



Assignment 4

Inventor

Model Practice Problems

Objectives

When you complete this assignment you will:

1. sketch and create models that are 2" x 6" x 3".
2. sketch and dimension problems.
3. extrude models to remove and add surfaces.
4. view and rotate the three-dimensional models.

Getting Started

In this activity you will build models IN-5 to IN-18. The problems are not always simple to complex in order. Some are easy to draw and others are difficult. The first four problems on Drafting Set 1 were guided practice activities. You should be able to draw most of the problems without difficulty. Some of the problems are designed to make you think.

1. Launch Autodesk Inventor Professional 2016 and launch the Standard .ipt template file. Create the same standard model that is 2" x 6" x 3".
2. Save all files in your server folder as they are named in the drafting sets.
3. The rotate tool can assist you on drawing some of the problems correctly. Test your wits and see how many you can solve correctly without teacher involvement.
4. Ask your instructor for an Inventor assignment rubric. Fill out the rubric accurately as you complete each drawing.
5. Turn in the assignment rubric when you have completed the entire module.