



Fusion 360
Introduction

Randall Grenfell
School of Product Design.
University of Canterbury

randall.grenfell@canterbury.ac.nz
C: 021 041 3327

Machine visitor Logins

• sopdc101	sopdc108	
• sopdc102	sopdc109	
• sopdc103	sopdc110	
• sopdc104	sopdc111	
• sopdc105	sopdc112	
• sopdc106		Password: monday55
• sopdc107		

About me




The collage includes a red and yellow toy car, a sign for Walt Disney Imagineering, a green 3D model of a car, and a person interacting with a large screen.

Why Fusion 360?


[\(2\) The Autodesk 2023 Showreel - YouTube](#)

1. It's free for education and business start-ups.
2. Its parametric.
3. It's ubiquitous (online and any machine).
4. Students can work as a team.
5. It isn't too boffinish/engineering focused.
6. Helps to have a TA

It is a general purpose Swiss army knife for design.




What to get your head round.



- Design intent, consider your intended outcome and outputs.
(if designing to a laser your method would be different than to a 3d printer).
- Top down design (components and bodies).
- Constraining sketches is an absolute must (No dangling).
- You can go back in time and change order of design.
- Naming everything in the design, helps with tracking

Today's mission (working together)



- Overview of Workspace and filing system/preferences.
- Sketching and constraints.
- Using different features for designing shapes.
- Designing a project with multiple components (potentially with parameters).