

The background of the slide is a complex, abstract wireframe mesh in shades of gray. A solid blue horizontal band runs across the middle of the image, serving as a backdrop for the main title and speaker information.

# Put a Little Bit of Fusion 360 in Your Infrastructure

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MESA

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# Objectives

- Learn how to create 3D models of infrastructure elements in Fusion 360
- Explore how to export Fusion 360 models in formats that are compatible with InfraWorks
- Discuss different methods for taking a model from Fusion 360 to InfraWorks
- Learn how to import and place models from Fusion 360 in an InfraWorks conceptual model

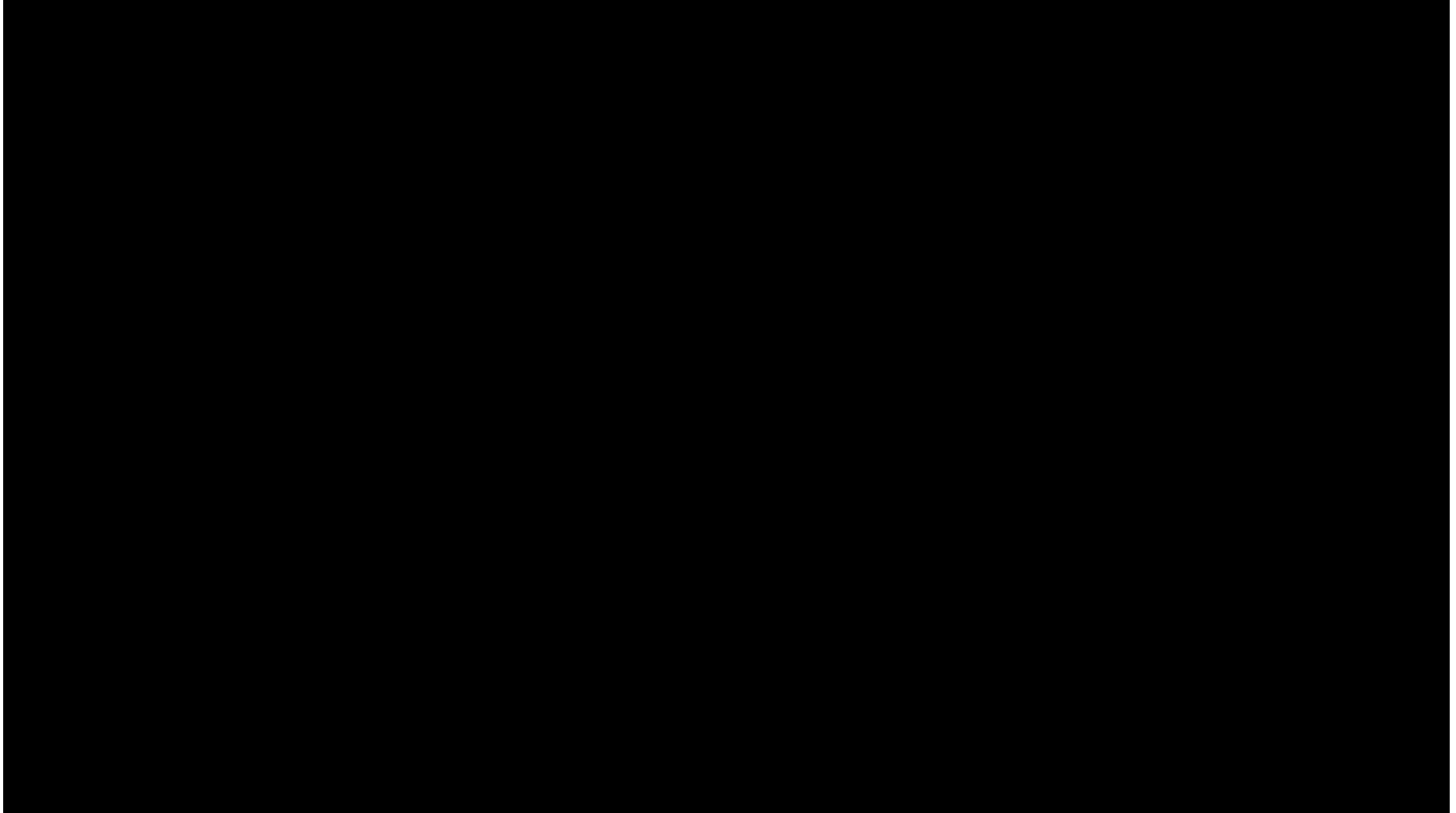




The background of the slide is a complex, abstract wireframe mesh. It consists of a dense network of thin, light gray lines that form a series of interconnected, flowing, and undulating shapes. These shapes resemble organic, cellular structures or perhaps a stylized representation of a complex surface. The mesh is more concentrated in some areas, creating a sense of depth and volume, while other areas are more sparse. The overall effect is one of dynamic, organic complexity.

# Modeling in Fusion 360

# What is Fusion 360?



# Let's Take a Look at Modeling in Fusion 360

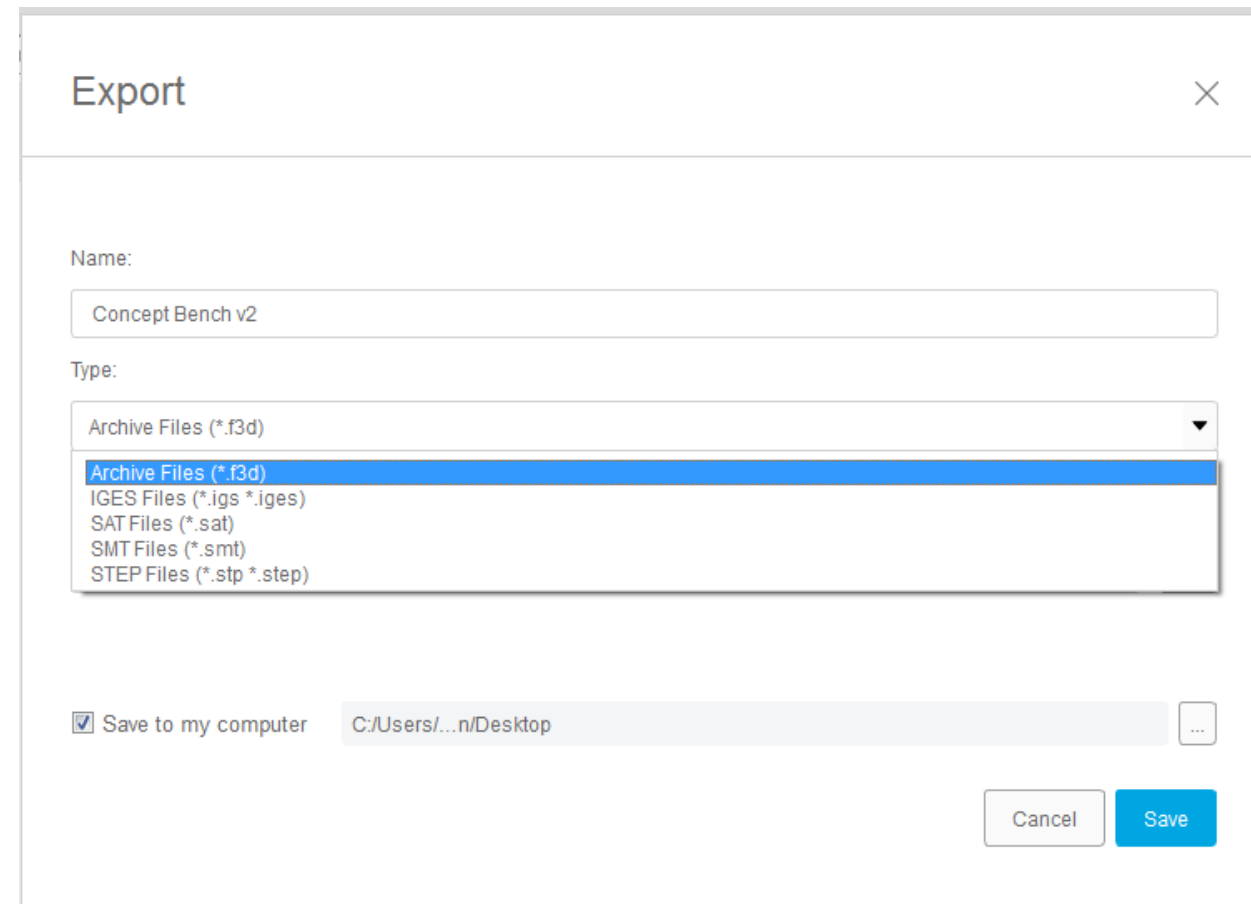


The background of the slide features a complex, abstract wireframe pattern. This pattern consists of numerous interconnected lines forming a mesh of irregular polygons, creating a three-dimensional, organic structure that resembles a network or a series of flowing, interconnected tubes. The lines are thin and light gray. A solid blue horizontal bar spans the width of the slide, positioned in the lower half, providing a contrasting background for the white text.

# Bridging the Gap Between Fusion 360 and InfraWorks

# Possible Paths From Fusion 360 to InfraWorks #1

- Fusion 360 Export Options



- Export, now what? AutoCAD 3D?

# Possible Paths From Fusion 360 to InfraWorks #2

- Fusion 360 Add In to Expand Export Options (i.e. DAE file)

The screenshot shows the Autodesk App Store interface for the 'Collada Writer' add-in. The page is titled 'Fusion 360 > Item Detail'. The add-in is by 'TesseKeter' and has a rating of 0 reviews. It is available for Windows 64-bit and English. The description states that the plugin is used to export 3D models into Collada (.dae) file format. The 'About This Version' section mentions Version 1.0, released on 11/17/2016, and notes a bug fix that allows importing into A360 viewer. A screenshot of a 3D model in a viewer is shown at the bottom. The right sidebar indicates the add-in is free, has a download size of 1.3 MB, and was released on 10/26/2016. The publisher information shows 'TesseKeter' with 1 app.

**Collada Writer**  
TesseKeter  
★★★★★ (0 review)

OS: Win64  
Language: English

**Description**  
This plugin is developed to export 3D models into Collada (.dae) file format.  
Currently, the exported model contains geometric and basic color information. This model can be viewed in many 3D interactive applications like Blender, MeshLab etc.  
[Read Help Document](#)

**About This Version**  
Version 1.0, 11/17/2016  
Initial Version  
Bug fix. Now can import in A360 viewer

**Screenshots and Videos**

**Free**  
Download

Download Size: 1.3 MB  
Release Date: 10/26/2016  
Last Updated: 11/17/2016  
Version Info: 1.0  
Website:  
Cust. Support: [tesseKeter@gmail.com](mailto:tesseKeter@gmail.com)

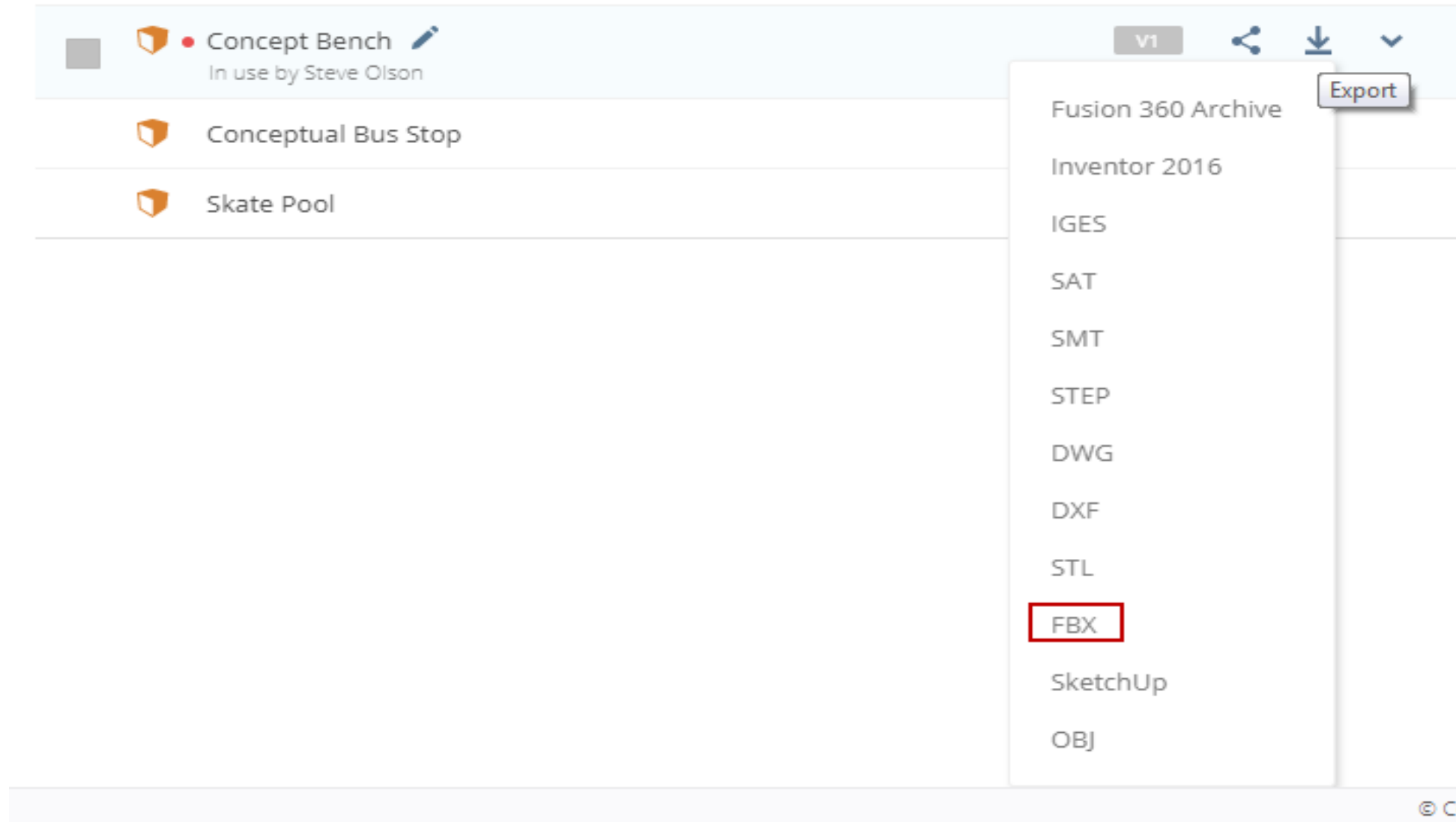
**Compatible with:**  
Autodesk Fusion 360

**Publisher Information**  
  
TesseKeter  
1 App



# Possible Paths From Fusion 360 to InfraWorks #3

- Fusion Team Web Site (Preferred Method)



Note: Slightly different from normal export. You will receive an email with a link to download the file.

Let's Bridge the Gap  
Between Fusion 360 and  
InfraWorks

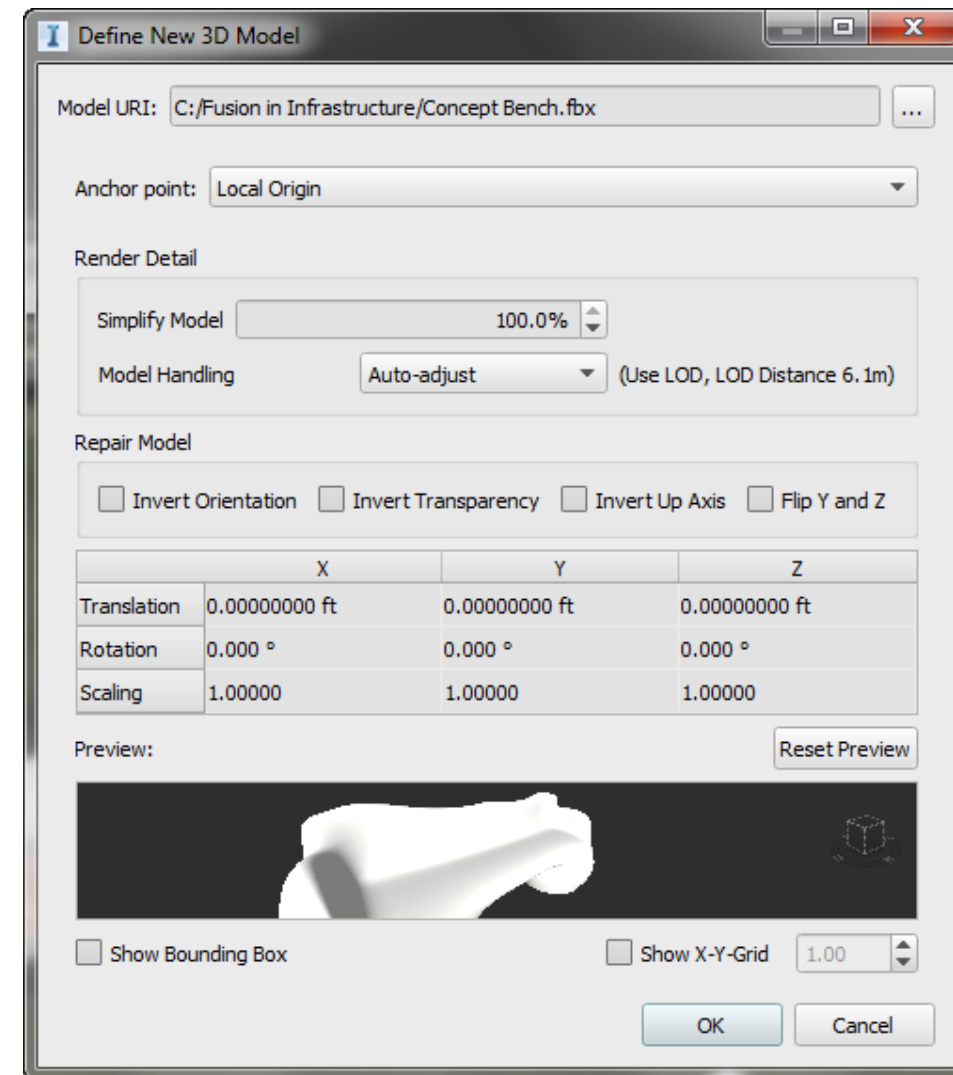
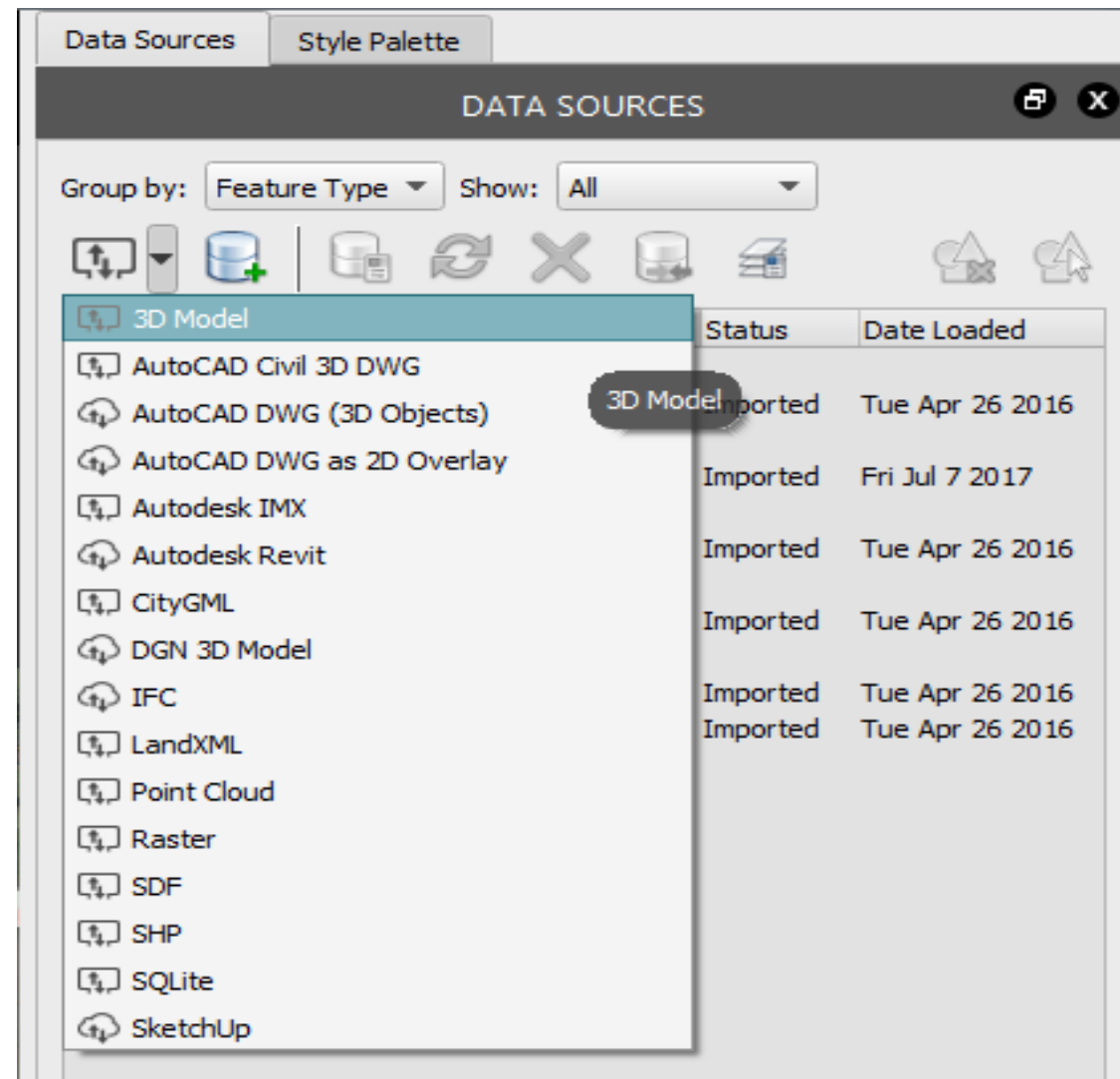
The background of the slide is a complex, abstract wireframe mesh. It consists of a dense network of thin, light gray lines that form a series of interconnected, flowing, and undulating shapes. These shapes resemble organic, cellular structures or perhaps a stylized representation of a network or terrain. The mesh is more concentrated in some areas, creating thicker, more defined forms, while in other areas, it is more sparse and delicate. The overall effect is one of dynamic, organic complexity.

# Placing Fusion 360 Designs in InfraWorks



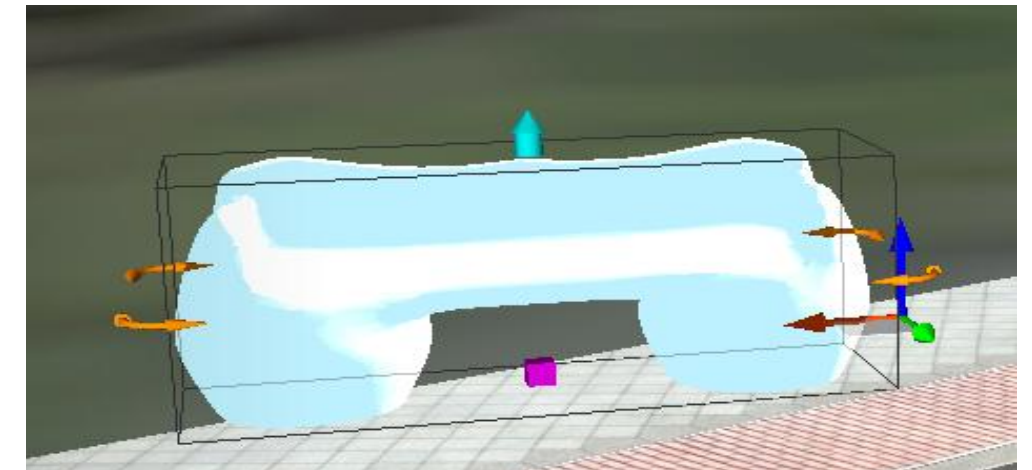
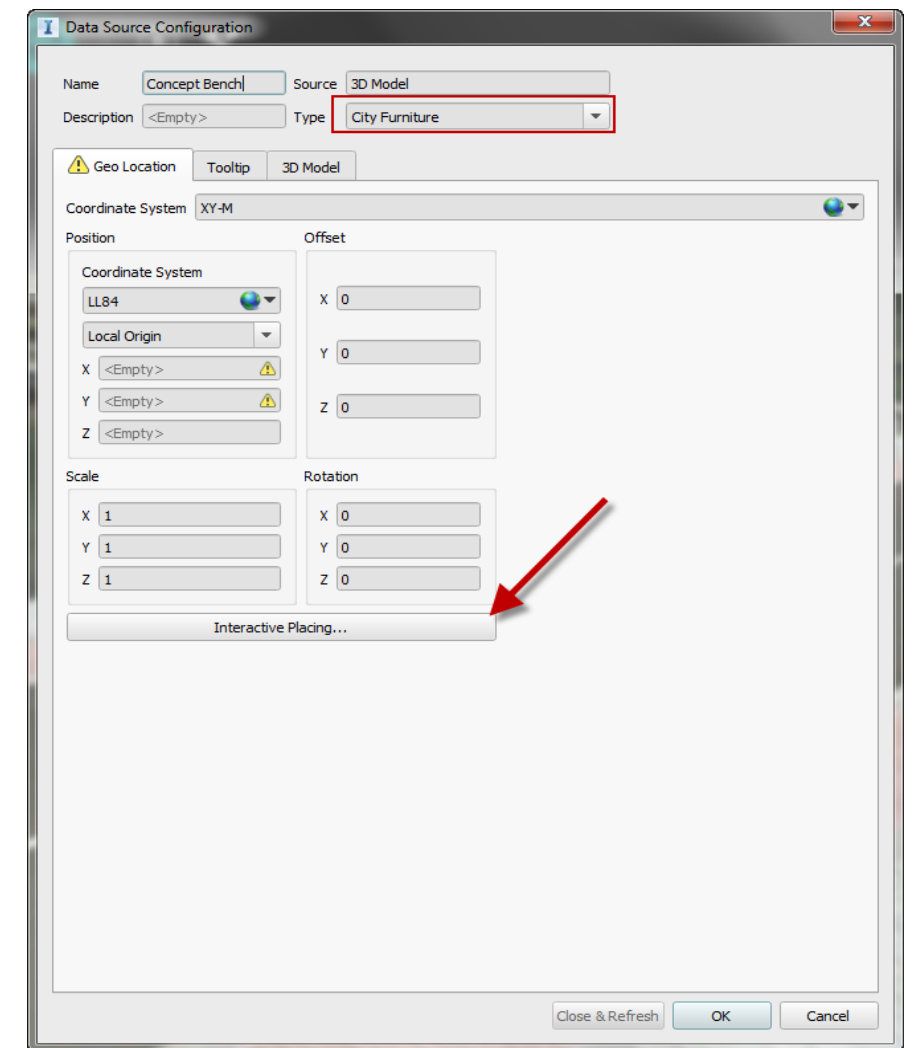
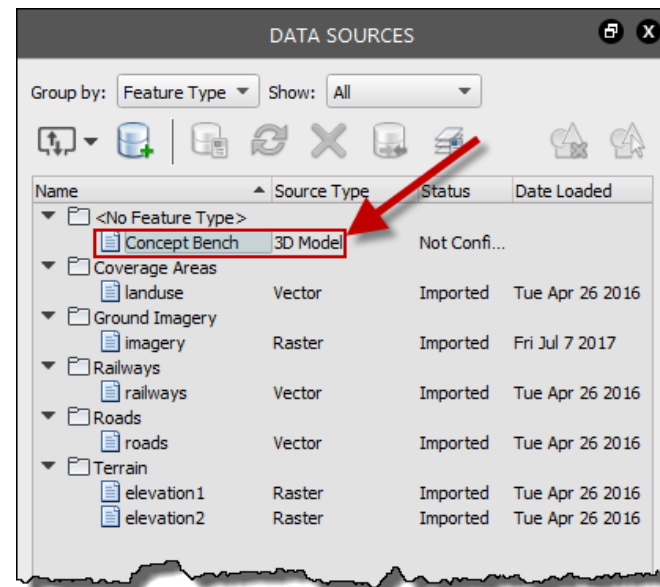
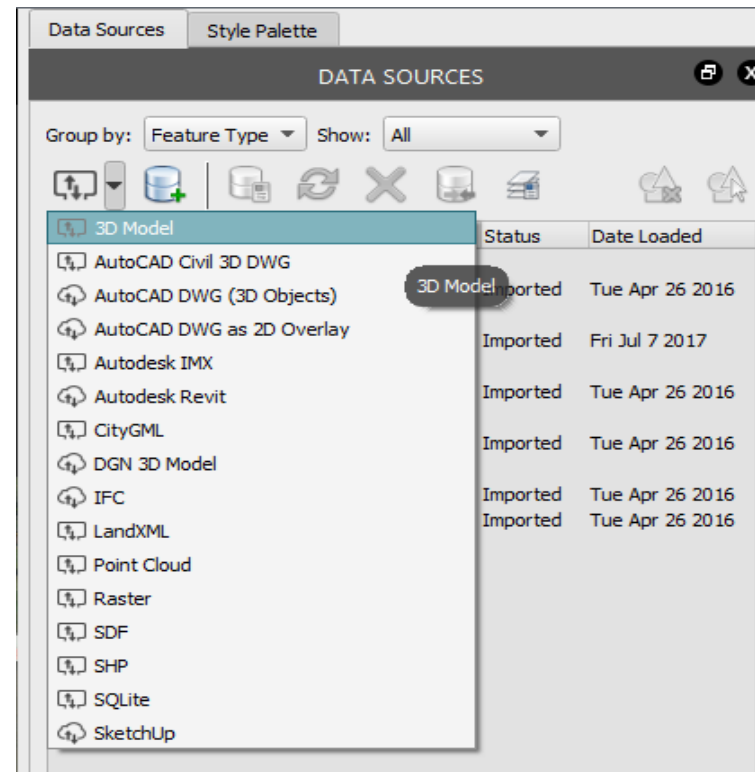
# Placing Fusion 360 Design in InfraWorks

- Connecting to an FBX as a Data Source
- Creating a Style from an FBX



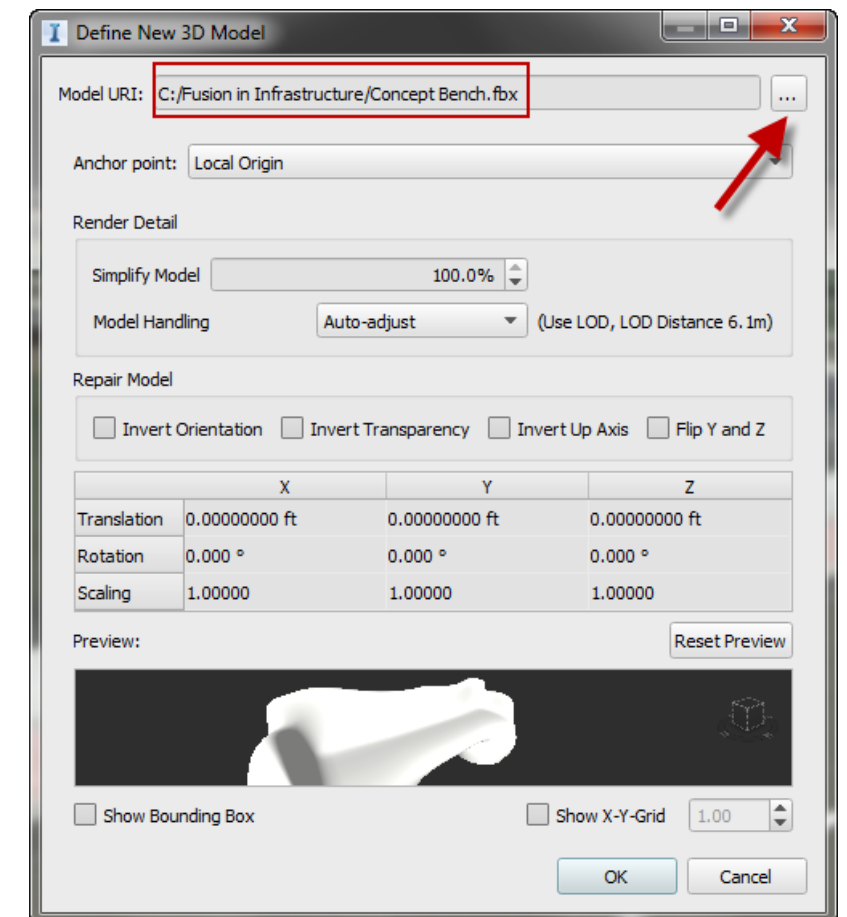
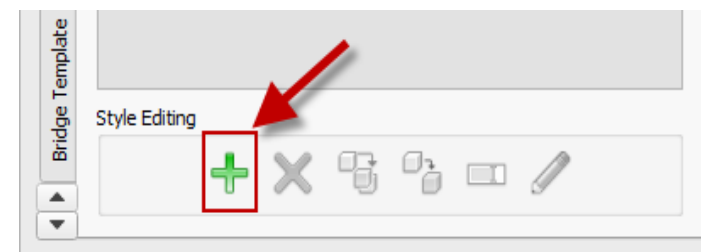
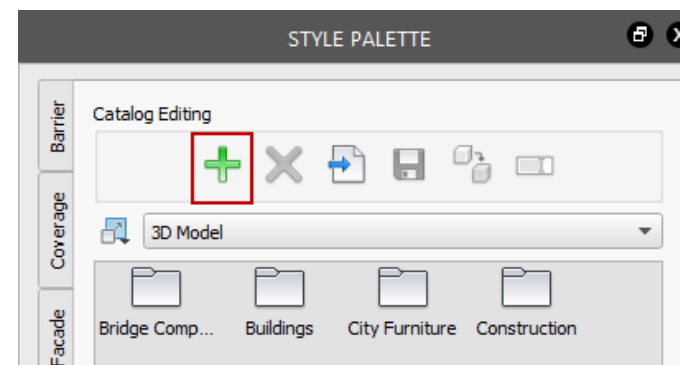
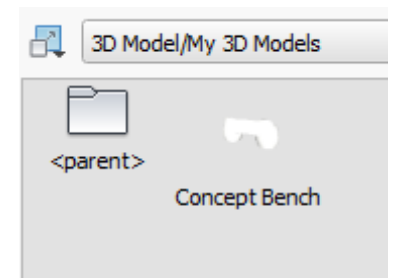
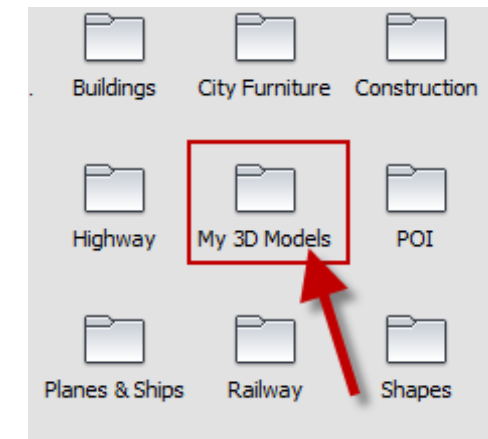
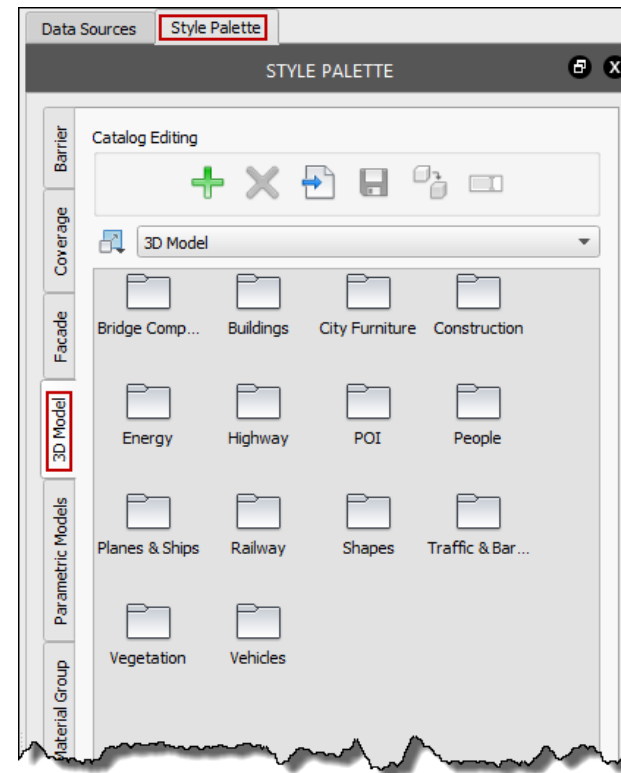
# Connecting to an FBX File as a Data Source

1. Open the Data Source palette. Click on the drop down that represents the types of connections that can be made and select **3D Model**.
2. InfraWorks will open a dialog for you to browse to the data source file.
3. Configure the new connection.
4. In the Configure Data Source dialog, set **Type** to **City Furniture** then click **Interactive Placing...** to set the location for the model.
5. Click **Close & Refresh** to complete the placement of the model.
6. Position the Model as needed.



# Creating a Style from FBX

1. Open the Style Palette and click on the 3D Model Tab
2. Add a new Style Catalog by clicking on the green + under Catalog Editing
3. InfraWorks will create a new folder, name it something meaningful to you
4. Double Click to enter the new folder. At the bottom of the Style Palette, click on the green + to create a new style.
5. Clicking the ellipsis will open a dialog for browsing to the file. Scale the import, if needed.
6. InfraWorks will then add the model to the Style Palette and wait for the name of the new style. Enter a meaningful name.
7. Place the new style-base object as needed.





# Let's Take a Look at Placing Fusion 360 Designs in InfraWorks

Any Questions?

Don't forget to fill out your  
class evaluation surveys!!!



