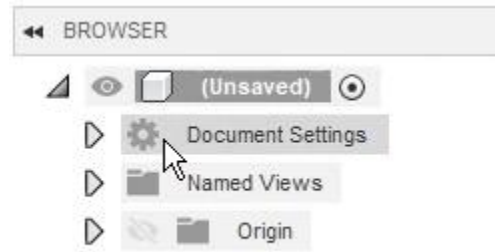


Lesson: The Fusion 360 UI

In this lesson, you'll explore Fusion 360's user interface to learn the location of important tools and functions.

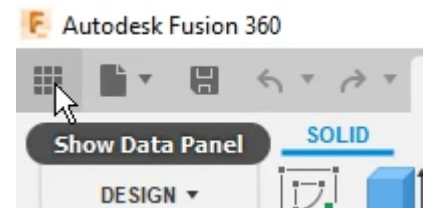
Learning Objectives

- Identify areas of the Fusion 360 UI.
- Use the right-click marking menu.

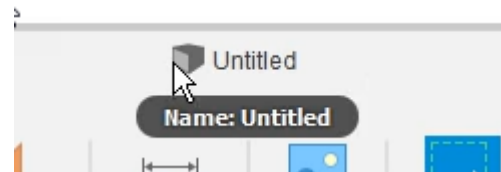


The completed exercise

1. An important part of learning any new software is understanding the user interface. In the screen's upper left corner, Show Data Panel can be used to show the Data Panel. Inside the Data Panel you can create projects, subfolders, and store your data. Click the same button to minimize the Data Panel. Next to Show Data Panel, you can access the File menu, save the file, undo actions, or redo actions.



2. In the screen's top center, the active tabs show the files that are open.



3. New designs can be opened by clicking the New Design icon next to the tabs. The new design will be displayed as a tab next to the other open designs' tabs. To close the tab, click the X icon in the tab.



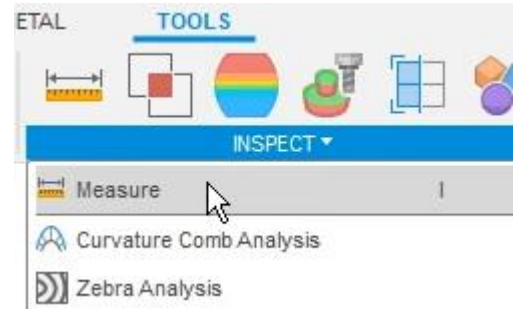
4. The Toolbar shows several groups of tools. Each group has a drop-down menu with many options. The commonly used options are displayed as icons above the group.



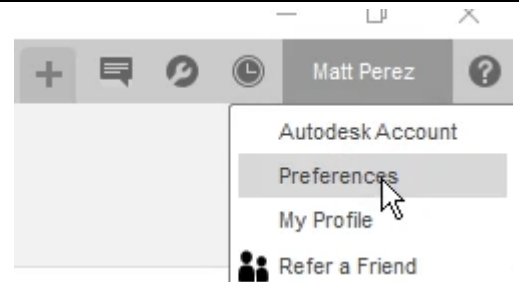
5. The Toolbar's tools can be tailored to your current needs by clicking the various tabs. For example, sheet metal tools will be displayed when working on sheet metal parts.



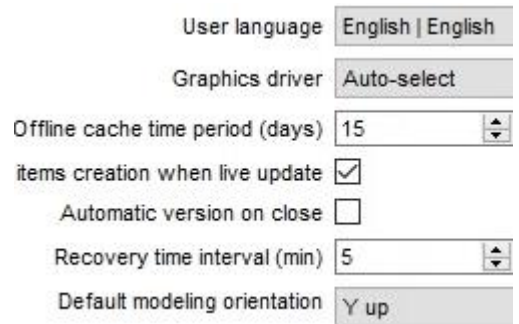
6. Because of their universal usefulness, some tools will appear on multiple tabs. For example, the Measure tool can be accessed by clicking Inspect> Measure in any of the tabs.



7. There are several important buttons in the screen's upper right corner. The Notification, Extensions, and Job Status buttons are the first three. The ? Icon on the far right accesses the Help menu. A menu with several useful items can be accessed by clicking on your name. Select the Preferences option to edit your user preferences.



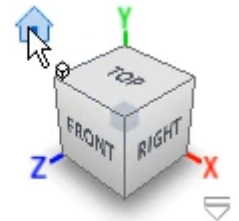
8. Navigate through the Preferences dialog's various sections and notice all the ways that you can customize Fusion 360.



9. Navigate to the dialog's Preview Features section. In this location you can choose to activate Fusion 360's various functions that are not yet part of the software's standard functions. Click the dialog's OK to close the dialog.



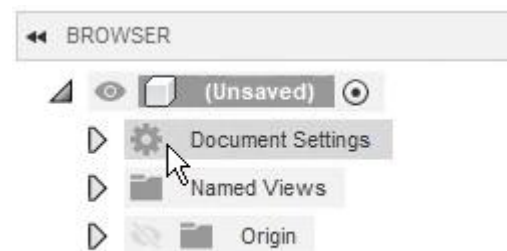
10. The large open area in the middle of the screen is called the Canvas. The Canvas's upper right corner is the View Cube. The View Cube allows you to adjust a model's orientation in the Canvas. For example, clicking the house icon will orient your model in the home view. Clicking the View Cube's various sides, edges, or corners will orient the model to the selected position.



11. The drop-down arrow next to the View Cube allows you to adjust the home view's orientation or change the camera's attributes.



12. The Browser is on the Canvas's left side. A model's sketches, bodies, components, analyses, and more will be displayed in the Browser.



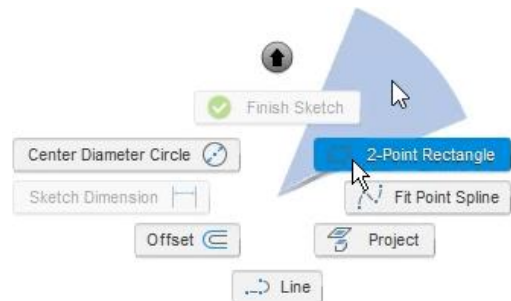
13. The Comments dialog is located in the screen's lower left corner. Expand the Comments dialog by clicking the plus icon. Comments and screenshots referencing the active file can be created and saved in this dialog. The dialog can be minimized by clicking the minus icon in its upper right corner.



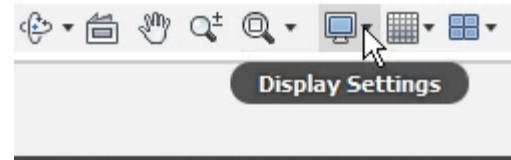
14. Right-click in the Canvas to open the Marking Menu. Click the Sketch option and notice that it opens a submenu of options. The items in the menu are selection dependent; if you select a face, then options appropriate for the selection will populate the menu.



15. Commonly used sketch options are located in the Marking Menu's submenu. This Marking Menu allows you to select commonly used tools and can increase efficiency during your design process.



16. The Navigation Bar and Display Settings are located at the bottom of the Canvas. The options in the Navigation Bar allow you to rotate, look normal to, pan, or zoom a model. The Display Settings menu allows you to change various attributes about the visual style, environment, camera, and more.



17. At the bottom of the screen is an area called the timeline. The timeline captures a model's history. Anytime you create a sketch, feature, or adjust a component's position, it will be added as a timeline feature. Timeline features can be rearranged to make sure specific features are calculated before other features.

