

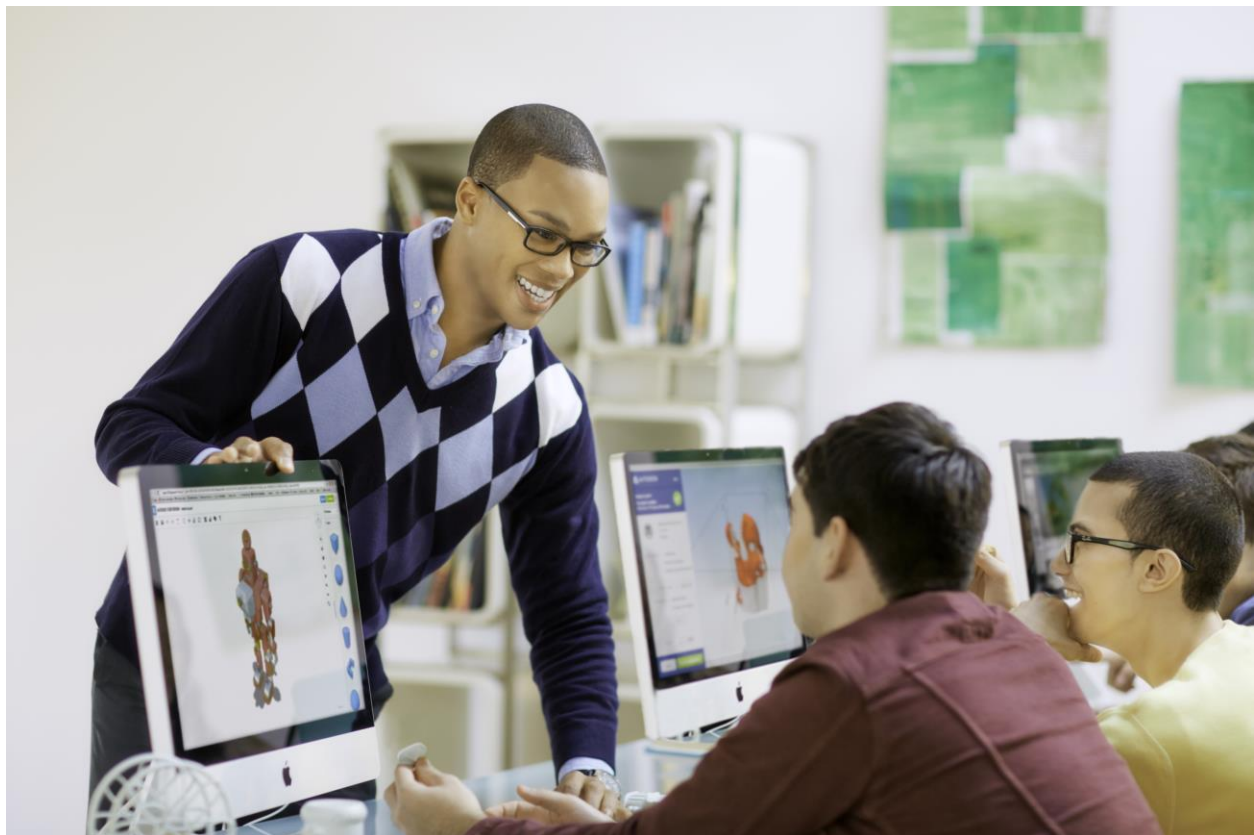


Autodesk Education

Get started guide for teachers

(Supplemental)

September 2014





Welcome

Today's students are the leaders, thinkers, and innovators of tomorrow. As a teacher, you can use Autodesk® software and tools to introduce appealing and interactive projects and technology concepts into the classroom—helping to stimulate creative thinking and inspire your students to imagine, design, and create a better world.

To help you understand and benefit from the Autodesk® Education offering—which comprises free* access to powerful Autodesk 3D design software, project and lesson content in the Autodesk Digital STEAM Workshop, and exciting programs—we have created the **Get started guide for teachers**.

This PDF guide supplements the information available online at <http://www.autodesk.com/education/free-software/educators-k12/get-started>, providing teachers in secondary education with more detailed information and the resources you need to successfully integrate Autodesk solutions into your classroom.

Broken down into three sections—Software; Classroom resources; and Partnerships and programs—the guide will step you through the process of choosing, accessing, and familiarizing yourself with the right software for your classroom and introduce you to the Autodesk Digital STEAM Workshop projects and our Design Thinking approach to education. It also details additional education partnerships and programs of which you and your students can take advantage.

Structured so that you can easily access the information of interest to you, this guide will help you to quickly get up and running with Autodesk technologies and education programs. Together, we can enable students to unlock their creativity and innovation and develop the 21st-century skills and confidence to achieve academic and future career success.

Best wishes,

Autodesk, Inc.

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Section 1: Software

With more than twelve million professional users, Autodesk is a world leader in engineering, entertainment, and 3D design software for the manufacturing, building and construction, and media and entertainment industries. These industries are faced with real-world challenges every day, and they are looking to today's students to find the creative problem-solving, critical thinking, collaboration, and communication skills that will be key in tomorrow's designers, innovators, engineers, architects, and digital artists.

By providing free* access to our broad portfolio of 3D design software and robust learning content to students, educators, and educational institutions, Autodesk is helping to inspire and empower students to realize their potential. It could be that the solution to a global problem is living in the creative mind of one of your students today.



Petaluma high schools offer Autodesk 3D solutions to help students sharpen critical thinking skills and prepare for career success.

[Read the full case study.](#)

“Our world is three-dimensional. I tell my students that if they want to make an accurate design, it needs to be 3D. Autodesk allows us to show how what we’ve sketched will look in the real world.”

— Tom Richards,
Petaluma High School

Select your software

Evaluating which software to introduce into a school may be daunting, so this section gives you an overview of the products that we feel are most relevant for use within the secondary education segment.

Autodesk consumer products



Autodesk Tinkercad

Autodesk® Tinkercad desktop software enables students to easily and quickly turn an idea into a 3D design CAD model for a 3D printer.



Autodesk 123D Design

The Autodesk® 123D® Design app is a, powerful yet simple 3D design creation and editing tool, enabling students to create amazing 3D-printable designs on an iPad.



Autodesk Pixlr Express

The Autodesk® Pixlr® Express app allows students to quickly crop, resize, and edit their photos. Students can enjoy more than 600 effects, overlays, and borders to personalize any image.



Autodesk 123D Circuits

The Autodesk® 123D® Circuits app enables students to design, compile and simulate electronic projects online.

Autodesk professional products

Manufacturing (MFG)



Autodesk Inventor

Autodesk® Inventor® computer-aided design software offers an easy-to-use set of tools for 3D mechanical design, documentation, and product simulation. Digital Prototyping with Inventor helps students design and validate their products before they are built.



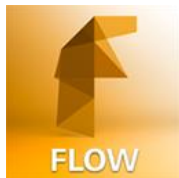
Autodesk Fusion 360

Autodesk® Fusion 360™ cloud-based 3D design software speeds and simplifies the design process by integrating industrial and mechanical design in a single package. Students can work as a team by using the built-in social collaboration and automatic data management tools.



Autodesk ForceEffect Motion

Autodesk® ForceEffect™ Motion software enables students to develop functional moving mechanical systems right on their mobile devices. Autodesk ForceEffect Motion does all the simulation and engineering calculations, enabling students to quickly and easily simulate design options during the concept phase to determine the viability of a design.



Autodesk ForceEffect Flow

Get powerful 2D flow simulation software on your iPad® with Autodesk® ForceEffect™ Flow software. Students can create freehand concept designs or use object detection technology to instantly capture geometry from their environment, and then simulate the aerodynamic performance of the design.

Architecture, Engineering, and Construction (AEC)



Autodesk Revit

Autodesk® Revit® software is specifically built for Building Information Modeling (BIM) and helps students bring their ideas from concept to construction. Revit includes features for architectural design, MEP and structural engineering, and construction.



Autodesk FormIt

The Autodesk® FormIt™ mobile app helps students conceptualize, analyze, and share early building design concepts digitally anytime, anywhere ideas strike.

Media & Entertainment (M&E)



Autodesk Maya

Autodesk® Maya® 3D animation software offers students a comprehensive set of tools to tackle challenging character creation and digital animation productions. Students can learn how to use the next-generation display technology, accelerated modeling workflows, and 3D animation to handle complex data.



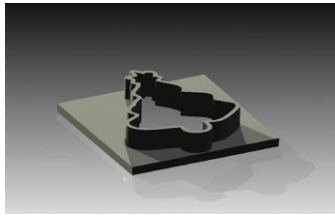
Autodesk 3ds Max

Autodesk® 3ds Max® software provides students with comprehensive 3D modeling, animating, rendering, and compositing solutions as they study game, film, and motion graphic disciplines.

Your specific area of curriculum focus will help you to choose the best software to meet your students' needs.

Whether your focus is design and technology, science, or art, there is a variety of Autodesk products for different skill levels.

These products can be easily plugged into current process and curriculum to enhance student learning outcomes, across design knowledge and skills and creativity, exploration and storytelling.



Year 9 students use Autodesk Inventor to improve the outcomes of their food technology project.

[Read the full case study.](#)

"The software enables students to quickly design products and product parts, even with no prior experience of the software. Our students thoroughly enjoyed using the program."

Steve Taylor, Food Technology Teacher, Manchester Communication Academy, U.K.

It should be noted that many Autodesk 3D design software products build on each other in terms of capability and complexity, so you will need to determine the right entry point for your students and the learning outcomes you seek to achieve.

For example, the products in the Autodesk® 123D® family may be the best entry point for younger students as they provide simplified interfaces and are focused on inspiring creativity and exploring art and design. These tools are easy to use as general design tools, while introducing concepts like navigating in 3D space or combining geometry using Boolean operations like join, subtract, and intersect.

The knowledge learned in the consumer products provides a foundation for your students as they continue their studies, progressing on to the professional Autodesk 3D design software products.



Secondary school students in Wales demonstrate their skills and understanding using Inventor and 123D software.

[Read the full case study.](#)

"The software encourages experimentation without penalty. It enables a level of precision in the work that would not normally be achievable by students. The products produced are of a standard that would not look out of place in a shop".

"It is always a matter of great pride to see our students achieve and to hear their stories of what they have gone on to do when they move on to work, college, and University. I still get a sense of awe and wonder when I see the results achieved".

Rhys Evans
Head of Technology
Ysgol Dinas Bran Llangollen School, U.K.



Download Autodesk software

Autodesk provides free* access to professional design software and creativity apps to educational institutions, teachers, and students. Here we describe how to access your software.

Autodesk design software for educational institutions

Autodesk provides the Academic Resource Center (ARC) portal to manage free* access to Autodesk software for qualifying educational institutions. The ARC offers the current version of software plus up to three prior versions (where available) of our popular and relevant programs for education:

Education Master Suite

Autodesk® AutoCAD®
Autodesk® AutoCAD® Plant 3D
Autodesk® AutoCAD® Architecture
Autodesk® AutoCAD® Civil 3D®
Autodesk® AutoCAD® Electrical
Autodesk® AutoCAD® Map 3D
Autodesk® AutoCAD® Mechanical
Autodesk® AutoCAD® MEP
Autodesk® AutoCAD® Raster Design
Autodesk® AutoCAD® Structural Detailing
Autodesk® AutoCAD® Utility Design
Autodesk® Alias® Design
Autodesk® InfraWorks™
Autodesk® Inventor® Professional
Autodesk® Mudbox®
Autodesk® Navisworks® Manage
Autodesk® Revit®
Autodesk® Robot™ Structural Analysis
Professional
Autodesk® Showcase®
Autodesk® Simulation CFD
Autodesk® Simulation Mechanical
Autodesk® Simulation Moldflow® Adviser
Ultimate
Autodesk® Vault Basic
Autodesk® 3ds Max® Design

Entertainment Creation Suite

Autodesk® Maya®
Autodesk® MotionBuilder®
Autodesk® Softimage®
Autodesk® 3ds Max®

Autodesk® AutoCAD® Design Suite Ultimate

Autodesk® Building Design Suite Ultimate

Autodesk® Factory Design Suite Ultimate

Autodesk® Infrastructure Design Suite Ultimate

Autodesk® Plant Design Suite Ultimate

Autodesk® Product Design Suite Ultimate

Additional software titles

Autodesk® Alias® AutoStudio
AutoCAD® for Mac®
Autodesk® Ecotect® Analysis
Autodesk® Inventor® Publisher
Autodesk® Maya LT™
Autodesk® SketchBook® Pro for Enterprise
Autodesk® Smoke®
Autodesk® Vault Professional

To request free educational licenses for Autodesk software for your educational institution, visit the Academic Resource Center at <https://schools.autodesk.com>.

For instructions on how to register for the ARC, please watch the **ARC introduction** video available in the [online quick-start guide](#). *Support on how to install and activate software downloaded for use in educational institutions is available on the ARC.*

For more information on this program and to see if you are eligible to participate, read our [FAQ](#).



Autodesk design software for students and educators

The Autodesk Education Community provides quick access to nearly all Autodesk software available for download. Software downloaded from the Education Community provides individual stand-alone licenses intended to enable students and educators to install software on their personal computers for personal educational use.

This software is:

- Not intended for use on school computers.
- Not intended for commercial use

Access your software for free* from the Autodesk Education Community:

<http://www.autodesk.com/education/free-software/all>

Install Autodesk software

Downloading, installing, and activating software from the Education Community for **individual use** is made simple by following these three step-by-step instructions.

Step 1:

The image shows a composite of three screenshots from the Autodesk Education Community website, illustrating the first step of the process. The top screenshot displays the main page with the URL <http://autodesk.com/education> and a 'SIGN IN' button highlighted in a red box. An arrow points from this button to the text '1. Sign in or Create Account'. The middle screenshot shows a dropdown menu with 'Education' selected, also highlighted in a red box. The bottom screenshot shows the 'Sign in with an Autodesk Account' form, with the 'Autodesk ID or e-mail address' and 'Password' fields highlighted in red boxes. An arrow points from these fields to the text '2. Enter Email and Password'.

Step 2:

Educator Software | Education Community

<http://autodesk.com/education>

After logging in, select **Free software** from the left browser. Available software will be listed on the page.

Free software
 - Secondary students
 - College & university students
 - Secondary teachers
 - College & university educators
 - Institutions

Filters to focus the product list on products most relevant to an educational area.

Select the product of interest

 Inventor Professional <small>PRO</small> 3D mechanical CAD, visualization, and documentation software.	 Revit BIM tools for architectural design, MEE, and structural engineering.
 Maya <small>MAYA</small> Innovative tools for 3D modeling, animation, effects, and rendering.	 3ds Max <small>MAX</small> 3D modeling software for games, film, and video content.
 AutoCAD CAD design, drafting, modeling, drawing, and engineering software.	 Polar Express Apply more than 600 effects, overlays, borders, and edit any image.

Step 3:

Educator Software | Relevant Software

<http://autodesk.com/education>

Get a free 3-year license today eligibility

1.) Sign in or register. Get help

✔ You have successfully signed in

[Sign out](#) | [My account](#)

2.) Select the free software you want. Get help

Choose your version ▼

Language ▼

Operating system ▼

3.) Review and download. Get help

[INSTALL NOW](#)

Please note: Download time varies depending on actual file size and your internet connection speed.

1.) Sign in or register. Get help

✔ You have successfully signed in

[Sign out](#) | [My account](#)

1. Log in to the site, if you have not done so.

2.) Select the free software you want. Get help

Choose your version ▼

Language ▼

Operating system ▼

2. Select the product version, language, and Operating System.

3.) Review and download. Get help

[INSTALL NOW](#)

3. Select **Install Now** to automatically install and authorize the software.

3a. To download the installation file for later installation, select **Browser Download**

Introduction to 3D printing

3D printing will change the way people look at the world.

Everything around us has been designed, tested, and manufactured to fulfill a specific need. Historically, students would have had to take a specialty class to learn about how things are manufactured. This was challenging given that the cost of machines and materials tended to be prohibitive.

Now, with 3D printing, going from an idea in your head to a physical part in your hand can be achieved in a matter of hours rather than weeks or months. 3D printing is a great way to create quick, inexpensive, limited-run prototypes or one-of-a-kind objects.



3D printing is not entirely different from printing any document you may have on your computer. The general steps are nearly identical, but the tools and output are quite different.

To print a document, someone has to:

1. Author that document in a word processing application
2. Click the print button
3. Setup print settings like margins, orientation, and so on
4. Wait for the print to come out of the printer

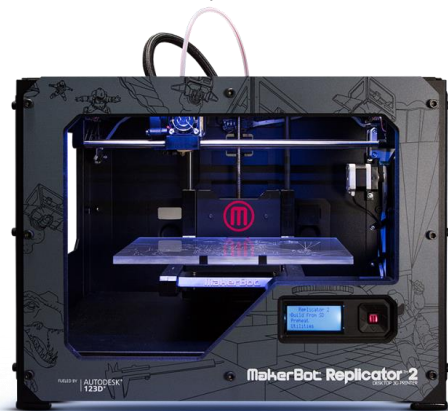
3D printing is no different, except that rather than using a word processing application and a standard printer, students use a computer aided design (CAD) application and a 3D printer.

To print a 3D part, someone has to:

1. Author that part in a CAD application
2. Click the print button
3. Set up print settings like raft, support, orientation, and so on
4. Wait for the print to come out of the printer

3D printers are like standard printers in that they come with different feature sets, print on/with different materials, have varying levels of resolution, and have a wide range of costs.

At the most entry level is the 'fused filament' printer. You can think of these as a very fancy computer controlled hot glue gun. They feed a line of plastic into a hot extruder where the plastic is melted and laid down in very thin (0.2mm on average) layers. After each layer is applied, the build plate drops and the process is repeated.



Adding 3D printing into your classroom can offer teachers and students many tangible benefits, especially when adopting a Design Thinking approach to education:

- Increased student engagement as they see their ideas brought to reality.
- The opportunity for students to learn how things work or find failures in their design once they hold it in their hands.
- Physical representation of their accomplishment once their project is complete.



Autodesk Inventor and 123D Make help students to explore their ideas in 3D and bring them to life through laser cutting and 3D printing.

[Read the full case study.](#)

"I was pleased with how the software was helping students create physical outcomes from virtual models using the laser cutter and 3D printer, and how 123D Make encouraged them to consider manufacture in such detail".

"The improved development work submitted this year was a great result".

Phil Holton
Head of Design and Technology
St Olave's and St Saviour's Grammar School

Software: next steps

1. Review, choose, download, and install your chosen software.
2. Familiarize yourself with the software features and functionalities:
Review the "[how to](#)" product information videos on the Autodesk Digital STEAM Workshop portal at <http://digitalsteam.autodesk.com/>.
3. Explore the "Classroom resources: lesson plans and projects" section of this guide (starting on the following page) to see how you can quickly and easily integrate Autodesk software into your classroom without the need for extensive planning and preparation.

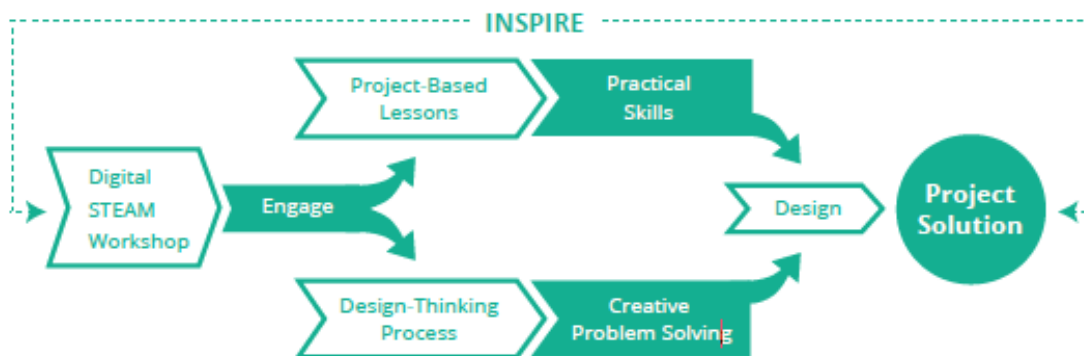
Section 2: Classroom resources: lesson plans and projects

The Autodesk Digital STEAM Workshop

Autodesk provides teachers with free access to our robust project and lesson content called the [Digital STEAM Workshop](#).

The Autodesk Digital STEAM Workshop helps educators engage students with project-based lessons and real-world scenarios that stimulate creativity and innovation, critical thinking, and problem-solving skills. Aligned with global college and career readiness standards, these design challenges for science, technology, engineering, math, and art (STEAM) curriculum comprise a rich and interactive learning environment that can be quickly and easily integrated into your classroom.

At Autodesk, we believe in utilizing a Design Thinking approach to education, to empower educators, engage students to become active participants in their learning, and enhance learning outcomes. Autodesk Digital STEAM Workshop projects challenge students to apply a Design Thinking approach to solving real-world challenges, guiding them in a structured manner through the creative problem-solving, or Design Thinking, process.



In as little as 1.5 hours, students learn key subject-matter knowledge, useful design vocabulary, and practical 21st-century skills that can support them in academic and future career success.



High school students in Canada design a zero-emission electric vehicle with help from the Autodesk Digital STEAM Workshop.

[Read the full case study.](#)

“Digital STEAM was a great way to help my students work through a complex design project”.

“It is a huge thrill to my students that they are using the same software as professional architects, engineers, and designers. There is no question that Autodesk software and the Digital STEAM curriculum play a role in inspiring them to consider careers in design and engineering”.

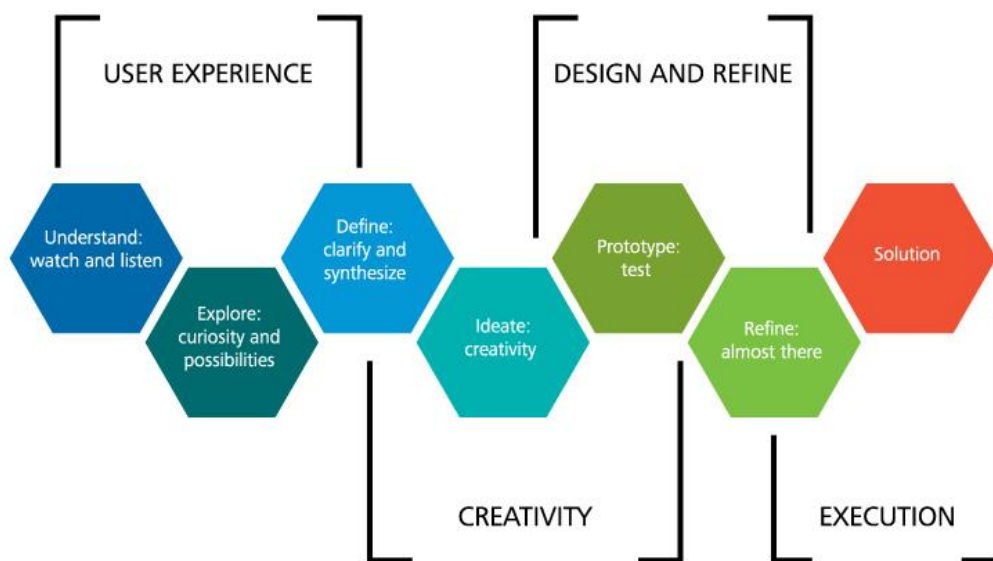
Mike Santolupo,
Design Teacher
John Paul II Catholic Secondary School, Canada

Design Thinking explained

Although design is most often used to describe an object or an end-result, design is also a process. The process of thinking like a designer to achieve a desired outcome requires structure and creative problem solving.

The **Design Thinking** approach is a structured, analytic, and creative process for discovering opportunities and finding new ideas. It's about creative problem solving, observation, and asking lots of questions in search of new opportunities. It's about not fixating on the most obvious solution to the problem to be solved, but instead asking important questions.

Autodesk Education utilizes a seven-step Design Thinking approach, which involves a process of inquiry, ideation, and implementation, with reflection in between each stage—just because something has always been a certain way does not mean you can't question it.



When the Design Thinking approach is combined with the use of advanced design technology in the classroom, you can spark students' curiosity and architect a hands-on approach to learning that enables students to more easily grasp core concepts. This approach can also help students to understand that the creative process is similar for all design challenges and can be applied to many different types of projects.

For more information on the Design Thinking approach and how it is used to align Autodesk Digital STEAM Workshop projects with the creative process, reference the Instructor Guide that accompanies each Digital STEAM Workshop design challenge.

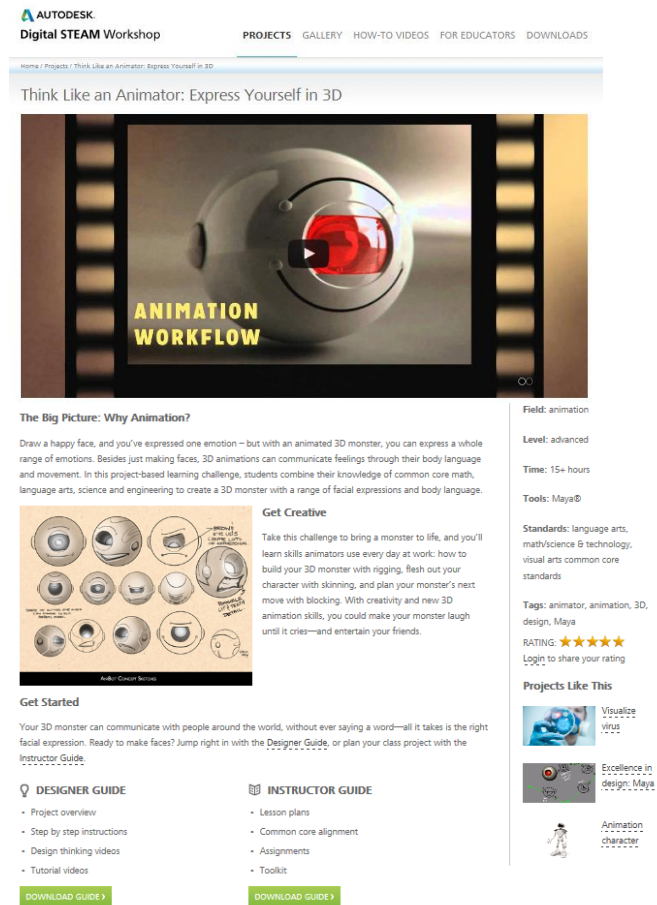
Autodesk Digital STEAM projects explained

Autodesk Digital STEAM Workshop projects have been designed specifically with educators and students in mind.

The rich resources provided enable you to easily and successfully bring creative projects into the classroom and help you to inspire your students to become active participants in their learning.

Autodesk Digital STEAM Workshop design projects comprise:

- An engaging **video** that introduces the project challenge and positions it in a real-world scenario.
- An accompanying **instructor guide**, providing lesson plans and additional tools to help you plan for and support the execution of class projects.
- An all-you-need-to-know **designer guide**, providing you and if you choose, your students, with step by step instructions to completing the project.



Autodesk Digital STEAM Workshop

PROJECTS GALLERY HOW-TO VIDEOS FOR EDUCATORS DOWNLOADS

Home / Projects / Think Like an Animator: Express Yourself in 3D

Think Like an Animator: Express Yourself in 3D

ANIMATION WORKFLOW

The Big Picture: Why Animation?

Draw a happy face, and you've expressed one emotion – but with an animated 3D monster, you can express a whole range of emotions. Besides just making faces, 3D animations can communicate feelings through their body language and movement. In this project-based learning challenge, students combine their knowledge of common core math, language arts, science and engineering to create a 3D monster with a range of facial expressions and body language.

Get Creative

Take this challenge to bring a monster to life, and you'll learn skills animators use every day at work: how to build your 3D monster with rigging, flesh out your character with skinning, and plan your monster's next move with blocking. With creativity and new 3D animation skills, you could make your monster laugh until it cries—and entertain your friends.

Get Started

Your 3D monster can communicate with people around the world, without ever saying a word—all it takes is the right facial expression. Ready to make faces? Jump right in with the **Designer Guide**, or plan your class project with the **Instructor Guide**.

DESIGNER GUIDE

- Project overview
- Step by step instructions
- Design thinking videos
- Tutorial videos

INSTRUCTOR GUIDE

- Lesson plans
- Common core alignment
- Assignments
- Toolkit

DOWNLOAD GUIDE > **DOWNLOAD GUIDE >**

Field: animation

Level: advanced

Time: 15+ hours

Tools: Maya®

Standards: language arts, math/science & technology, visual arts common core standards

Tags: animator, animation, 3D, design, Maya

RATING: ★★★★★
Login to share your rating

Projects Like This

Visualize virus

Excellence in design: Maya

Animation character

No previous design software experience is necessary to use these tools and resources, so why not check out our featured projects and the rich tools available at <http://digitalsteam.autodesk.com/>?

Classroom resources: next steps

1. Review the Autodesk Digital STEAM Workshop design projects for all experience levels at <http://digitalsteam.autodesk.com/projects>.
2. Complete the free, professional development online workshop for teachers in order to pick up the Autodesk design software knowledge needed to conquer Digital STEAM challenges: <http://digitalsteam.autodesk.com/ecourse/>.
3. Bring a project to your classroom and inspire your students to start their design exploration, and then share their work on the gallery: <http://digitalsteam.autodesk.com/gallery>.

Section 3: Autodesk education partnerships and programs

Autodesk provides several engaging programs for in- and outside of the classroom scenarios to help encourage students to continue building their skills. Through these fun and challenging design competitions and education programs we seek to motivate students to continue their creative exploration, expression, and learning. From building amazing robots to designing awesome racing cars or telling their personal design story creatively, hands-on learning has never been such fun.

By engaging in these opportunities, your students can:

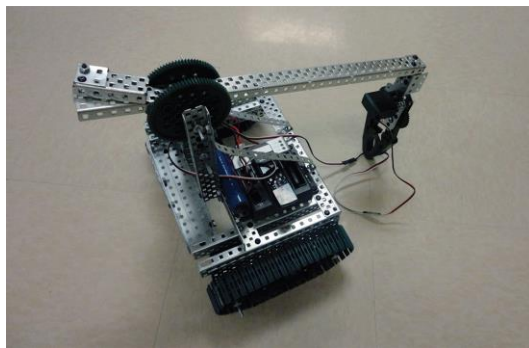
- develop critical soft skills
- expand their design knowledge
- receive recognition by showcasing their designs online
- earn industry-recognized credentials



As an educator, you too can participate in these programs to continue your professional development, improve your knowledge about and use of the latest technology and tools, and create a rich learning environment that supports your students to develop the skills and confidence to imagine, design, and create a better world.

Autodesk partners

As a technology provider, Autodesk welcomes the opportunity to help address educational challenges through the provision of free* access to 3D design software and learning resources. We are proud to partner with various organizations around the world to help students unlock their creativity and innovation, while also developing the skills necessary for achieving academic and future career success.



“The students often want to get right to work on the prototype and building the robot. I want them to understand that what we are really after is creativity and innovation. Autodesk Inventor and 3ds Max Design are very good for that because you can use them to create virtually anything.”

Brian Stevenson,
Teacher: Architecture, Engineering, and 3D Animation
Central High School, Cheyenne, Wyoming

Robots take over Wyoming school

When Wyoming high school students take on VEX Virtual ClawBot project, robots rule the school!

[Read the full case study.](#)



Here is a list of some of our partners, so that you can see some of the exciting opportunities available to inspire students to explore design and creativity through cool subjects such as robotics, science, coding, and more.



CoderDojo is a volunteer-led global movement oriented around running free coding clubs (dojos) for young people. At a dojo, young people can learn how to code, 3D design, and develop websites, apps, programs, games, and much more. Learn more at www.autodesk.com/coderdojo.



FIRST (For Inspiration and Recognition of Science and Technology) Robotics inspires young people to become science and technology leaders by engaging them in exciting extracurricular high school robotics programs. Learn more at www.autodesk.com/first.



F1 in Schools™ participants design and manufacture a CO₂ powered car, analyze aerodynamics, and create marketing materials. Regional, national, and international teams are judged on car speed, design documentation, verbal presentation, and marketing display. Learn more at www.autodesk.com/f1inschools.



4-H is America's largest youth development and empowerment organization that operates in over 50 countries and promotes hands-on and experiential learning activities in the areas of science, technology, design, engineering and more. Learn more at www.autodesk.com/4h.



The award-winning, nonprofit Science Buddies empowers K-12 students, parents, and teachers to quickly and easily find free project ideas and help in all areas of science from physics to food science and design to microbiology. Learn more at www.sciencebuddies.org/Autodesk.



VEX Robotics engages students with dynamic robotics education resources. The VEX Robotics Design System offers students an exciting platform for learning about areas rich with career opportunities spanning science, technology, engineering and math (STEM). Learn more at www.autodesk.com/vex.

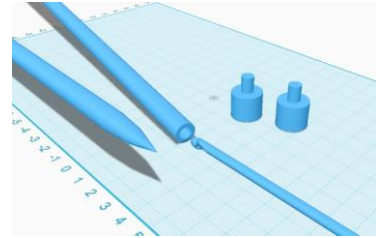


Design competitions

Autodesk promotes worldwide design competitions and events that help inspire and prepare students for careers in architecture, engineering, and the digital arts. With challenges spanning our creativity apps and 3D design software tools, you are sure to find an engaging competition to ignite your students' creativity.



"When designing on your computer, you can make the shape you actually want. Whether it's a knitting needle or a robot, you can shape it. In real life, however, you are limited in your design. You can't use other shapes and materials than those you really have."
Emily van Leemput, Student,
Netherlands



Winning entry:
123D Design Secret chamber
knitting needles by Emily van
Leemput, Netherlands

See more at <http://www.autodesk.com/education/competitions-and-events/all-competitions>.

Autodesk Education Expert Network

Are your students passionate about learning Autodesk technology?

Then have them become active fans and join over 1,500 other students who are members of the Autodesk Education Expert Network.



The network recognizes students who are passionate about learning the latest Autodesk technologies and willing to share their knowledge with other students. Students who join the program can earn points for a variety of activities, and once a student has earned a specific point level, he or she will become an official Autodesk Student Expert. They will receive an official certificate of recognition from Autodesk, which can be used to support college applications and resumes.

Learn more at <http://www.autodesk.com/educationexperts>.

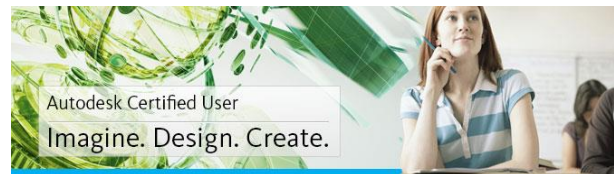


Autodesk Certification

Stand out. Stand above with certification!

Autodesk® Certification was developed to objectively validate the skills and knowledge of anyone—student or professional—who uses Autodesk software. Autodesk certification provides an industry-accepted credential that students (and teachers) can use to achieve academic success and advance their careers.

The **Autodesk Certified User** certification exam tests entry level skills for students who have been using the software for a semester and understand the basic features of the software and who want to demonstrate basic proficiency with the software.



With Autodesk Certified User certification available for AutoCAD, Inventor, Revit Architecture, Maya, and 3ds Max, you can help your students to get ahead—and stay there.

Learn more from Certiport <http://www.certiport.com/autodesk>, the provider of the Autodesk Certified User program.

At Brooklyn Technical High School, 1400 freshman students take the Autodesk Inventor Certified User exam each year to build industry recognized credentials. The Autodesk Brooklyn Technical High School success story shows how this cutting edge school is preparing their students for college and the workforce. [Watch the video case study.](#)

Support and learning

Get the most out of your Autodesk products and services with the Autodesk Knowledge Network at <http://knowledge.autodesk.com/>. The Autodesk Knowledge Network provides you with:

- software support and documentation
- free online learning resources to build your skills
- a knowledge community where you can connect with peers and Autodesk, read community articles, and submit your ideas

Autodesk Authorized Academic Partners

Do you need more help to get up and running?

If you are new to Autodesk's technologies or would like further assistance in integrating Autodesk technologies and learning programs into your courses, then Autodesk Authorized Academic Partners can help.

Our partners can help you determine the best way to integrate Autodesk technologies into your courses and assist you in identifying the right tools to engage your students. Autodesk Authorized Academic Partners can advance your professional development through training and also provide support that can be tailored to your academic program, to help you quickly start the integration process and spend more time teaching, rather than implementing.

Locate an Autodesk Authorized Academic Partner near you: <http://www.autodesk.com/education/learn-and-teach/authorized-academic-partner>.

Section 4: The first 60 days and beyond: checklist

Here is a helpful checklist of key actions that you should complete to get started on your Autodesk journey.

- Within the first 30 days**
- Review and understand the Autodesk Education offering and identify how it can benefit you and your students.
 - Ensure you and your educational institution have access to Autodesk software and services through the education community and ARC, respectively.
 - Explore the Autodesk Digital STEAM Workshop to understand what projects are available to support specific classes.
 - Download, install, and familiarize yourself with the Autodesk software, using the learning option(s) best suited to you.
 - Complete the Digital STEAM Workshop professional development e-course for educators.

- Within the first 60 days**
- Identify Autodesk Digital STEAM Workshop projects that will support and enhance your students' learning objectives.
 - Develop a plan to use Autodesk software, learning resources, and education programs in your classes.
 - Incorporate the Autodesk software and learning resources into your courses or curriculum.
 - Contact an Autodesk Authorized Academic Partner for additional support services, if needed.
 - Get your students to start designing.

- 60+ days**
- Encourage your students to download Autodesk software through Education Community for their use outside of the classroom.
 - Determine which Autodesk partner programs will further benefit your students' learning objectives.
 - Encourage your students to become involved in competitions to help build their portfolios.
 - Add certification to your students' learning objectives.
 - Mentor a student design group.
 - Apply for the Autodesk Certified Instructor program.
 - Attend Autodesk University to learn about the latest Autodesk products and services.

*Free Autodesk software and/or cloud-based services are subject to acceptance of and compliance with the terms and conditions of the software license agreement or terms of service that accompany such software or cloud-based services. Software and cloud-based services provided without charge to Education Community members may be used solely for purposes directly related to learning, teaching, training, research, or development and shall not be used for commercial, professional, or any other for-profit purposes. To participate in the Autodesk Education Community, you must be age 13 or older, agree to and comply with the applicable Terms of Use and also satisfy all eligibility requirements, including being one of the following: (a) a faculty member; or (b) a student; or (c) an Autodesk sponsored design competition competitor or mentor.

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