CP124298

# Direct Modeling in Fusion 360

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Autodesk

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## Learning Objectives

- Use Direct Modeling to move features on a model
- Recognize and remove features off of a model
- Use Direct Modeling techniques to heal corrupt models
- Use Direct Modeling techniques to create in-context designs

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## Description

Learn how to use Direct Modeling techniques to make changes to history-based or history-free models, de-feature models, heal corrupt models, and even model "in context" using Direct Modeling techniques.

## Speaker(s)

**Brad Tallis, Customer Success Manager**

Brad joined Autodesk in 2015 as a Fusion 360 Technical Specialist, and he later transitioned to the Fusion 360 Customer Success Team, due to his background with working with hundreds of customers in his 20+ years in the CAD field. His experience started in the Mechanical Design Division at Hewlett-Packard which then became its own company, CoCreate Software. Brad was a technical specialist for CoCreate until PTC acquired them in 2007. He worked for PTC as an Application Engineer in the Federal Aerospace & Defense department before joining Autodesk in 2015.

Brad has a degree in Drafting Technology and has taught many classes in Fusion 360, Direct Modeling, AutoCAD, and 3D Studio Max.

Outside of work, Brad enjoys spending his time with his wife, Kristin, and his kids. His side interests include remote control aircraft, camping, volunteering for Boy Scouts, 3D Printing, and woodworking.