



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

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