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# Future Engineering



## Lofts in Fusion

Newsletter #77

Have you been looking for a good tutorial on Lofts in Fusion?

Is this one of those tools that you've been avoiding?

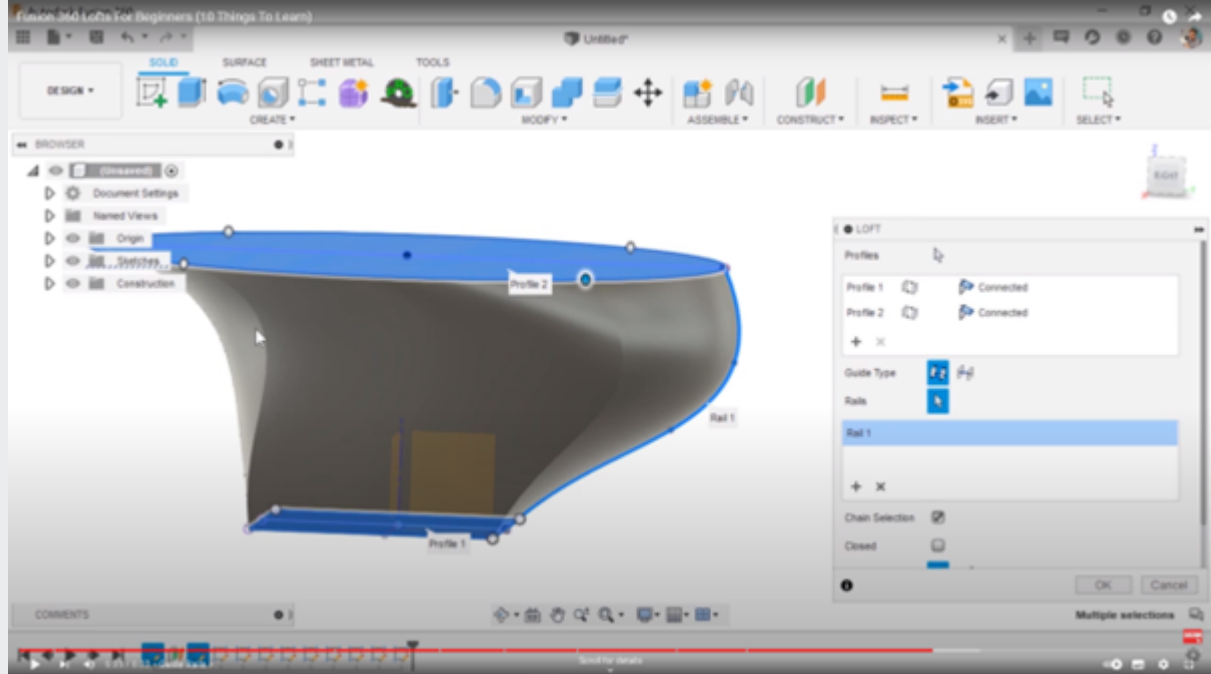
**Wouldn't it be good to find** a tutorial that makes a complex tool easy?

[Here it is..](#)



Loft is one of those tools I left out of the 16 Basic Tutorials in Fusion 360 because there is so much that can go wrong. There is so much you need to understand before it will be useful to a beginner.

A lot of you are getting beyond the basics and in [this video by Tyler](#), the complexities are covered in a way that alerts you to some of the pitfalls but gives enough tips to encourage you to explore with some hope of getting at least an understanding of the tool which you can build on over time. A lot of it comes down the easy manner Tyler has, going into **just enough detail** without drowning you.



Lofts work with profiles on more than one plane, and that can do the most simple lofts. From there you can go to multiple profiles and after that begin to use rails which guide the loft in new ways between profiles.

**This weeks freebie** is a Sketch Points How-To Guide. One of those basic tools that most people never use. The most useful way to use points is probably in construction geometry, and you may not have a need for points right now but just knowing a bit about how they work could help you out of a jam at some stage down the track. Click on the purple button to get it for the next five days.

Free PDF on Sketch Points

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