

Fusion 360 strategies for bridging Between digital and physical models



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Class summary

This class shows the use of Autodesk's Fusion 360 and Memento for easily moving between physical and CAD models.

Digital models created in Fusion 360 can be 3D printed and refined with analog modelmaking techniques. The updated models can be brought back to the computer with image-capture software such as Memento, where they can be further refined.

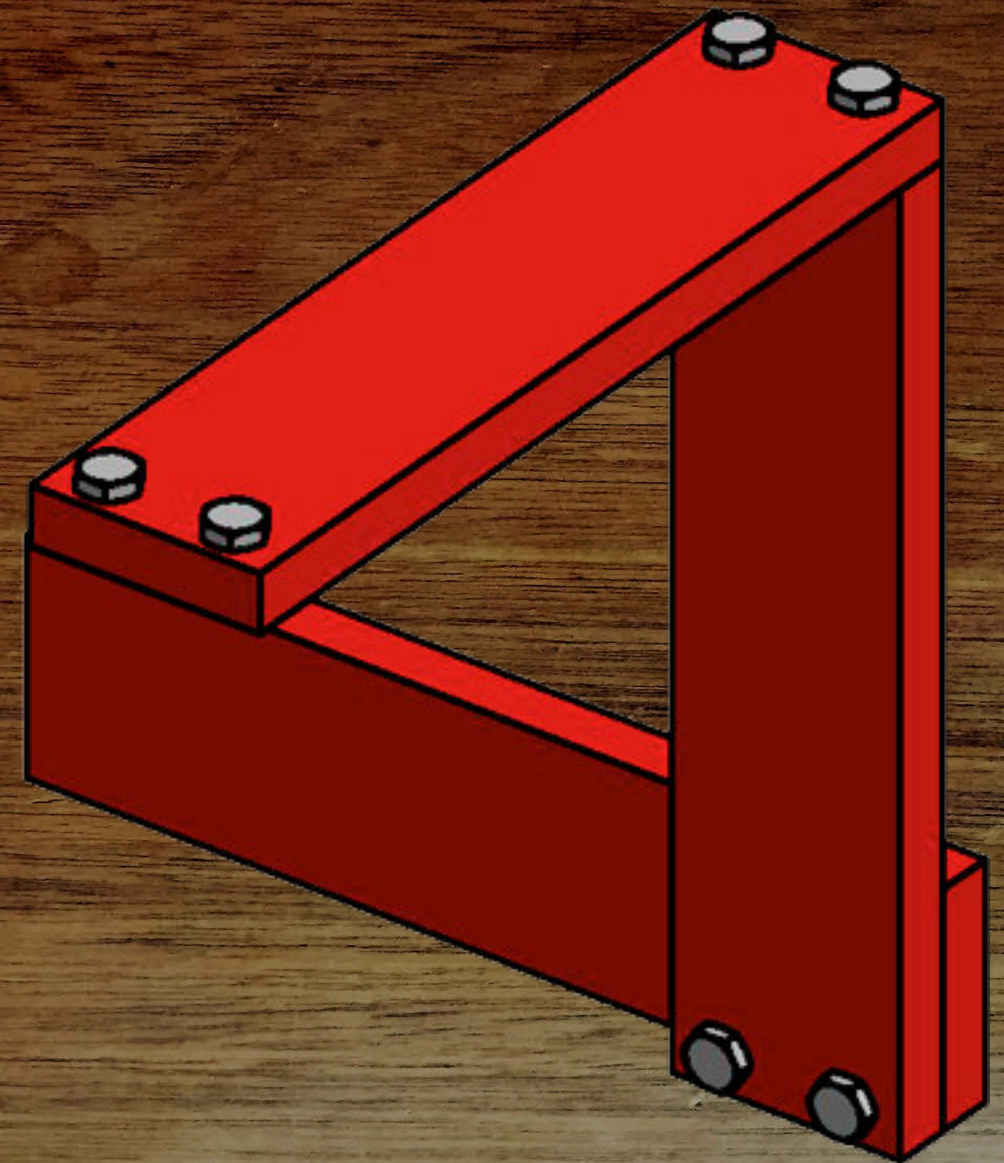
Key learning objectives

At the end of this class, you will be able to:

- Learn how to use Fusion 360 for early concept development and well as for design definition.
- Learn how to combine tools in the A360 and 123D product families, taking advantage of their intuitive and effective workflows.
- Learn how to quickly move from conceptualization to testing and refinement by using CAD, model making, 3D printing, and 3D scanning.
- Learn powerful tools in Fusion 360, including Edit Form, Import Mesh, Pull, and Crease.

The gap between physical & virtual

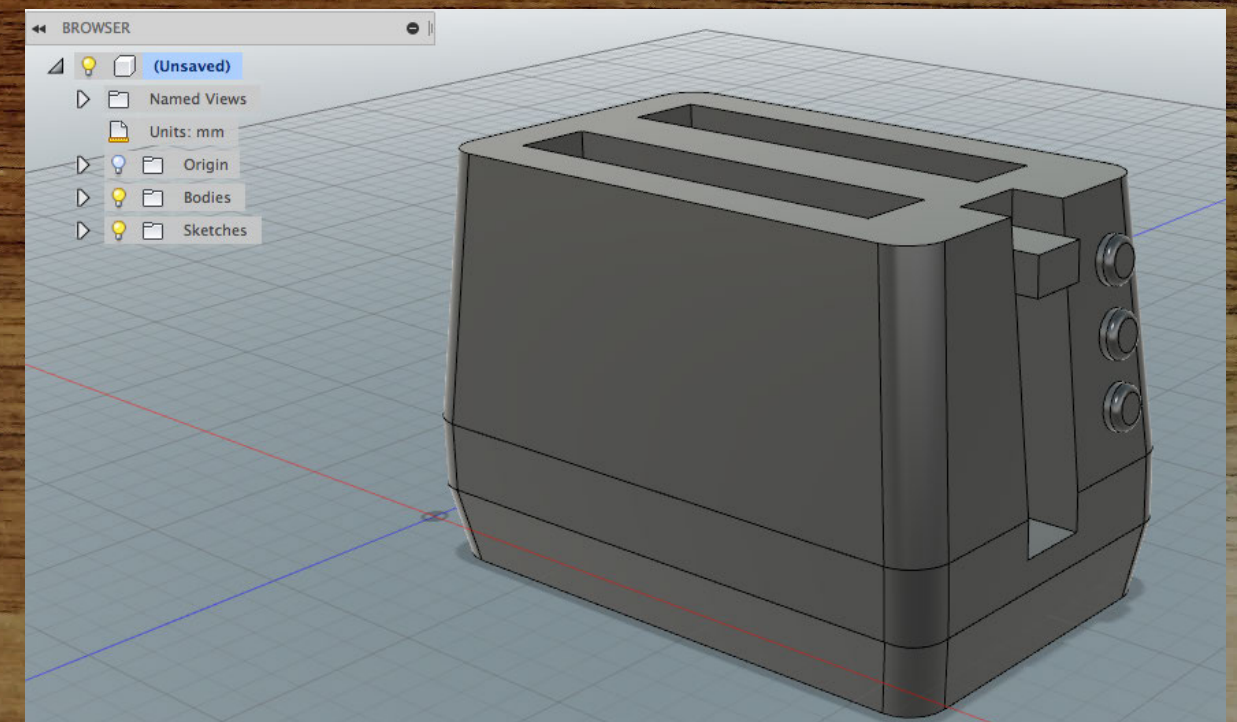
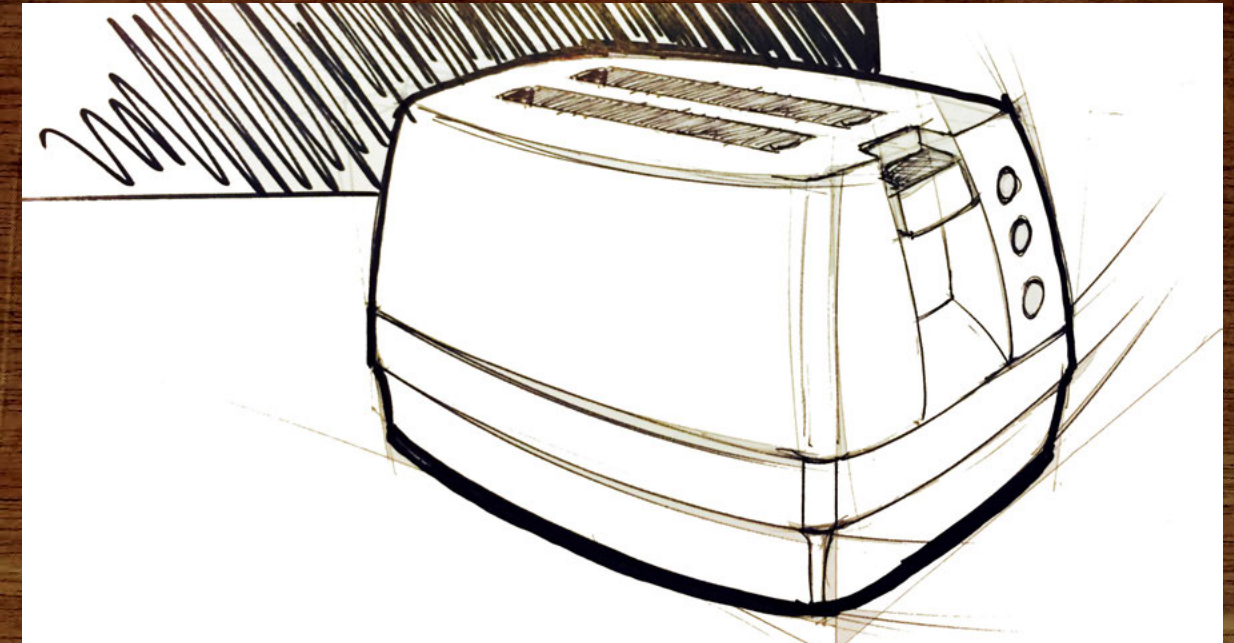
Despite all the benefits that CAD offers, a major concern is bypassing physical exploration of design concepts and jumping directly from sketches into digital models and prototypes.



Grabcad.com

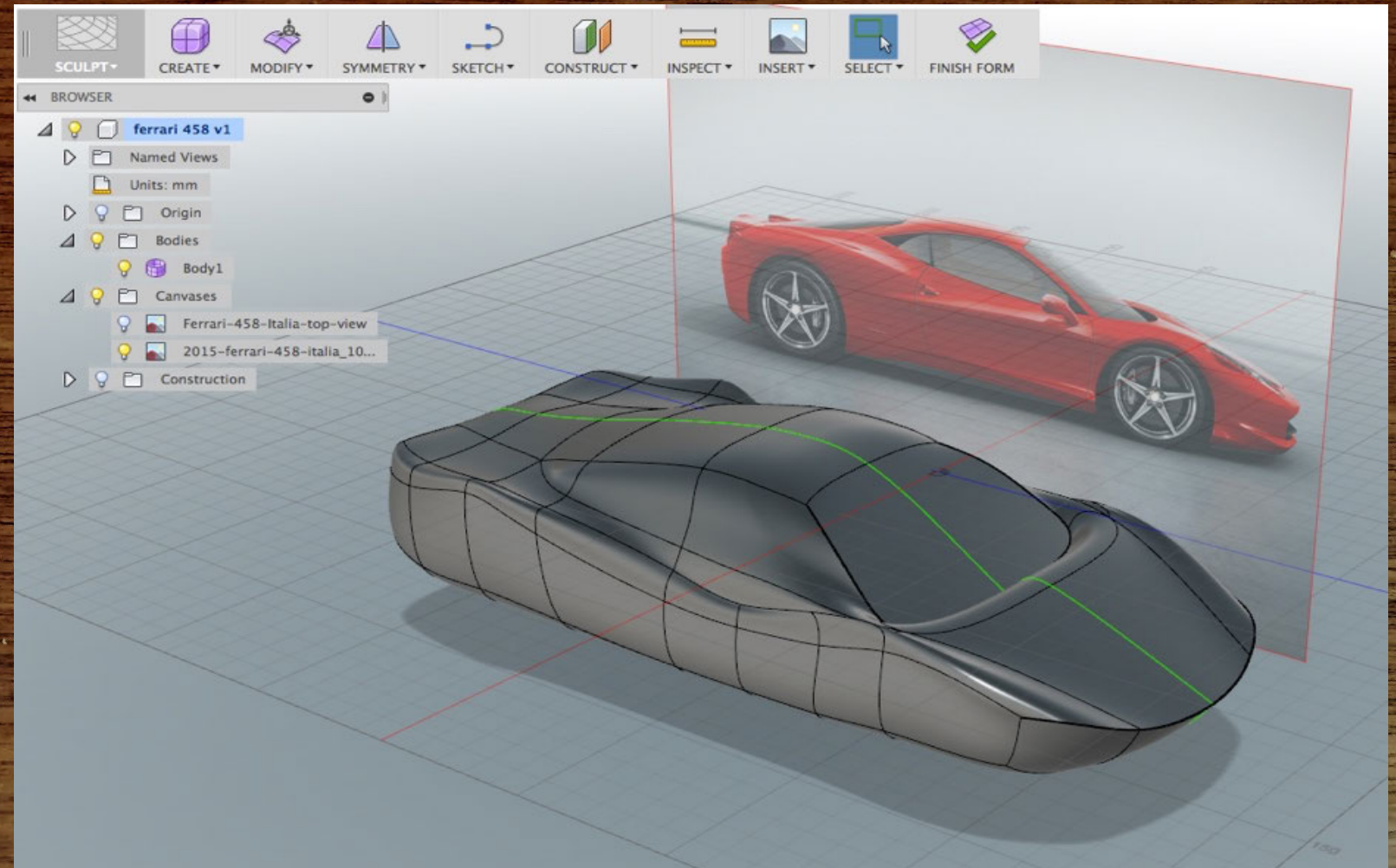
The gap between physical & virtual

Novice CAD users tend to let the software drive key design decisions and make various compromises along the way, accepting whatever shapes are generated.

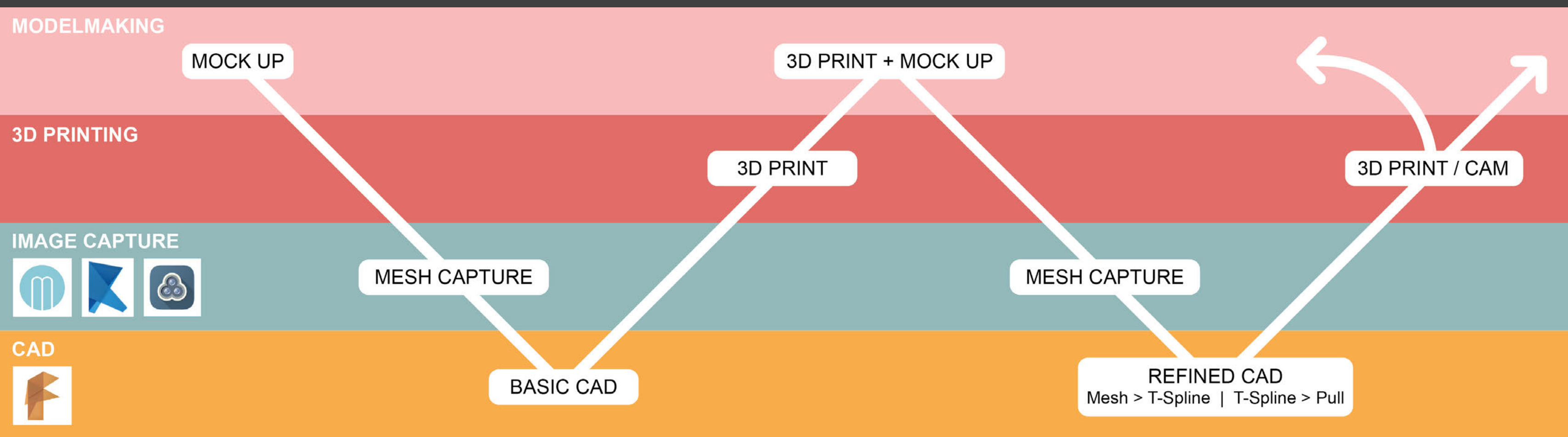


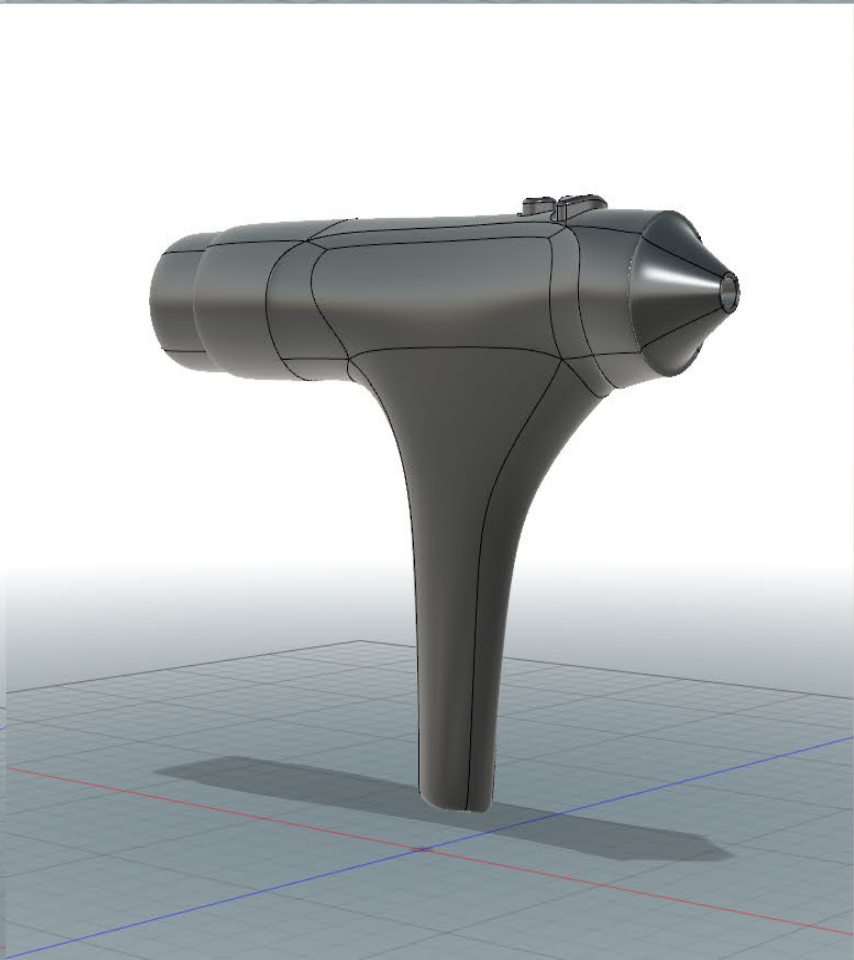
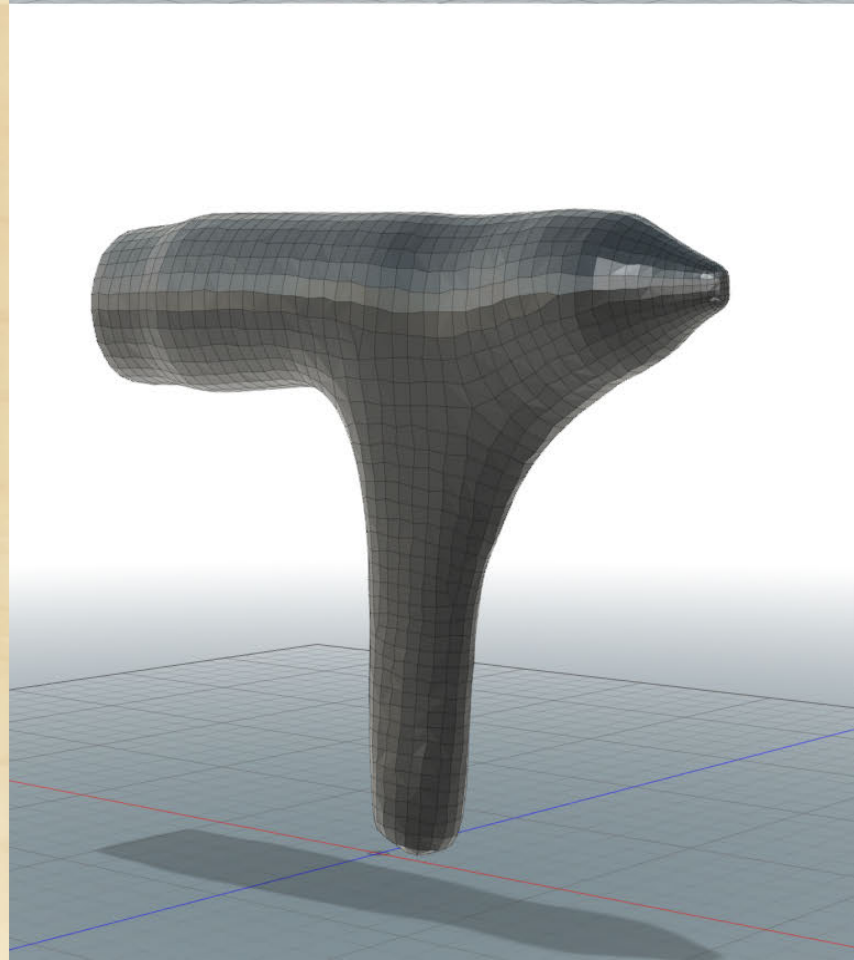
The gap between physical & virtual

Referencing physical geometry into CAD can be challenging. Images used as background canvas provide limited visual reference.



Jumping between physical and digital models











AUTODESK® MEMENTO



AUTODESK® RECAP



AUTODESK®
123D® CATCH



AUTODESK® MEMENTO

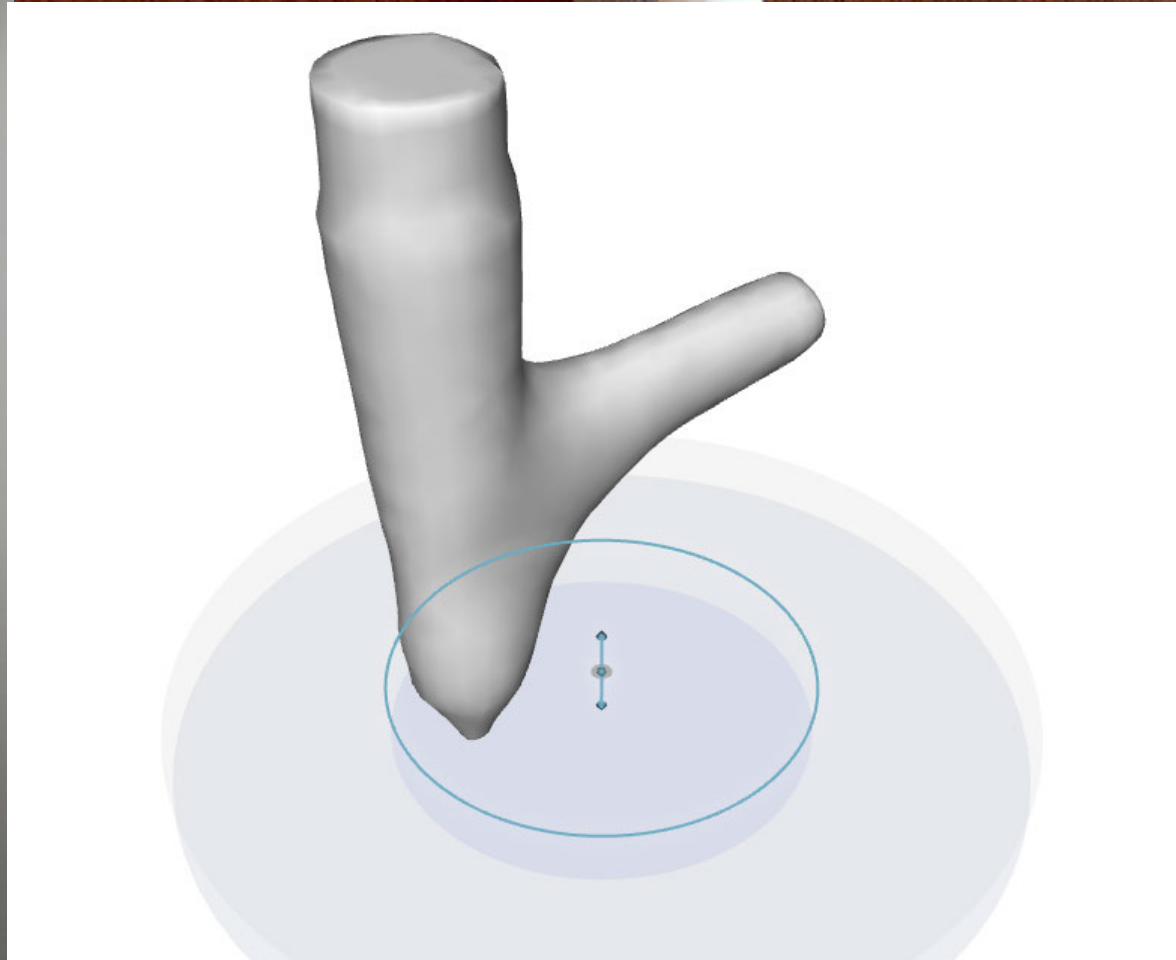
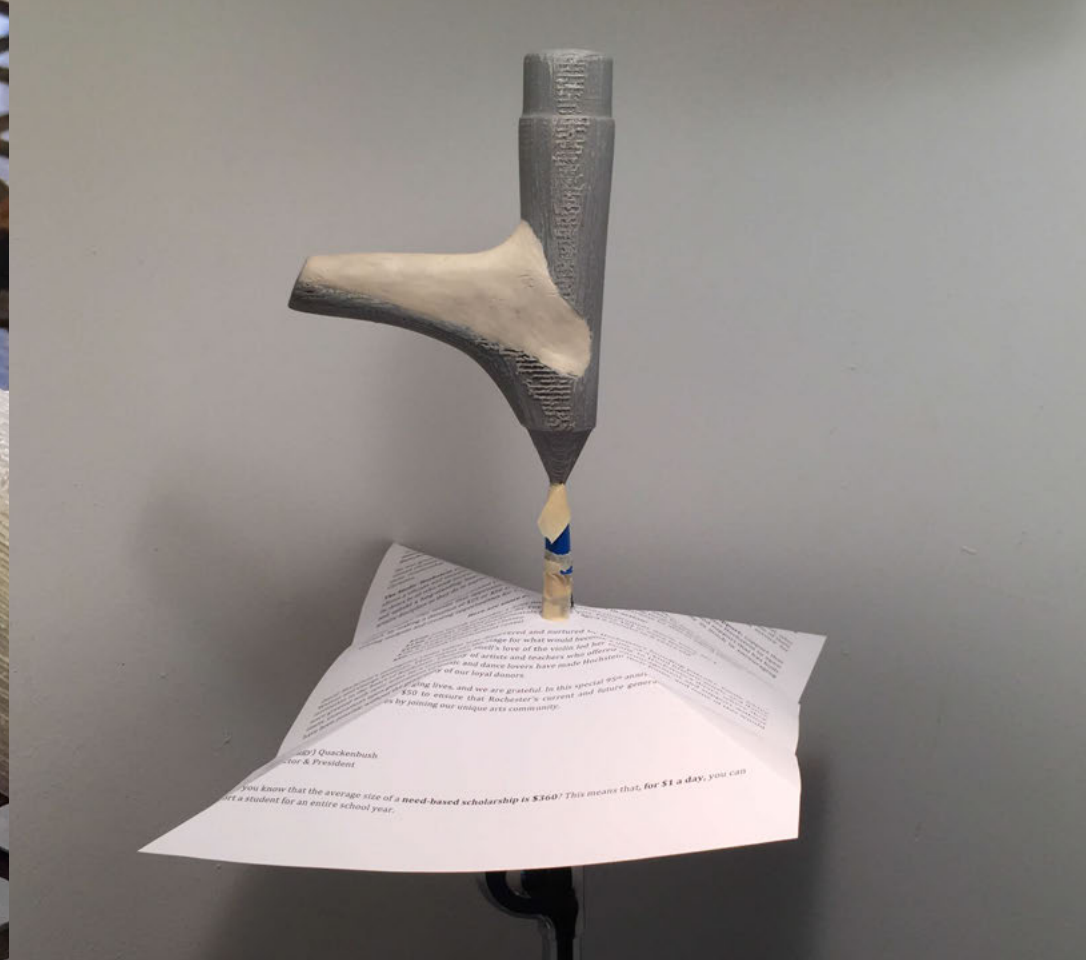






AUTODESK®
FUSION 360







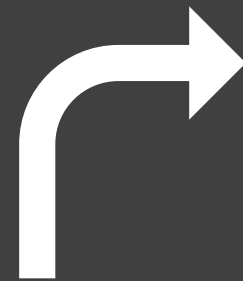
Key benefits of this workflow

It's easy to transfer physical data to CAD by using photos and cloud-based image-capture software.

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Mesh models can be imported into CAD as static models or they can be converted to T-Splines, which makes them fully editable.



Mockup

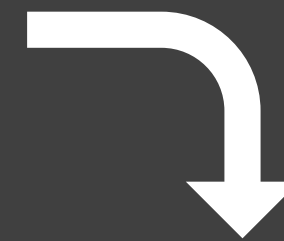
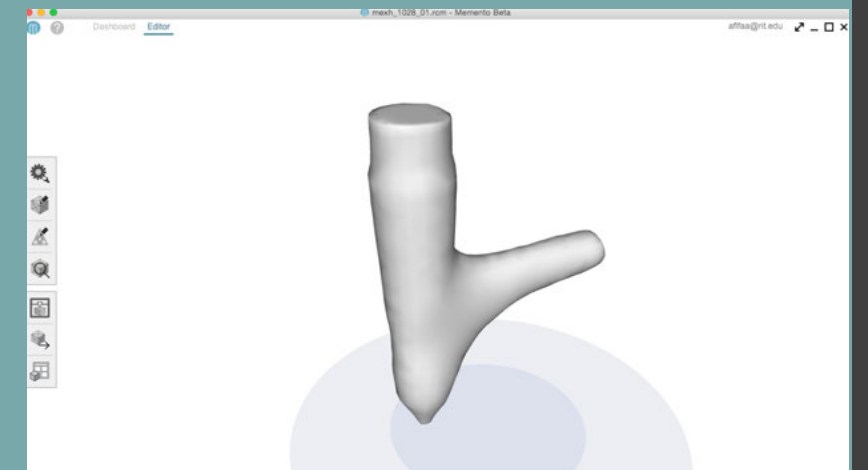
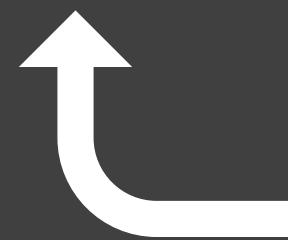
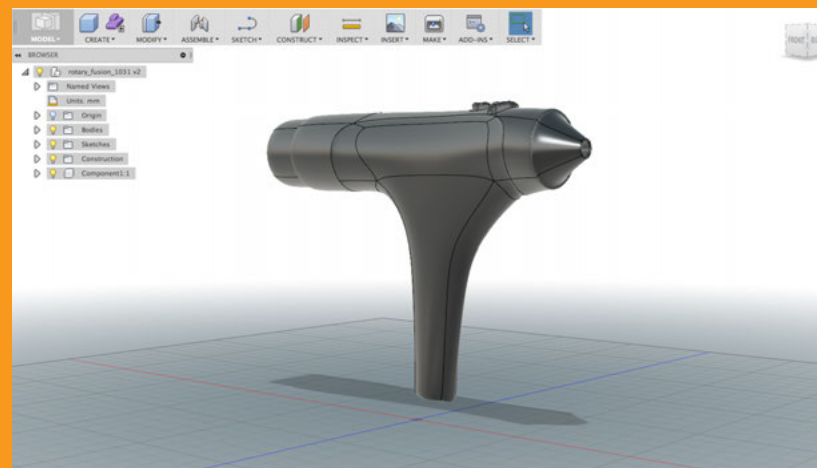


Image capture



CAD



3D print



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Design intent can be maintained accurately between physical and digital environments. No more issues of design features getting “lost in translation”.

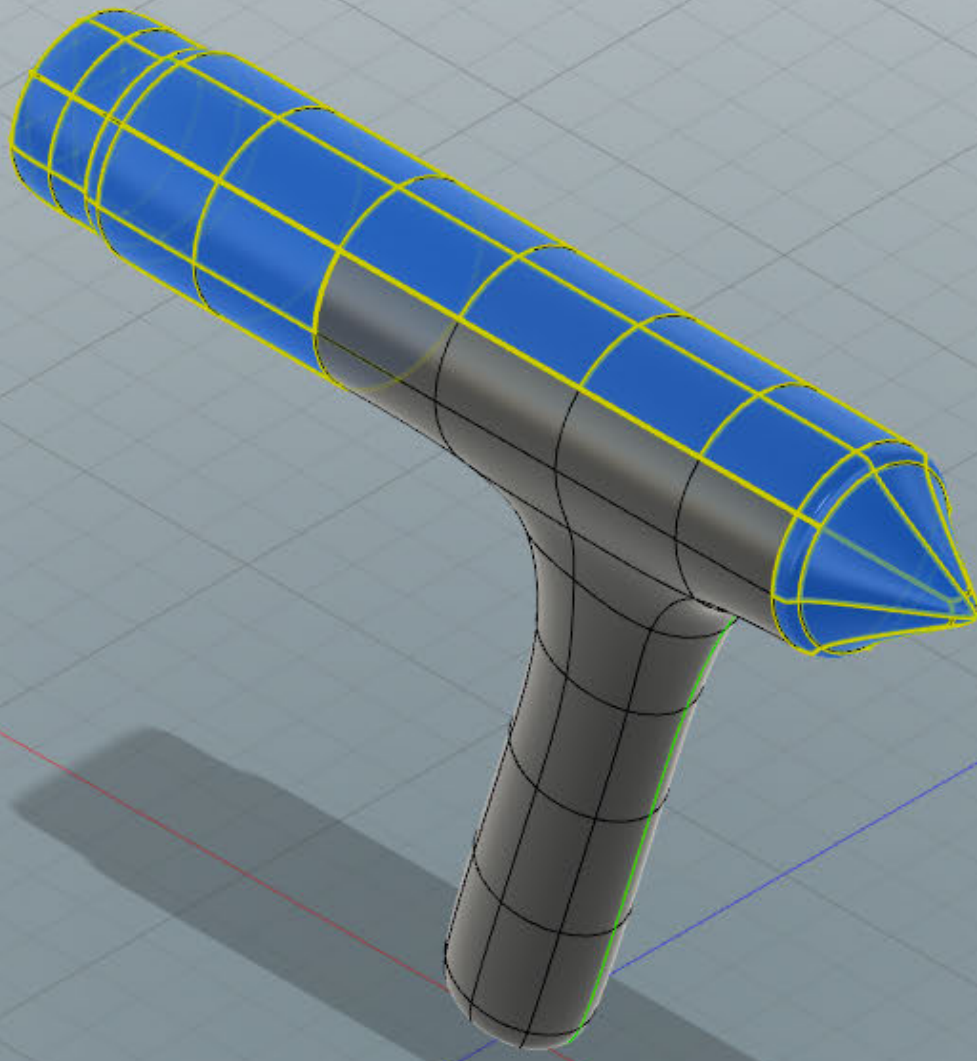
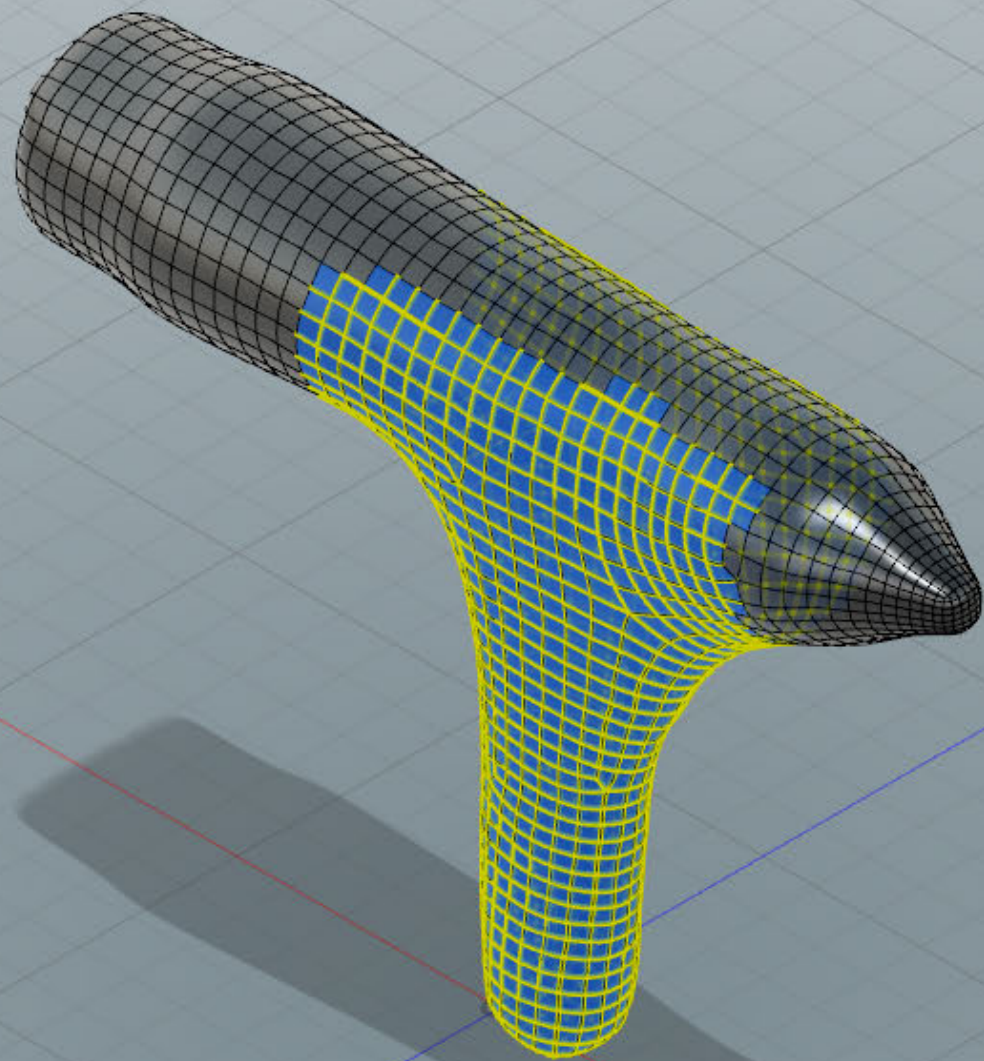
**Handle
from mesh**

+

**Shell from
T-Spline**

=

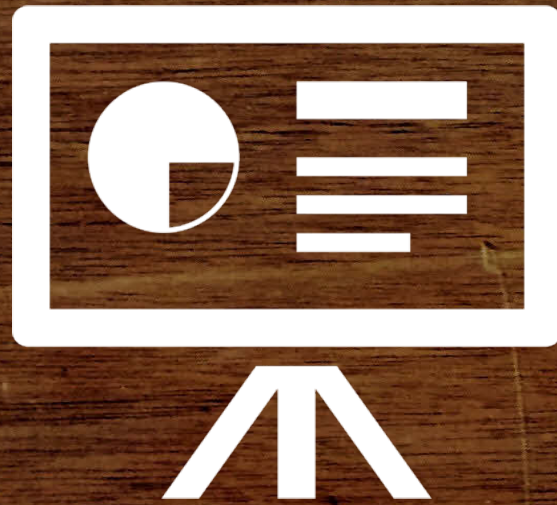
**Integrated
model**



Let's hear it!



Relive the memories... the excitement...



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