AUTODESK
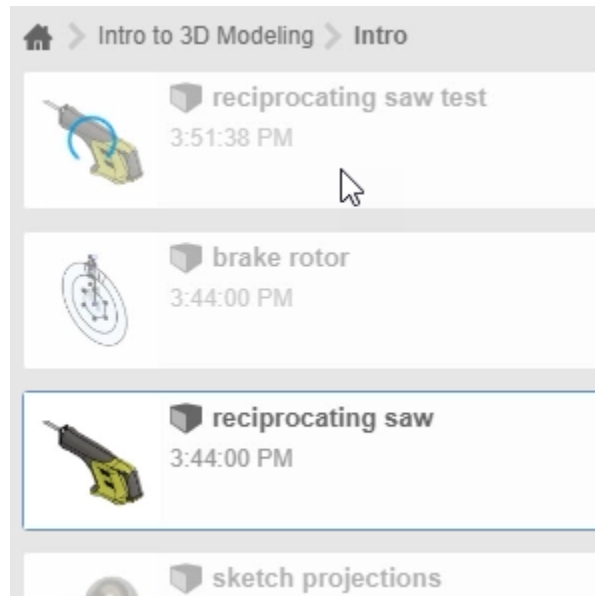
Create a new project

In this module, you'll explore the various areas and controls inside Fusion 360.

Learning objectives:

- Create a project.
- Navigate workspaces.
- Identify UI elements.
- Save a design.

The completed exercise

1. Open a new untitled document in Fusion 360. Click Show Data Panel to open Fusion 360's Data Panel.

Figure 1. Open the Data Panel

2. Inside the Data Panel, click New Project to create a New Project inside the Data Panel.
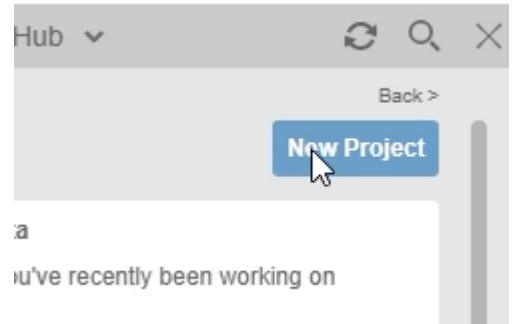

Figure 2. Create a new project

3. A new project is created inside the Data Panel; name the new project **Intro to 3D Modeling**. Press Enter.
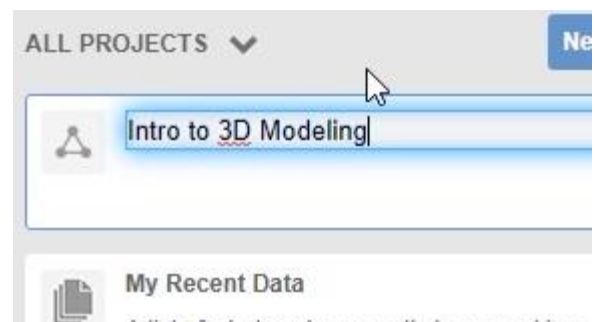

Figure 3. Rename the new project

4. The new project will be arranged alphabetically inside the Data Panel. To pin the new project to the top of the Data Panel, click the Pin icon in the new project's upper right corner. Double-click the new project to open it inside the Data Panel.
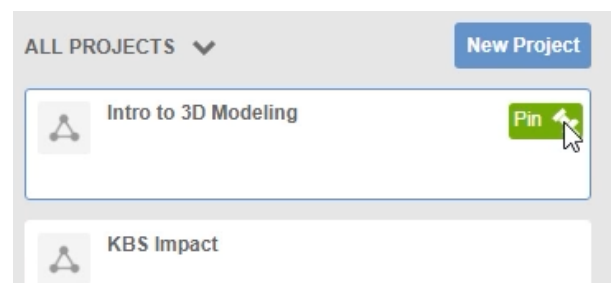

Figure 4. Pin the project to the top of the Data Panel

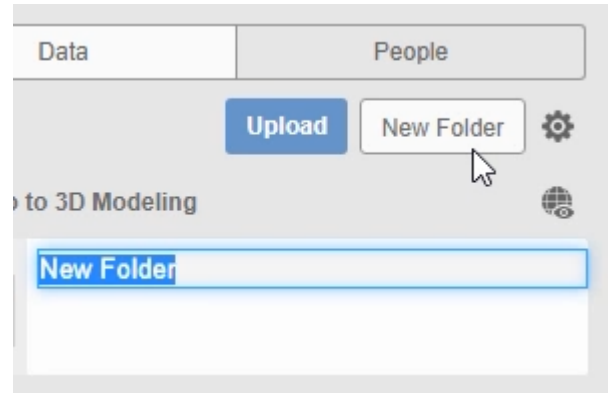**5.** New folders can be created inside the main folder. Click New Folder to add a folder inside the project.

Figure 5. Create a new folder

6. Rename the new folder as **Intro**, then double-click it to open it inside the Data Panel.
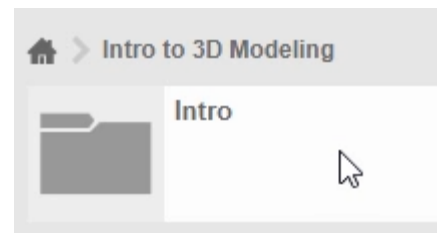

Figure 6. Rename and open the new folder

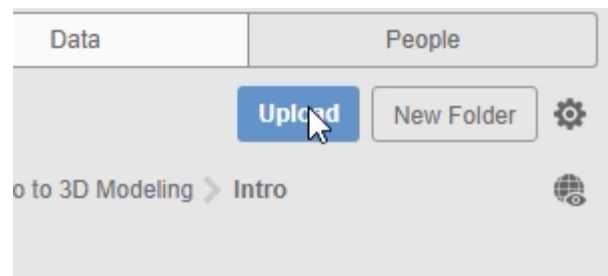**7.** The file supplied with this course can be uploaded to the Intro folder. Click Upload.

Figure 7. Upload files to the new folder

8. Click Select Files inside the Upload dialog.
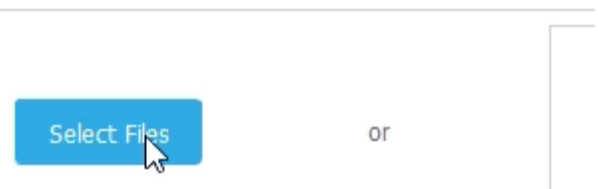

Figure 8. Click Select Files

9. Navigate to the file supplied with this course and select the files shown in the image on the right.

Figure 9. Select the files

10. Make sure the upload location is correct, then click the Upload dialog's Upload.
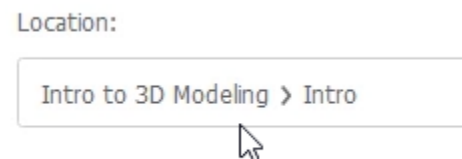

Figure 10. Upload the files

11. Note the status displayed inside the Job Status dialog, then click the dialog's Close.

Status	Action
Complete	
	Cancel
	Cancel
Complete	

Figure 11. Note the upload status

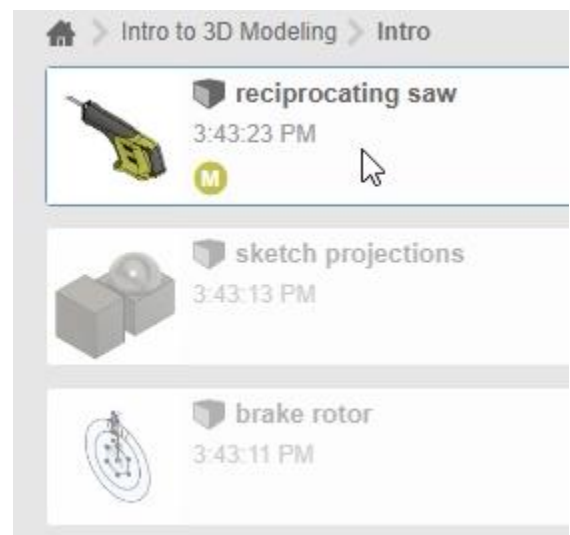**12.** Double-click the *reciprocating saw* file to open it inside the Canvas area.

Figure 12. Open the reciprocating saw file

13. Click Hide Data Panel to minimize the Data Panel and expand the Canvas area.
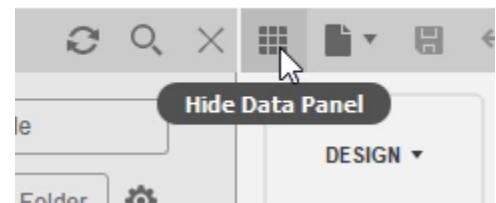

Figure 13. Hide the Data Panel

14. The Application Bar is at the top of the window. You can use this bar to hide or show the Data Panel, access the file commands, save the file, undo or redo commands, and access any tabs that you have open.
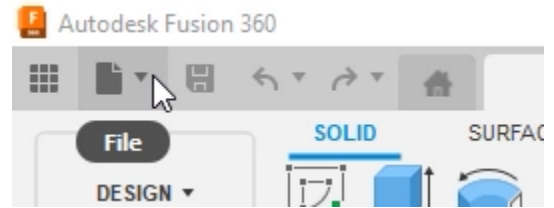

Figure 14. Inspect the controls on the left side of the Application Bar

15. On the Application Bar's far right, you can add new tabs, access the Extensions, Check the Job Status, View Notifications, Access the Help menu, or open your user preferences.
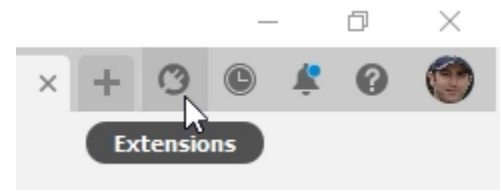

Figure 15. Inspect the controls on the right side of the Application Bar

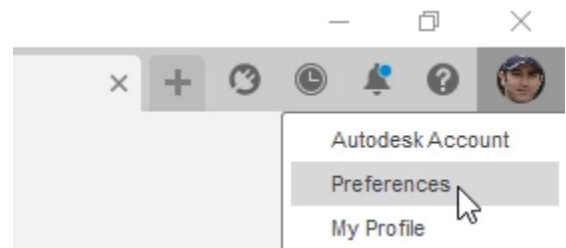**16.** Click your photo or initials to open the menu, then choose Preferences.

Figure 16. Open your user preferences

17. Make sure the Fusion 360 option is selected in the Pan, Zoom, Orbit shortcuts menu. OK the Preferences dialog to accept the changes.
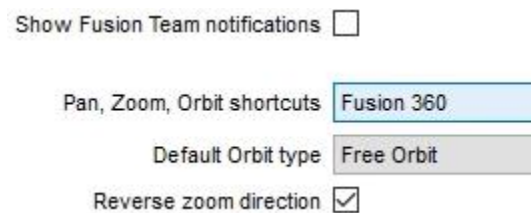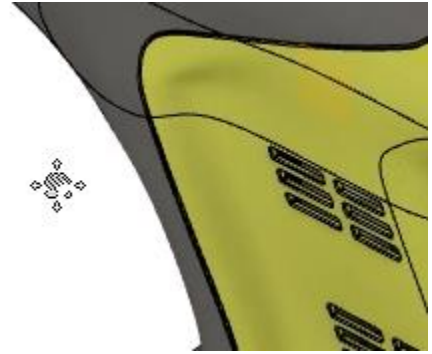

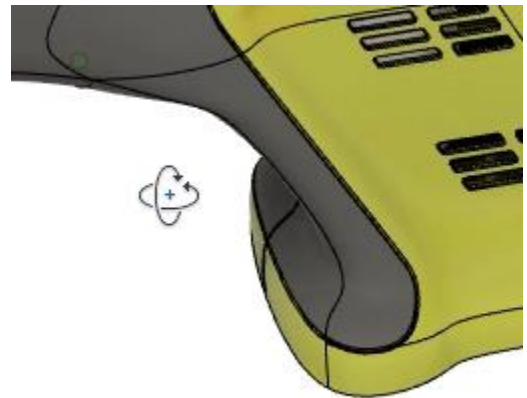*Figure 17. Configure your user preferences*

18. The model is displayed inside the Canvas area. Click the middle mouse button and move the mouse to pan the model around the Canvas area.
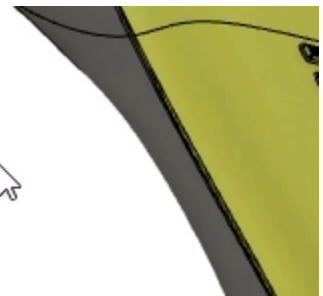
Figure 18. Pan the model

19. Hold Shift and click the middle mouse button to orbit the model.

Figure 19. Orbit the model

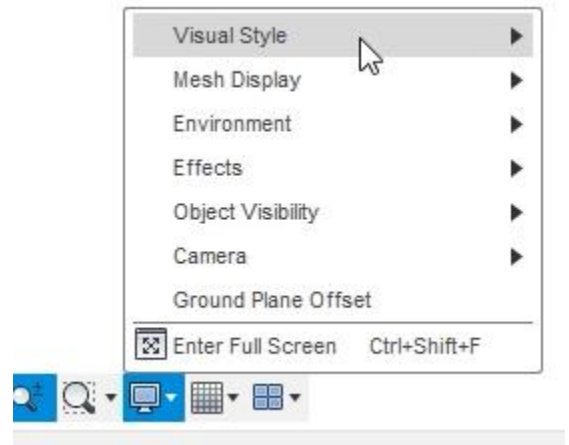**20.** Scroll the mouse wheel to zoom the model.

Figure 20. Zoom the model

21. Explore the various options inside the Navigation and Settings bar. The first icon can be used to orbit the model, the second icon can be used to snap the view normal to a selected planar face, and more.

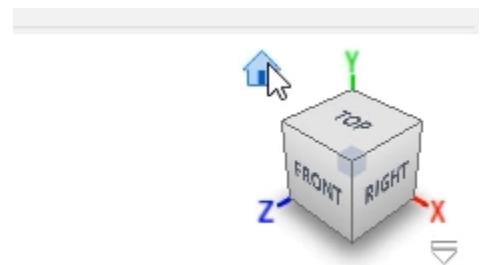*Figure 21. Inspect the options in the Navigation bar.*

22. Explore the options in the Settings bar and note how you can customize the various view properties.

Figure 22. Inspect the options in the Settings bar

23. The View Cube is in the Canvas area's top right corner. Click the Home icon to return the model to the home position.

Figure 23. Snap the model to the home position

24. Clicking the View Cube's various faces, edges, or corners will snap the view to the selected orientation. Also notice the Work Coordinate System (WCS) behind the View Cube. The Y axis is pointing up which is not the default orientation for a Fusion 360 file.
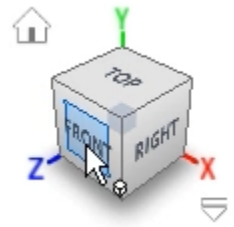
Figure 24. Reorient the model to various positions

25. Fusion 360's Toolbar is located just below the Application Bar. Click Change Workspace and notice the various types of workspaces you can access inside Fusion 360.
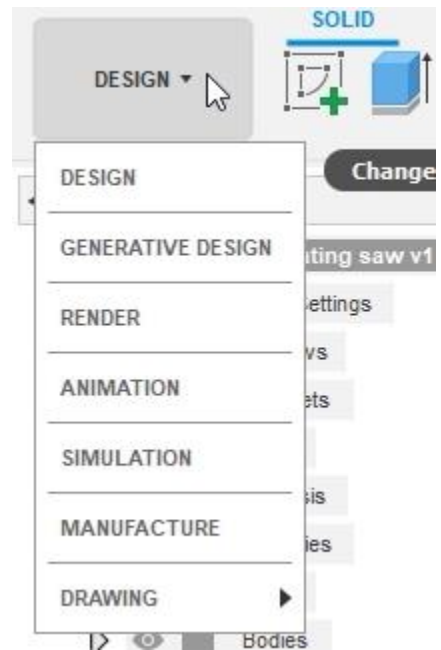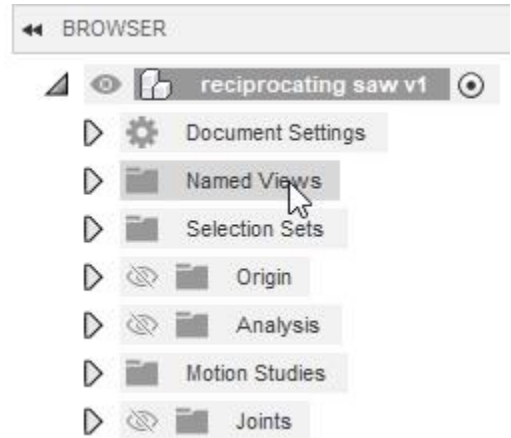
Figure 25. Explore the workspaces

26. There are various tabs inside the Toolbar. Each tab has unique groups and tools that are customized for specific functions. For instance, the Surface tab has tools specific to working with surfaces.

Figure 26. Explore the Toolbar's tabs

27. The Browser is displayed on the left side of the Canvas area. Explore the various folders, components, and bodies inside the Browser.
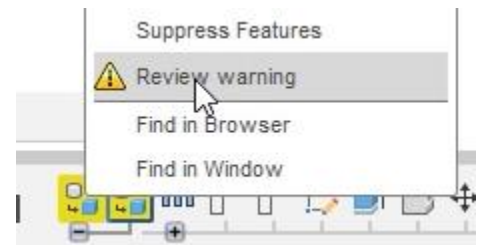

Figure 27. Explore the Browser

28. The timeline is displayed at the bottom of the window and is Fusion 360's way of organizing sketches and features.

Figure 28. Explore the timeline

29. Timeline features that have a warning associated with them are highlighted yellow. Right-click the yellow feature and choose Review warning from the menu.

Figure 29. Review a warning

30. Notice that the body's reference is lost but Fusion 360 is still able to display the body. Close the Warning dialog.
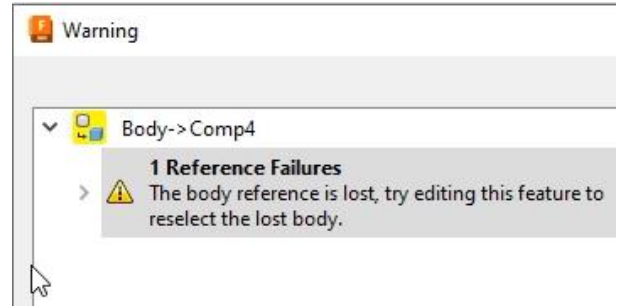

Figure 30. Review the warning

31. Click one of the components inside the Canvas area.

Figure 31. Select a component

32. Notice that the selected component is underlined with dashes inside the Browser. This is a convenient way to help you locate components in a Browser.

Figure 32. Notice the highlighted component inside the Browser

33. The same dashes are applied to the timeline. Again, this is an easy way to help locate specific items in the timeline.
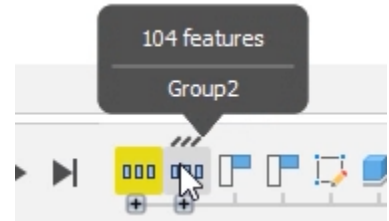

Figure 33. Notice the highlighted component inside the timeline

34. Save the design with a new named by clicking File> Save As.
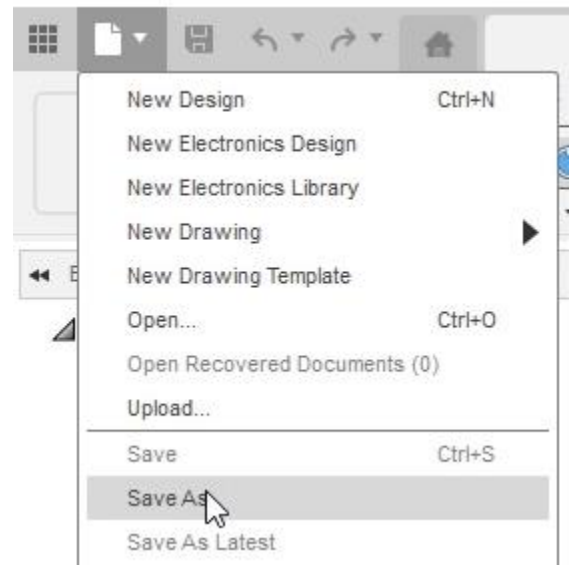

Figure 34. Save a copy of the file

35. Name the new file **reciprocating saw test** and click the dialog's Save.
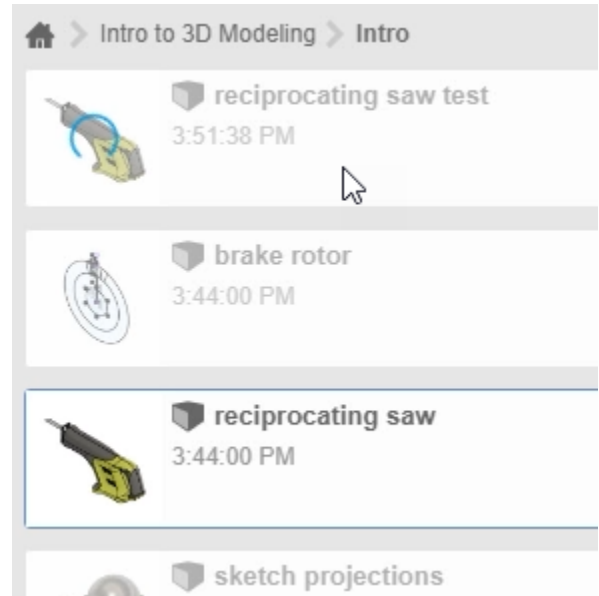

Figure 35. Save the file

36. Notice the new file is added to the project folder inside the Data Panel. Save the file and continue to the next module.

Figure 36. Explore the project folder