

Contents at a Glance

Part 1. Introducing Fusion 360 and Drawing Sketches

Chapter 1. Introducing Fusion 360	21 - 50
Chapter 2. Drawing Sketches with Autodesk Fusion 360	51 - 124
Chapter 3. Editing and Modifying Sketches	125 - 166
Chapter 4. Applying Constraints and Dimensions	167 - 212

Part 2. Creating and Editing 3D Models/Components

Chapter 5. Creating Base Feature of Solid Models	213 - 248
Chapter 6. Creating Construction Geometries	249 - 282
Chapter 7. Advanced Modeling - I	283 - 330
Chapter 8. Advanced Modeling - II	331 - 416
Chapter 9. Patterning and Mirroring	417 - 450
Chapter 10. Editing and Modifying 3D Models	451 - 520

Part 3. Working with Assemblies

Chapter 11. Working with Assemblies - I	521 - 594
Chapter 12. Working with Assemblies - II	595 - 634

Part 4. Creating Animations

Chapter 13. Creating Animation of a Design	635 - 658
--	-----------

Part 5. Creating Drawings

Chapter 14. Working with Drawings	659 - 730
Index	731 - 738
Other Publications by CADArtifex	739 - 740