AUTODESK®
INVENTOR®

Exam Objectives

ADVANCED MODELING

- Create a 3D path using the Intersection Curve and the Project to Surface commands
- Create a loft feature
- Create a multi-body part
- Create a part using surfaces
- Create a sweep feature
- Create an iPart
- Emboss text and a profile

ASSEMBLY MODELING

- Apply and use assembly constraints
- Apply and use assembly joints
- Create a level of detail
- Create a part in the context of an assembly
- Describe and use Shrinkwrap
- Create a positional representation
- Create components using the Design Accelerator commands
- Modify a bill of materials
- Find minimum distance between parts and components
- Use the frame generator commands

DRAWING

- Edit a section view
- Modify a style in a drawing
- Edit a hole table

PART MODELING

- Create a pattern of features
- Create a shell feature
- Create extrude features
- Create hole features
- Create revolve features
- Create work features
- Use the Project Geometry and Project Cut Edges commands
- Edit existing parts using Direct Edit

PRESENTATION FILES

- Animate a presentation file

PROJECT FILES

- Control a project file

SHEET METAL

- Create sheet metal features

SKETCHING

- Create dynamic input dimensions
- Use sketch constraints
- Sketch using Relax Mode

WELDMENTS

- Create a weldment

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