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| **Activity 4.1d Software Modeling Introduction (Digital STEAM)** |

Procedure

1. Go to the [Autodesk Digital STEAM](http://curriculum.autodesk.com/student/public/index/index) site at the link below. <http://curriculum.autodesk.com/student/public/index/index>
2. Click Level 1, Digital Study Packet, then Inventor.
3. Under User Interface click Primary Environments and view the tutorial. Answer the questions below. Note: Move the cursor away from the video window for a clear view.
   1. What are the four Inventor base environments and file extension names?
      1. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
      2. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
      3. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
      4. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
4. View the tutorials listed under UI Navigation – UI Navigation 1, UI Navigation 2, and Graphics Window Display. Answer the questions below.
   1. Label the features of the user interaction images below.

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* 1. Label the Assembly environment below.

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* 1. How do you display the browser if it has disappeared?
  3. How do you edit the display of items in your Quick Access Tool Bar?

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| 1. View the tutorial listed under Navigation Control. Answer the questions below. 2. Label the navigation control image to the right. |  |

* 1. Describe the functions available with each of the following function keys.
* F2 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
* F3 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
* F4 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
* F5 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
* F6 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_