



Fusion 360

Task 3



Objectives

- By the end of this session you will have:
- Learnt how to model the lampshade using the Revolve tool.
- Know how to modify the appearance of the lampshade.
- Be able to modify the solid using the shell tool.
- https://moeae87206-my.sharepoint.com/personal/felicity_dray_moe_gov_ae/layouts/15/guestaccess.aspx?docid=0958d2318bf5b41d38b478804f045b4ed&authkey=Aa_7BP_5ZYIKRFWxTd8GcRY



Key Shortcuts

1. To rotate object: hold down mouse scroll wheel and move mouse
2. To zoom: scroll wheel forward/back
3. To Move object around screen: hold ctrl and hold down scroll wheel. Then simply move mouse.
4. Ctrl + Z to undo a step.

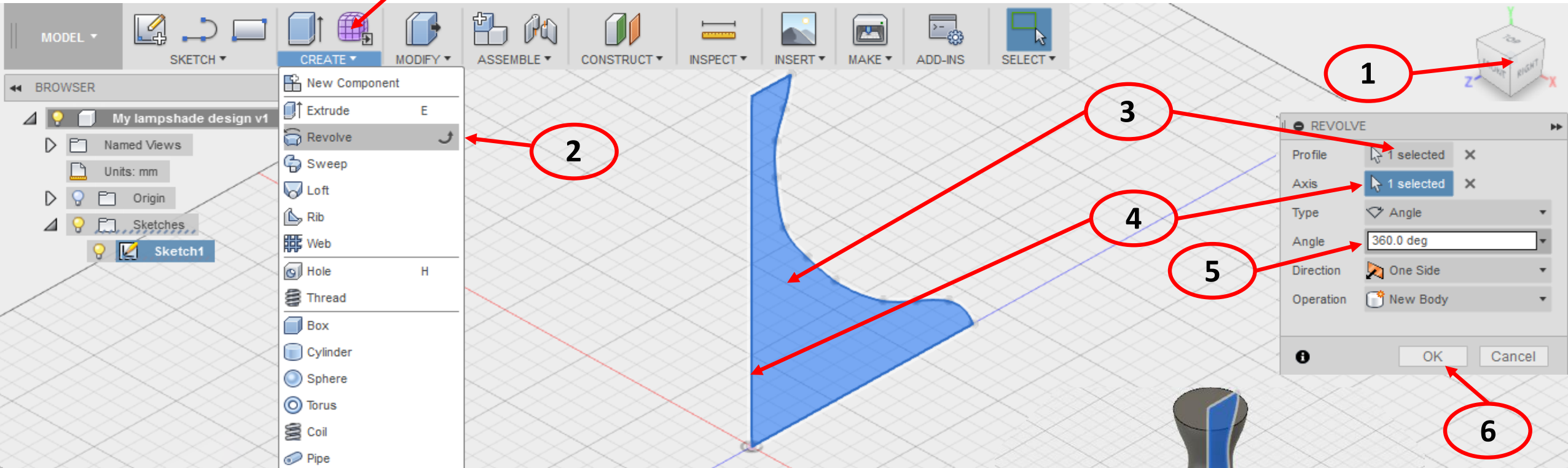


<http://www.computercode.com>

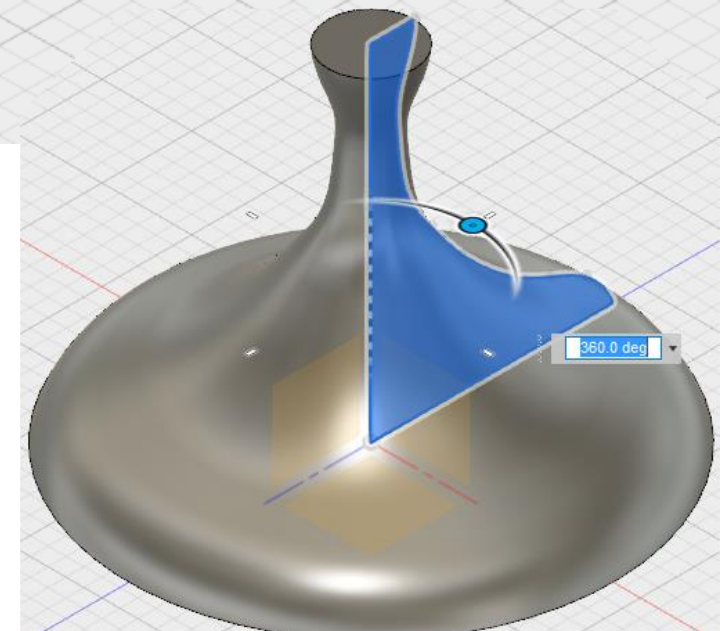


2

Step 1: Create a Solid Model

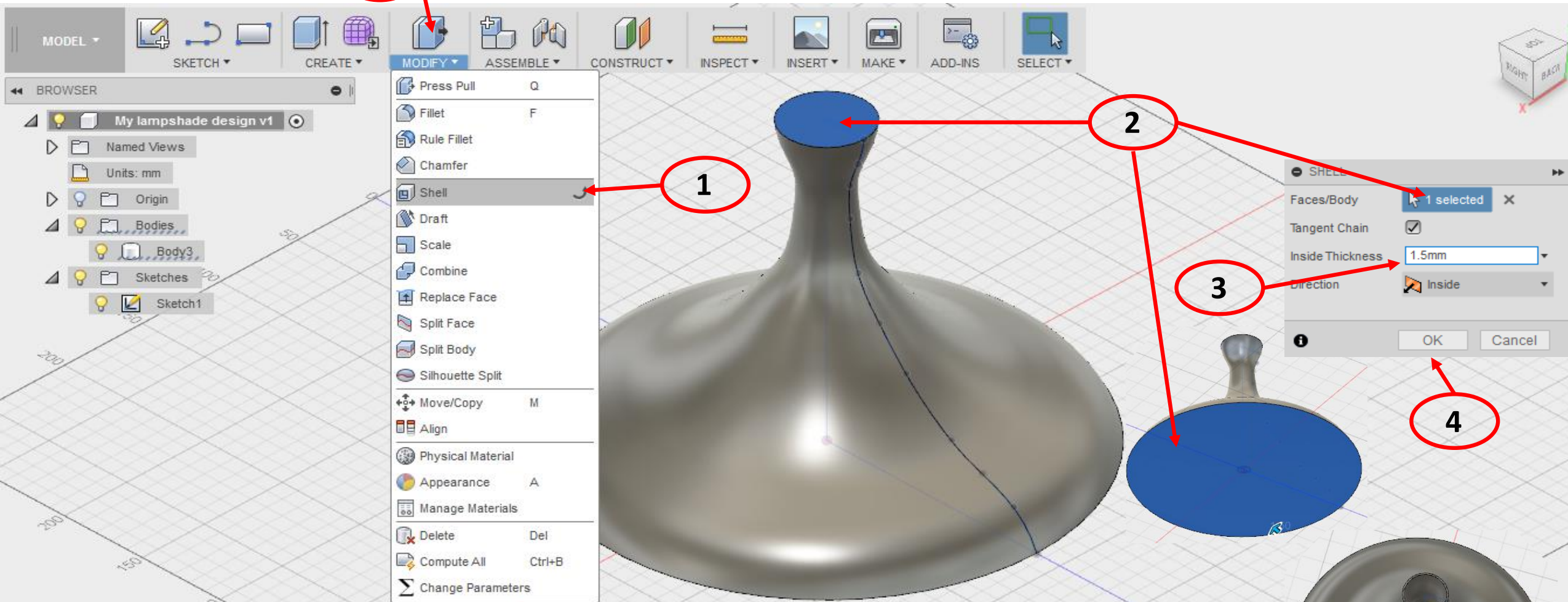


1. Select the top corner of view cube to rotate to isometric.
2. Select create and then revolve from drop down menu.
3. In the revolve box select profile, then anywhere inside the sketch profile.
4. Next select Axis, then select the vertical edge of sketch.
5. For a full revolution set angle to 360 degrees.
6. Select ok and profile will revolve to form a 3D shape.



1

Step 2: Modify the solid using shell



1. Click modify > shell

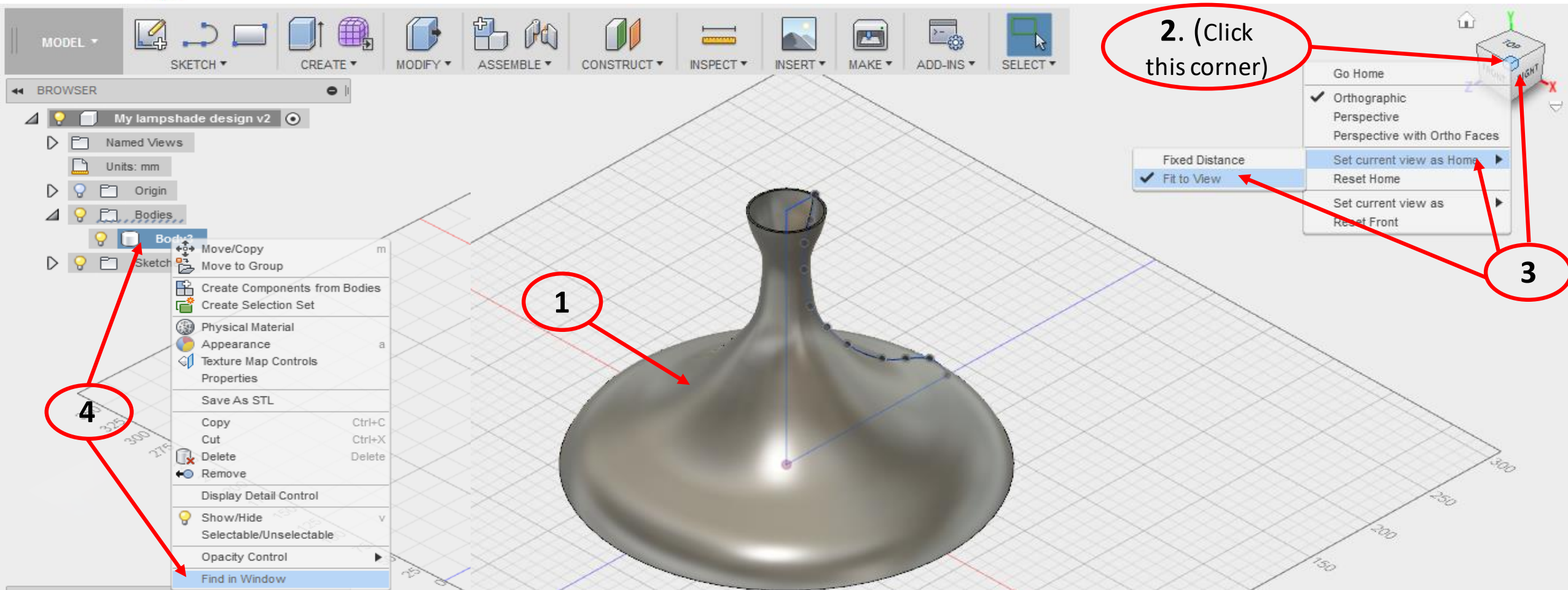
2. Select Faces/Body, then select top face and rotate to select bottom face.

3. Make thickness 1.5mm.

4. Select ok to shell the solid.

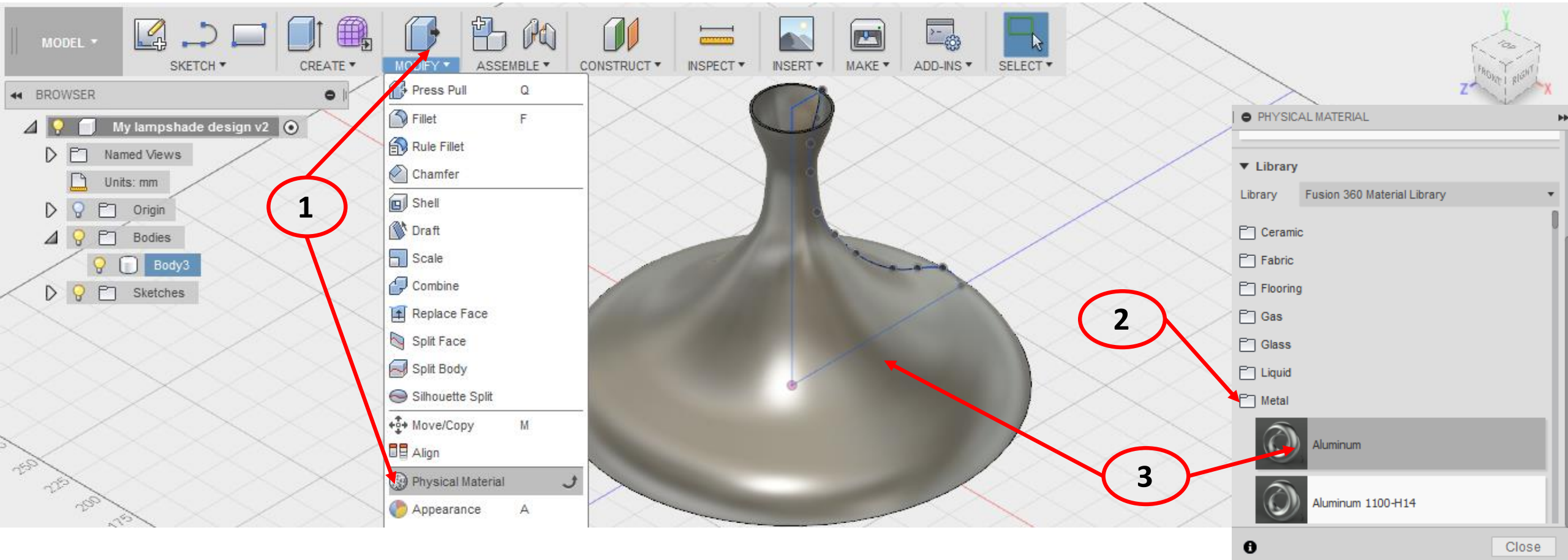
Completed shell

Step 3: Set home view



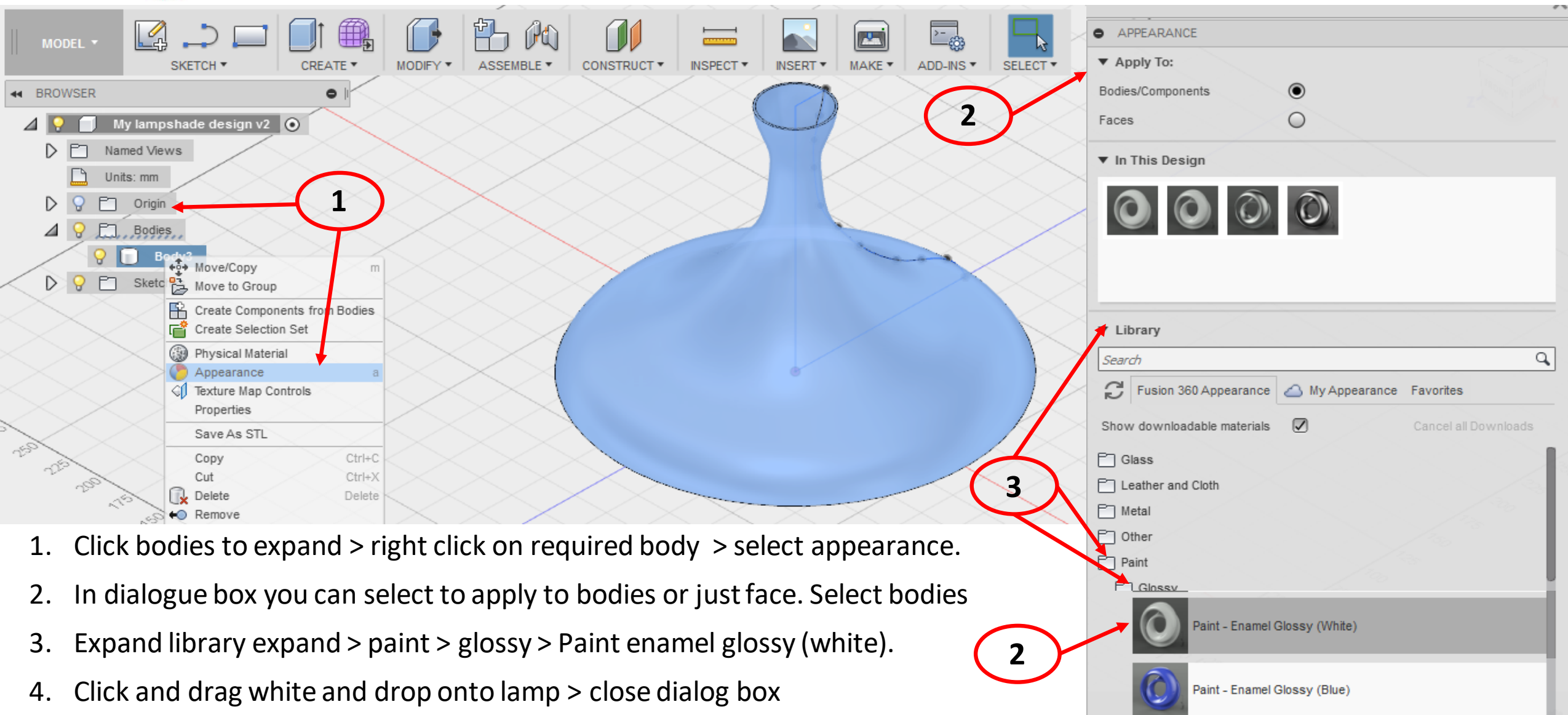
1. Rotate lamp to show isometric view (hold middle wheel and pan)
2. Select top corner of viewcube.
3. Right click on viewcube > Set current view as home > fit to view (This defines a new home.)
4. You can jump to this view by right clicking on selected body in browser > Find in window.

Step 4: Modify the Physical Material



1. Click Modify > Physical Material
2. In the materials dialogue box, scroll down and click on metal to expand folder.
3. Click and hold on aluminum > drag across and drop anywhere on lamp.
4. Note color change then close.

Step 5: Modify the Appearance



1. Click bodies to expand > right click on required body > select appearance.
2. In dialogue box you can select to apply to bodies or just face. Select bodies
3. Expand library expand > paint > glossy > Paint enamel glossy (white).
4. Click and drag white and drop onto lamp > close dialog box

*The material color is modified. Note that the physical material is still aluminium.



Step 6: Save model

The screenshot shows the Fusion 360 software interface. The top toolbar includes a quick save icon (floppy disk) circled with a red circle and the number 2. The ribbon contains tabs for CREATE, MODIFY, ASSEMBLE, CONSTRUCT, INSPECT, INSERT, MAKE, ADD-INS, and SELECT. The 'Save As' dialog box is open, showing the name 'My lampshade design' and the location 'Jason Kearns's First Project > master'. The 'Save' button is circled with a red circle and the number 3. The 'Save as' menu item is circled with a red circle and the number 1.

1. Select file > save as
2. You can also use quick save icon
3. Name “My lampshade design” and save.