



Take a picture, it will last longer: Design in Fusion 360 with help from Recap 360

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If you've done the Required Pre-Work

1. Start Fusion 360 and sign in with your Autodesk ID
2. Open the file, CD6615-L from the Data Panel

If you have NOT done the Pre-Work:

1. Start Fusion 360 and sign in with:

Autodesk ID: BackUpPlanAU2014

Password: ADSKU2014

2. Browse to a Numbered Folder in the Data Panel base on your seat
3. Open the file, CD6615-L from the Data Panel

Class summary

This hands-on lab will demonstrate a reverse engineering workflow that utilizes Recap 360 to move a real life object into Fusion 360, moving items from the ground to the cloud. In Fusion 360, attendees will discover how to utilize OBJ files produced from photogrammetry to create impactful designs in Fusion 360

Key learning objectives

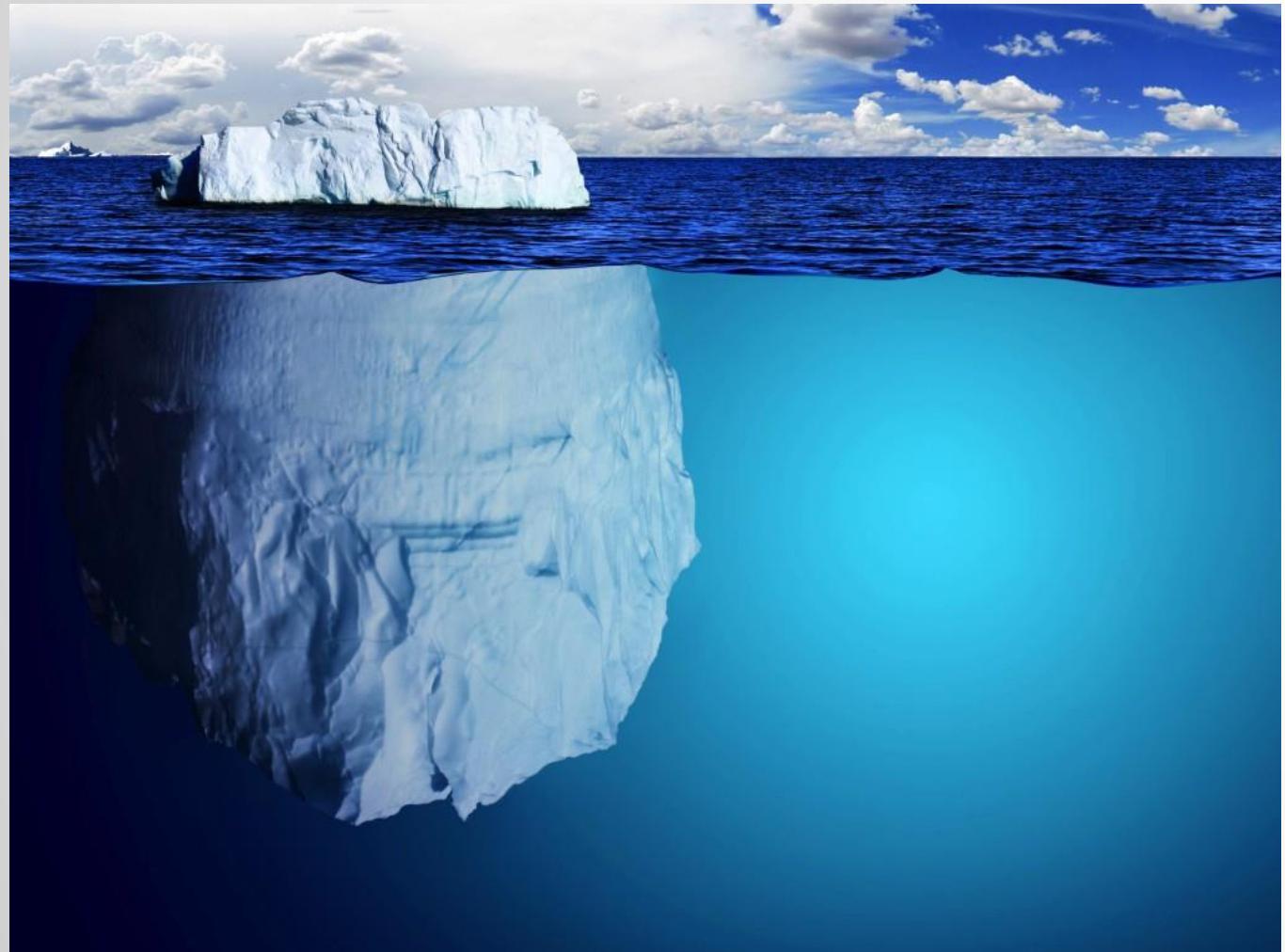
Using the learning materials produce for this class, you will be able to:

- Convert photos to 3D Mesh Models using Recap 360
- Master Modeling and Sculpting techniques in Fusion 360
- Utilize Mesh Models to improve designs in Fusion 360
- Create quality visualizations of designs in Fusion 360

In today's lab:

- Focusing on a the most challenging portion

But wait! There's more!



- 13 separate Screencast Recordings, totaling 94 minutes, demonstrating the work flow, going step by step
- 60+ page class hand-out detailing steps

Complex Reality



Live in Reality



Fusion 360

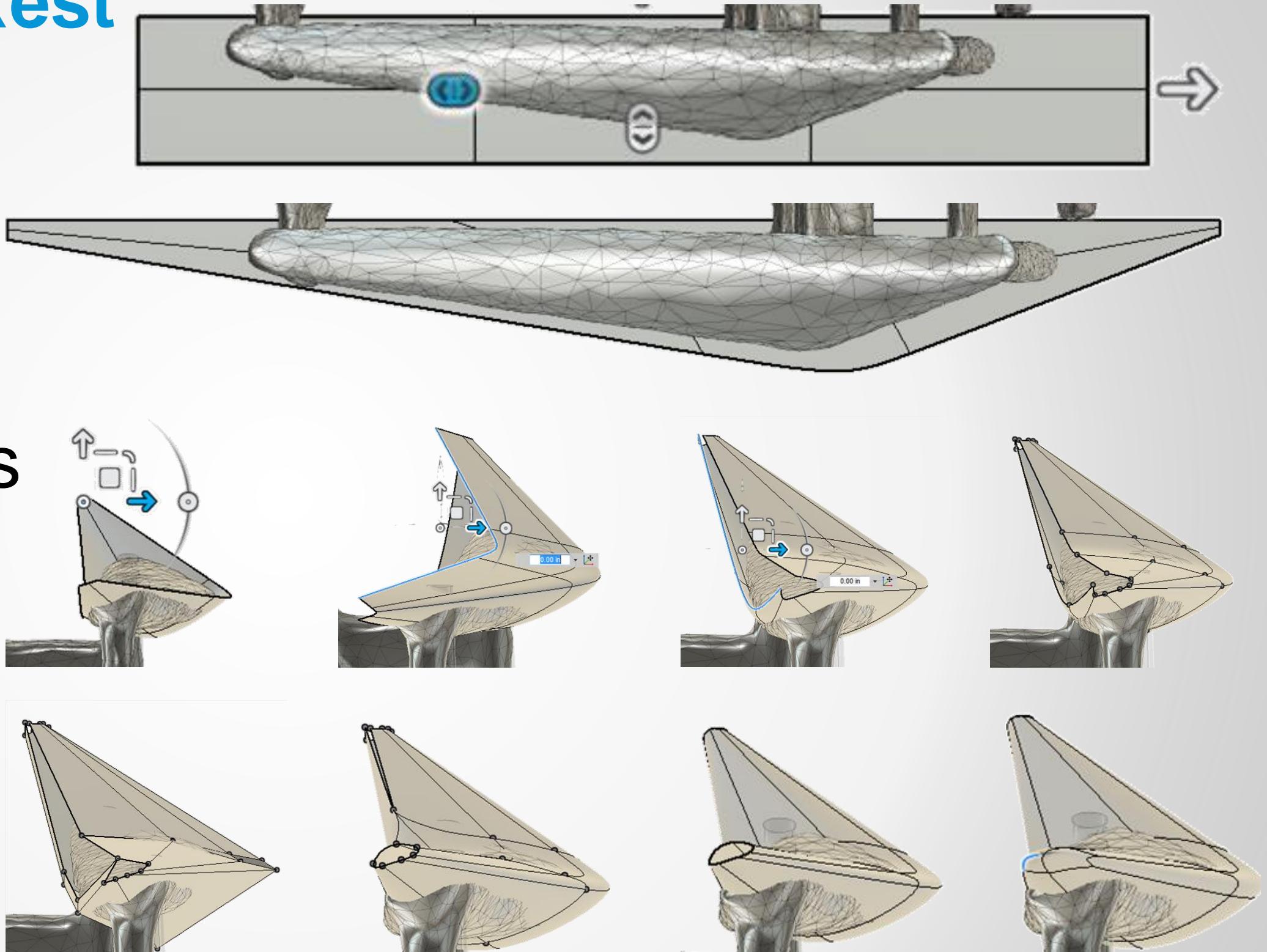


Fusion 360

- Fusion 360 is the first cloud based 3D CAD/CAM
- Capabilities that currently includes tool
 - parametric design
 - direct modeling
 - free form tools
- Supported on Mac or Windows
- For more information:
fusion360.autodesk.com

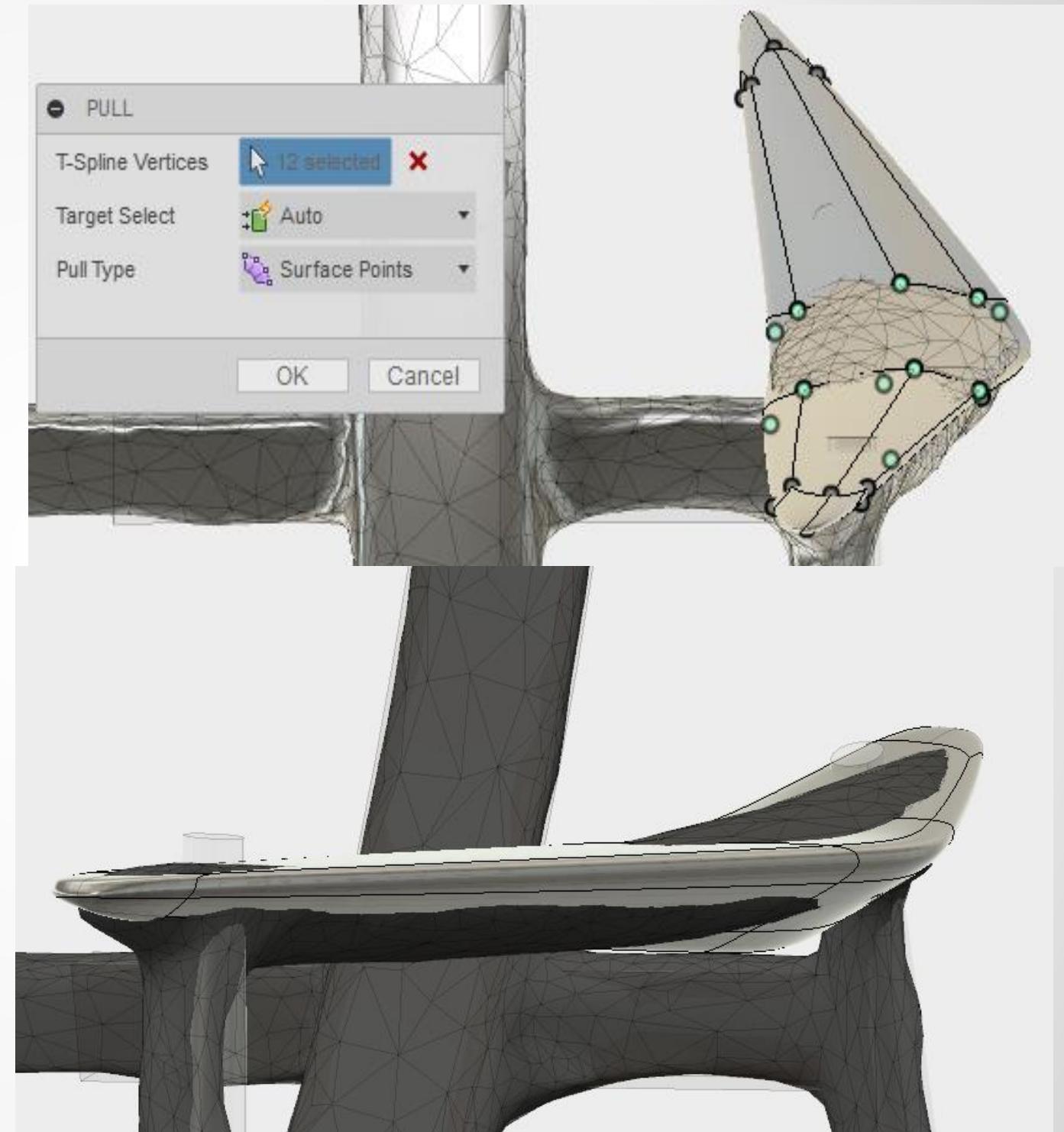
Fusion 360 –Arm Rest

- Create Plane
- Use Edit Form
- ALT+Edit Form
- Use Weld Vertices



Fusion 360 –Arm Rest

- Pull Command
- Display Mode
- Fill Hole
- Face
- Insert Edge



Fusion 360 –Back Rest

- Plane
- Edit Form
- Insert Edge
- Pull Command
- Thicken



Questions?



