



Direct Modeling in Fusion 360

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Class Summary

Learn how to use Direct Modeling techniques to make changes to history-based or history-free models, de-feature models, heal corrupt models, and even model “in context” using Direct Modeling techniques.

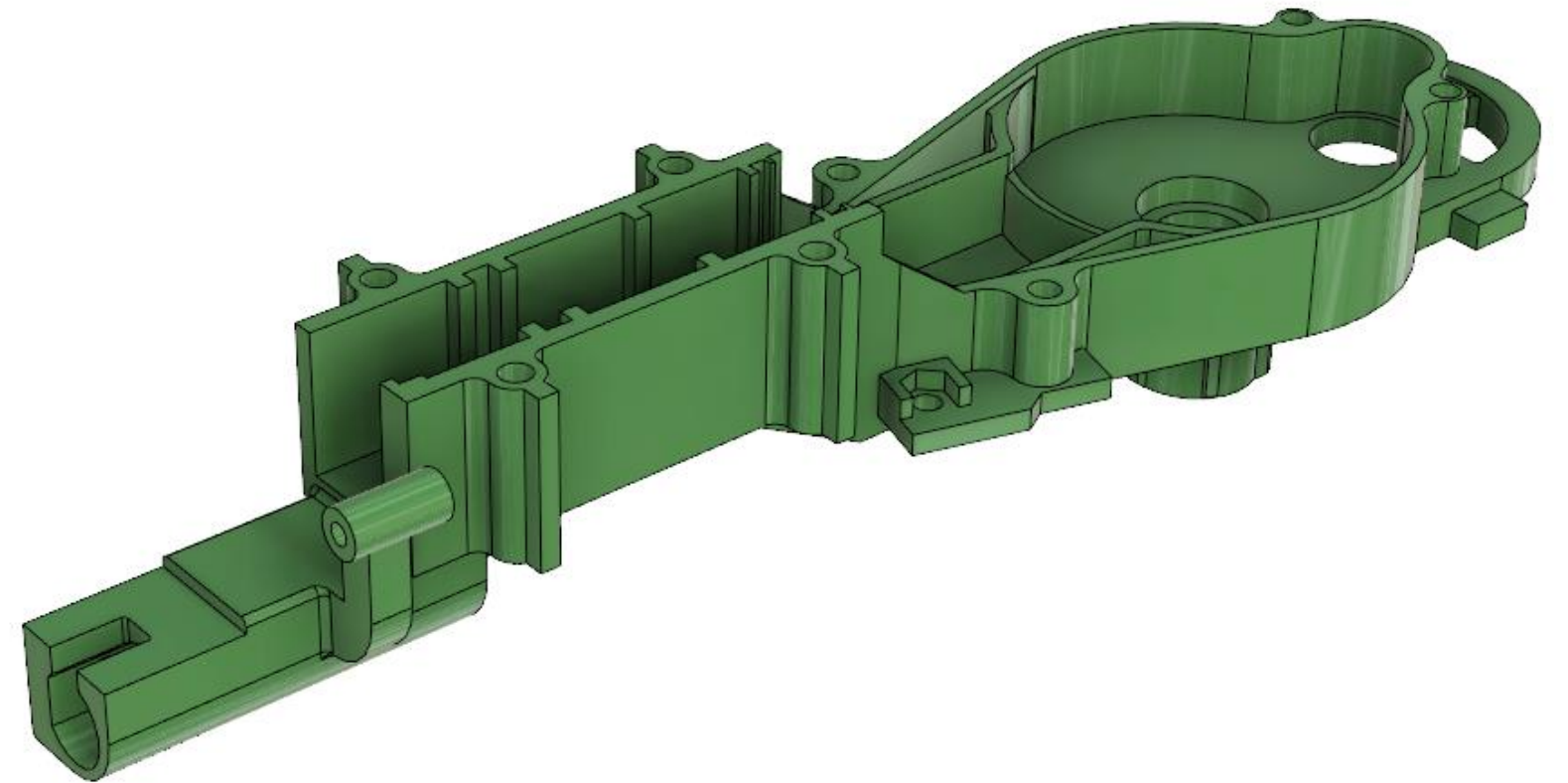
Key Learning Objectives

At the end of this class, you will be able to:

- Use Direct Modeling to move features on a model
- Recognize and remove features off of a model
- Use Direct Modeling techniques to heal corrupt models
- Use Direct Modeling techniques to create in-context designs

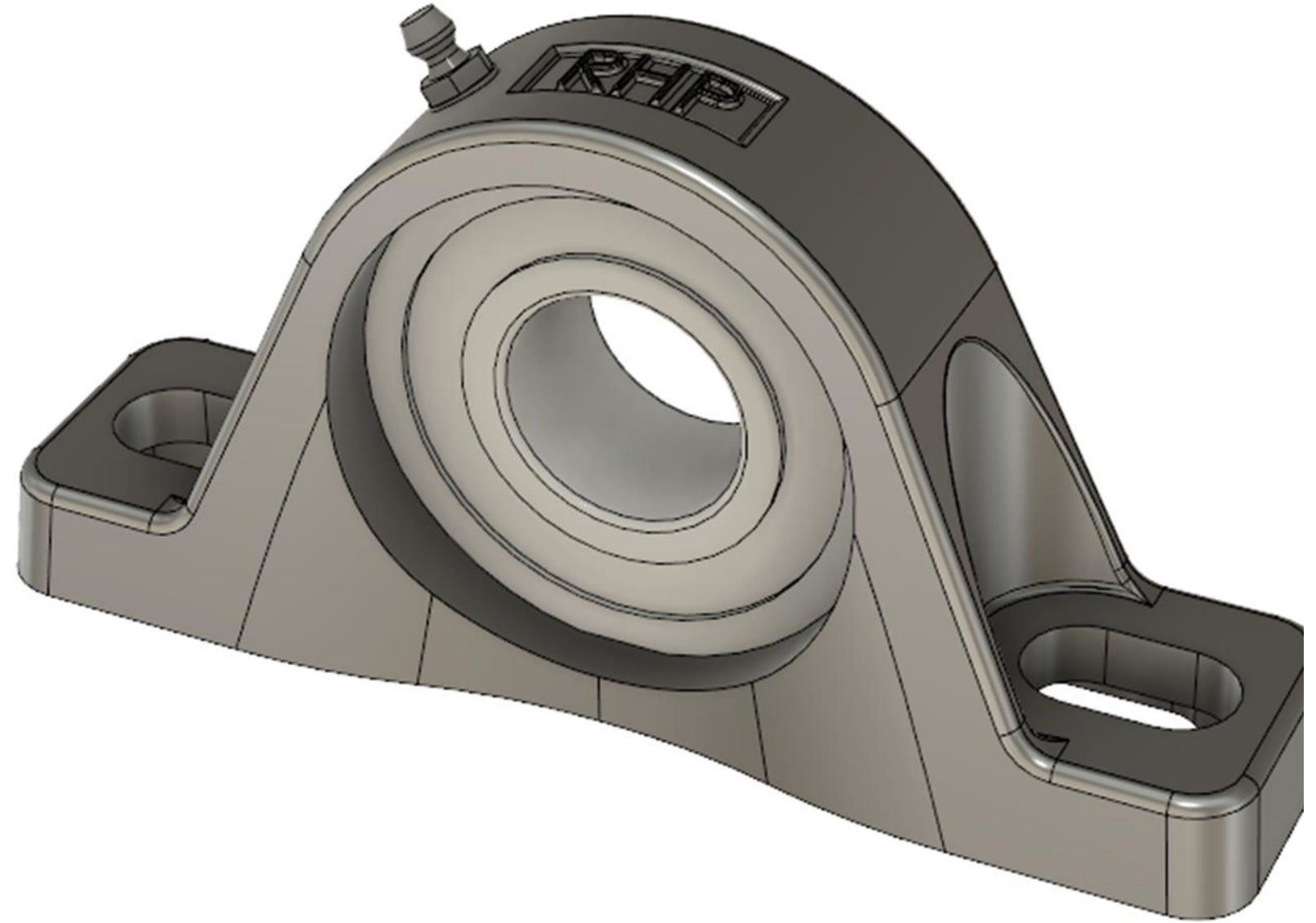
Modifying geometry with Direct Modeling

- See how to make simple to complex changes to a history-free model
- Learn tips capture direct modeling design intent
- Re-use instead of re-create



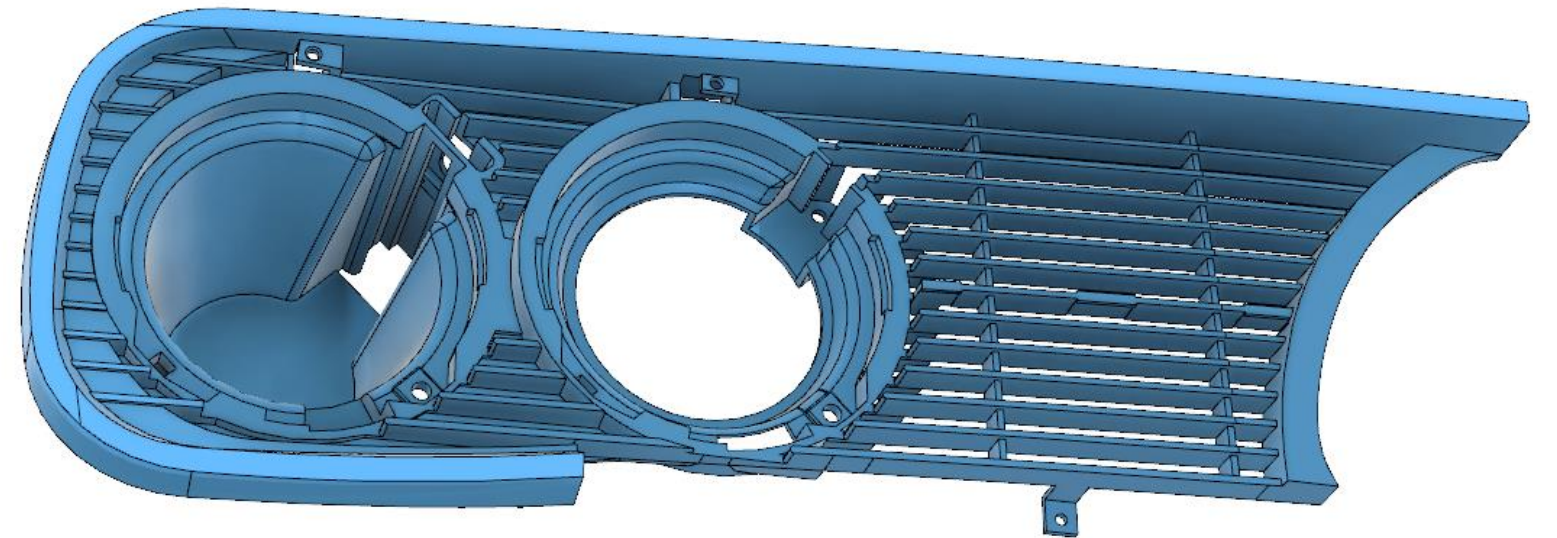
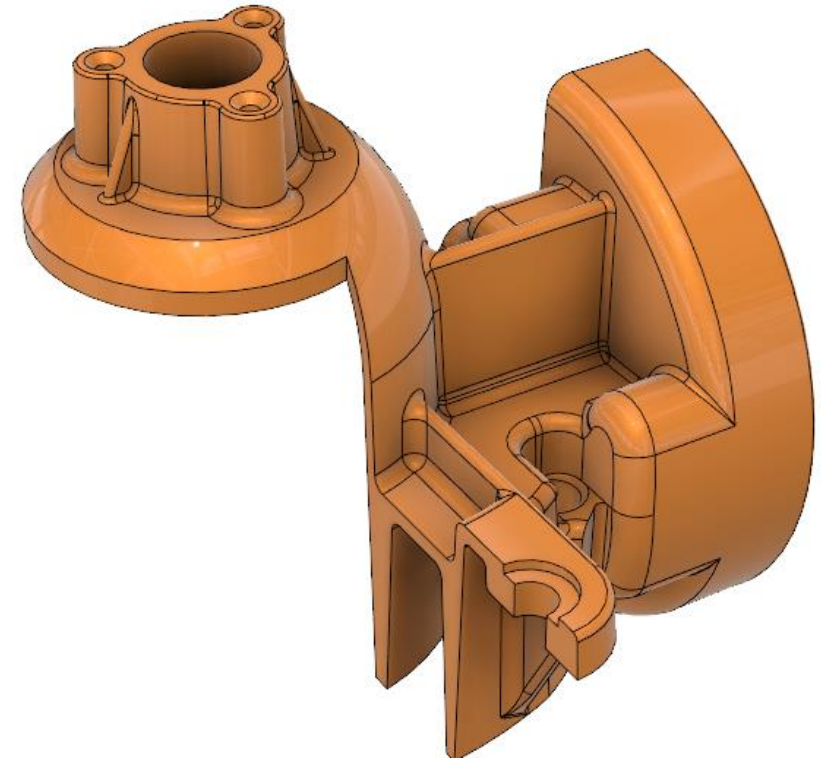
De-featuring imported geometry

- See how easy it is to de-feature imported geometry
- Use Find Features to help make larger modifications to the model



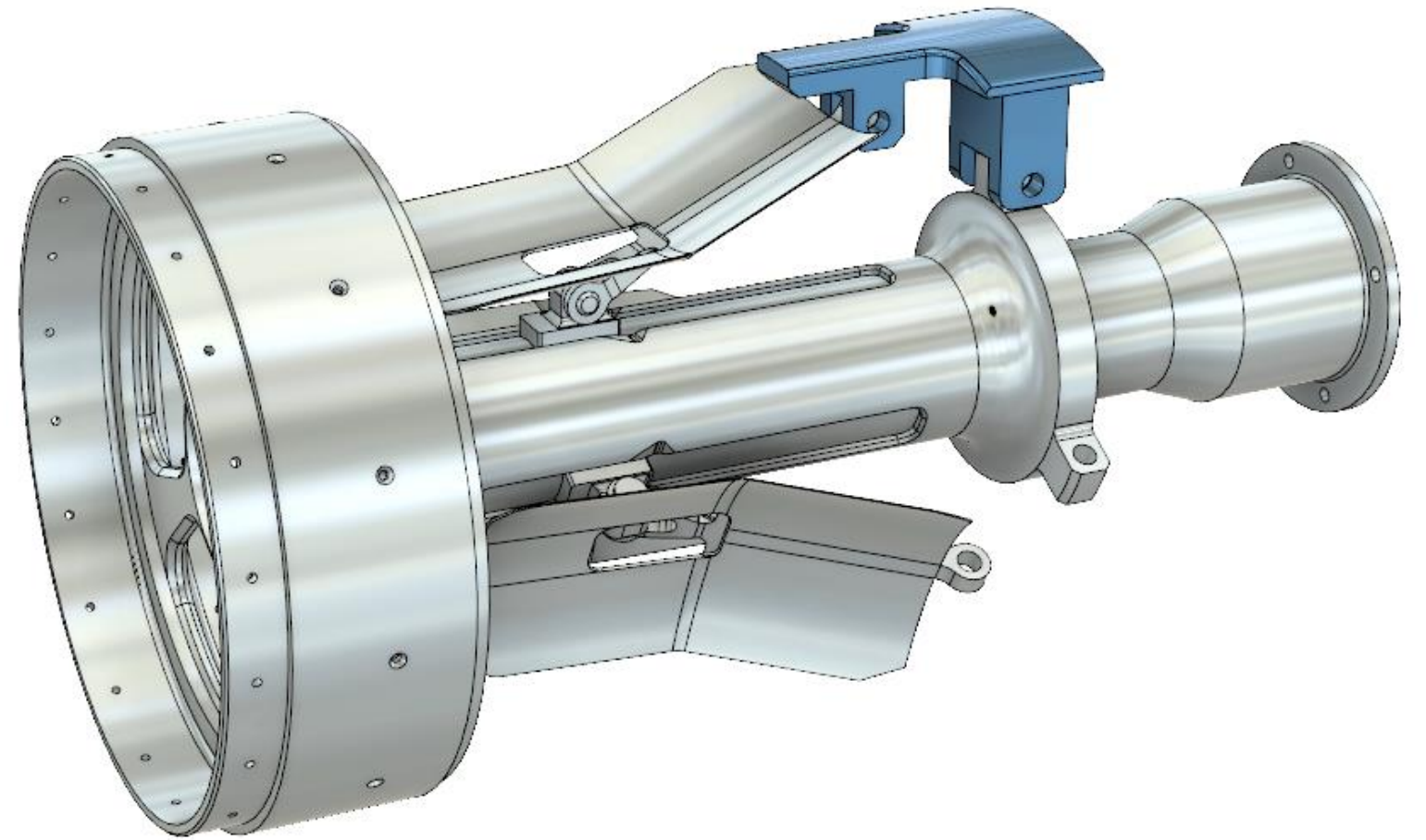
Fixing corrupt geometry with Direct Modeling

- Fix bad geometry using “Wound & Heal” method
- Learn how to fix smaller sections and join them back together



Using Direct Modeling techniques to create in-context designs

- See how to quickly create a part without worrying about complex sketches or dimensions
- Use existing geometry to help define your design
- “Lock down” your design using “Re-Anchor” command





Make anything.