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Autodesk Inventor Step by Step, the book for everyone who wants to work with the CAD software Inventor Professional (all versions) and / or learn basics about CAD design and FEM simulation from an engineer (M.Eng.). In this tutorial book you will learn step by step and in detail how to master Inventor Professional and its features with ease. Are you interested in CAD design and creating three-dimensional objects for 3D printing or other applications (model making, prototypes, design elements,...)? Are you looking for a practical and compact beginner's course for the Inventor Professional software from Autodesk - whether for professional reasons or for personal development? Then this Inventor Basics book is the right choice for you! In this comprehensive beginner's course you will learn all the basics you need for proper use of Inventor from Autodesk, in detail and step by step. This book is the all-in-one for getting started with Inventor Professional! Take a look inside the book right now and get your copy of this hands-on CAD & FEM guide as an ebook or paperback! Learn to design, simulate, animate, and more with great real-world examples and design projects (e.g. 4-cylinder engine)! Numerous illustrations (more than 300 color figures) support the book's explanations and thus create a clear and easy introduction to design, simulation and more! Inventor offers besides CAD design ("Computer Aided Design") also the possibility to perform FEM simulations ("Finite Element Method"). The main focus of the course is on designing with Inventor, i.e. the CAD section of the program. However, the other functions will not be neglected and will of course be covered in detail, so don't worry! This handy book contains everything you need to know to design (CAD), animate, render, simulate (FEM) and document (technical drawings) 3D parts on your PC using Inventor. You will learn how to use Inventor from Autodesk step by step and from scratch. The software and its functions are presented in detail and are clearly explained using great projects. The advantages of this book at a glance: Learn step-by-step fundamentals of using Inventor with guidance from an engineer (Master of Engineering) and experienced user Hands-on learning with many great example projects Learn all sections of Inventor (CAD/Design, FEM/Simulation, Rendering, Animation, Technical Drawings) Get started with Inventor in a simple, straightforward & fast way Easy to follow explanations of the subject matter. Ideal for beginners, novices and absolute beginners of CAD design or just the software Learn everything important quickly! Compact and to the point: Number of pages: approx. 200 pages TAKE A LOOK INSIDE THE BOOK RIGHT NOW AND GET A COPY! START IMMEDIATELY AND LEARN CAD DESIGN, FEM SIMULATION AND MORE USING INVENTOR! In Engineering Design Graphics with Autodesk Inventor 2020, award-winning CAD instructor and author James Bethune shows students how to use Autodesk Inventor to create and document drawings and designs. The author puts heavy emphasis on engineering drawings and on drawing components used in engineering drawings such as springs, bearings, cams, and gears. It shows how to create drawings using many different formats such as .ipt, .iam, .ipn, and .idw for both English and metric units. It explains how to create drawings using the tools located under the Design tab and how to extract parts from the Content Center. Chapter test questions help students assess their understanding of key concepts. Sample problems, end-of-chapter projects, and a variety of additional exercises reinforce the material and allow students to practice the techniques described. The content of the book goes beyond the material normally presented in an engineering graphics text associated with CAD software to include exercises requiring students to design simple mechanisms. This book includes the following features: Step-by-step format throughout the text allows students to work directly from the text to the screen and provides an excellent reference during and after the course. Latest coverage for Autodesk Inventor 2020 is provided. Exercises, sample problems, and projects appear in each chapter, providing examples of software capabilities and giving students an opportunity to apply their own knowledge to realistic design situations. Examples show how to create an animated assembly, apply dimension to a drawing, calculate shear and bending values, and more. ANSI and ISO standards are discussed when appropriate, introducing students to both so they learn appropriate techniques and national standards. The Autodesk Inventor Certified User Exam Study Guide is designed for the Inventor user who is already familiar with Inventor. It provides a series of hands on exercises and tutorials in the use of Inventor to help you prepare for the Autodesk Inventor Certified User Exam. The text covers all the exam objectives for the Inventor Certified User Exam. Each topic is covered in detail, and then is followed up with tutorials and quizzes to reinforce the material covered. Autodesk Inventor Certified User Exam Study Guide is intended for the Inventor user who has about 150 hours of instruction and real-world experience with Autodesk Inventor software. This book will help guide you in your preparation for the Autodesk Inventor Certified User exam. By passing this exam you are validating your Inventor skills, and are well on your way to the next level of certification. Throughout the book you will find an overview of the exam process, the user interface and the main topics. The specific topics you need to be familiar with to pass the test are explained in greater detail throughout the book. This book also provides you with access to sample exam software, which simulates the actual exam. This book will help you pass the Autodesk Inventor Certified User exam on the first try, so you can avoid repeatedly taking the exam and obtain your certification sooner. Gain top-notch Autodesk Inventor skills! From basic sketching and modeling through advanced modeling techniques, Autodesk Inventor 6 Essentials with Autodesk Inventor 7 UPDATE is a "must" for students, mechanical engineers, and others who want to learn how to take maximum advantage of this powerful design tool. Chock full of examples and exercises written to Release 6 of the software, also compatible with Release 7, each chapter reinforces skills gained in previous chapters while introducing new functionality. Ideal for self-paced learning or for use in group-based instruction, this comprehensive how-to and reference manual also contains time saving project files on the back-of-book CD-ROM for completing exercises plus chapter-end review questions to underscore key points. Parametric Modeling with Autodesk Inventor 2016 contains a series of sixteen tutorial style lessons designed to introduce Autodesk Inventor, solid modeling, and parametric modeling. It uses a hands-on, exercise-intensive approach to all the important parametric modeling techniques and concepts. The lessons guide the user from constructing basic shapes to building intelligent mechanical designs, creating multi-view drawings and assembly models. Other featured topics include sheet metal design, motion analysis, 2D design reuse, collision and contact, stress analysis and the Autodesk Inventor 2016 Certified User Examination. KEY BENEFIT: Using a step-by-step format, this book introduces Autodesk Inventor 10 and shows how to use Autodesk Inventor to create and document designs. Sample problems and a variety of additional exercise problems reinforce the material and allow the reader to practice the techniques described. The content of the book goes beyond the material normally presented in an engineering graphics book associated with CAD software to include exercises requiring users to design simple mechanisms. For users of CAD that want to learn Autodesk Inventor 10. This book is a combination of focused discussions, real-world examples, and practice exercises. This will help you learn the latest version of Autodesk Inventor quickly and easily. It is well organized so that you can learn and implement the software. The tutorials at the end of each chapter will allow you to jump right and start using the important features of the software. The interesting examples used in tutorials will show how the software is used in the design process. With all the basic topics of part modeling, assembly modeling, and drawings this book is a good companion. This book will teach you everything you need to know to start using Autodesk Inventor 2017 with easy to understand, step-by-step tutorials. This book features a simple robot design used as a project throughout the book. You will learn to model parts, create assemblies, run simulations and even create animations of your robot design. An unassembled version of the same robot used throughout the book can be bundled with the book. No previous experience with Computer Aided Design(CAD) is needed since this book starts at an introductory level. The author begins by getting you familiar with the Inventor interface and its basic tools. You will start by learning to model simple robot parts and before long you will graduate to creating more complex parts and multi-view drawings. Along the way you will learn the fundamentals of parametric modeling through the use of geometric constraints and relationships. You will also become familiar with many of Inventor's powerful tools and commands that enable you to easily construct complex features in your models. Also included is coverage of gears, gear trains and spur gear creation using Autodesk Inventor. This book continues by examining the different mechanisms commonly used in walking robots. You will learn the basic types of planar four-bar linkages commonly used in mechanical designs and how to use the GeoGebra Dynamic Geometry software to simulate and analyze 2D linkages. Using the knowledge you gained about linkages and mechanism, you will learn how to modify your robot and change its behavior by modifying or creating new parts. In the final chapter of this book you learn how to combine all the robot parts into assemblies and then run motion analysis. You will finish off your project by creating 3D animations of your robot in action. There are many books that show you how to perform individual tasks with Autodesk Inventor, but this book takes you through an entire project and shows you the complete engineering process. By the end of this book you will have modeled and assembled nearly all the parts that make up the TAMIYA® Mechanical Tiger and can start building your own robot. Introduction to Using Inventor's Programming Interface There are several resources provided to help you use Inventor's Application Programming Interface (API). These resources are all part of Inventor's Software Development Kit (SDK). The various elements of the SDK and some additional external resources are described below. Autodesk Inventor 2022: A Power Guide for Beginners and Intermediate Users textbook has been designed for instructor-led courses as well as self-paced learning. It is intended to help engineers and designers, interested in learning Autodesk Inventor, to create 3D mechanical designs. This textbook is an excellent guide for new Inventor users and a great teaching aid for classroom training. It consists of 14 chapters and a total of 790 pages covering major environments of Autodesk Inventor such as Sketching environment, Part modeling environment, Assembly environment, Presentation environment, and Drawing environment. The textbook teaches you to use Autodesk Inventor mechanical design software for building parametric 3D solid components and assemblies as well as creating animations and 2D drawings. This textbook not only focuses on the usages of the tools/commands of Autodesk Inventor but also on the concept of design. Every chapter in this textbook contains Tutorials that provide users with step-by-step instructions for creating mechanical designs and drawings with ease. Moreover, every chapter ends with Hands-on Test Drives that allow users to experience for themselves the user friendly and powerful capacities of Autodesk Inventor. This book goes beyond the available Inventor manuals and references to first teach Inventor and then show how to apply it to design problems. (Midwest). This unique text and video set presents a thorough introduction to Autodesk Inventor for anyone with little or no prior experience with CAD software. It can be used in virtually any setting from four year engineering schools to on-the-job use or self-study. Unlike other books of its kind, it begins at a very basic level and ends at a very advanced level. It's perfect for anyone interested in learning Autodesk Inventor quickly and effectively using a "learning by doing" approach. Additionally, the extensive videos that are included with this book make it easier than ever to learn Inventor by clearly demonstrating how to use its tools. The philosophy behind this book is that learning computer aided design programs is best accomplished by emphasizing the application of the tools. Students also seem to learn more quickly and retain information and skills better if they are actually creating something with the software program. The driving force behind this book is "learning by doing." The instructional format of this book centers on making sure that students learn by doing and that students can learn from this book on their own. In fact, this is one thing that differentiates this book from others: the emphasis on being able to use the book for self-study. The presentation of Autodesk Inventor is structured so that no previous knowledge of any CAD program is required. This book uses the philosophy that Inventor is mastered best by concentrating on applying the program to create different types of solid models, starting simply and then using the power of the program to progressively create more complex solid models. The Drawing Activities at the end of each chapter are more complex iterations of the part developed by each chapter's objectives. Since CAD programs are highly visual, there are graphical illustrations showing how to use the program. This reinforces the "learn by doing" philosophy since a student can see exactly what the program shows, and then step through progressive commands to implement the required operations. Rather than using a verbal description of the command, a screen capture of each command is replicated. This book will teach you everything you need to know to start using Autodesk Inventor 2023 with easy to understand, step-by-step tutorials. This book features a simple robot design used as a project throughout the book. You will learn to model parts, create assemblies, run simulations and even create animations of your robot design. An unassembled version of the same robot used throughout the book can be bundled with the book. No previous experience with Computer Aided Design(CAD) is needed since this book starts at an introductory level. The author begins by getting you familiar with the Inventor interface and its basic tools. You will start by learning to model simple robot parts and before long you will graduate to creating more complex parts and multi-view drawings. Along the way you will learn the fundamentals of parametric modeling through the use of geometric constraints and relationships. You will also become familiar with many of Inventor's powerful tools and commands that enable you to easily construct complex features in your models. Also included is coverage of gears, gear trains and spur gear creation using Autodesk Inventor. This book continues by examining the different mechanisms commonly used in walking robots. You will learn the basic types of planar four-bar linkages commonly used in mechanical designs and how to use the GeoGebra

Dynamic Geometry software to simulate and analyze 2D linkages. Using the knowledge you gained about linkages and mechanism, you will learn how to modify your robot and change its behavior by modifying or creating new parts. In the final chapter of this book you learn how to combine all the robot parts into assemblies and then run motion analysis. You will finish off your project by creating 3D animations of your robot in action. There are many books that show you how to perform individual tasks with Autodesk Inventor, but this book takes you through an entire project and shows you the complete engineering process. By the end of this book you will have modeled and assembled nearly all the parts that make up the TAMIYA® Mechanical Tiger and can start building your own robot. A complete tutorial for the real-world application of Autodesk Inventor, plus video instruction on DVD Used to design everything from airplanes to appliances, Autodesk Inventor is the industry-leading 3D mechanical design software. This detailed tutorial and reference covers practical applications to help you solve design problems in your own work environment, allowing you to do more with less. It also addresses topics that are often omitted from other guides, such as Inventor Professional modules, design tactics for large assemblies, using 2D and 3D data from other CAD systems, and a detailed overview of the Inventor utility tools such as Design Assistant and Task Scheduler that you didn't even know you had. Teaches the most popular 3D mechanical design software in the context of real-world workflows and work environments Provides an overview of the Inventor 2010 ribbon Interface, Inventor design concepts, and advanced information on productivity-boosting and visualization tools Offers crucial information on data exchange, including SolidWorks, Catia, Pro-E, and others. Shares details on documentation, including exploded presentation files, simple animations, rendered animations and stills with Inventor Studio, and sheet metal flat patterns Covers Inventor, Inventor Professional, and Inventor LT Includes a DVD with before-and-after tutorial files, a searchable PDF of the book, innovative video tutorials for each chapter, and more Mastering Autodesk Inventor teaches you to get the most from the software and provides a reference to help you on the job, allowing you to utilize the tools you didn't even know you had to quickly achieve professional results. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file. Autodesk Inventor 2022 Essentials Plus provides the foundation for a hands-on course that covers basic and advanced Autodesk Inventor features used to create, edit, document, and print parts and assemblies. You learn about part and assembly modeling through real-world exercises. Autodesk Inventor 2022 Essentials Plus demonstrates critical CAD concepts, from basic sketching and modeling through advanced modeling techniques, as it equips you with the skills to master this powerful professional tool. The book walks you through every component of the software, including the user interface, toolbars, dialogue boxes, sketch tools, drawing views, assembly modeling, and more. Its unique modular organization puts key information at your fingertips, while step-by-step tutorials make it an ideal resource for self-learning. Packed with vivid illustrations and practical exercises that emphasize modern-day applications, Autodesk Inventor 2022 Essentials Plus will prepare you for work in the real world. Each chapter is organized into four sections. Objectives, which describe the content and learning objectives; topic coverage, which presents a concise review of the topic; exercises, which present the workflow for a specific command or process through illustrated step-by-step instructions; and finally a checking your skills section, which tests your understanding of the material. Who Should Use this Manual? This manual is designed to be used in instructor-led courses, although you may also find it helpful as a self-paced learning tool. It is recommended that you have a working knowledge of Microsoft® Windows® as well as a working knowledge of mechanical design principles. Parametric Modeling with Autodesk Inventor 2023 contains a series of seventeen tutorial style lessons designed to introduce Autodesk Inventor, solid modeling, and parametric modeling. It uses a hands-on, exercise-intensive approach to all the important parametric modeling techniques and concepts. The lessons guide the user from constructing basic shapes to building intelligent mechanical designs, to creating multi-view drawings and assembly models. Other featured topics include sheet metal design, motion analysis, 2D design reuse, collision and contact, stress analysis, 3D printing and the Autodesk Inventor 2023 Certified User Examination. Video Training Included with every new copy of this book is access to extensive video training. There are forty-seven videos that total nearly six hours of training in total. This video training parallels the exercises found in the text. However, the videos do more than just provide you with click by click instructions. Author Luke Jumper also includes a brief discussion of each tool, as well as rich insight into why and how the tools are used. Luke isn't just telling you what to do, he's showing and explaining to you how to go through the exercises while providing clear descriptions of the entire process. It's like having him there guiding you through the book. These videos will provide you with a wealth of information and brings the text to life. They are also an invaluable resource for people who learn best through a visual experience. These videos deliver a comprehensive overview of the tools found in Autodesk Inventor and perfectly complement and reinforce the exercises in the book. Parametric Modeling with Autodesk Inventor 2020 contains a series of seventeen tutorial style lessons designed to introduce Autodesk Inventor, solid modeling, and parametric modeling. It uses a hands-on, exercise-intensive approach to all the important parametric modeling techniques and concepts. The lessons guide the user from constructing basic shapes to building intelligent mechanical designs, to creating multi-view drawings and assembly models. Other featured topics include sheet metal design, motion analysis, 2D design reuse, collision and contact, stress analysis, 3D printing and the Autodesk Inventor 2020 Certified User Examination. Autodesk Inventor 2020 Certified User Examination The content of Parametric Modeling with Autodesk Inventor 2020 covers the performance tasks that have been identified by Autodesk as being included on the Autodesk Inventor 2020 Certified User examination. Special reference guides show students where the performance tasks are covered in the book. "Inventor Essentials is a unique learning resource that features concise, straightforward explanations and real-world, hands-on exercises and tutorials to teach new users the software's core features and functions. Each chapter opens with a quick discussion of concepts and learning goals and then briskly moves into an approachable hands-on exercise that readers can follow to gain confidence using the software. Each chapter features compelling full-color screenshots to illustrate tutorial steps, and chapters conclude with a related and more open-ended project to further reinforce the chapter's lessons. Readers can download starting and ending files for the exercises and additional learning tutorials so that they can start anywhere in the book and compare their results with the pro's. Inventor Essentials first introduces users to the software's interface and foundational concepts. Following a workflow-based approach that mirrors how projects progress in the real world, the book then guides readers through creating 2D drawings from 3D data, model parts, combining parts into assemblies, working with standards and styles, annotating drawings, using advanced assembly tools, working with sheet metal, building with the frame generator, using weldments, presenting designs, and working with other file formats. Based on the very real-world task of designing tools and a toolbox to house them, the hands-on exercises in Inventor Essentials will get all users up to speed on the program's core functionality so they can quickly become productive with the software. The full-color book also features dataset downloads so readers can jump in anywhere as well as compare their work to the pro's."--Provided by publisher. Autodesk Inventor 2023: A Power Guide for Beginners and Intermediate Users textbook has been designed for instructor-led courses as well as self-paced learning. It is intended to help engineers and designers, interested in learning Autodesk Inventor, to create 3D mechanical designs. This textbook is an excellent guide for new Inventor users and a great teaching aid for classroom training. It consists of 14 chapters and a total of 790 pages covering major environments of Autodesk Inventor such as Sketching environment, Part modeling environment, Assembly environment, Presentation environment, and Drawing environment. The textbook teaches you to use Autodesk Inventor mechanical design software for building parametric 3D solid components and assemblies as well as creating animations and 2D drawings. This textbook not only focuses on the usages of the tools/commands of Autodesk Inventor but also on the concept of design. Every chapter in this textbook contains Tutorials that provide users with step-by-step instructions for creating mechanical designs and drawings with ease. Moreover, every chapter ends with Hands-on Test Drives that allow users to experience for themselves the user friendly and powerful capacities of Autodesk Inventor. Table of Contents: Chapter 1. Introduction to Autodesk Inventor Chapter 2. Drawing Sketches with Autodesk Inventor Chapter 3. Editing and Modifying Sketches Chapter 4. Applying Constraints and Dimensions Chapter 5. Creating Base Feature of Solid Models Chapter 6. Creating Work Features Chapter 7. Advanced Modeling - I Chapter 8. Advanced Modeling - II Chapter 9. Patterning and Mirroring Chapter 10. Advanced Modeling - III Chapter 11. Working with Assemblies - I Chapter 12. Working with Assemblies - II Chapter 13. Creating Animation and Exploded Views Chapter 14. Working with Drawings Autodesk Inventor 2021 Essentials Plus provides the foundation for a hands-on course that covers basic and advanced Autodesk Inventor features used to create, edit, document, and print parts and assemblies. You learn about part and assembly modeling through real-world exercises. Autodesk Inventor 2021 Essentials Plus demonstrates critical CAD concepts, from basic sketching and modeling through advanced modeling techniques, as it equips you with the skills to master this powerful professional tool. The book walks you through every component of the software, including the user interface, toolbars, dialogue boxes, sketch tools, drawing views, assembly modeling, and more. Its unique modular organization puts key information at your fingertips, while step-by-step tutorials make it an ideal resource for self-learning. Packed with vivid illustrations and practical exercises that emphasize modern-day applications, Autodesk Inventor 2021 Essentials Plus will prepare you for work in the real world. Each chapter is organized into four sections. Objectives, which describe the content and learning objectives; topic coverage, which presents a concise review of the topic; exercises, which present the workflow for a specific command or process through illustrated step-by-step instructions; and finally a checking your skills section, which tests your understanding of the material. Who Should Use this Manual? This manual is designed to be used in instructor-led courses, although you may also find it helpful as a self-paced learning tool. It is recommended that you have a working knowledge of Microsoft® Windows® as well as a working knowledge of mechanical design principles. Parametric Modeling with Autodesk Inventor 2013 contains a series of sixteen tutorial style lessons designed to introduce Autodesk Inventor, solid modeling, and parametric modeling. It uses a hands-on, exercise-intensive approach to all the import parametric modeling techniques and concepts. 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In the final chapter of this book you learn how to combine all the robot parts into assemblies and then run motion analysis. You will finish off your project by creating 3D animations of your robot in action. There are many books that show you how to perform individual tasks with Autodesk Inventor, but this book takes you through an entire project and shows you the complete engineering process. By the end of this book you will have modeled and assembled nearly all the parts that make up the TAMIYA® Mechanical Tiger and can start building your own robot. This unique text and video set presents a thorough introduction to Autodesk Inventor for anyone with little or no prior experience with CAD software. It can be used in virtually any setting from four year engineering schools to on-the-job use or self-study. Unlike other books of its kind, it begins at a very basic level and ends at a very advanced level. It's perfect for anyone interested in learning Autodesk Inventor quickly and effectively using a "learning by doing" approach. Additionally, the extensive videos that are included with this book make it easier than ever to learn Inventor by clearly demonstrating how to use its tools. The philosophy behind this book is that learning computer aided design programs is best accomplished by emphasizing the application of the tools. Students also seem to learn more quickly and retain information and skills better if they are actually creating something with the software program. The driving force behind this book is "learning by doing." The instructional format of this book centers on making sure that students learn by doing and that students can learn from this book on their own. In fact, this is one thing that differentiates this book from others: the emphasis on being able to use the book for self-study. The presentation of Autodesk Inventor is structured so that no previous knowledge of any CAD program is required. This book uses the philosophy that Inventor is mastered best by concentrating on applying the program to create different types of solid models, starting simply and then using the power of the program to progressively create more complex solid models. The Drawing Activities at the end of each chapter are more complex iterations of the part developed by each chapter's objectives. CAD programs are highly visual, there are graphical illustrations showing how to use the program. This reinforces the "learn by doing" philosophy since a student can see exactly what the program shows, and then step through progressive commands to implement the required operations. Rather than using a verbal description of the command, a screen capture of each command is replicated. Autodesk Inventor 2023 Essentials Plus provides the foundation for a hands-on course that covers basic and advanced Autodesk Inventor features used to create, edit, document, and print parts and assemblies. You learn about part and assembly modeling through real-world exercises. Autodesk Inventor 2023 Essentials Plus demonstrates critical CAD concepts, from basic sketching and modeling through advanced modeling techniques, as it equips you with the skills to master this powerful professional tool. The book walks you through every component of the software, including the user interface, toolbars, dialogue boxes, sketch tools, drawing views, assembly modeling, and more. Its unique modular organization puts key information at your fingertips, while step-by-step tutorials make it an ideal resource for self-learning. Packed with vivid illustrations and practical exercises that emphasize modern-day applications, Autodesk Inventor 2023 Essentials Plus will prepare you for work in the real world. Each chapter is organized into four sections. Objectives, which describe the content and learning objectives; topic coverage, which presents a concise review of the topic; exercises, which present the workflow for a specific command or process through illustrated step-by-step instructions; and finally a checking your skills section, which tests your understanding of the material. Who Should Use this Manual? This manual is designed to be used in instructor-led courses, although you may also find it helpful as a self-paced learning tool. It is recommended that you have a working knowledge of Microsoft® Windows® as well as a working knowledge of mechanical design principles. This practical resource provides a series of Inventor® exercises covering several topics, including: sketches part models assemblies drawing layouts presentations sheet metal design welding for users with some familiarity with Autodesk® Inventor, or other similar feature-based modelling software such as Solid Works®, CATIA®, Pro/ENGINEER and Creo Parametric, and who want to become proficient. Exercises are set out in a structured way and are suitable for releases of Inventor from versions 7 to 13. Autodesk Inventor 2021 and Engineering Graphics: An Integrated Approach will teach you the principles of engineering graphics while instructing you on how to use the powerful 3D modeling capabilities of Autodesk Inventor 2021. Using step-by-step tutorials, this text will teach you how to create and read engineering drawings while becoming proficient at using the most common features of Autodesk Inventor. By the end of the book you will be fully prepared to take and pass the Autodesk Inventor Certified User Exam. This text is intended to be used as a training guide for students and professionals. The chapters in this text proceed in a pedagogical fashion to guide you from constructing basic shapes to making complete sets of engineering drawings. This text takes a hands-on, exercise-intensive approach to all the important concepts of Engineering Graphics, as well as in-depth discussions of parametric feature-based CAD techniques. This textbook contains a series of fifteen chapters, with detailed step-by-step tutorial style lessons, designed to introduce beginning CAD users to the graphic language used in all branches of technical industry. This book does not attempt to cover all of Autodesk Inventor 2021's features, only to provide an introduction to the software. It is intended to help you establish a good basis for exploring and growing in the exciting field of Computer Aided Engineering. Autodesk Inventor 2021 Certified User Examination The content of this book covers the performance tasks that have been identified by Autodesk as being included on the Autodesk Inventor 2021 Certified User examination. Special reference guides show students where the performance tasks are covered in the book. This unique text and video set presents a thorough introduction to Autodesk Inventor for anyone with little or no prior experience with CAD software. It can be used in virtually any setting from four year engineering schools to on-the-job use or self-study. Unlike other books of its kind, it begins at a very basic level and ends at a very advanced level. It's perfect for anyone interested in learning Autodesk Inventor quickly and effectively using a "learning by doing" approach. Additionally, the extensive videos that are included with this book make it easier than ever to learn Inventor by clearly demonstrating how to use its tools. The philosophy behind this book is that learning computer aided design programs is best accomplished by emphasizing the application of the tools. Students also seem to learn more quickly and retain information and skills better if they are actually creating something with the software program. The driving force behind this book is "learning by doing." The instructional format of this book centers on making sure that students learn by doing and that students can learn from this book on their own. In fact, this is one thing that differentiates this book from others: the emphasis on being able to use the book for self-study. The presentation of Autodesk Inventor is structured so that no previous knowledge of any CAD program is required. This book uses the philosophy that Inventor is mastered best by concentrating on applying the program to create different types of solid models, starting simply and then using the power of the program to progressively create more complex solid models. The Drawing Activities at the end of each chapter are more complex iterations of the part developed by each chapter's objectives. Since CAD programs are highly visual, there are graphical illustrations showing how to use the program. This reinforces the "learn by doing" philosophy since a student can see exactly what the program shows, and then step through progressive commands to implement the required operations. Rather than using a verbal description of the command, a screen capture of each command is replicated. Your real-world introduction to mechanical design with Autodesk Inventor 2016 Mastering Autodesk Inventor 2016 and Autodesk Inventor LT 2016 is a complete real-world reference and tutorial for those learning this mechanical design software. With straightforward explanations and practical tutorials, this guide brings you up to speed with Inventor in the context of real-world workflows and environments. You'll begin designing right away as you become acquainted with the interface and conventions, and then move into more complex projects as you learn sketching, modeling, assemblies, weldment design, functional design, documentation, visualization, simulation and analysis, and much more. Detailed discussions are reinforced with step-by-step tutorials, and the companion website provides downloadable project files that allow you to compare your work to the pros. Whether you're teaching yourself, teaching a class, or preparing for the Inventor certification exam, this is the guide you need to quickly gain confidence and real-world ability. Inventor's 2D and 3D design features integrate with process automation tools to help manufacturers create, manage, and share data. This detailed guide shows you the ins and outs of all aspects of the program, so you can jump right in and start designing with confidence. Sketch, model, and edit parts, then use them to build assemblies Create exploded views, flat sheet metal patterns, and more Boost productivity with data exchange and visualization tools Perform simulations and stress analysis before the prototyping stage This complete reference includes topics not covered elsewhere, including large assemblies, integrating other CAD data, effective modeling by industry, effective data sharing, and more. For a comprehensive, real-world guide to Inventor from a professional perspective, Mastering Autodesk Inventor 2016 and Autodesk Inventor LT 2016 is the easy-to-follow hands-on training you've been looking for. Autodesk Inventor 2022: A Power Guide for Beginners and Intermediate Users textbook has been designed for instructor-led courses as well as self-paced learning. It is intended to help engineers and designers, interested in learning Autodesk Inventor, to create 3D mechanical designs. This textbook is an excellent guide for new Inventor users and a great teaching aid for classroom training. It consists of 14 chapters and a total of 790 pages covering major environments of Autodesk Inventor such as Sketching environment, Part modeling environment, Assembly environment, Presentation environment, and Drawing environment. The textbook teaches you to use Autodesk Inventor mechanical design software for building parametric 3D solid

components and assemblies as well as creating animations and 2D drawings. This textbook not only focuses on the usages of the tools/commands of Autodesk Inventor but also on the concept of design. Every chapter in this textbook contains Tutorials that provide users with step-by-step instructions for creating mechanical designs and drawings with ease. Moreover, every chapter ends with Hands-on Test Drives that allow users to experience for themselves the user friendly and powerful capacities of Autodesk Inventor. Table of Contents: Chapter 1. Introduction to Autodesk Inventor Chapter 2. Drawing Sketches with Autodesk Inventor Chapter 3. Editing and Modifying Sketches Chapter 4. Applying Constraints and Dimensions Chapter 5. Creating Base Feature of Solid Models Chapter 6. Creating Work Features Chapter 7. Advanced Modeling - I Chapter 8. Advanced Modeling - II Chapter 9. Patterning and Mirroring Chapter 10. Advanced Modeling - III Chapter 11. Working with Assemblies - I Chapter 12. Working with Assemblies - II Chapter 13. Creating Animation and Exploded Views Chapter 14. Working with Drawings Main Features of the Textbook: Comprehensive coverage of tools Step-by-step real-world tutorials with every chapter Hands-on test drives to enhance the skills at the end of every chapter Additional notes and tips Customized content for faculty (PowerPoint Presentations) Free learning resources for faculty and students Additional student and faculty projects Technical support for the book by contacting info@cadartifex.com For courses in Autodesk Inventor, going beyond the available Inventor manuals and references, this text first teaches Inventor step-by-step using many sample and exercise problems - and then shows how to apply it to design problems. Animation of assemblies is included. Autodesk Inventor 2021 Essentials Plus provides the foundation for a hands-on course that covers basic and advanced Autodesk Inventor features used to create, edit, document, and print parts and assemblies. You learn about part and assembly modeling through real-world exercises. Autodesk Inventor 2021 Essentials Plus demonstrates critical CAD concepts, from basic sketching and modeling through advanced modeling techniques, as it equips you with the skills to master this powerful professional tool. The book walks you through every component of the software, including the user interface, toolbars, dialogue boxes, sketch tools, drawing views, assembly modeling, and more. Its unique modular organization puts key information at your fingertips, while step-by-step tutorials make it an ideal resource for self-learning. 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Parametric Modeling with Autodesk Inventor 2021 contains a series of seventeen tutorial style lessons designed to introduce Autodesk Inventor, solid modeling, and parametric modeling. It uses a hands-on, exercise-intensive approach to all the important parametric modeling techniques and concepts. The lessons guide the user from constructing basic shapes to building intelligent mechanical designs, to creating multi-view drawings and assembly models. Other featured topics include sheet metal design, motion analysis, 2D design reuse, collision and contact, stress analysis, 3D printing and the Autodesk Inventor 2021 Certified User Examination. Video Training Included with every new copy of this book is access to extensive video training. The video training parallels the exercises found in the text and are designed to be watched first before following the instructions in the book. However, the videos do more than just provide you with click by click instructions. Author Luke Jumper also includes a brief discussion of each tool, as well as rich insight into why and how the tools are used. Luke isn't just telling you what to do, he's showing and explaining to you how to go through the exercises while providing clear descriptions of the entire process. It's like having him there guiding you through the book. These videos will provide you with a wealth of information and brings the text to life. They are also an invaluable resource for people who learn best through a visual experience. These videos deliver a comprehensive overview of the tools found in Autodesk Inventor and perfectly complement and reinforce the exercises in the book. Autodesk Inventor 2021 Certified User Examination The content of Parametric Modeling with Autodesk Inventor 2021 covers the performance tasks that have been identified by Autodesk as being included on the Autodesk Inventor 2021 Certified User examination. 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However, the videos do more than just provide you with click by click instructions. Author Luke Jumper also includes a brief discussion of each tool, as well as rich insight into why and how the tools are used. Luke isn't just telling you what to do, he's showing and explaining to you how to go through the exercises while providing clear descriptions of the entire process. It's like having him there guiding you through the book. These videos will provide you with a wealth of information and brings the text to life. They are also an invaluable resource for people who learn best through a visual experience. These videos deliver a comprehensive overview of the tools found in Autodesk Inventor and perfectly complement and reinforce the exercises in the book. Parametric Modeling with Autodesk Inventor 2019 contains a series of seventeen tutorial style lessons designed to introduce Autodesk Inventor, solid modeling, and parametric modeling. 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If you are teaching an introductory level Autodesk Inventor course and you want to prepare your students for the Autodesk Inventor 2019 Certified User Examination this is the only book that you need. If your students are not interested in the Autodesk Inventor 2019 Certified User Exam they will still be studying the most important tools and techniques of Autodesk Inventor as identified by Autodesk. Autodesk Inventor 2021: A Power Guide for Beginners and Intermediate Users textbook has been designed for instructor-led courses as well as self-paced learning. It is intended to help engineers and designers, interested in learning Autodesk Inventor, to create 3D mechanical designs. This textbook is an excellent guide for new Inventor users and a great teaching aid for classroom training. 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Tools for Design is intended to provide the user with an overview of computer aided design using two popular CAD software packages from Autodesk: AutoCAD and Autodesk Inventor. This book explores the strengths of each package and shows how they can be used in design, both separately and in combination with each other. What you'll learn How to create and dimension 2D multiview drawings using AutoCAD How to freehand sketch using axonometric, oblique and perspective projection techniques How to create 3D parametric models and 2D multiview drawings using Autodesk Inventor How to reuse design information between AutoCAD and Autodesk Inventor How to combine parts into assemblies including assembly modeling with a LEGO® MINDSTORMS® Education Base Set, with a TETRIX® kit and a VEX Robot Kit How to perform basic finite element stress analysis using Inventor Stress Analysis Module This book will teach you everything you need to know to start using Autodesk Inventor 2022 with easy to understand, step-by-step tutorials. This book features a simple robot design used as a project throughout the book. You will learn to model parts, create assemblies, run simulations and even create animations of your robot design. An unassembled version of the same robot used throughout the book can be bundled with the book. No previous experience with Computer Aided Design (CAD) is needed since this book starts at an introductory level. The author begins by getting you familiar with the Inventor interface and its basic tools. You will start by learning to model simple robot parts and before long you will graduate to creating more complex parts and multi-view drawings. Along the way you will learn the fundamentals of parametric modeling through the use of geometric constraints and relationships. You will also become familiar with many of Inventor's powerful tools and commands that enable you to easily construct complex features in your models. Also included is coverage of gears, gear trains and spur gear creation using Autodesk Inventor. This book continues by examining the different mechanisms commonly used in walking robots. You will learn the basic types of planar four-bar linkages commonly used in mechanical designs and how to use the GeoGebra Dynamic Geometry software to simulate and analyze 2D linkages. Using the knowledge you gained about linkages and mechanism, you will learn how to modify your robot and change its behavior by modifying or creating new parts. In the final chapter of this book you learn how to combine all the robot parts into assemblies and then run motion analysis. You will finish off your project by creating 3D animations of your robot in action. There are many books that show you how to perform individual tasks with Autodesk Inventor, but this book takes you through an entire project and shows you the complete engineering process. By the end of this book you will have modeled and assembled nearly all the parts that make up the TAMIYA® Mechanical Tiger and can start building your own robot. Up and Running with Autodesk Inventor Simulation 2011 provides a clear path to perfecting the skills of designers and engineers using simulation inside Autodesk Inventor. This book includes modal analysis, stress singularities, and H-P convergence, in addition to the new frame analysis functionality. The book is divided into three sections: dynamic solution, stress analysis, and frame analysis, with a total of nineteen chapters. The first chapter of each section offers an overview of the topic covered in that section. There is also an overview of the Inventor Simulation interface and its strengths, weaknesses, and workarounds. Furthermore, the book emphasizes the joint creation process and discusses in detail the unique and powerful parametric optimization function. This book will be a useful learning tool for designers and engineers, and a source for applying simulation for faster production of better products. Get up to speed fast with real-life, step-by-step design problems—3 new to this edition! Discover how to convert CAD models to working digital prototypes, enabling you to enhance designs and simulate real-world performance without creating physical prototypes Learn all about the frame analysis environment—new to Autodesk Inventor Simulation 2011—and other key features of this powerful software, including modal analysis, assembly stress analysis, parametric optimization analysis, effective joint creation, and more Manipulate and experiment with design solutions from the book using datasets provided on the book's companion website (<http://www.elsevierdirect.com/v2/companion.jsp?ISBN=9780123821027>) and move seamlessly onto tackling your own design challenges with confidence New edition features enhanced coverage of key areas, including stress singularities, h-p convergence, curved elements, mechanism redundancies, FEA and simulation theory, with hand calculations, and more Autodesk Inventor 2023: A Power Guide for Beginners and Intermediate Users textbook has been designed for instructor-led courses as well as self-paced learning. It is intended to help engineers and designers, interested in learning Autodesk Inventor, to create 3D mechanical designs. This textbook is an excellent guide for new Inventor users and a great teaching aid for classroom training. It consists of 14 chapters and a total of 790 pages covering major environments of Autodesk Inventor such as Sketching environment, Part modeling environment, Assembly environment, Presentation environment, and Drawing environment. The textbook teaches you to use Autodesk Inventor mechanical design software for building parametric 3D solid components and assemblies as well as creating animations and 2D drawings. This textbook not only focuses on the usages of the tools/commands of Autodesk Inventor but also on the concept of design. Every chapter in this textbook contains Tutorials that provide users with step-by-step instructions for creating mechanical designs and drawings with ease. 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Working with Drawings Main Features of the Textbook: Comprehensive coverage of tools Step-by-step real-world tutorials with every chapter Hands-on test drives to enhance the skills at the end of every chapter Additional notes and tips Customized content for faculty (PowerPoint Presentations) Free learning resources for faculty and students Additional student and faculty projects Technical support for the book by contacting info@cadartifex.com Autodesk Inventor Exercises Do you want to learn how to design 2D and 3D models in your favorite Computer Aided Design (CAD) software such as Autodesk Inventor or SolidWorks? Look no further. We have designed 200 CAD exercises that will help you to test your CAD skills. What's included in the Autodesk Inventor Exercises book? Whether you are a beginner, intermediate, or an expert, these CAD exercises will challenge you. The book contains 200 3D models and practice drawings or exercises. Each exercise contains images of the final design and exact measurements needed to create the design. Each exercise can be designed on any CAD software which you desire. It can be done with AutoCAD, SolidWorks, CATIA, DraftSight, Fusion 360, Solid Edge, NX, PTC Creo and other feature-based CAD modeling software. It is intended to provide Drafters, Designers and Engineers with enough CAD exercises for practice on Autodesk Inventor. It includes almost all types of exercises that are necessary to provide, clear, concise and systematic information required on industrial machine part drawings. Third Angle Projection is intentionally used to familiarize Drafters, Designers and Engineers in Third Angle Projection to meet the expectation of worldwide Engineering drawing print. This book is for Beginner, Intermediate and Advance CAD users. Clear and well drafted drawing help easy understanding of the design. These exercises are from Basics to Advance level. Each exercise can be assigned and designed separately. No Exercise is a prerequisite for another. All dimensions are in mm. Prerequisite To design & develop models, you should have knowledge of SolidWorks. Student should have knowledge of Orthographic views and projections. Student should have basic knowledge of engineering drawings.

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