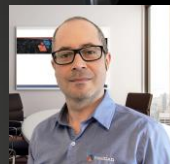


Inventor TNT (Tips and Tricks): Avoid Mistakes for Maximum Productivity

Hugo Trépanier

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Your AU speaker today

Hugo Trépanier

- Technical Consultant for SolidCAD (Québec) Canada since 2012 for CAD and Data Management
- Certified Inventor & AutoCAD Professional since 2005
- Data management Implementation Certified Expert
- I've been a business owner, Heavy duty equipment manufacturer
- ERP/MRP implementation experience
- More than 25 years experience in 3D design



Class Overview

What are we going to do in this class?

Inventor software is a powerful design tool but must be used correctly. Learn how to avoid common mistakes inside Inventor and use some important tools to improve your productivity.

- Learn how to avoid common mistakes
- Learn how to improve productivity with templates, BOMs, and iLogic
- Discover the proper use of Content Center and properties management
- Gain tips and tricks for parts, assemblies, and drawings

The results? Productivity!

**Learn how to avoid
common mistakes**

Before to start, two frequent mistakes

Avoid common mistakes

Bad Installation

Before start with Inventor, please install the software properly and following Autodesk recommendations.

- Hardware, system and 3D graphics
- Use an administrator account
- Security can cause a bad installation: disabling Anti-Virus and UAC are common mistakes and cause instability in Inventor.

Turn off your Anti-Virus and lower down your User Account Control! (See Links in the handout)

Bad Inventor Setup

Setup Inventor for a maximum performance

- Use the correct 3D Driver
- Setup your AMD or Nvidia 3D App following Autodesk Instructions
- Inventor Display Setup

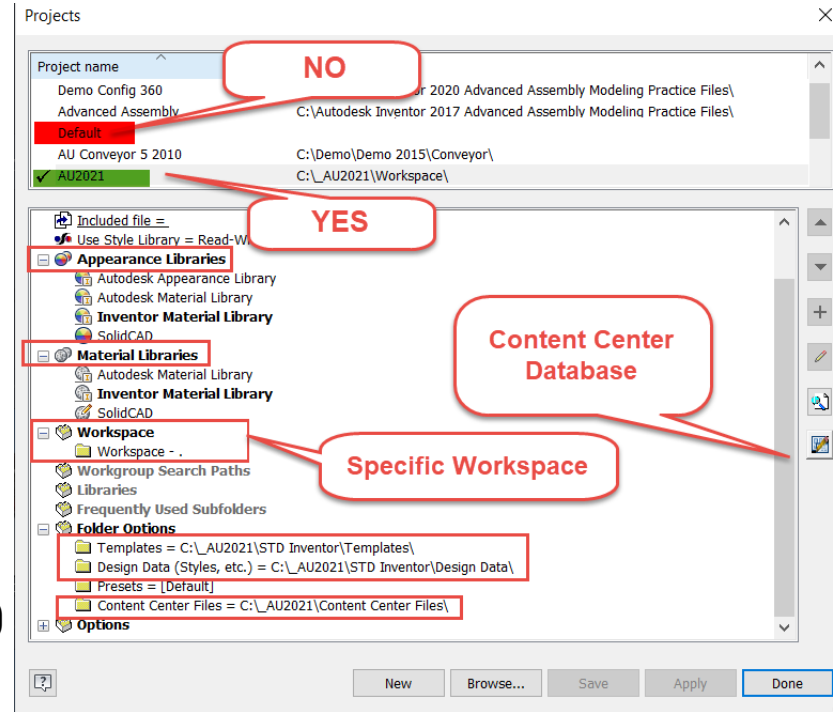
See the links in the handout for details

Inventor Project

Avoid common mistakes

Don't use the Default inventor Project. If you need performance, you need a specific project and Workspace.

- Templates
- Design Data
- Material Libraries
- Content Center Files (Generated parts)
- Content Center Database (.idcl or managed by Vault server)
- Move to Vault project (single user is single user)



Design Data & Material/Appearance

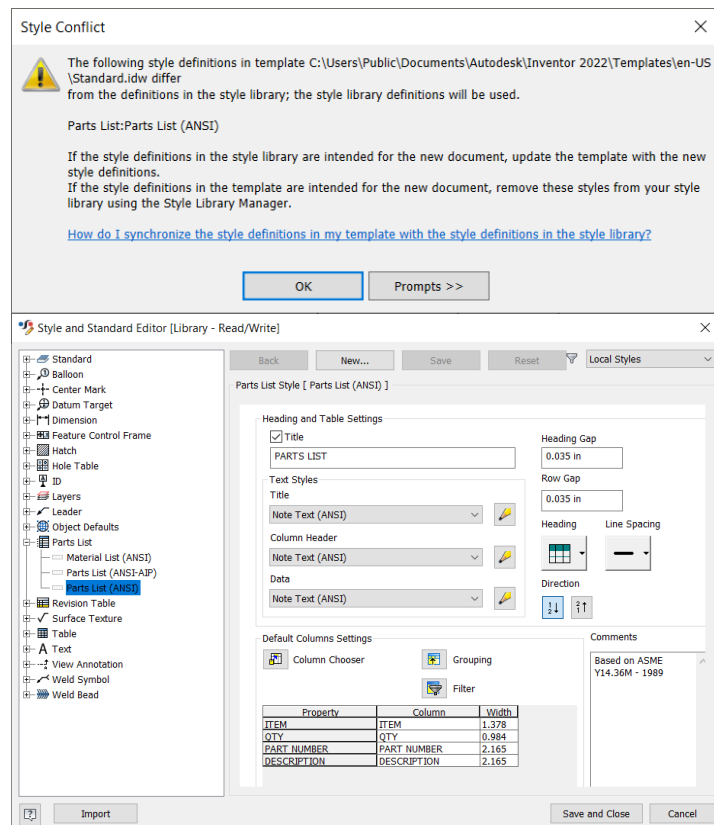
Avoid common mistakes

Design Data, Materials and Appearance enforce template update during the “New” command.

A common mistake if your try to modify your template without updated Design Data.

Other common Mistakes; Why do my colors change when I use “New Part”? Yet the template is correct and have the right color?

- Update Material & Appearance
- Update Style



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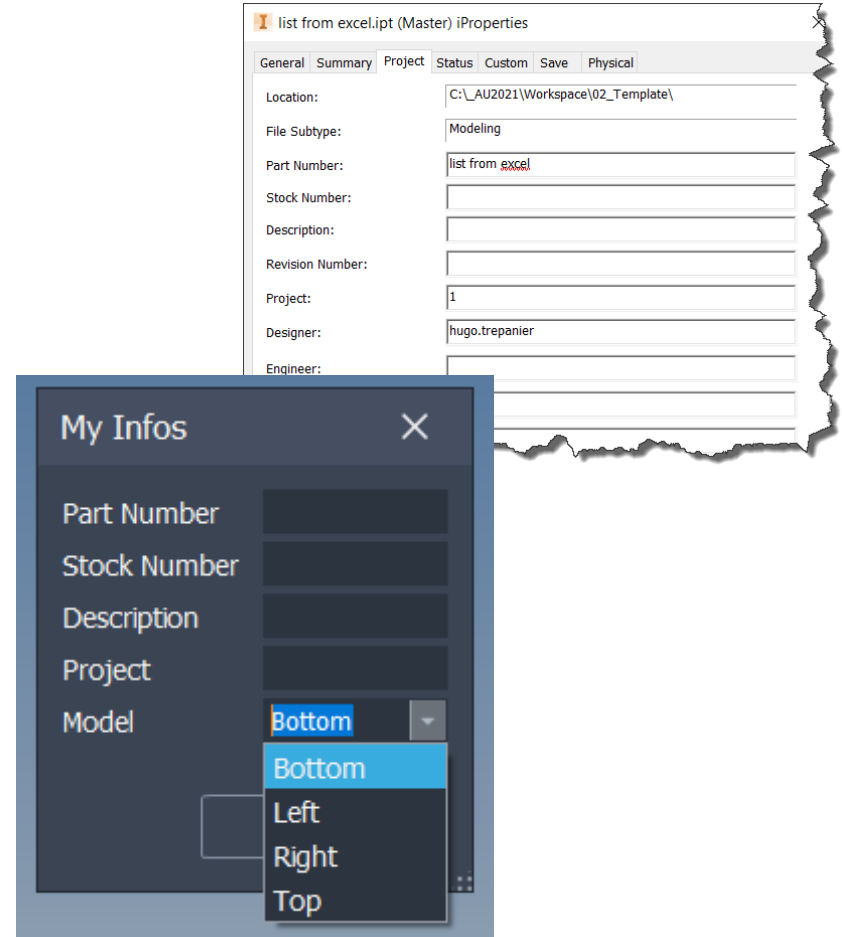
**Learn how to improve productivity
with templates, BOMs, and iLogic**

Templates

Improve productivity

Normally the final goal of your design is your Drawing and BOM. Your templates needs to be prepared to define your output and standards.

- Iproperties
- Ilogic Forms
- Ilogic Tool, Enforce properties
- Ilogic external reference (Drop down list)
- 3D and 2D templates need to be ready



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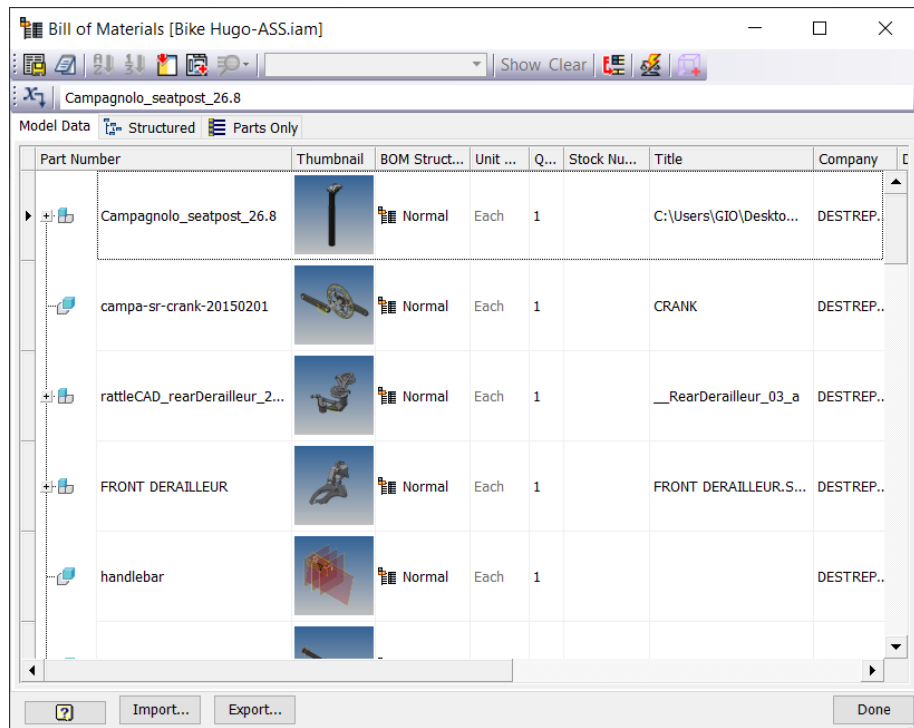
BOM Tool

Improve productivity

Exported from your assembly, BOMs need to have the right information.

Templates boosted with Ilogic could enforce data rules and your final BOM will be compliant to your requirement.

Also, the BOM tool inside Inventor is a very powerful properties management tool. Why not use it? Great tips to massively change what you want.



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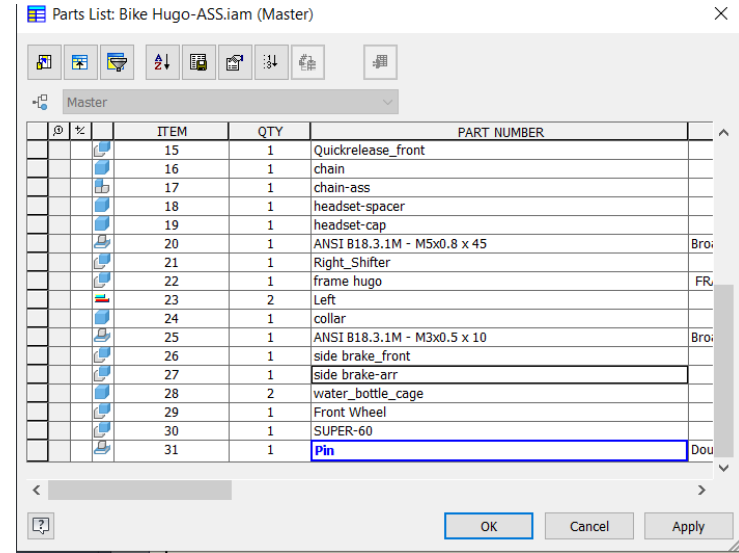
BOMs vs Parts list

Improve productivity

It's easy to manage a parts list, but its a common mistake to bypass the information related to the 3D parts and assembly.

Library parts are not easy to manage if you don't use a custom Content Center.

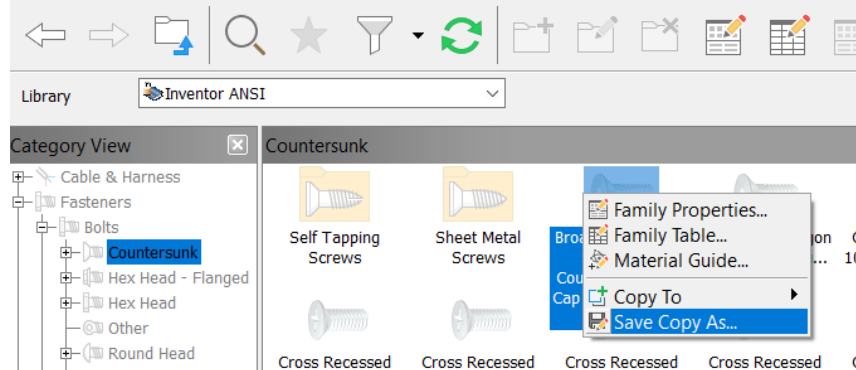
- Solution: Manage your own custom Content Center!



	ITEM	QTY	PART NUMBER
	15	1	Quickrelease_front
	16	1	chain
	17	1	chain-ass
	18	1	headset-spacer
	19	1	headset-cap
	20	1	ANSI B18.3.1M - M5x0.8 x 45
	21	1	Right_Shifter
	22	1	frame hugo
	23	2	Left
	24	1	collar
	25	1	ANSI B18.3.1M - M3x0.5 x 10
	26	1	side brake_front
	27	1	side brake-arr
	28	2	water_bottle_cage
	29	1	Front Wheel
	30	1	SUPER-60
	31	1	Pin

Content Center Editor...

View Edit Tools Help





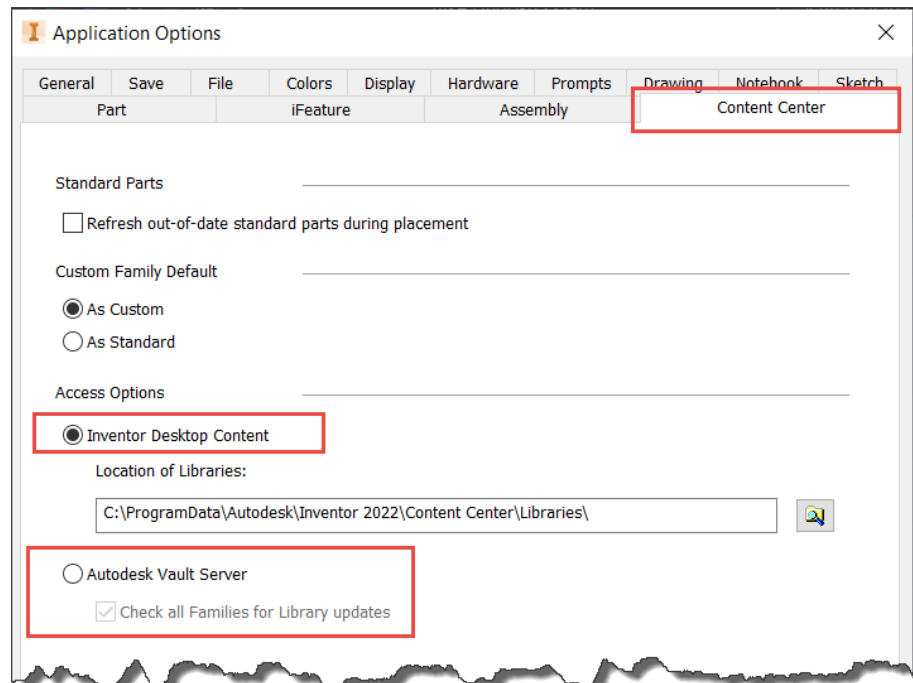
**Discover the proper use of
Content Center and properties
management**

Content Center Editor

Content Center and properties management

I recommend using Vault to manage this across your company. Vault gives you more security and better sharing.

But with or without Vault you have the same tool for modifying your personal DB; The Content Center Editor.



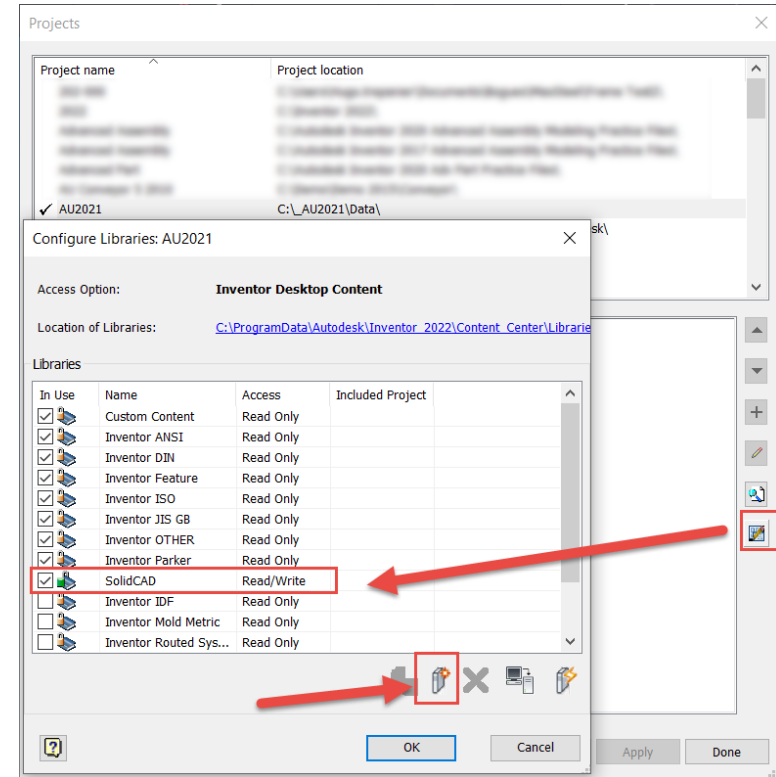
Content Center Editor

Content Center and properties management

As mentioned in the beginning, Content Center DB and Content Center files are two things.

Autodesk give you a generic DB and you need to adapt this to your reality to have Content Center parts generated correctly.

- Create your Content Center?
- Manage your Database Table?



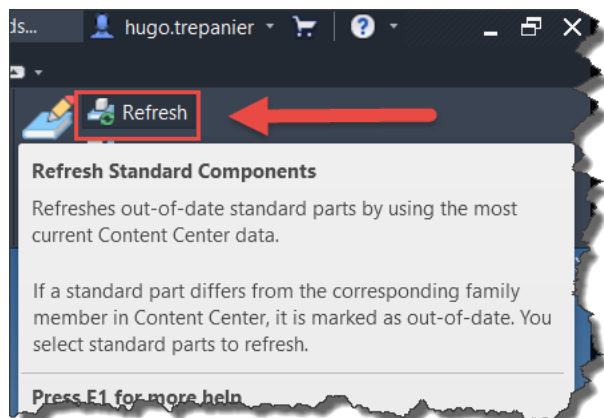
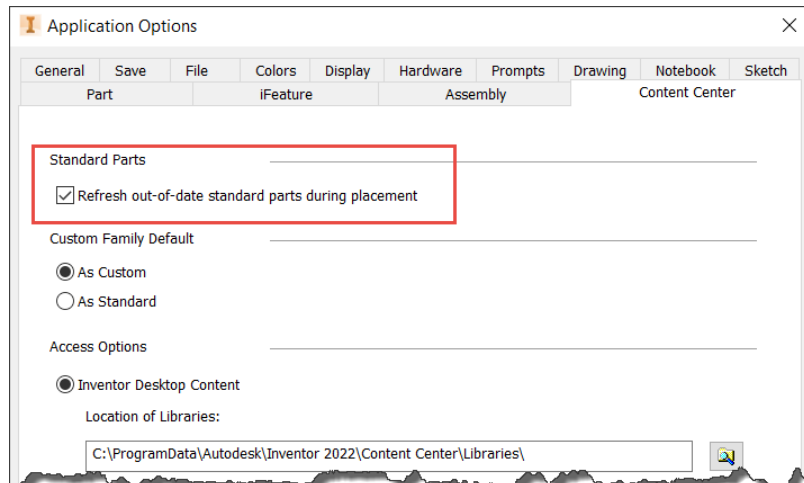
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Content Center Editor Tips & Tricks

Content Center and properties management

Your Content Center Files may contain thousand of files that are already generated. A new DB editing could require to update all these generated parts.

- Refresh during placement is great but I suggest to refresh all, Now!
- How to massively update an entire Content Center Files?





**Gain tips and tricks for parts,
assemblies, and drawings**

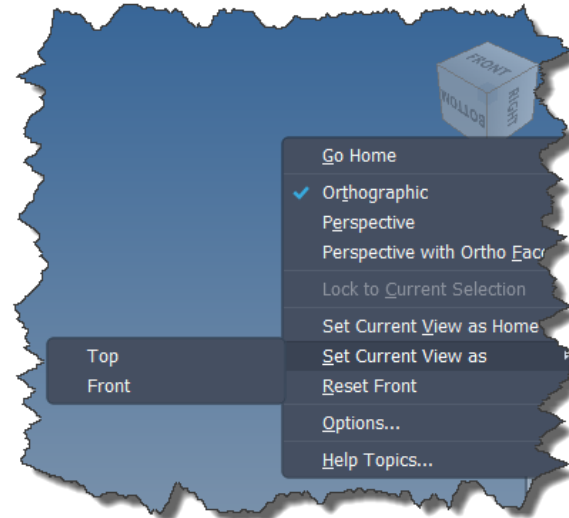
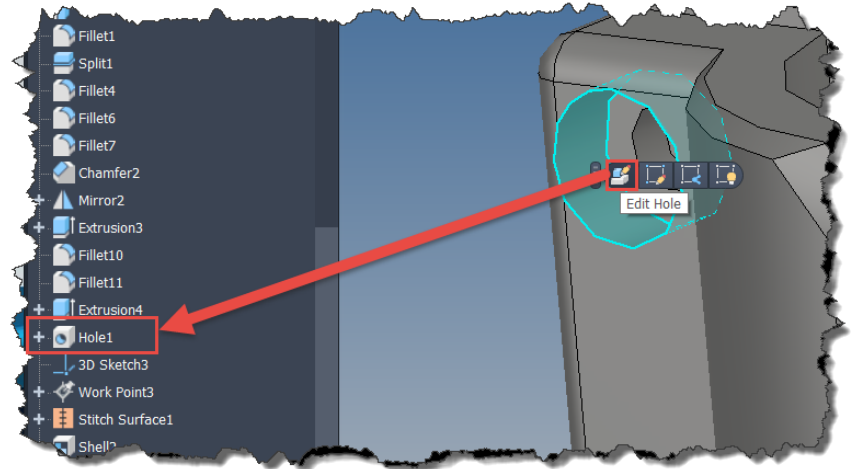
Tips & Tricks in Parts

Gain tips and tricks

3D parametric parts are based on a history, Model Browser is a good tool but not the best one!

Save time and keep your eyes on your 3D view and pointer!

- Left click is your best friend 😊
- View cube is your tool for manipulation
- Convert line in center points (Holes)



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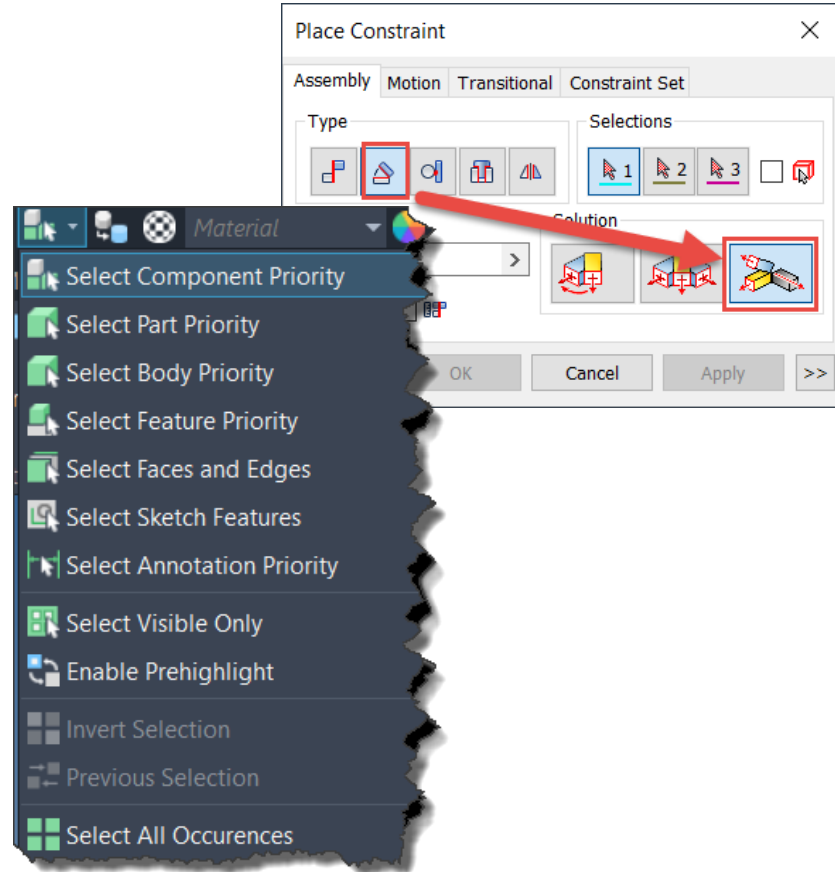
Tips & Tricks in assembly

Gain tips and tricks

Assembly requires a lot of manipulation of constraints and managing connections of parts and subassemblies.

Save time and be productive with some basic tools:

- How to correctly use Angular constraint
- Selection tool, so important
- Manage your view representation



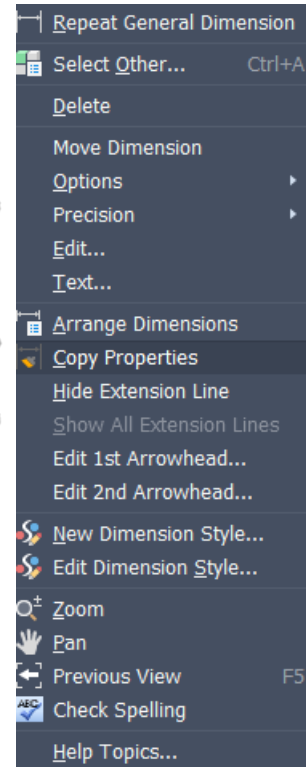
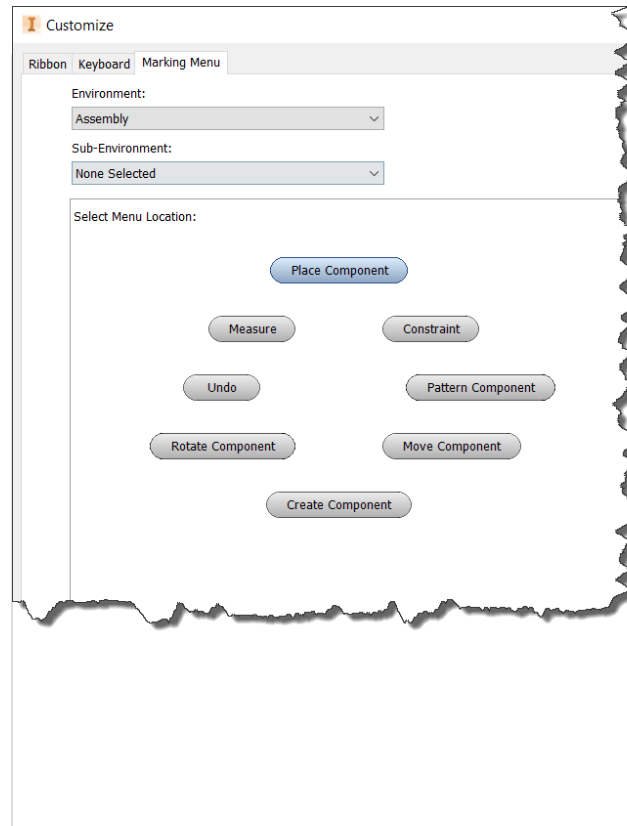
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Tips & Tricks in 2D Drawing

Gain tips and tricks

2D drawings are your final goal. Some very simple tools are not frequently used yet are very productive.

- Again, Selection Tool! (Assembly Drawing)
- Match Properties
- Marking Menu
- Crossing window selection



DEMO

Conclusion

A pleasure for me to give this class today.

Many thanks to assist!

- If you like this class, please click “recommend”
- Add a comment to my class page

The background is black with four abstract, metallic-looking geometric shapes in the corners. These shapes are composed of flat planes and sharp edges, creating a sense of depth and modernity. They appear to be part of a larger, unseen structure.

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