



# Fusion 360

## Task 1



# Objectives

## By the end of this session you will:

- Know how to review the Fusion 360 interface.
- Be able to create a box using Fusion 360.
- [https://moeae87206-my.sharepoint.com/personal/felicity\\_dray\\_moe\\_gov\\_ae/\\_layouts/15/guestaccess.aspx?docid=0e2f4869038994881891f5a334e64fb90&authkey=AaD5j96ot4ywptgmvK36JAQ](https://moeae87206-my.sharepoint.com/personal/felicity_dray_moe_gov_ae/_layouts/15/guestaccess.aspx?docid=0e2f4869038994881891f5a334e64fb90&authkey=AaD5j96ot4ywptgmvK36JAQ)



## Step 1: Start Fusion 360

- An Autodesk ID is required to access multiple Autodesk websites, such as A360, and to sign into Fusion 360. In this lesson, you sign into Fusion 360 using your ID.
- 1. Start Fusion 360.
- 2. If required, sign in using your Autodesk ID.



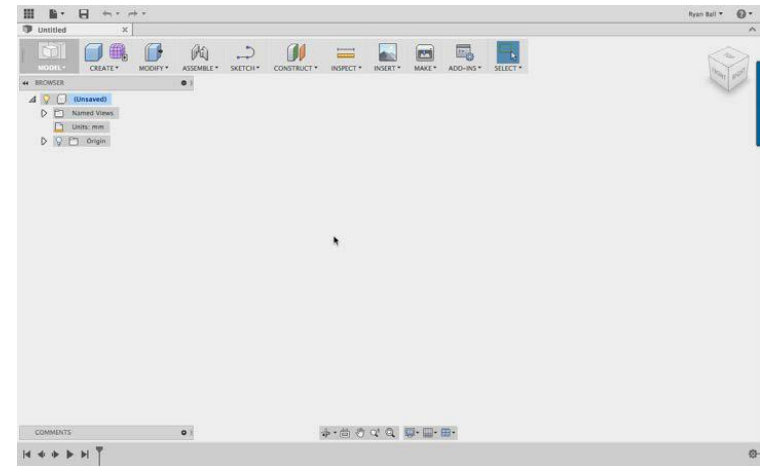
### Sign In

Don't have an Autodesk account? [Signing up is easy](#)

Password

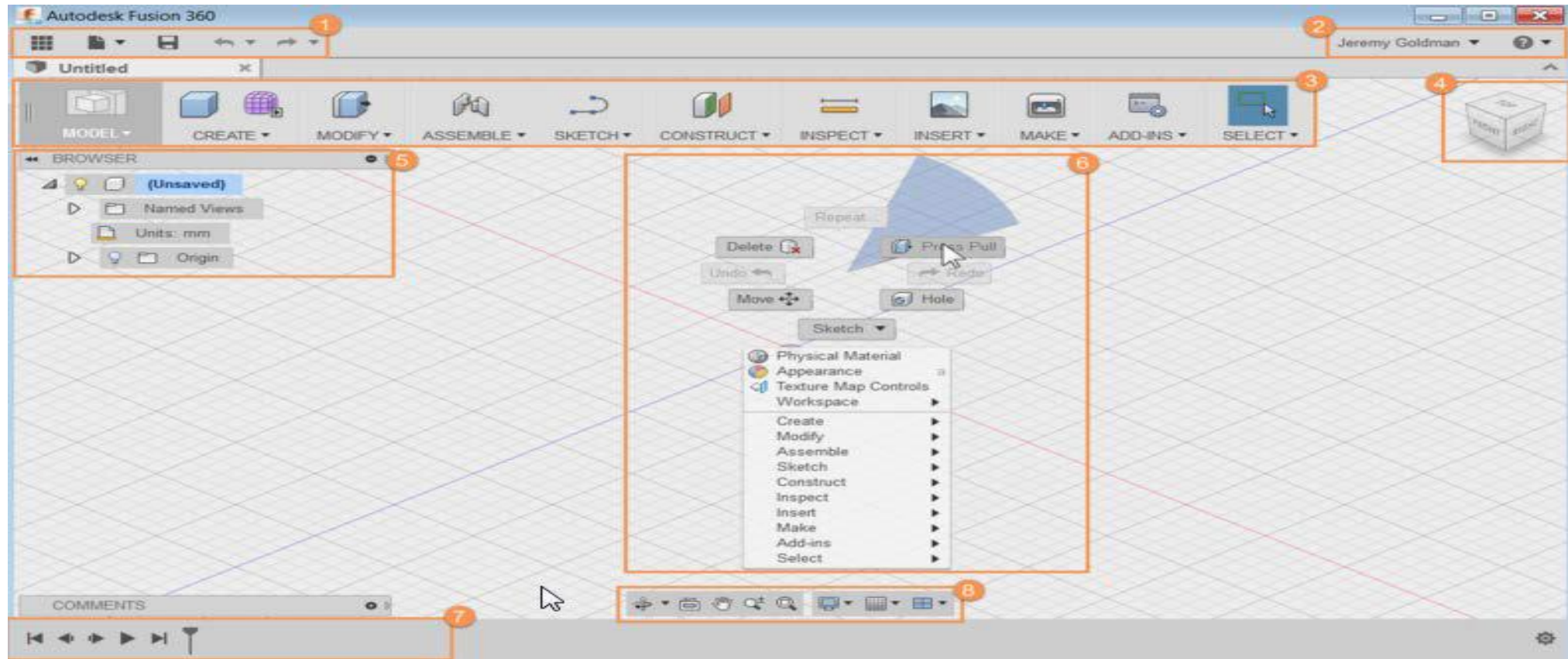
[forgot?](#)

Sign In





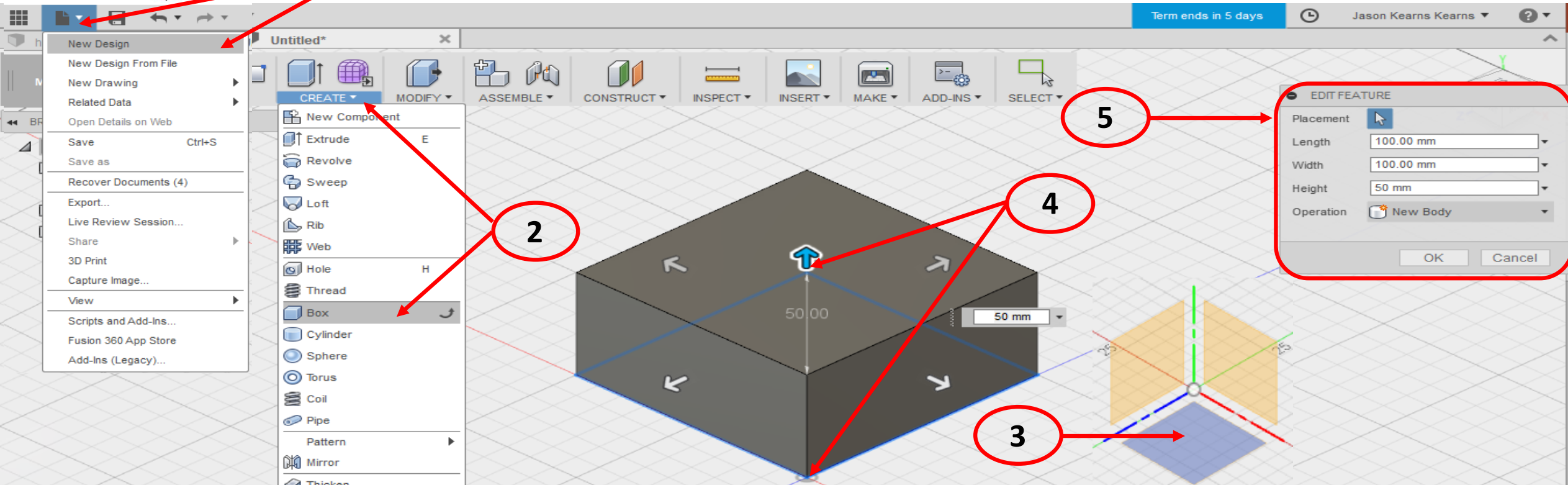
## Step 2: Review the Fusion 360 User Interface



- 1. Application bar
- 2. Profile and Help
- 3. Toolbar
- 4. ViewCube
- 5. Browser
- 6. Canvas and marking menu
- 7. Timeline
- 8. Navigation bar and display settings



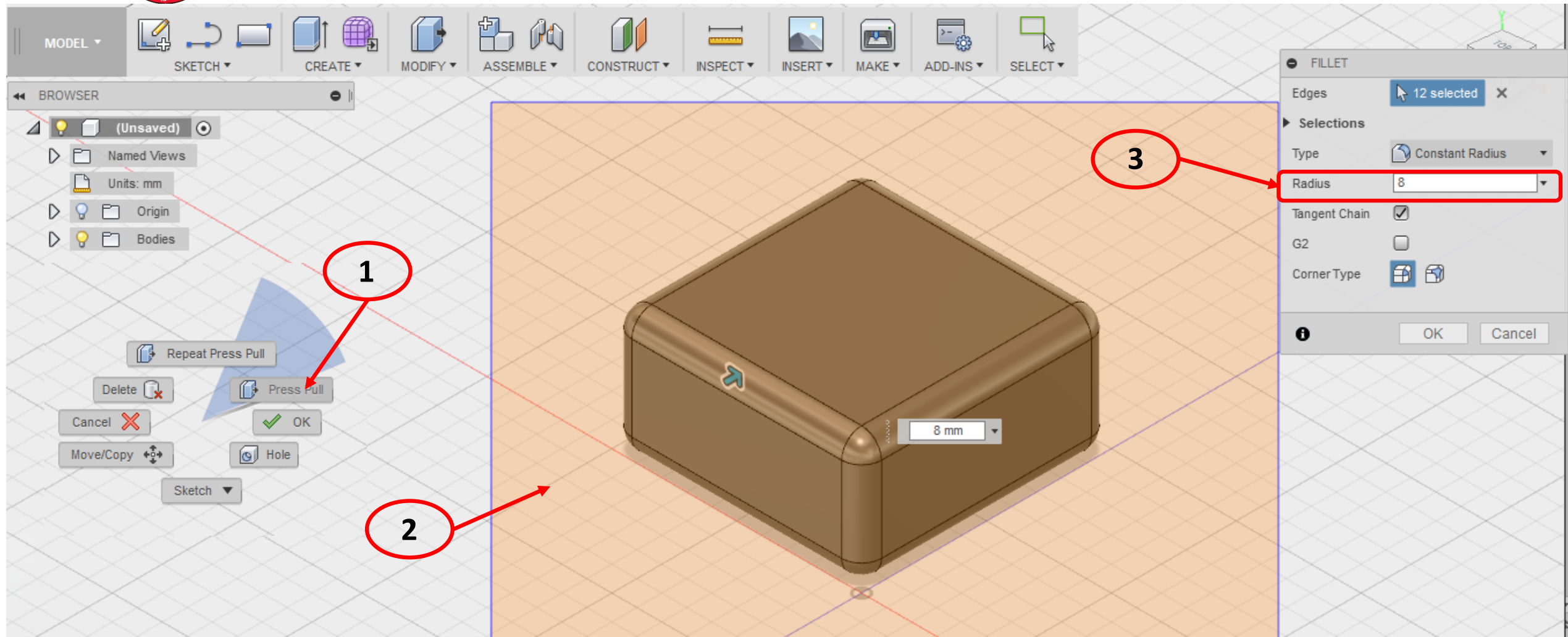
## Step 3: Create a Box



1. Click the File menu. Select New Design.
2. Click Create > Box.
3. Select the XZ (Top) Plane.
4. Pick two points to define the length and width of the box.

5. In the Box dialog, enter:
  - Length: **100** mm.
  - Width: **100** mm.
  - Height: **50** mm.
6. Click OK.

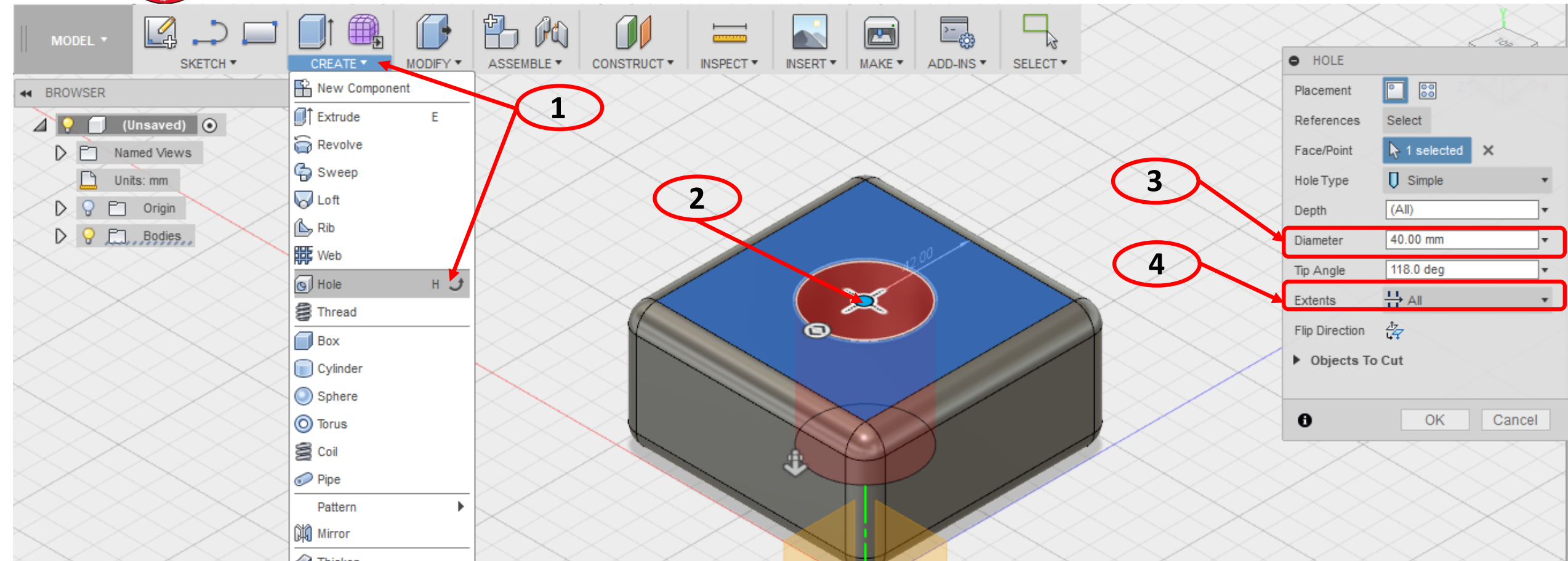
## Step 4: Round the Edges of the Box



- 1. Right-click in an empty area on the canvas. Select Press Pull.
- 2. Hold left-click, and then drag the window to select the entire box.
- 3. For Radius, enter **8** mm and select Click OK



## Step 5: Add a Hole to the Box



1. Click Create > Hole > Select the top face of the box.
2. Drag the center of the hole to the center of the box.
3. For Diameter, enter **40** mm.
4. From the Extents list, select All > Click OK to finish.



## Step 6: Save and Display the Data Panel

The screenshot shows the Fusion 360 interface. A 'Save' dialog box is open in the center, with the following fields:

- Name:** My First Project
- Location:** Jason Kearns's First Project > master

At the bottom of the dialog are 'Cancel' and 'Save' buttons. In the background, the 'Data' panel is visible on the left side of the interface, showing a thumbnail of a box labeled 'My first box'. The top of the interface shows the user's name 'Jason Kearns Kearns' and a timer 'Term ends in 4 days'. Red circles and arrows highlight the 'Save' icon (labeled '1') and the 'Data' panel icon (labeled '2/3') in the top toolbar.

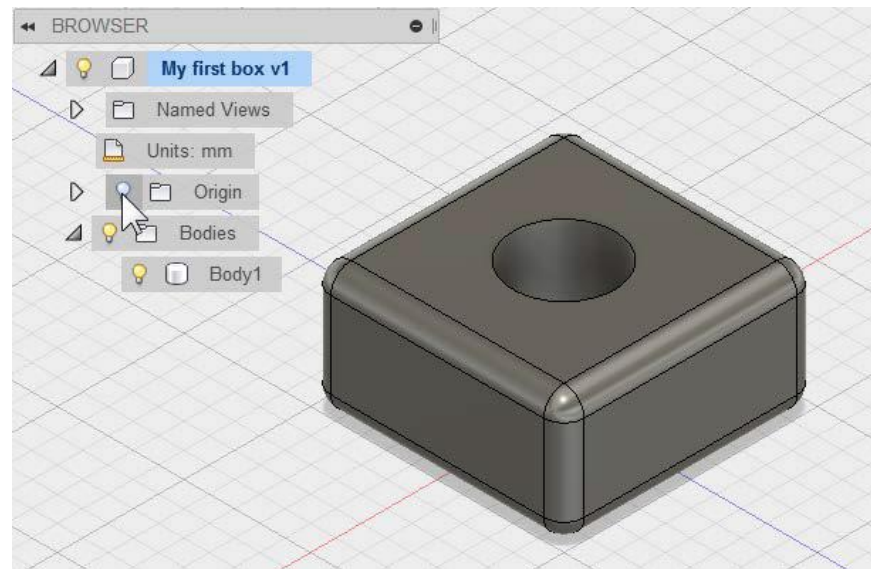
1. Click save Icon and name “My first box”.
2. Select show data Panel
3. The active project name is displayed at the top. Thumbnails of all the designs in the project are listed. All data is stored in A360 in the cloud.
3. Click Hide Data Panel.





## Step 7: Use the Browser

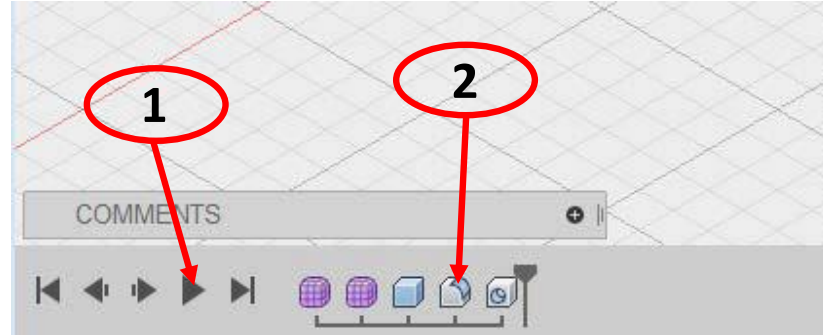
- 1. Click the light bulb next to Origin. The origin planes display
- 2. Click the light bulb again to turn the origin plane display off.
- 3. Click next to Bodies in the browser to expand the folder. There is one body in this design.





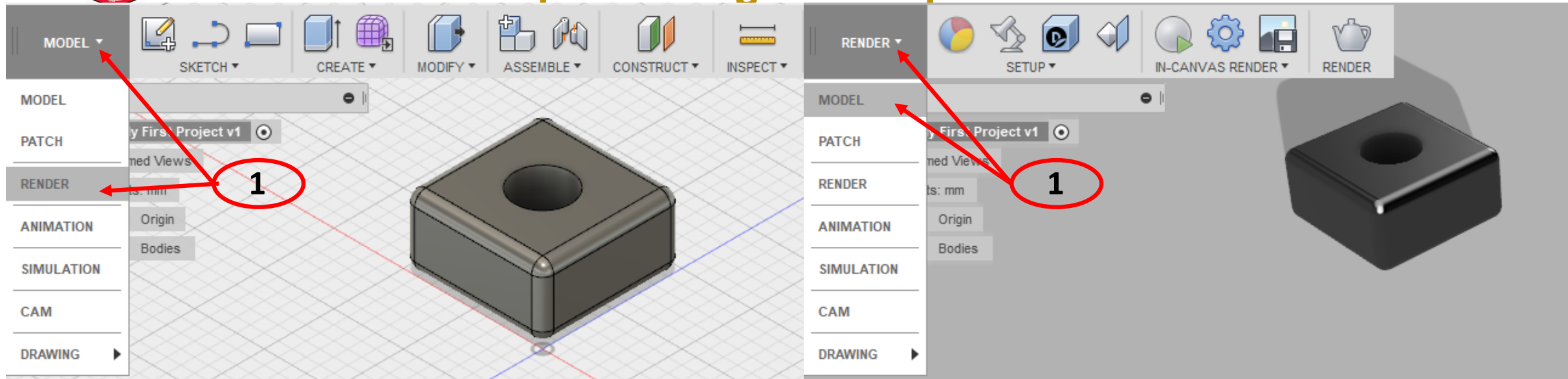
## Step 8: Use the Timeline

- 1. Click Play to replay the operations in the design.
- 2. In the timeline, right-click the fillet operation. Click Edit Feature.
- 3. For Radius, enter **5 mm**. Click OK.





## Step 9: Change Workspaces



1. Click Model. Select Render to switch to the Render workspace. The canvas appearance changes and the timeline is replaced with the Rendering Gallery. This workspace is used to render images of your design.

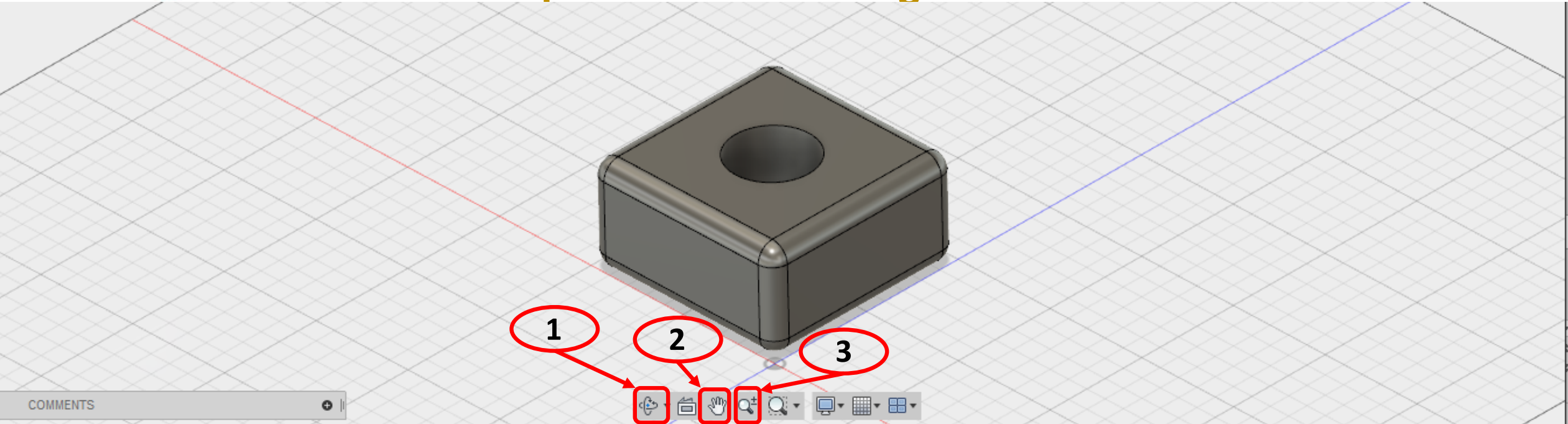
2. Review the Rendering Gallery at the bottom of the interface. This gallery displays a thumbnail of your cloud renderings and shows the progress of renderings that are in process.

3. If the renderings are processed, click one of the thumbnails. The rendered image displays.

4. From the Change Workspace list, select Model.



## Step 10: Use the Navigation Bar



1. Click Orbit and drag within the circle.
2. Click Pan, and drag in the canvas to pan.
3. Click Zoom. Drag up and down in the canvas to zoom in and zoom out.



## Step 11: Use the Mouse

1. Roll the wheel forward and backward to zoom in and zoom out.
2. Click and hold, and then drag to pan.
3. Hold the Shift key, and then drag with the middle mouse button to orbit the design.
4. Double-click the middle mouse button to zoom extents.



## Step 12: Use the ViewCube

1. Left-click and drag the ViewCube to orbit the design.
2. Click one of the corners of the ViewCube to go to an isometric view.
3. Click the FRONT face to go to the front orthographic view.
4. Click Home to return to the Home view.

