

Autodesk® Inventor® 2011

Autodesk Certification

Exam Preparation Roadmap

Autodesk certifications are industry-recognized credentials that can help you succeed in your design career—providing benefits to both you and your employer.

The certifications provide reliable validation of skills and knowledge, and they can lead to accelerated professional development, improved productivity, and enhanced credibility.

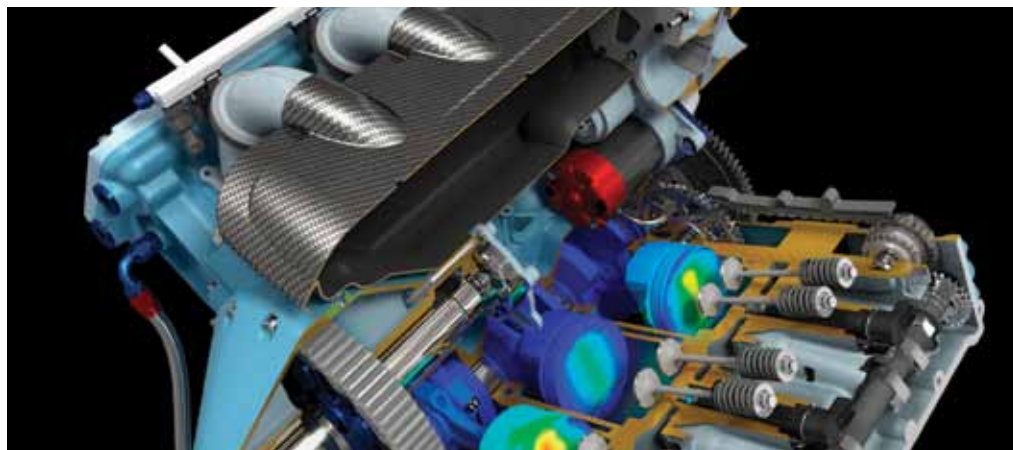


Image courtesy of ADEPT Airmotive (Pty) Ltd.

Autodesk highly recommends that you structure your examination preparation for success. This means scheduling regular time to prepare, reviewing this exam preparation roadmap, using the Autodesk Official Training Guide, taking an Assessment test, and using a variety of resources. Equally as important, actual hands-on experience is recommended.

The Autodesk Inventor 2011 Certified Associate exam consists of 30 questions that assess your knowledge of the tools, features, and common tasks of Autodesk Inventor 2011. Question types include multiple choice, matching, and point-and-click (hotspot). The exam has a 1-hour time limit. (In some countries, the time limit may be extended.)

The Autodesk Inventor 2011 Certified Professional exam is a performance-based test. The exam is comprised of 20 questions. Each question requires you to use Autodesk Inventor 2011 to create or modify a data file, and then type your answer into an input box. The answer you enter will either be a text entry or a numeric value. The exam has a 90-minute time limit (In some countries, the time limit may be extended.)

To earn the credential of Autodesk Inventor 2011 Certified Professional, you must also pass the Autodesk Inventor 2011 Certified Associate exam. You can pass the exams in any order.

To recertify from Autodesk Inventor 2010 Professional to Autodesk Inventor 2011 Professional, you need only pass the Autodesk Inventor 2011 Certified Associate exam.

Assessment Tests

Autodesk assessment tests will help identify areas of knowledge that you should develop in order to prepare for the certification exam. At the completion, you will be able to review the items you missed and their correct answers. Contact an Autodesk Certification Center for more information at <http://autodesk.starttest.com>.

Autodesk Official Training Guides

The Autodesk Official Training Guide for the Autodesk Inventor 2011 Certification exams is *Mastering Autodesk Inventor 2011* from Wiley Publishing. This guide is available from booksellers and online booksellers worldwide.

ATC® Instructor-Led Courses

The Autodesk Authorized Training Center (ATC®) program is a global network of professional training providers offering a broad range of learning resources. Visit the online ATC locator at <http://www.autodesk.com/atc>.

Recommended Experience Levels for Autodesk Inventor Certification Exams

Actual hands-on experience is a critical component in preparing for the exam. You must spend time using the product and applying the skills you have learned.

- **2011 Certified Associate exam:**
Mastering Autodesk Inventor 2011 course (or equivalent) plus 100 hours of hands-on application
- **2011 Certified Professional exam:**
Mastering Autodesk Inventor 2011 course (or equivalent) plus 400 hours of hands-on application

Autodesk Inventor 2011

Exam topics and objectives

We recommend that you review the topics and objectives during your preparation for certification. The Autodesk Official Training Guide for the Autodesk Inventor 2011 Certification exams is *Mastering Autodesk Inventor 2011* from Wiley Publishing. That guide—which covers the topics and objectives listed below—is available from booksellers and online booksellers worldwide.

Autodesk Inventor 2011 Certified Associate

Topic	Objective
User Interface	<ul style="list-style-type: none">Describe how to use the heads up display (HUD) to create and edit featuresIdentify how to use visual styles to control the appearance of a model
Project Files	<ul style="list-style-type: none">Describe the options for controlling a project file
Sketching	<ul style="list-style-type: none">Recall the function of each sketch constraintDemonstrate how to create dynamic input dimensions
Part Modeling	<ul style="list-style-type: none">Create extrude featuresCreate fillet featuresCreate hole featuresCreate a pattern of featuresDescribe how to use the Project Geometry and Project Cut Edges commandsCreate revolve featuresCreate a shell featureCreate work features and a UCS
Drawing	<ul style="list-style-type: none">Explain how to edit a base and projected viewsDescribe how to create a slice view in a drawingDemonstrate how to create and edit dimensions in a drawingDescribe how to edit a hole tableDescribe how to modify a parts listDemonstrate how to edit a section view
Assembly Modeling	<ul style="list-style-type: none">Describe the process of finding the minimum distance between parts and componentsDescribe the function of the different assembly constraintsDescribe how to modify a bill of materialsExplain the method of creating a frame using the frame generator commandIdentify uses for surfaces in the modeling process
Presentation Files	<ul style="list-style-type: none">Describe how to animate a presentation file
Advanced Modeling	<ul style="list-style-type: none">Describe the process to emboss text and a profileCreate and constrain sketch blocksDescribe the process of creating an iAssemblyDescribe the process to create an iPart
Sheet Metal	<ul style="list-style-type: none">Demonstrate how to create and edit a sheet metal flat patternDescribe the different types of sheet metal flanges that Inventor can createDemonstrate how to annotate a sheet metal part in a drawing

Autodesk Inventor 2011 Certified Professional

Topic	Objective
Part Modeling	<ul style="list-style-type: none">Create extrude featuresCreate hole features
Drawing	<ul style="list-style-type: none">Demonstrate how to edit a section viewCreate a slice view in a drawingDemonstrate how to modify a style in a drawing
Assembly Modeling	<ul style="list-style-type: none">Apply assembly constraintsCreate a part in the context of an assemblyCreate components using the Design Accelerator commandsCreate and edit a frame using the Frame Generator commandCreate a level of detailCreate a positional representation
Advanced Modeling	<ul style="list-style-type: none">Create a 3D path using the Intersection Curve and the Project to Surface commandsCreate a multi-body partCreate a part using surfacesCreate an iPartCreate a loft featureCreate plastic part featuresCreate a sweep feature
Sheet Metal	<ul style="list-style-type: none">Create flanges using the Flange, Contour Flange, and Lofted Flange commands
Weldments	<ul style="list-style-type: none">Create a weldment

For more information
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