

Lesson: Importing Geometry from Autodesk and Non-Native Applications

In this lesson, you focus on how to import CAD geometry into Autodesk Fusion 360, and how to validate the coordinate system and units. You then learn how to switch to the Simulation workspace and review the tools.

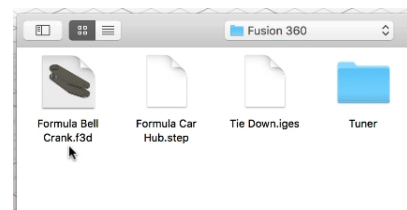
Learning Objectives:

- Import native Fusion 360 and non-native CAD data.
- Upload data to a project.



The completed exercise

1. To open data, click File>New Design From File then select the file you'd like to open, then click Open. Opening a Fusion archive file will bring in bodies, components, timeline, and structure of the body itself.



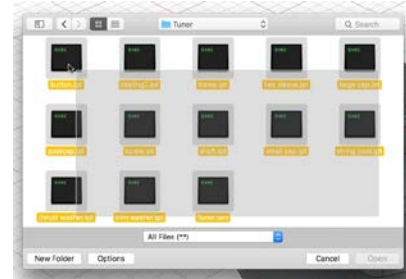
2. When opening a neutral file format, there will be no timeline but the body will come in as a solid, surface or mesh depending on the source data.



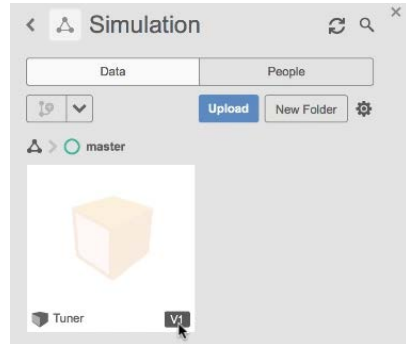
3. An alternate way to load data into Fusion 360 is to open the Data Panel, click Select Files, then select the file you'd like to open.



4. Opening other file formats can come with additional benefits. When opening Inventor files, you can select all the files for a particular design. Fusion 360 will automatically detect the assembly files and ask which is the top-level assembly file if necessary.



5. Job status can be checked in either the dialog box or in the bottom of the Data Panel.



6. Once the file is uploaded you can open it in Fusion 360 as if it were any other data. All the components are intact.

