

The tool and commands I used were the import .svg tool, cylinder, sketch, and extrude. The technique I used was a one where you trace to bitmap in Inkscape, then save that .svg file and import it into Fusion360. I made a massive mistake when I tried to trace another image to bitmap, and it turned out to be millions of objects, so I went with the current image on the coin. I learned that you can use .svg files in Fusion360. I really liked how the image turned out, but I would have liked to add text around the coin. If I were to give some advice, it would be to not try to use a sketch with too much detail.