

Consumer Product Design Re-Imagined – CP500021

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Plastic Product Design [Demo]



Electronic Component Connections [Demo]



Plastic Part Manufacturability [Demo]

**Special Thanks to
Logitech**

Key Takeaways

Product Design Extension in Fusion 360

- Automate adding part features specific to plastic molded components
- Boss creation
 - Preset sizes
 - Automatic draft angles, fillets, chamfers
 - Top/bottom assembly boss creation in one step
 - Dynamic cross section
- Smart, material specific properties to web/rib creation
- Customizable automated geometric patterning

PCB Design in Fusion 360

- Collaboration for easy passing of component files between mechanical/design engineer and electronic engineer
 - Design unification
 - No file conversions necessary
- 3D PCB board creation tied to part geometry
- Expansive part library includes partner contributions
- Dynamic manufacturability error checking and automated path creation

Key Takeaways

Plastic Part Manufacturability in Fusion 360

- Injection Molding Simulation for Fusion 360 Technical Preview now available
- Fast, 2-click setup
- Cloud solvers based off of the Autodesk Moldflow solvers
- Guided results describe the problems and how to approach fixing each
- Study cloning and comparison tools to find optimal design, material, process settings

The background features four abstract, dark, metallic-looking geometric shapes in the corners, resembling stylized computer monitors or architectural elements. They are arranged in a square pattern, with each shape occupying one of the four quadrants. The shapes have sharp edges and reflective surfaces, creating a high-tech, futuristic feel.

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