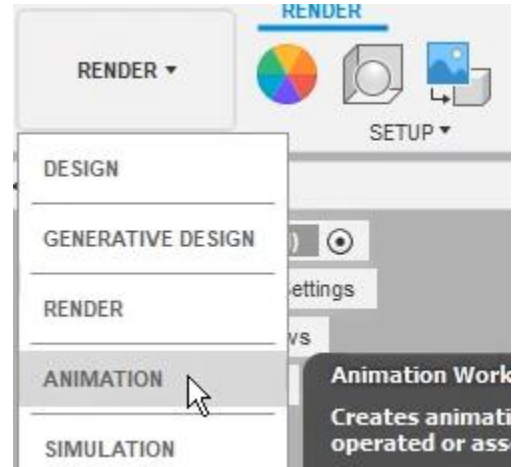


## Lesson: What Is a Workspace

In this lesson, you'll explore Fusion 360's diverse functionality by navigating through the various workspaces.

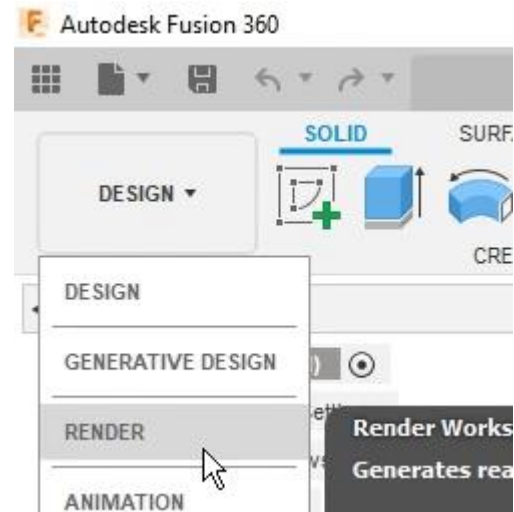
### Learning Objectives

- Demonstrate how to change a workspace.

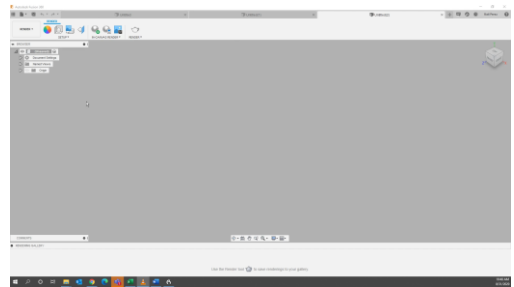


The completed exercise

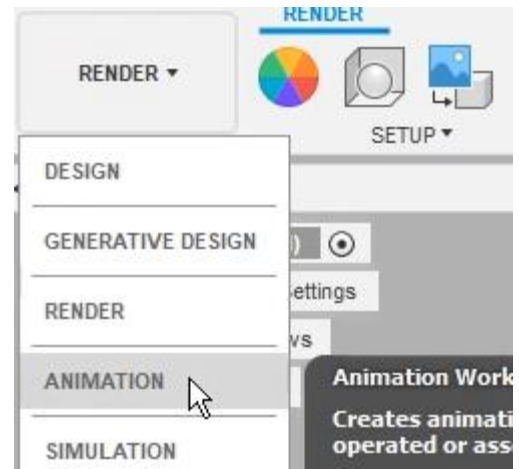
1. Continue working in an untitled, unsaved document. Workspaces are unique environments with different capabilities inside Fusion 360. Each workspace is optimized for different activities. You can change workspaces by clicking Change Workspace in the screen's upper left corner. Navigate to the Render workspace.



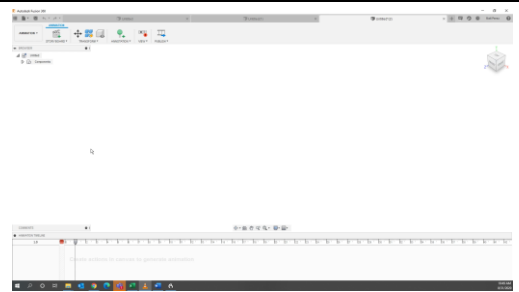
2. The Render workspace allows you to create photorealistic renderings of the current model. Notice that the tool bar changes to display the relevant tools for rendering.



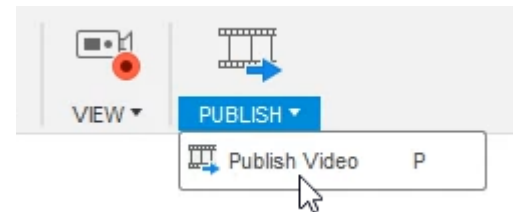
3. Navigate to the Animation workspace.



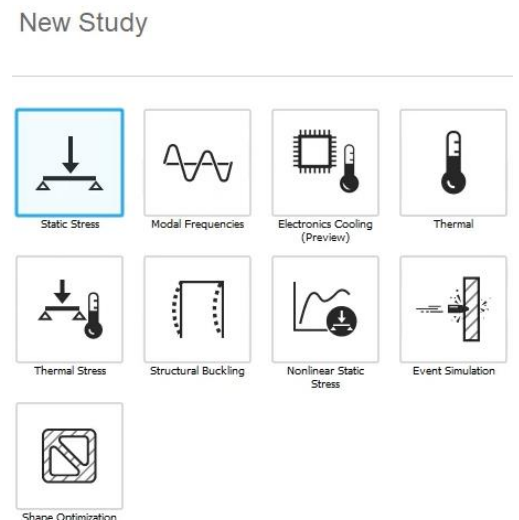
4. The Animation workspace allows you to animate a model's exploded view. The user interface updates its tools to be relevant for the current workspace.



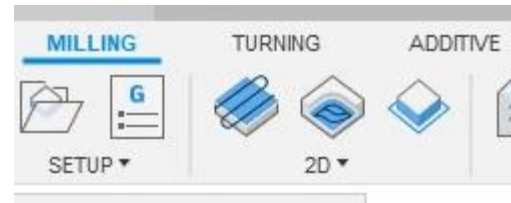
5. For example, Publish> Publish Video can be used to create a video of the animation and share it with others.



6. Navigate to the Simulation workspace and notice the many types of simulations that Fusion 360 can create. Click the New Study dialog's Cancel to refuse a new study. Canceling the study returns you to the previous workspace in which you were working.



7. Navigate to the Manufacture workspace. This workspace allows you to create operations for manufacturing parts. There are tabs for Milling, Turning, Additive, and more.



8. Right-click in the Canvas to open the Marking Menu. Notice that you can change your current workspace using the Marking Menu. Continue to the next module.

