



Exam Objectives

USER INTERFACE AND NAVIGATION

- Browser and Timeline
- Change preferences

COLLABORATION

- Create a project
- Upload files
- Invite People to a project
- Use A360 to manage relationships and copy files

SKETCHING

- 2D Sketching
- Applying dimensions
- Use sketch constraints
- Edit a sketch

PART MODELING

- Apply Fillets and Chamfers
- Create a pattern of features
- Create a 3D thread feature
- Create a shell feature
- Create extrude features
- Create revolve features
- Create Construction Planes and Axes
- Inspect command; measure, and section analysis

ASSEMBLY MODELING

- Create and manage top level assembly and subassemblies
- Create a component from a body
- Align and Assembly Joints
- Interference

DRAWING

- Creating a drawing views, base, projected, section, detail
- Add annotations
- Edit views
- Edit border and titleblock

ADVANCED MODELING

- Sweep
- Loft
- Split and Combine bodies

SCULPT

- Create Form
- Edit Form
- Thicken

3D PRINTING - ADDITIVE MFG

- Create a stl (3D print) file

SIMULATION

- Structural constraints and loads