

## Autodesk Fusion 360 Training: The Future of Making Things Instructor Guide

This Instructor Guide provides an overview of the Fusion 360 training content and time allocations required for teaching the workshop. The demonstrations referenced below are based on the step-by-step video tutorials included in the training kit. Please watch the video tutorials for the steps required in each lesson demonstration.

### Getting Started

**Total Time Required for Lesson: 15 minutes**

**Discuss Objectives: 3 Minutes**

**Demonstrate: 5 Minutes**

- Create an Autodesk ID
- Create a new Project

**Hands-on Time: 5 Minutes**

**Review Objectives: 2 minutes**



### Lesson 1 – Overview

**Total Time Required for Lesson: 20 minutes**

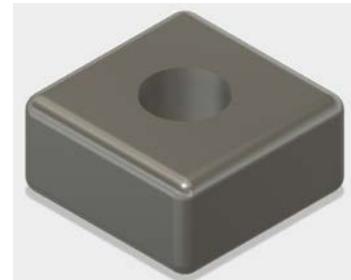
**Discuss Objectives: 3 Minutes**

**Demonstrate: 5 Minutes**

- Start Fusion 360
- Review the user interface
- Create a box

**Hands-on Time: 10 Minutes**

**Review Objectives: 2 minutes**



### Lesson 2 - Sketch

**Total Time Required for Lesson: 30 minutes**

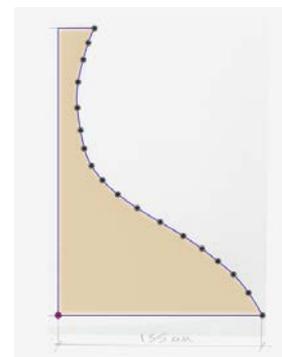
**Discuss Objectives: 3 Minutes**

**Demonstration: 10 Minutes**

- Start a new design
- Attach a canvas
- Create a sketch profile of the lampshade

**Hands-on Time: 15 Minutes**

**Review Objectives: 2 minutes**



### Lesson 3 - Model

**Total Time Required for Lesson: 20 minutes**

**Discuss Objectives: 3 Minutes**

**Demonstration: 5 Minutes**

- Create a solid model
- Modify the solid using shell
- Modify the physical material
- Modify the appearance

**Hands-on Time: 10 Minutes**

**Review Objectives: 2 minutes**



### Lesson 4 – Model the Stem

**Total Time Required for Lesson: 30 minutes**

**Discuss Objectives: 3 Minutes**

**Demonstration: 10 Minutes**

- Create a solid model of the stem
- Thread the end of the stem
- Modify the physical material and appearance of the stem

**Hands-on Time: 15 Minutes**

**Review Objectives: 2 minutes**



### Lesson 5 - Sculpt

**Total Time Required for Lesson: 35 minutes**

**Discuss Objectives: 3 Minutes**

**Demonstration: 5 Minutes**

- Create a sculpted model of the stand
- Add a hole
- Modify the physical material and appearance of the stem

**Hands-on Time: 5 Minutes**

**Review Objectives: 2 minutes**



## Lesson 6 - Assemble

Total Time Required for Lesson: 20 minutes

Discuss Objectives: 3 Minutes

Demonstration: 5 Minutes

- Assemble the lamp using joints

Hands-on Time: 10 Minutes

Review Objectives: 2 minutes



## Lesson 7 - Document

Total Time Required for Lesson: 20 minutes

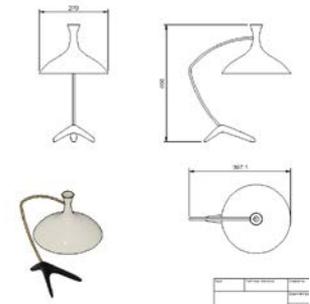
Discuss Objectives: 3 Minutes

Demonstration: 5 Minutes

- Start a new drawing from the design
- Create orthographic and isometric views of the lamp
- Add dimensions
- Add text

Hands-on Time: 10 Minutes

Review Objectives: 2 minutes



## Lesson 8 - Render

Time Required for Lesson: 25 minutes

Discuss Objectives: 3 Minutes

Demonstration: 5 Minutes

- Review the Render workspace
- Render the lamp
- Render the lamp using Cloud Rendering
- Save and display a rendered image
- Review ray tracing

Hands-on Time: 15 Minutes

Review Objectives: 2 minutes



## Lesson 9 - Export

Time Required for Lesson: 10 minutes

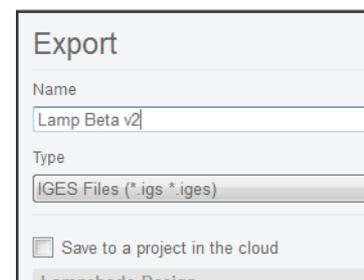
Discuss Objectives: 2 Minutes

Demonstration: 2 Minutes

- Review the export options
- Export the lamp stand in STL format

Hands-on Time: 5 Minutes

Review Objectives: 1 minute



## Lesson 10 - Collaborate

Time Required for Lesson: 15 minutes

Discuss Objectives: 2 Minutes

Demonstration: 5 Minutes

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- Review collaboration options in Fusion 360, including Share, inviting people, and using A360.

**Hands-on Time: 7 Minutes**

**Review Objectives: 1 minute**