

AUTODESK **UNIVERSITY** 2015

CP10599-R

Customizing Fusion 360 Using its Programming Interface - Roundtable

Brian Ekins
Autodesk

Learning Objectives

- Gain a better understanding of the Fusion 360 programming interface
- Participate in the future of the Fusion 360 programming interface
- Share your experiences and learn from other Fusion 360 developers
- Get your specific questions about the Fusion 360 programming interface answered

Description

This roundtable is an extension of the class entitled Customizing Fusion 360 Using its Programming Interface. It is an open forum where we can address questions related to the class and any other Fusion software API. It will also be an opportunity to discuss the future of Fusion software's programming interface and to voice your opinion about the functionality needed and priorities.

Your AU Expert

Brian Ekins *began working in the CAD industry in the 1980s and has worked in various positions, including CAD administrator, applications engineer, instructor, CAD API designer, and consultant. He has worked for Autodesk, Inc., since 1998. He is the designer of the programming interfaces for Inventor and Fusion 360, and he also supports developers and customers in their use of these technologies. Brian also enjoys designing real-world things and writing programs for fun at home.*

There is not a formal presentation or paper for a roundtable. Roundtables are intended to be an open discussion. In this particular roundtable any questions or comments regarding the Fusion 360 API are welcome. It is intended to be an extension of the class "CP10574 - Customizing Fusion 360 Using Its Programming Interface", which does have a paper.