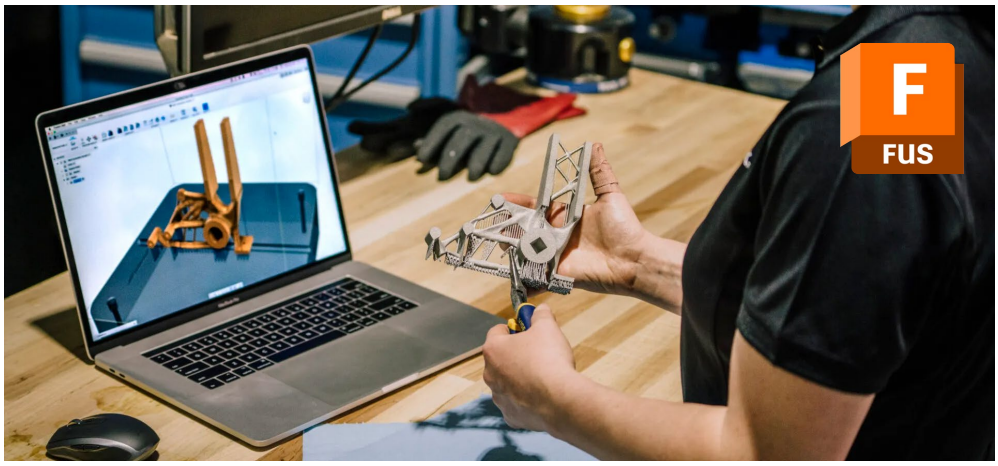
Fusion Certified User exam

Exam guide

Armada is an Autodesk Certification Centre offering exams that lead to industry-recognised qualifications.

For Autodesk Fusion, we offer an Autodesk Certified User (ACU) exam



Exam summary and preparation

Entry level exam to validate your knowledge of fundamental concepts and procedures in Autodesk Fusion ACU.

Recognised by industry as proof of competency using Fusion.

Qualification: Autodesk Certified User (ACU) in Fusion ACU exam.

Sat online, from your place of work or home.

Length of exam: 50 minutes.

Requirements

It is expected that all candidates have familiarity with Fusion's features and capabilities. and a general understanding of:

- Relevant workflows, processes and project objectives.
- The core tools in Fusion's Design, Render and Drawing workspaces.
- Performing basic Fusion tasks related to component and assembly modelling.
- Product documentation, online and written reference materials and the help screens within Fusion.
- Correct industry standard terminology.
- General concepts associated with technical drawing, drafting and design.

For a list of the topics and features you're likely to be tested in, see over.

Recommended preparation

- Attend Fusion Essentials training.
- 150 hours' post-course, hands-on experience using Fusion.

Certificate and benefits

Successful candidates receive:

- An e-certificate (PDF) from Autodesk confirming your Fusion ACU exam-certified status.
- An official Autodesk-Certified badge that you can use to market your skills, e.g. on your business cards, in your email signature, on your website, etc.

Practice test

A practice test is available that reflects the questions you're likely to be asked in your Fusion ACU exam.

Further information

For prices, dates, times and further details, see armada.co.uk/exams/fusion or scan the QR code above.

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AUTODESK Certified User

Exam Outline

Workspace and Navigation

Get started

Navigate the Data panel
- File structure of project level folders
- Cloud organization
- Access versions
- Share projects

Orient a model view
- Orbit, Zoom, Pan, Look At
- ViewCube
- Set Current View options

Navigate the workspace and environment

Use the Browser
- Find components (sketches, components, joints, etc.) in the Browser
- Show or hide components
- Rename timeline elements (features, sketches, etc.)

Navigate using the toolbar
- Move between workspaces, tabs, panels, tools

Set grid, units, snaps

Select objects
- Select all objects enclosed or crossed by a window or freeform shape
- Select objects in the Browser (multi-select)
- Use selection filters

Use the Timeline
- Accessing and editing past features
- Roll forward and backward

Adjust the visual properties of a model and design workspace
- Display Settings menu (Visual Style, Environment, Camera, etc.)

Use work features

Create a sketch on an origin plane or planar face

Create construction planes, axis, points
- Understand why it is important to use work planes
- Offset, Tangent, Midplane, Plane at Angle, Plane by Points, Axis Through Two Points

Sketch

Create and modify a sketch

Select the appropriate sketch tool(s) for the task

Create a sketch

Control sketch element type and sketch display properties
- Sketch Palette options (linetype, sketch grid, snap, etc.)

Project geometry from an existing body onto a sketch

Edit a Sketch
- Move, Copy, Trim, Extend, Offset, Mirror, Fillet, Chamfer, Break, patterns
- Insert text into an active sketch

Apply sketch constraints and dimensions

Determine which sketch constraints to apply
- Add and remove constraints
- Understanding auto-constraints

Apply and edit dimensions to sketch geometry
- Create a fully constrained drawing

Use design parameters to create a parametric model

Model

Create solids from sketches

Create primitive shapes
- Box, Sphere, Cylinder, etc.

Create a 3D shape from 2D geometry
- Extrude, Revolve, Sweep, Loft, etc.
- Join, Cut, Intersect, New Body, New Component

Create hole features: Counterbore, Countersink, Spot Face, Threads

Create pattern features: Rectangular, Circular, Pattern on Path

Modify solids

Modify features
- Move, Copy, Align, Scale, Fillet, Chamfer, Shell, Draft, Split, Combine, Press Pull
- Deleting a feature
- Altering the material properties and appearance

Use the Inspect tools: Measure, Center of Mass, Section Analysis

Use the Insert tools
- Canvas and decal

Work with Forms

Create a form
- Box, Plane, Cylinder, Quadball, etc.

Modify a form using the Edit Form tool (manipulate points, faces, edges)

Assemble

Create and manage assemblies and subassemblies

Activate a component or subassembly to edit
- Bodies and sketches

Update a component to the most recent version
- Use the Get Latest tool

Create a component from a body

Align and/or position components with joints

Apply joints to components
- Rigid, Revolute, Slider
- Understanding degrees of freedom and grounding

Manipulate components
- Move and rotate components after they have been placed into the assembly workspace

Drive joints
- Define the angle or distance of movement of joints

Check for interference between components

Document

Create drawings

Create drawing sheets
- Sheet size, border, title block
- Multi-sheet drawings

Place and edit drawing views
- Base, section, detail, break, projected views
- Setting scale, visual style, label visibility

Apply dimensions and annotations

Add and edit dimensions and annotations
- Notes, center marks, center lines, balloons, leader lines, etc.
- Create a parts list