☐ **Construction - Creates Reference**

☐ **Look At - Change View To Normal**

☐ **Use The Slice Tool**

FUSION 360

SKETCHING TIPS



☐ Use Projected Geometries For Sketches

☐ Toggle Dimensions On/Off (palette)

☐ Toggle Constraints On/Off (palette)

☐ Set Your Favorite Sketching Preference

☐ Scale Entire Sketch On First Dimension

☐ Different Ways To Stop Chaining

☐ Selection Box

☐ Box To Right - Only Things Totally In Box

☐ Midpoint Select - Hold Shift

☐ The Quick Measure Tool

☐ Slots Options

☐ Right Click, Arc Tangent

☐ E - Shortcut To Rescue Solid Geo

☐ Use Offset - Zero Value

☐ Line to Arc Command

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