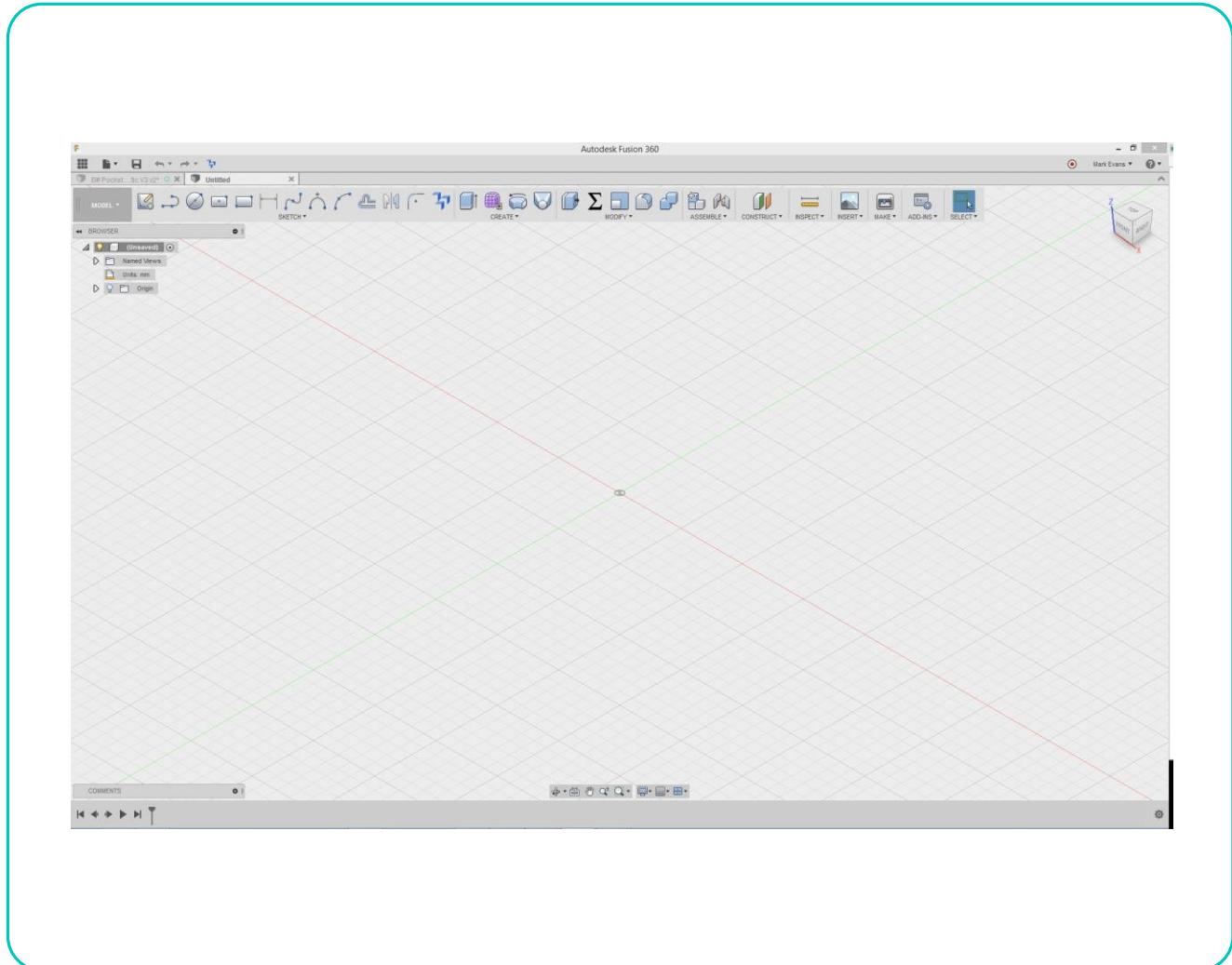


# Fusion 360 for Glowforge

First principles: getting ready

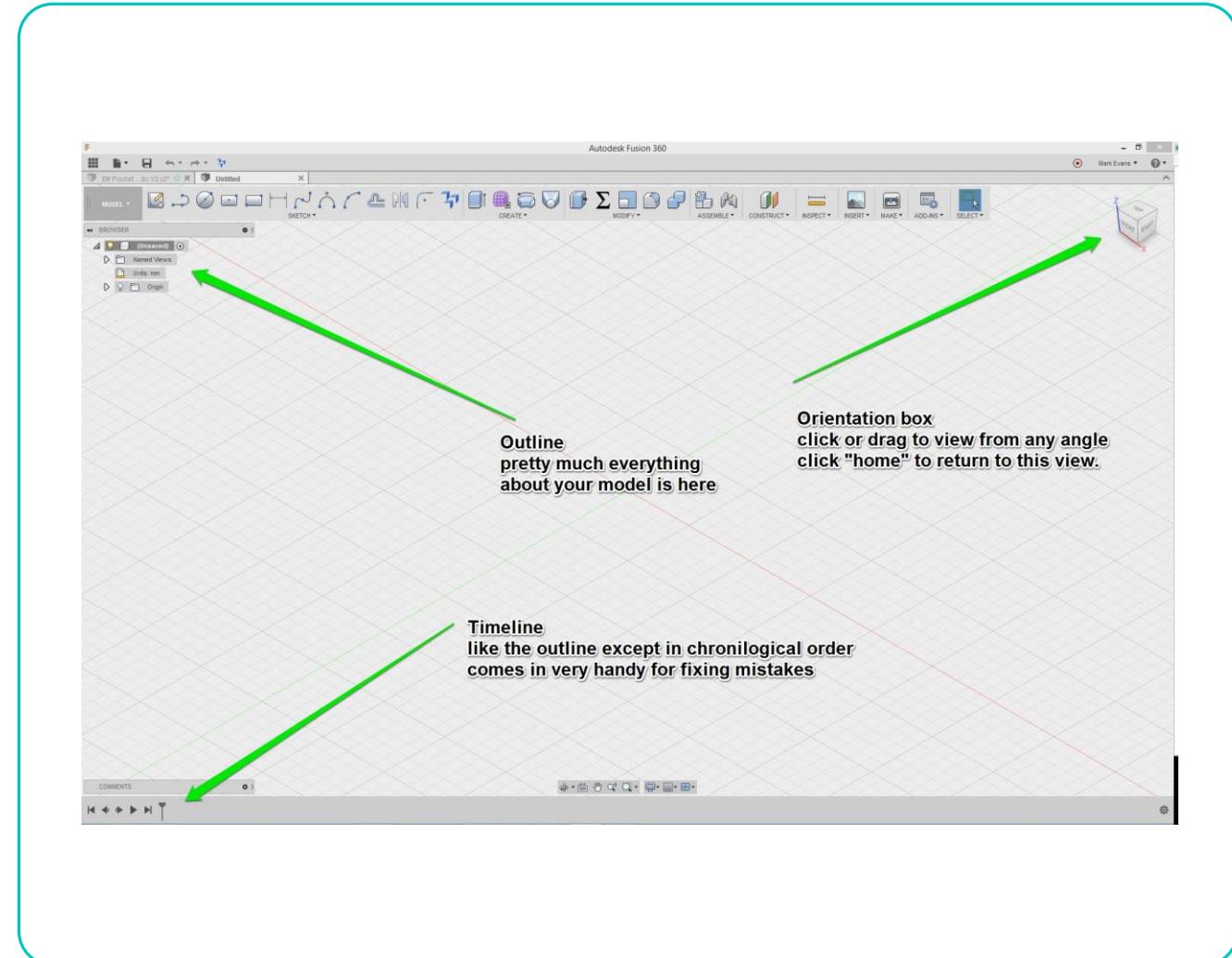
# Opening screen

- The opening screen will look something like this



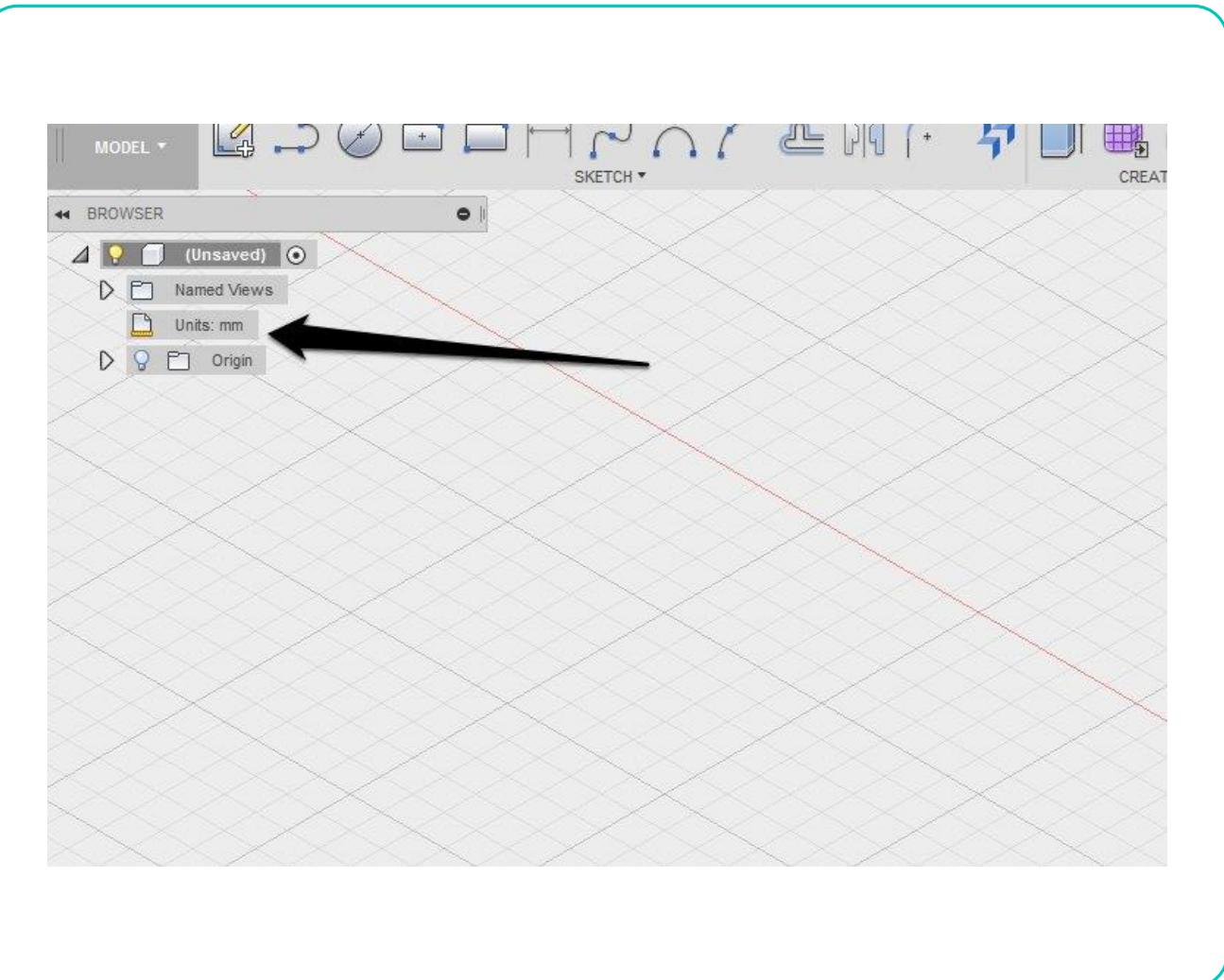
# A few elements of the work area

- The orientation box can be drug around with the mouse or when you hover over it the “home” button appears, click “home” to return to an isometric view
- The outline starts out fairly empty but as we build a model it will fill with all the properties of your model

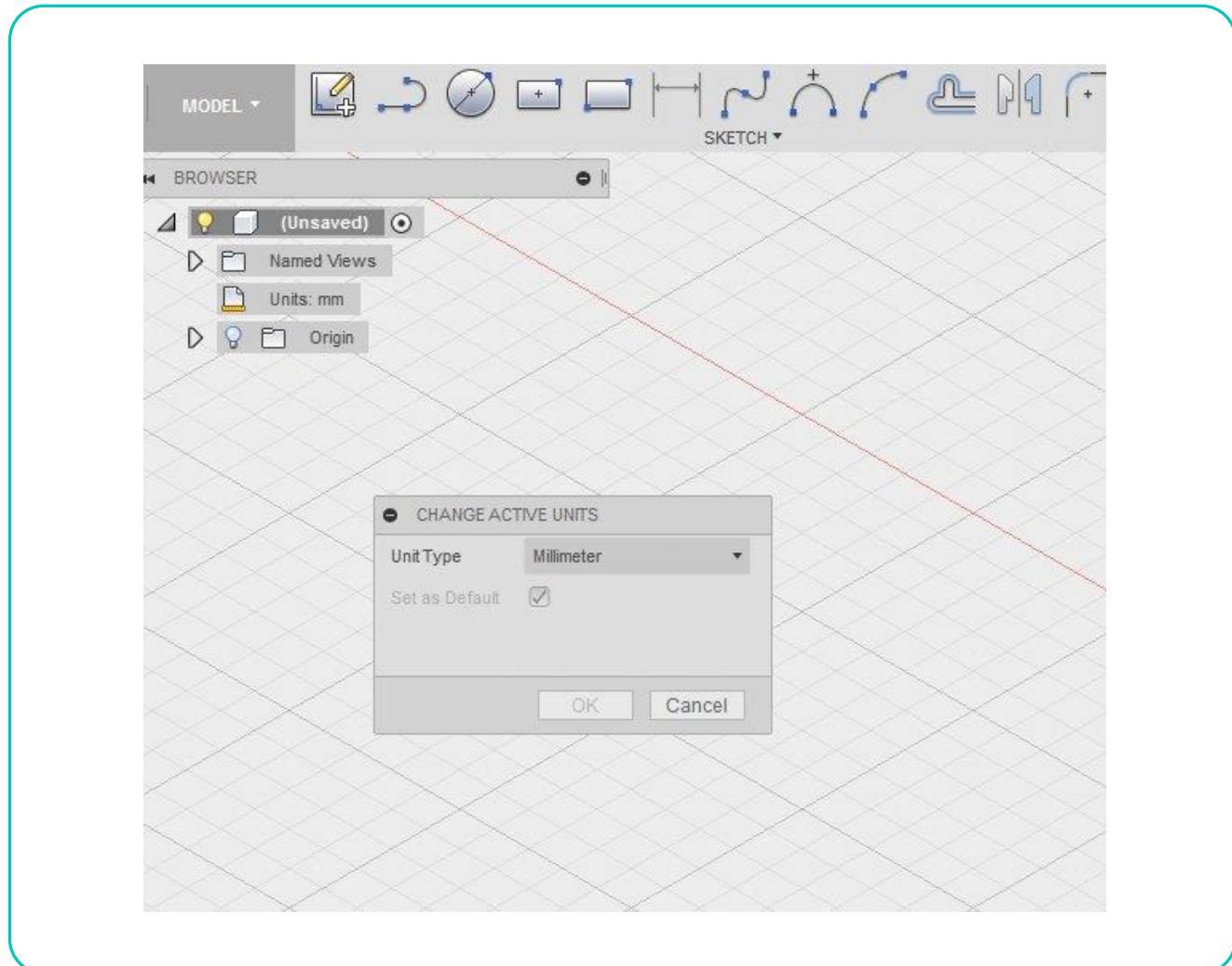


# Changing units

- If you are happy working in millimeters, skip this step but be aware of it.
- Hover your mouse over “units” in the outline and a small icon will appear on the right side of the line
- Click this



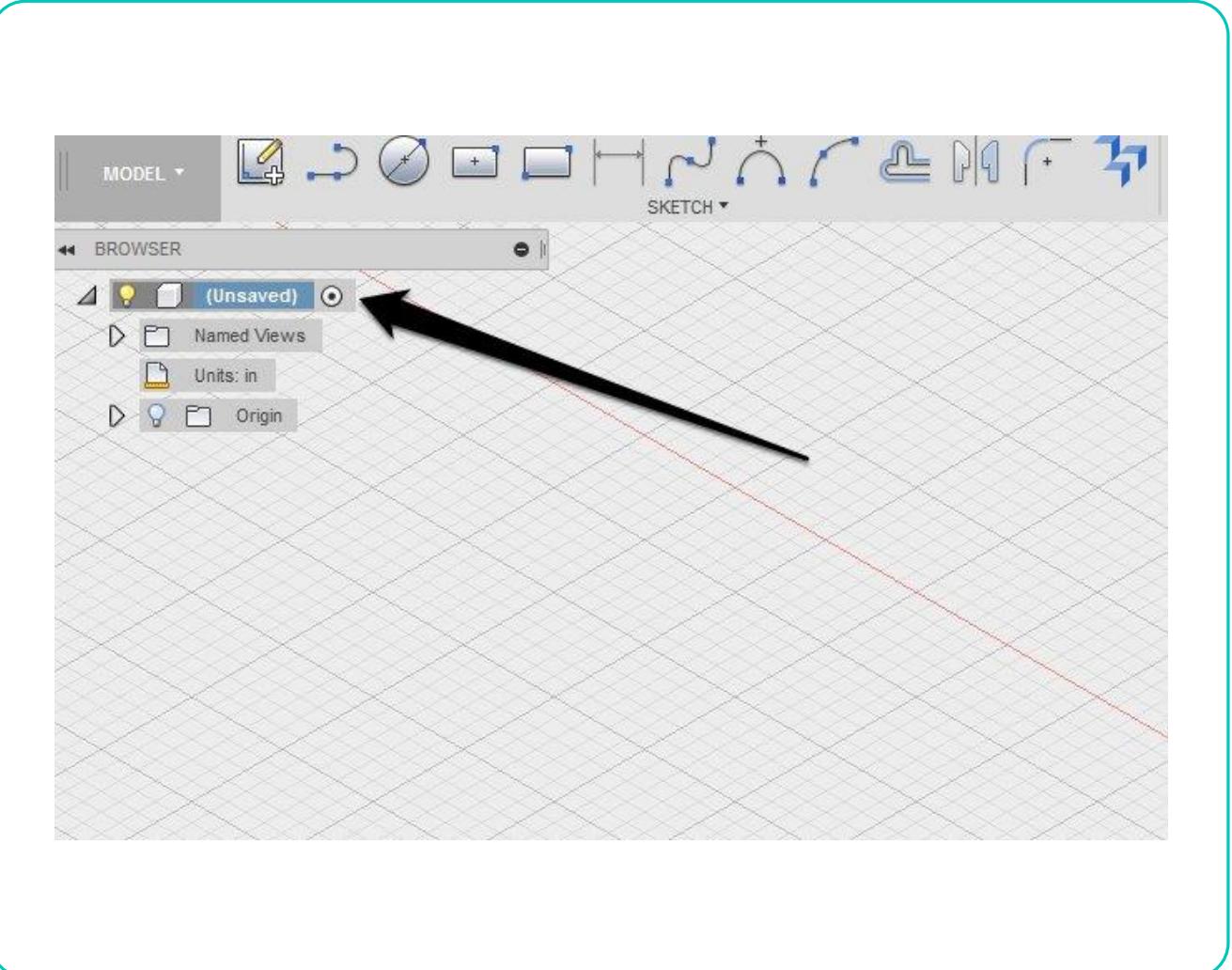
- And a dialog box will appear
- This is common to most actions in F360
- Choose desired units from pull down and click OK
- If you are going to use Inkscape to convert your file to SVG leave it in mm, if you are going to use PDF files you are free to choose
- Don't worry about mixing units, F360 is very smart about this and will accept input in any units you care to use just follow with mm or in if you input something that is not in the default units for this file



# Create a component

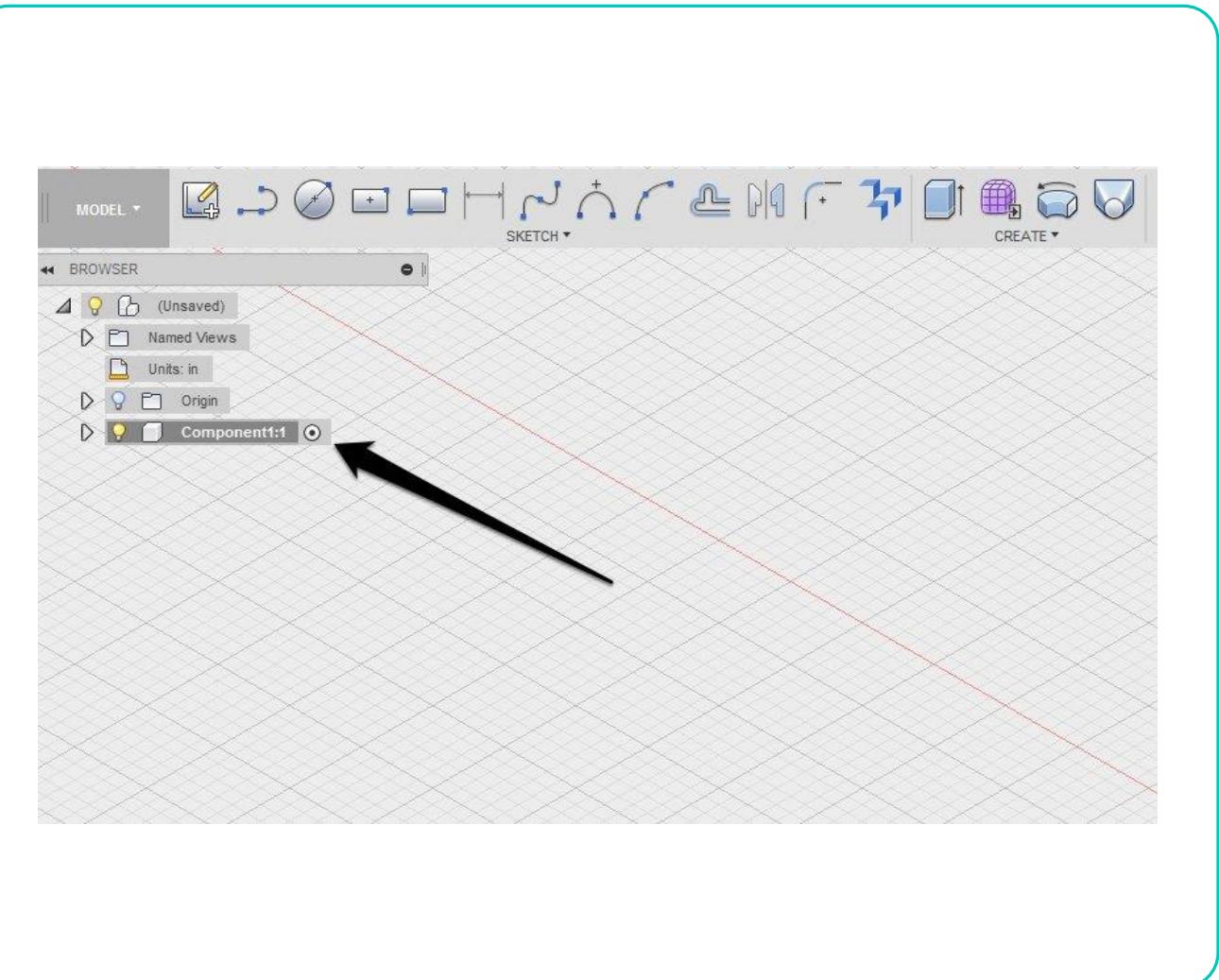
- A component is one of several fundamental groupings in f360
- You could start working without creating a component but you will save yourself lots of grief by doing it now
- Right click the top most item in the browser outline, this is know as the root
- The top item in the popup will say “create new component”
- Click this
- A new component will appear in the outline

# Root



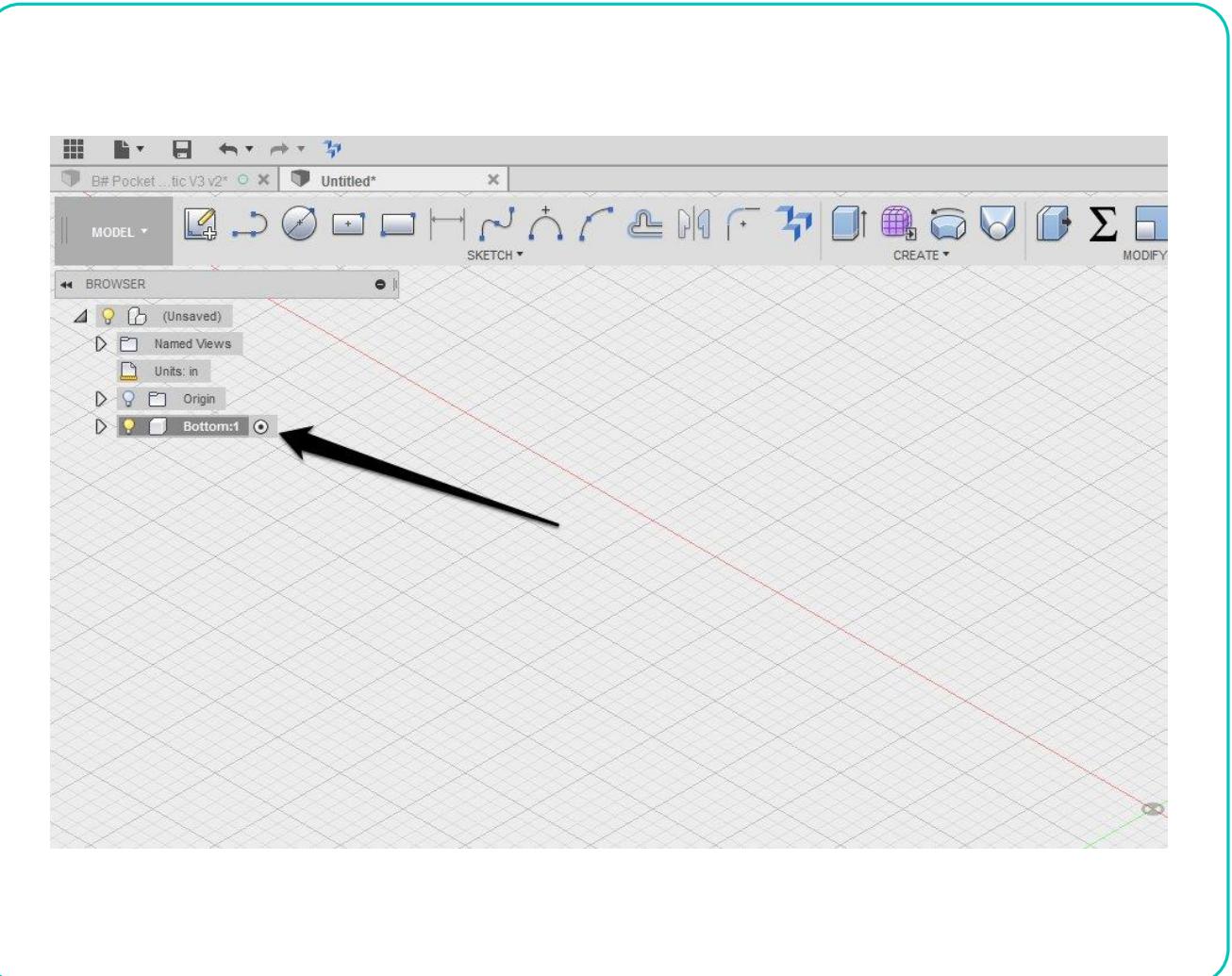
# New component

- We can now rename this by double clicking



# Renamed component

- Renamed “bottom” because the first part we will make will be the bottom of our box



# End of part one of First principles

- We are set up and will start drawing in the next lesson

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