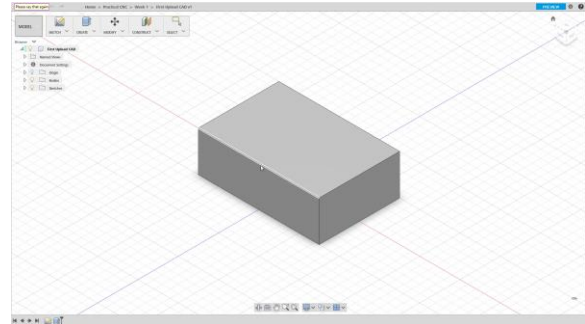


Lesson: Fusion 360 on the Web

In this lesson, you'll explore various ways to interact with Fusion 360's data on the web.

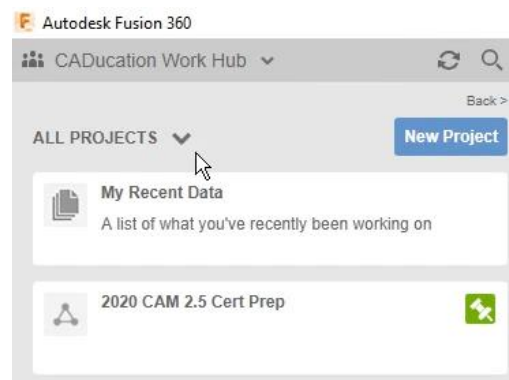
Learning Objectives

- Create a project and folder.
- Show how to upload a design.

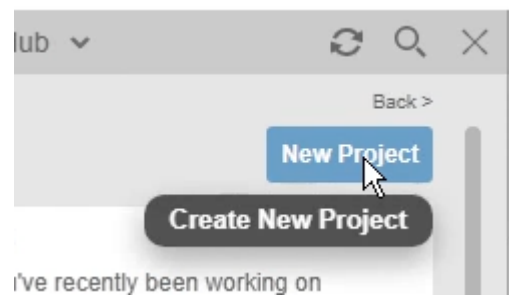


The completed exercise

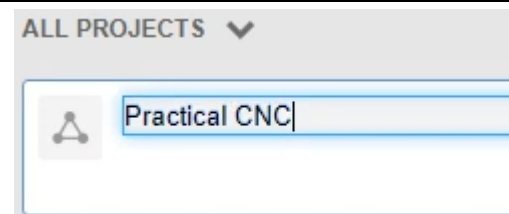
1. Continue with an unsaved, untitled design. Click Show Data Panel to open the Data Panel. Make sure you are at the Data Panel's top level and all projects are being shown.



2. Create a new project by clicking The Project in the Data Panel.



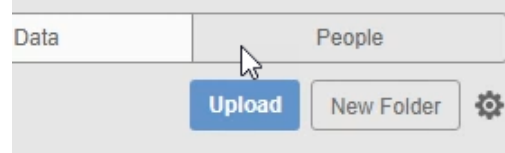
3. Name the new project **Practical CNC**.



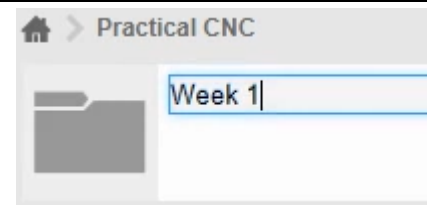
4. After the new project is created, it will be added to the Data Panel in alphabetical order. Pin the new project to the Data Panel's top by clicking the project's Pin icon. After pinning the project to the top, double-click it to open it in the Data Panel.



5. If people are invited to the project, they will be able to see everything inside the folder. People can be invited to the project by clicking People and adding email addresses into the address field.



6. Create a new folder inside the Practical CNC project by clicking the Data Panel's New Folder. Name the project's subfolder **Week 1**.



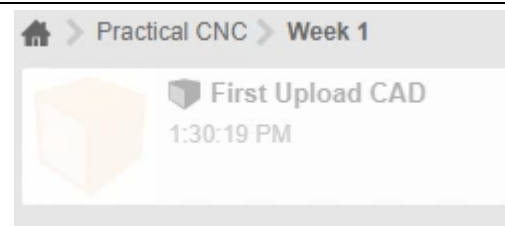
7. Double-click the Week 1 subfolder to open it in the Data Panel. Projects can be uploaded to the subfolder by clicking the Data Panel's Upload.



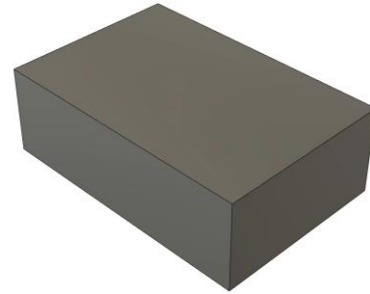
8. Files can be located using the Windows Explorer or by dragging and dropping them into the Drag and Drop Here box. Use either method to locate the *First Upload CAD.f3d* file, then click the dialog's Upload.



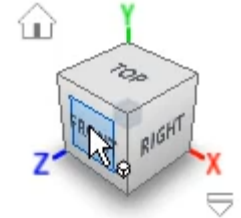
9. The upload's status can be monitored in the Job Status dialog. Click the dialog's Close. The file you selected is added inside the Week 1 subfolder. Double-click the *First Upload CAD* file to open it in the Canvas.



10. The basic block geometry is displayed inside the Canvas.



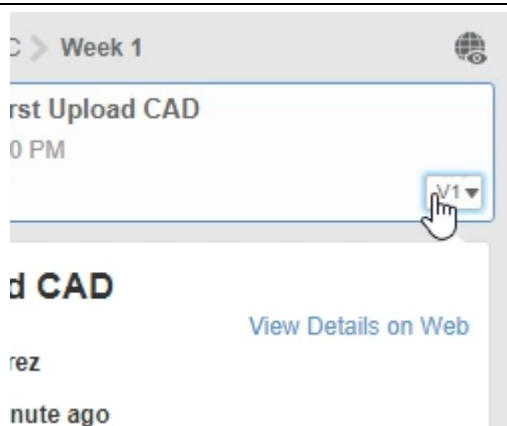
11. Click the View Cube's various sides, edges, and corners to rotate the model. Also use the house icon to navigate to the home view. Also practice rotating, panning, and zooming the model. If you're using the default Fusion 360 controls, pressing the mouse's scroll wheel will allow you to pan the view. Holding the Shift key and the middle mouse button will allow you to rotate the view. Scrolling the mouse wheel will zoom the model.



12. Your files can be accessed on the web using several methods. The Data Panel's Open on the Web can be used.



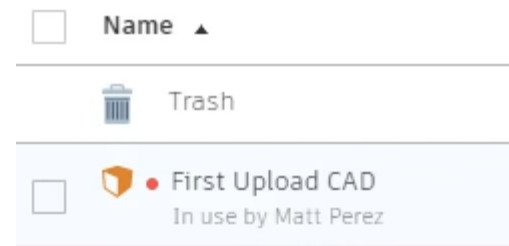
13. Alternately, expand the file's versions by clicking the version button in the project's lower right corner. Inside the versions panel, click View Details on Web. A third way to view on the web is to click File > View Details on Web. Use one of these three methods to open the file in a web browser.



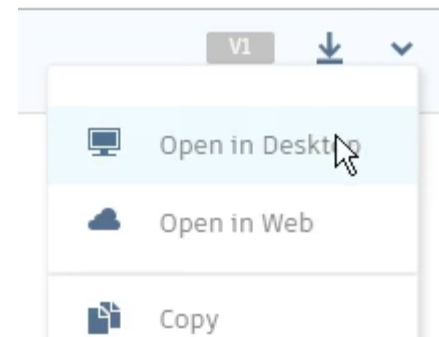
14. The project's name is in the top left corner and the folder structure is displayed below the name. This particular file is located inside the Practical CNC> Week 1 folder.



15. The file is shown to be in use by you.



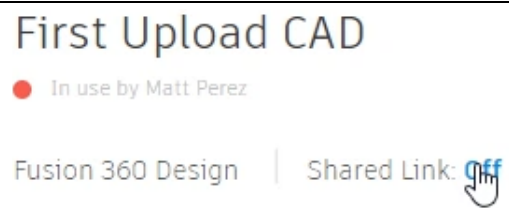
16. The file's current version is displayed and can be downloaded using the Download icon. The drop-down menu can be used to open the file on your desktop, in a web browser, or copied.



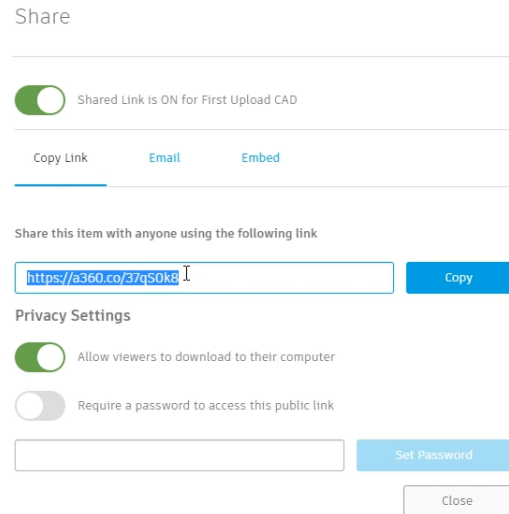
17. Select the file by clicking on it. The file's details are shown in the Overview tab.



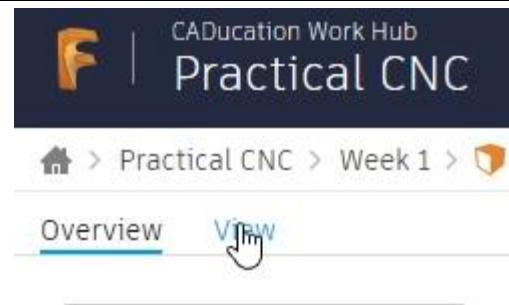
18. Links can be shared with other people by toggling the Shared Link button.



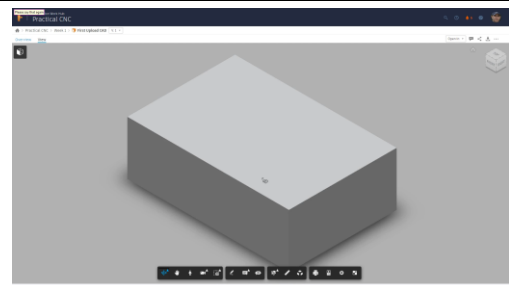
19. Inspect the options in the Share dialog to see the controls you have when sharing links with other people.



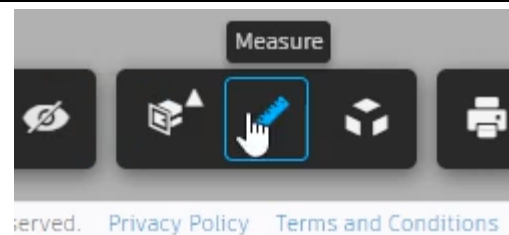
20. By clicking the View tab, you can interact with a 3D model in your web browser.



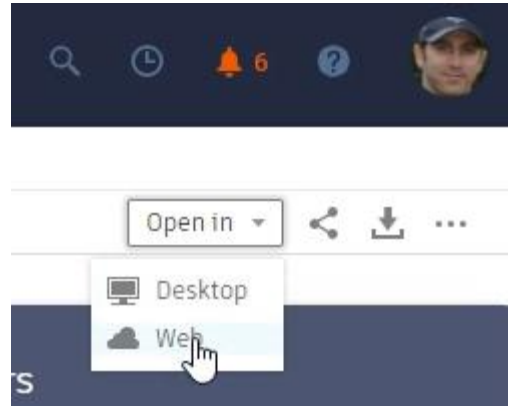
21. The 3D model can be rotated, panned, and zoomed just like in Fusion 360.



22. The tools at the bottom of the screen can be used to markup the file, measure its attributes, and more. After you finish exploring these tools, return to the file's overview by clicking the Overview tab.



23. The drop-down menu in the screen's top right corner can be used to open and edit the current file either in Fusion 360 or on the web. Choose the Web option from the menu.



24. Explore the browser-based editor and its functionality. Despite being a preview technology and having limited functionality, there are still plenty of options for editing the model. When you finish exploring the editor, return to Fusion 360, save the file, and continue to the next module.

