AUTODESK® INVENTOR®

Exam Objectives

USER INTERFACE AND NAVIGATION
Navigate the Inventor Interface
Use the ViewCube
Set the environment
Manage views

ADVANCED MODELING
Create a sweep feature

ASSEMBLY MODELING
Apply and use assembly constraints
Create a part in the context of an assembly

DRAWING
Add centerlines to a drawing
Identify views
Modify a style in a drawing
Add Balloons to a View

PART MODELING
Apply fillets and chamfers
Create a pattern of features
Create a Rib Feature
Create a shell feature
Create extrude features
Create hole features

CREATE PARTS
Create revolve features
Create work features
View parts

PROJECT FILES
Control a project file

SKETCHING
Assign parameters
Identify dimension types
Share sketches
Use sketch constraints
Project geometry

EDITING FEATURES
Reorder features
Delete features