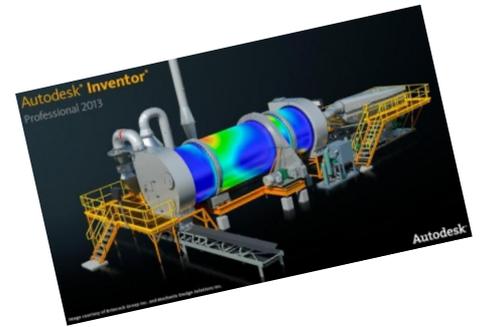


CPD

Mechanical Animation in Autodesk Inventor

Making movies of parts and assemblies in motion

Date	2nd Nov 2017
Time	9:30-3:30pm
Venue	Newton Mearns
Num- bers	Maximum 8
Cost	£170 per person inc. tea/coffee & lunch



Mechanical animation can be used to simulate how moving parts and assemblies interact. This can be done to check that components move correctly, to check for interference and also to create animated assembly instructions, promotional movies or simply for fun. There are a number of ways of creating mechanical animations in Autodesk Inventor. Using Inventor Studio gives you the most control and flexibility.

This one day intermediate level course covers the knowledge and skills needed to set up and create mechanical animations of simple mechanisms, parts and assemblies. Basic uses of mechanical animation for design checking and simulation will be covered along with some more creative uses for animations.

The course is aimed at those who are already familiar and comfortable with basic part modelling, assemblies and navigation within Autodesk Inventor.

The content, activities and examples explored during the course are primarily aimed at those teaching **Advanced Higher Graphic Communication** but are also relevant for those teaching other levels particularly as many of the techniques that will be covered provide fun and interesting ways for younger pupils to use Autodesk Inventor.

Venue and booking

The session will take place in **Parklands Country Club**, Newton Mearns. Parklands is just two minutes from J4 of the M77, just

For an initial enquiry, a chat or to reserve a place, contact -

Kim@3DMadeEasy.com



COURSE CONTENT

Mechanical animation

what it is and what it's used for

Parts and Assemblies

setting up parts and assemblies for animation

Parameters

understanding and using parameters

Driven parameters

simple animations and collision detection

Inventor Studio Animation

creating and using Inventor Studio for animation

Animation Timeline

creating and managing timelines, setting options

Animating

components, fade, constraints, cameras, positions, lights

Exporting movies

settings, quality, frame sizes, frame rates, saving, file formats

Post processing options

demonstrating video editing and effects