

Fusion 360 Certified User

Exam Guide

Armada is an Autodesk Certification Centre (ACC) offering *Fusion 360 Certified User* exams.

Successful candidates receive a personalised e-certificate from Autodesk confirming their 'Certified User in Fusion 360' status.



Exam summary

The Fusion 360 Certified User exams have been compiled in conjunction with industry to test candidates' ability to use Fusion 360 proficiently.

Duration: 50 minutes.

Number of questions: 30.

Pass mark: Given in tutorial immediately prior to exam.

Recommended preparation

Autodesk recommends that you:

- Attend a *Fusion 360 Essentials* course. See armada.co.uk/fusion-360-training-course for details.
- Have 50 hours' hands-on experience using Fusion 360.

Certificate and benefits

Successful candidates receive a personalised e-certificate from Autodesk confirming their 'Certified User in Fusion 360' status. The certificate is suitable for printing and framing.

Where are exams held?

AutoCAD Certified Professional exams are hosted at our centre in Bromsgrove, close to Birmingham. We are easily accessible by car from the M5 and M42 motorways. Bromsgrove train station is approximately 2 miles away.

Candidates are eligible to agreed corporate rates at local hotels; see armada.co.uk/accommodation for details.

Dates and price

Exam sessions are typically run every four weeks. For forthcoming dates and prices see armada.co.uk/autodeskcertainment.

Question types

The questions combine:

- Multiple choice
- Matching.
- Point-and-click (hot-spot).
- Performance-based actions.

Exam outline

See over.

Topics	Objectives
Animation	User Interface and Navigation Use the Browser and the 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 modelling	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 Edit existing geometry using Direct Edit tools Inspect command; measure, and section analysis

Topics	Objectives
Assembly modelling	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 title block Advanced Modelling Sweep Loft Split and Combine bodies
Sculpt	Create form Edit form Thicken
3D Printing – Additive MFG	Create a STLV (3D print) file Simulation