

# **Autodesk Inventor 2015 A Tutorial Introduction**

The primary goal of AutoCAD 2015 Tutorial - First Level: 2D Fundamentals is to introduce the aspects of Computer Aided Design and Drafting (CADD). This text is intended to be used as a training guide for students and professionals. This text covers AutoCAD 2015 and the lessons proceed in a pedagogical fashion to guide you from constructing basic shapes to making multiview drawings. The lessons are further reinforced by the video presentations found on the enclosed multimedia disc. This textbook contains a series of eleven tutorial style lessons designed

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to introduce beginning CAD users to AutoCAD 2015. It takes a hands-on, exercise-intensive approach to all the important 2D CAD techniques and concepts. This text is also helpful to AutoCAD users upgrading from a previous release of the software. The new improvements and key enhancements of the software are incorporated into the lessons. The 2D-CAD techniques and concepts discussed in this text are also designed to serve as the foundation to the more advanced parametric feature-based CAD packages such as Autodesk Inventor. The basic premise of this book is that the more designs you create using AutoCAD 2015, the better you learn the software. With this in mind, each lesson introduces a new set of commands and concepts, building on previous lessons. This

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book is intended to help readers establish a good basis for exploring and growing in the exciting field of Computer Aided Engineering.

This unit covers using a CAD program to produce and plot basic three dimensional view drawings. The resource book applies to the production of three dimensional models using computer aided design and drawing software and associated equipment. This will include the use of region and solid modelling techniques, section views, and pre-drawn library files. Work also includes extraction of properties and application of basic rendering techniques. A CD containing exercise templates can be obtained by contacting [blakline@bigpond.net.au](mailto:blakline@bigpond.net.au) for \$10 plus postage.

Exploring Autodesk Revit 2018 for Architecture is a comprehensive book

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that has been written to cater to the needs of the students and the professionals who are involved in the AEC profession. Revit 2018 book is a gateway to power, skill, and competence in the field of architecture and interior presentations, drawings, and documentations. In this book, the author has emphasized on the concept of designing, creating families, quantity surveying and material takeoff, rendering orthographic and perspective views of building, usage of other advanced tools. In this book, the chapters have been punctuated with tips and notes that provide additional information on the concept. The highlight of Revit 2018 book is that each concept introduced in it is explained with the help of suitable examples for better understanding. The simple and lucid language used in

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Revit 2018 book makes it a ready reference for both beginners and intermediate users. Salient Features Comprehensive book consisting of 885 (799 + 86\*) pages of heavily illustrated text. Detailed explanation of the commands and tools of Autodesk Revit used for Architecture. Real-world architectural and interior designing projects as tutorials. Tips and Notes throughout the book for providing additional information. Self-Evaluation Tests, Review Questions, and Exercises at the end of the chapters. Student project for practice. Table of Contents Chapter 1: Introduction to Autodesk Revit 2018 for Architecture Chapter 2: Starting an Architectural Project Chapter 3: Creating Walls Chapter 4: Using Basic Building Components-I Chapter 5: Using the Editing Tools Chapter 6: Working with

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Datum and Creating Standard Views  
Chapter 7: Using Basic Building  
Components-II Chapter 8: Using Basic  
Building Components-III Chapter 9:  
Adding Site Features Chapter 10:  
Using Massing Tools Chapter 11:  
Adding Annotations and Dimensions  
Chapter 12: Creating Project Details  
and Schedules Chapter 13: Creating  
and Plotting Drawing Sheets Chapter  
14: Creating 3D Views Chapter 15:  
Rendering Views and Creating  
Walkthroughs Chapter 16: Using  
Advanced Features (For free  
download) Student Project Index  
A comprehensive guide to Autodesk  
Inventor and Inventor LT This detailed  
reference and tutorial provides  
straightforward explanations, real-  
world examples, and practical tutorials  
that focus squarely on teaching  
Autodesk Inventor tips, tricks, and

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## Introduction

techniques. The book also includes a project at the beginning to help those new to Inventor quickly understand key interface conventions and capabilities. In addition, there is more information on Inventor LT, new practice drawings at the end of each chapter to reinforce lessons learned, and thorough coverage of all of Inventor's new features. The author's extensive experience across industries and his expertise enables him to teach the software in the context of real-world workflows and work environments. Mastering Inventor explores all aspects of part design, including sketching, basic and advanced modeling techniques, working with sheet metal, and part editing. Here are just a few of the key topics covered: Assemblies and subassemblies Real-world workflows

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and offering extensive detail on working with large assemblies Weldment design Functional design using Design Accelerators and Design Calculators Everything from presentation files to simple animations to documentation for exploded views Frame Generator Inventor Studio visualization tools Inventor Professional's dynamic simulation and stress analysis features Routed systems features (piping, tubing, cabling, and harnesses) The book's detailed discussions are reinforced with step-by-step tutorials, and readers can compare their work to the downloadable before-and-after tutorial files. In addition, you'll find an hour of instructional videos with tips and techniques to help you master the software. Mastering Inventor is the ultimate resource for those who want



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to quickly become proficient with Autodesk's 3D manufacturing software and prepare for the Inventor certification exams.

Autodesk Inventor 2015 for Designers  
An Integrated Approach

Parametric Modeling with Autodesk  
Inventor 2015

Autodesk Inventor Professional 2021  
for Designers, 21st Edition

Autodesk Inventor 2015 Review for  
Certification

***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.***

***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. 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.  
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.***

***Tutorial Guide to AutoCAD 2015***

***Principles and Practice: An Integrated Approach to Engineering Graphics and AutoCAD 2015***

***Autodesk Inventor 2022 Essentials Plus MEM30004A Advanced***

## ***Autodesk Inventor 3D Modeling, 2D Graphics, and Assembly Design***

Autodesk Inventor Professional 2020 for Designers is a comprehensive book that introduces the users to Autodesk Inventor 2020, a feature-based 3D parametric solid modeling software. All environments of this solid modelling software are covered in this book with a thorough explanation of commands, options, and their applications to create real-world products. The mechanical engineering industry examples that are used as tutorials and the related additional exercises at the end of each chapter help the users to understand

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the design techniques used in the industry to design a product.

Additionally, the author emphasizes on the solid modelling techniques that will improve the productivity and efficiency of the users. After reading this book, the users will be able to create solid parts, sheet metal parts, assemblies, weldments, drawing views with bill of materials, presentation views to animate the assemblies and apply direct modelling techniques to facilitate rapid design prototyping. Also, the users will learn the editing techniques that are essential for making a successful design. Salient Features: Comprehensive book consisting of 19 chapters organized in a pedagogical sequence. Detailed

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explanation of all concepts, techniques, commands, and tools of Autodesk Inventor Professional 2020. Tutorial approach to explain the concepts. Step-by-step instructions that guide the users through the learning process. More than 54 real-world mechanical engineering designs as tutorials and projects. Self-Evaluation Test, Review Questions, and Exercises are given at the end of the chapters so that the users can assess their knowledge. Technical support by contacting 'techsupport@cadcim.com'. Table of Contents

Chapter 1: Introduction  
Chapter 2: Drawing Sketches for Solid Models  
Chapter 3: Adding Constraints and Dimensions to

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## Introduction

Sketches Chapter 4: Editing,  
Extruding, and Revolving the  
Sketches Chapter 5: Other Sketching  
and Modeling Options Chapter 6:  
Advanced Modeling Tools-I Chapter  
7: Editing Features and Adding  
Automatic Dimensions to Sketches  
Chapter 8: Advanced Modeling Tools-  
II Chapter 9: Assembly Modeling-I  
Chapter 10: Assembly Modeling-II  
Chapter 11: Working with Drawing  
Views-I Chapter 12: Working with  
Drawing Views-II Chapter 13:  
Presentation Module Chapter 14:  
Working with Sheet Metal  
Components Chapter 15:  
Introduction to Stress Analysis  
Chapter 16: Introduction to  
Weldments (For free download)

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## Introduction

Chapter 17: Miscellaneous Tools (For free download) Chapter 18: Working with Special Design Tools For free download) Chapter 19: Introduction to Plastic Mold Design (For free download) Index

This book will teach you everything you need to know to start using Autodesk Inventor 2021 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

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## Introduction

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

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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



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## Introduction

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.

Tutorial Guide to AutoCAD 2015 provides a step-by-step introduction to AutoCAD with commands presented in the context of each tutorial. In fifteen clear and comprehensive chapters, author

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Shawna Lockhart guides readers through all the important commands and techniques in AutoCAD 2015, from 2D drawing to solid modeling and finally finishing with rendering. In each lesson, the author provides step-by-step instructions with frequent illustrations showing exactly what appears on the AutoCAD screen. Later, individual steps are no longer provided, and readers are asked to apply what they've learned by completing sequences on their own. A carefully developed pedagogy reinforces this cumulative-learning approach and supports readers in becoming skilled AutoCAD users. Tutorial Guide to AutoCAD 2015 begins with three Getting Started

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## Introduction

chapters that include information to get readers of all levels prepared for the tutorials. The author includes tips that offer suggestions and warnings as you progress through the tutorials. Key Terms and Key Commands are listed at the end of each chapter to recap important topics and commands learned in each tutorial. Also, a glossary of terms and Commands Summary list the key commands used in the tutorials. Each chapter concludes with end of chapter problems providing challenges to a range of abilities in mechanical, electrical, and civil engineering as well as architectural problems. Parametric Modeling with Autodesk Inventor 2015 contains a series of

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## Introduction

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 2015 Certified User Examination.

Autodesk Inventor 2018 A Tutorial  
Introduction

Autodesk Inventor 2022 A Tutorial

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## Introduction

Parametric Modeling with Autodesk  
Inventor 2016

Exploring Autodesk Revit 2018 for  
Architecture, 14th Edition

Mastering Autodesk Inventor 2016  
and Autodesk Inventor LT 2016

*The primary goal of AutoCAD 2015  
Tutorial - Second Level: 3D Modeling is to  
introduce the aspects of computer based  
three dimensional modeling. This text is  
intended to be used as a training guide for  
both students and professionals. The  
chapters in this book cover AutoCAD 2015  
and proceed in a pedagogical fashion to  
guide you from constructing 3D wire frame  
models, 3D surface models, and 3D solid  
models to making multiview drawings and  
rendering images. The text takes a hands-  
on, exercise-intensive approach to all the  
important 3D modeling techniques and*

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*concepts. This book contains a series of twelve tutorial style chapters designed to introduce CAD users to 3D modeling with AutoCAD 2015. Users upgrading from a previous release of the AutoCAD software will also find this text helpful. The basic premise of this book is that the more 3D designs you create using AutoCAD 2015 the better you learn the software. With this in mind each tutorial introduces a new set of commands and concepts, building on previous chapters. By going through this book readers will establish a good basis for exploring and growing in the exciting field of Computer Aided Engineering.*

*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*

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*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*

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*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*



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*capture of each command is replicated. "In this Autodesk Inventor 2015 training course, expert author Adam Cooper teaches you the fundamental tools and techniques needed to create your own 3D digital prototypes and modeling projects. This course is designed for the absolute beginner, meaning no prior experience with Inventor is required. You will start with a tour of the Inventor 205 user interface, and then jump into learning about basic sketching. Adam will teach you how to sketch basic features, such as creating an extrusion, secondary features, and work features. This video tutorial will teach you how to sketch advanced features, use parameters and equations, and work with duplication tools. You will then move into the assembly environment, learning how to build an assembly from the parts you created, interact with the assembly, and create a presentation view of the assembly. Finally,*

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*you will cover basic view creation and dimensioning methods."--Resource description page.*

*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*

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## Introduction

*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*

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*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. Special  
reference guides show students where the  
performance tasks are covered in the book.  
Modeling, Assembly and Analysis  
Autodesk Inventor 2015 + Autocad 2015  
Tutorial*

*AutoCAD 2015 Tutorial First Level - 2D  
Fundamentals  
Autodesk Inventor 2015 - A Tutorial  
Introduction*

The Autodesk® Inventor®  
program was introduced in 1999  
as an ambitious 3D parametric  
modeler based not on the  
familiar Autodesk® AutoCAD®  
software programming

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architecture but instead on a separate foundation that would provide the room needed to grow into the fully featured modeler it is now, more than a decade later. Autodesk Inventor 2015 continues the development of Autodesk Inventor with improved modeling, drawing, assembly, and visualization tools. Autodesk has set out to improve this release of Autodesk Inventor by devoting as much time and energy to improving existing tools and features as it has to adding new ones. With this book, the sixth edition of Mastering Autodesk® Inventor® 2015 and Autodesk® Inventor LT™ 2015, I have set out to update the

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existing pages and add new content and exercises. In these pages, you will find detailed information on the specifics of the tools and the principles of sound parametric design techniques. Some readers will find this book works best for them as a desktop reference, whereas others will use it primarily for the step-by-step tutorials. With this in mind, I've worked to shape the pages of this book with a mix of reference material, instructional steps, and tips and hints from the real world. The resource covers producing basic engineering drawings using a CAD system. This unit applies to the production of three

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dimensional models using computer aided design and drawing software and associated equipment. This will include the use of region and solid modelling techniques, section views, and pre-drawn library files. Work also includes extraction of properties and application of basic rendering techniques. This unit covers producing basic engineering drawings using a CAD system, under the direction of a supervisor. This unit applies to the production of three dimensional models using computer aided design and drawing software and associated equipment. This will include the

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use of region and solid modelling techniques, section views, and pre-drawn library files. Work also includes extraction of properties and application of basic rendering techniques. A CD containing all drawing templates can be purchased by contacting [blakline@bigpond.net.au](mailto:blakline@bigpond.net.au) for \$10 plus postage.

Exploring Autodesk Revit 2018 for MEP book covers the detailed description of all basic and advanced workflows and tools to accomplish an MEPF (Mechanical, Electrical, Plumbing, and Fire Fighting) project in a BIM environment. The book explores the processes



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involved in Building Information Modeling. The topics covered in this book range from creating building components, HVAC system, electrical system, plumbing system, and Fire protection system to designing conceptual massing, performing HVAC heating and loading analysis, and creating rich construction documentation. In this book, special emphasis has been laid on the concepts of space modeling and tools to create systems for all disciplines (MEP). Each concept in this book is explained using the detailed description and relevant graphical examples and illustrations. The accompanying

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## Introduction

tutorials and exercises, which relate to the real world projects, help you understand the usage and abilities of the tools available in Autodesk Revit 2018. In addition, the chapters in this book are punctuated with tips and notes to make the concepts clear, thereby enabling the readers to create their own innovative projects. Salient Features Covers advanced functions such as worksharing, families, and system creations. Covers topics such as how to create a building envelope, spaces and zones, HVAC system, electrical system, fire fighting system, and plumbing system. Provides step-by-step

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explanation that guides the users through the learning process.

Effectively communicates the utility of Revit 2018 for MEP. Self-Evaluation Test and Review

Questions at the end of chapters for reviewing the concepts

learned in the chapters. Table of Contents Chapter 1: Introduction to Autodesk Revit 2018 for MEP

Chapter 2: Getting Started with an MEP Project Chapter 3:

Creating Building Envelopes

Chapter 4: Creating Spaces and Zones, and Performing Load Analysis Chapter 5: Creating an

HVAC System Chapter 6: Creating an Electrical System

Chapter 7: Creating Plumbing Systems Chapter 8: Creating Fire

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Protection System Chapter 9:  
Creating Construction  
Documents Chapter 10: Creating  
Families and Worksharing Index  
The Autodesk(r) Inventor(r) 2015  
Review for Certification training  
guide is intended for users of the  
Autodesk Inventor software who  
are preparing to complete the  
Autodesk Inventor 2015 Certified  
Professional exam. This training  
guide contains a collection of  
relevant instructional topics,  
practices, and review questions  
from the Autodesk Official  
Training Guides (AOTG) from  
ASCENT - Center for Technical  
Knowledge(r) pertaining  
specifically to the Certified  
Professional exam topics and

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objectives. This training guide is intended for experienced users of the Autodesk Inventor software in preparation for certification. New users of the software should refer to the AOTG training guides from ASCENT, such as Autodesk Inventor 2015 Introduction to Solid Modeling, for more comprehensive instruction. Prerequisites ASCENT's AOTG Autodesk Inventor curriculum or equivalent is required. The Autodesk Inventor 2015 Review for Certification book is intended for experienced users of the Autodesk Inventor software. Autodesk recommends 400 hours of hands-on software

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experience before taking the Autodesk Inventor 2015 Certified Professional exam.

2D Drawing, 3D Modeling  
Parametric Modeling with  
Autodesk Inventor 2020  
Tools for Design Using AutoCAD  
2015 and Autodesk Inventor 2015  
AutoCAD 2015 Tutorial - Second  
Level: 3D Modeling  
Parametric Modeling with  
Autodesk Inventor 2021

**This tutorial guide will help you quickly learn the basic commands and functions of Autodesk Inventor and AutoCAD. This book provides brief explanations and real-**

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## Introduction

world examples to learn AutoCAD and Inventor.

The part of this book covers Inventor basics such as modeling parts, creating assemblies, 2D drawings, sheet metal parts, assembly joints, and drawing annotations. The second part of this book covers basics of AutoCAD such as creating 2D drawings, modifying drawings, dimensions and annotations, blocks and external references, layouts and printing, and 3D basics.

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## Introduction

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



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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

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## Introduction

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

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## Introduction

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

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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 2020 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

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assembly modeling through real-world exercises. Autodesk Inventor 2020 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,

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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 2020 Essentials Plus will prepare you for work in the real world. Each chapter is organized into four sections.

## Introduction

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-

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## Introduction

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. Autodesk Inventor Professional 2019 for Designers is a comprehensive book that introduces the users to Autodesk Inventor 2019, a feature-based 3D parametric solid modeling software. All



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## Introduction

environments of this solid modeling software are covered in this book with thorough explanation of commands, options, and their applications to create real-world products. The mechanical engineering industry examples that are used as tutorials and the related additional exercises at the end of each chapter help the users to understand the design techniques used in the industry to design a product. Additionally,

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## Introduction

the author emphasizes on the solid modeling techniques that will improve the productivity and efficiency of the users. After reading this book, the users will be able to create solid parts, sheet metal parts, assemblies, weldments, drawing views with bill of materials, presentation views to animate the assemblies, and apply direct modeling techniques to facilitate rapid design prototyping. Salient Features: Detailed

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## Introduction

explanation of all  
concepts, techniques,  
commands, and tools of  
Autodesk Inventor  
Professional 2019  
Tutorial approach to  
explain the concepts  
Step-by-step  
instructions and real-  
world mechanical  
engineering designs as  
tutorials and projects  
Additional information  
in the form of notes and  
tips Self-Evaluation  
Test, Review Questions,  
and Exercises at the end  
of each chapter for the  
users can assess their

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## Introduction

knowledge. Technical support by contacting 'techsupport@cadcim.com' Additional learning resources at 'allaboutcadcim.blogspot.com'.

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Modeling Options Chapter 6: Advanced Modeling

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Editing Features and  
Adding Automatic  
Dimensions to Sketches  
Chapter 8: Advanced  
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Chapter 9: Assembly  
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Assembly Modeling-II  
Chapter 11: Working with  
Drawing Views-I Chapter  
12: Working with Drawing  
Views-II Chapter 13:  
Presentation Module  
Chapter 14: Working with  
Sheet Metal Components  
Chapter 15: Introduction  
to Stress Analysis  
Chapter 16: Introduction**

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## Introduction

to Weldments \* Chapter  
17: Miscellaneous Tools  
\* Chapter 18: Working  
with Special Design  
Tools \* Chapter 19:  
Introduction to Plastic  
Mold Design \* Index  
\* (Free download from  
CADCIM Website) Free  
Teaching and Learning  
Resources Part files  
used in tutorials,  
exercises\*, and  
illustrations Instructor  
Guide with solution to  
all review questions and  
exercises\* (\* For  
faculty only)  
Autodesk Inventor 2015

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Inventor 2015 A Tutorial

Introduction

and Engineering Graphics

Autodesk Inventor 2015 -

Einsteiger-Tutorial

HYBRIDJACHT

Mastering Autodesk

Inventor 2015 and

Autodesk Inventor LT

2015

Autodesk Inventor 2015 -

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HOLZRÜCKMASCHINE

Autodesk Inventor 2015 -

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Hubschrauber

Get started with the basics of part modeling, assembly modeling, presentations, and drawings in this step-by-step tutorial on Autodesk Inventor fundamentals. Next, this

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**book teaches you some intermediate-level topics such as additional part modeling tools, sheet metal modeling, top-down assembly features, assembly joints, and dimension and annotations. Engaging explanations, practical examples, and step-by-step instructions make this tutorial book complete. Once you have read Learn Autodesk Inventor 2018 Basics you will be able to use Autodesk Inventor for 3D modeling, 2D drawings, finite element analysis, mold design, and other purposes, just like a design professional. You will gain all the basic information and essential skills you need to work in Autodesk Inventor immediately. What You'll Learn Carry out virtual 3D modeling for your next 3D printing projects**



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## Introduction

**Design molds for 3D printing and other projects Generate 2D drawings Who This Book Is For Novice users of Autodesk Inventor. This tutorial book helps you to get started with Autodesk's popular 3D modeling software using step-by-step tutorials. It starts with creating parts of an Oldham Coupling Assembly, assembling them, and then creating print ready drawings. This process gives you an overview of the design process and provides a strong base to learn additional tools and techniques. The proceeding chapters will cover additional tools related to part modelling, assemblies, sheet metal design, and drawings. Brief explanations and step-by-step tutorials help you to learn Autodesk Inventor quickly and easily. • Get**

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## Introduction

**an overview of the design process • Familiarize yourself with the User Interface • Teach yourself to create assembly presentations • Create custom sheet formats and templates • Learn additional part modelling tools with the help of real-world exercises • Learn to create different variations of a part • Learn Top-down assembly design and Design Accelerator • Learn to create and animate mechanical joints • Create basic sheet metal parts • Create custom punches and insert them into the sheet metal part • Create and annotate sheet metal drawings • Learn to add GD&T annotations to the drawings**

**Downloadable tutorial and exercise file from the companion website.**

**Table of Contents**

**1. Getting Started with Inventor 2015**

**2. Part**

**Modeling Basics 3. Assembly Basics 4. Creating Drawings 5. Additional Modeling Tools 6. Sheet Metal Modeling 7. Top-Down Assembly and Motion Simulation 8. Dimensions and Annotations**

**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 show 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**

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## Introduction

**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 TETRIX® kit and a VEX  
Robot Kit How to perform basic  
finite element stress analysis using  
Inventor Stress Analysis Module  
Who this book is for This book is  
designed for high school and  
college age students wanting to  
learn the fundamentals of computer  
aided design with AutoCAD and  
Inventor and how the two can be  
used together. No prior CAD  
experience is required.  
This unique text and video set  
presents a thorough introduction to**

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## Introduction

**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**

## Introduction

**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,**

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## Introduction

**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. Included Videos Each book includes access to extensive video training created**

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by author Scott Hansen. The videos follow along with the table of contents of the book. Each chapter has one or more videos in which the author demonstrates how to use the tools that are covered in that chapter. Most videos follow an exercise from start to finish. The exercises created in the video are very similar to the exercise found in the corresponding chapter. Throughout the videos Scott Hansen describes how to perform each step, the reason behind these steps, and some of the other options available with the various tools. The author's clear and simple description of each exercise is a perfect companion to the text and makes learning Autodesk Inventor easier than ever. There are twenty-seven videos with three hours and



forty-five minutes of training in total.

**Mastering Autodesk Inventor 2015  
and Autodesk Inventor LT 2015**

**Autodesk Official Press**

**Learning Autodesk Inventor 2015**

**Autodesk Inventor 2020 Essentials  
Plus**

**Learning Autodesk Inventor 2022**

**MEM30004A – Introduction to  
Autodesk Inventor**

**Introduction to Java**

**Programming is a book for software developers to familiarize them with the concept of object-oriented programming (OOP). The book enables the reader to understand the basic features of Java. The line-by-line explanation of the source code, a unique feature of the**

**book, enables the students to gain a thorough and practical understanding of Java. The chapters in this book are structured in a pedagogical sequence, which makes this book very effective in learning the features and capabilities of the software. Salient Features Each concept discussed in the book is exemplified by an application to clarify and facilitate better understanding. This book introduces the key ideas of object-oriented programming in an innovative way. The concepts are illustrated through best programs, covering the basic aspects of Java. Additional information is provided to the users in the**

**form of notes. There is an extensive use of examples, schematic representation, screen captures, tables, and programming exercises. Table of Contents Chapter 1: Introduction to Java Chapter 2: Fundamental Elements in Java Chapter 3: Control Statements and Arrays Chapter 4: Classes and Objects Chapter 5: Inheritance Chapter 6: Packages, Interfaces, and Inner Classes Chapter 7: Exception Handling Chapter 8: Multithreading Chapter 9: String Handling Chapter 10: Introduction to Applets and Event Handling Chapter 11: Abstract Window Toolkit Chapter 12: The Java I/O**

## **System Index**

**Principles and Practices: An Integrated Approach to Engineering Graphics and AutoCAD 2015** combines an introduction to AutoCAD 2015 with a comprehensive coverage of engineering graphics principles. By adopting this textbook, you will no longer need to adopt separate CAD and engineering graphics books for your course. Not only will this unified approach give your course a smoother flow, your students will also save money on their textbooks. What's more, the tutorial exercises in this text have been expanded to cover the performance tasks found on

**the AutoCAD 2015 Certified User Examination. The primary goal of Principles and Practices: An Integrated Approach to Engineering Graphics and AutoCAD 2015 is to introduce the aspects of engineering graphics with the use of modern Computer Aided Design/Drafting software - AutoCAD 2015. This text is intended to be used as a training guide for students and professionals. The chapters in the 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**

## Introduction

**to all the important concepts of Engineering Graphics, as well as in depth discussions of CAD techniques. This textbook contains a series of twelve 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. The CAD techniques and concepts discussed in the text are also designed to serve as the foundation to the more advanced parametric feature-based CAD packages, such as Autodesk Inventor. Autodesk Inventor 2015 - Einsteiger-Tutorial Dieses Buch ist ein Tutorial für Autodesk® Inventor® 2015.**

## Introduction

**Anhand eines komplexen Übungsbeispiels lernt der Leser den Umgang mit dem Programm. In kleinen, nachvollziehbaren Schritten werden Skizzen gezeichnet, Bauteile erzeugt und Baugruppen zusammengefügt. Kurze, prägnante Befehlsfolgen in Kombination mit übersichtlichen Grafiken ermöglichen ein schnelles, unkompliziertes Arbeiten. Der Leser erfährt nützliche Hinweise zum Umgang mit dem Programm und kann die Theorie in kleinen Schritten umsetzen. Die folgenden Bereiche werden in diesem Buch behandelt: Bearbeiten der Anwendungsoptionen,**

**Einzelbenutzer-Projekte, 2D-Skizzen erstellen, Geometrische Elemente zeichnen und bearbeiten, 2D-Elemente mit Maßen und Abhängigkeiten versehen, Arbeitselemente (Achsen/Ebenen) erzeugen, 2D-Elemente in Volumen- und Flächenkörper konvertieren, Volumenkörper bearbeiten, kopieren und anordnen, Bauteile zu Baugruppen zusammenfügen, Bewegungsabhängigkeiten zwischen Bauteilen erzeugen, Bauteile aus Baugruppen heraus erstellen, Bauteile mit Schraubverbindungen versehen, Bilder rendern.**  
**Parametric Modeling with Autodesk Inventor 2016**



## Introduction

**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.**

## **Learn Autodesk Inventor 2018 Basics**

## **Mastering Autodesk Inventor 2010**

## **Autodesk Official Press**

## **Autodesk Inventor 2015**

## **Tutorial**

## **Learning Autodesk Inventor 2021**

**This unique text 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. 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**

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**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 Professional 2021 for Designers is a comprehensive book that introduces the users to Autodesk**

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**Inventor 2021, a feature-based 3D parametric solid modeling software. All environments of this solid modelling software are covered in this book with a thorough explanation of commands, options, and their applications to create real-world products. The mechanical engineering industry examples that are used as tutorials and the related additional exercises at the end of each chapter help the users to understand the design techniques used in the industry to design a product. Additionally, the author emphasizes on the solid modelling techniques that will improve the productivity and efficiency of the users. After reading this book, the users will be able to create solid parts, sheet metal parts, assemblies, weldments, drawing views with bill of materials, presentation views to animate the assemblies and apply direct modelling**

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**techniques to facilitate rapid design prototyping. Also, the users will learn the editing techniques that are essential for making a successful design. Salient Features: Comprehensive book consisting of 19 chapters organized in a pedagogical sequence. Detailed explanation of all concepts, techniques, commands, and tools of Autodesk Inventor Professional 2021. Tutorial approach to explain the concepts. Step-by-step instructions that guide the users through the learning process. Real-world mechanical engineering designs as tutorials and projects. Self-Evaluation Test, Review Questions, and Exercises are given at the end of the chapters**

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Sketches Chapter 8: Advanced  
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Modeling-I Chapter 10: Assembly  
Modeling-II Chapter 11: Working with  
Drawing Views-I Chapter 12: Working  
with Drawing Views-II Chapter 13:  
Presentation Module Chapter 14:  
Working with Sheet Metal Components  
Chapter 15: Introduction to Stress  
Analysis Chapter 16: Introduction to  
Weldments (For free download)  
Chapter 17: Miscellaneous Tools (For  
free download) Chapter 18: Working  
with Special Design Tools For free  
download) Chapter 19: Introduction to  
Plastic Mold Design (For free  
download) Index**

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**This book will teach you everything you need to know to start using Autodesk Inventor 2015 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 Drafting (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.**

**Autodesk Inventor 2015- Einsteiger-Tutorial Dieses Buch ist ein Tutorial für Autodesk® Inventor® 2015.**

**Anhand eines komplexen Übungsbeispiels lernt der Leser den Umgang mit dem Programm. In**

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**kleinen, nachvollziehbaren Schritten werden Skizzen gezeichnet, Bauteile erzeugt und Baugruppen zusammengefügt. Kurze, prägnante Befehlsfolgen in Kombination mit übersichtlichen Grafiken ermöglichen ein schnelles, unkompliziertes Arbeiten. Der Leser erfährt nützliche Hinweise zum Umgang mit dem Programm und kann die Theorie in kleinen Schritten umsetzen.**

**Autodesk Inventor Professional 2019  
for Designers, 19th Edition  
Introduction to Java Programming, 2nd  
Edition**

**Exploring Autodesk Revit 2018 for  
MEP, 5th Edition**

**Autodesk Inventor Professional 2020  
for Designers, 20th Edition**

**Autodesk Inventor 2017 A Tutorial  
Introduction**

**This unique text presents a**

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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

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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

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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

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commands to implement the required operations. Rather than using a verbal description of the command, a screen capture of each command is replicated. Included Videos Each book includes access to extensive video training created by author Scott Hansen. The videos follow along with the table of contents of the book. Each chapter has one or more videos in which the author demonstrates how to use the tools that are covered in that chapter. Most videos follow an exercise from start to finish. The exercises created in the video are very similar to the exercise found in the corresponding chapter. Throughout the videos Scott Hansen describes how to perform

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each step, the reason behind these steps, and some of the other options available with the various tools. The author's clear and simple description of each exercise is a perfect companion to the text and makes learning Autodesk Inventor easier than ever. To access the videos you will need to follow the instruction included on the inside front cover to redeem the access code included with each book. Redeeming the code will add this book to your SDC Publications Library and allow you to access the videos whenever you want. Autodesk Inventor 2015 and Engineering Graphics: An Integrated Approach will teach you the principles of engineering



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graphics while instructing you on how to use the powerful 3D modeling capabilities of Autodesk Inventor 2015. 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 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

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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 2015 '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.

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Autodesk Inventor 2015 -  
Einsteiger-Tutorial Dieses Buch ist  
ein Tutorial für Autodesk®  
Inventor® 2015. Anhand eines  
komplexen Übungsbeispiels lernt  
der Leser den Umgang mit dem  
Programm. In kleinen,  
nachvollziehbaren Schritten  
werden Skizzen gezeichnet,  
Bauteile erzeugt und Baugruppen  
zusammengefügt. Kurze, prägnante  
Befehlsfolgen in Kombination mit  
übersichtlichen Grafiken  
ermöglichen ein schnelles,  
unkompliziertes Arbeiten. Der  
Leser erfährt nützliche Hinweise  
zum Umgang mit dem Programm  
und kann die Theorie in kleinen  
Schritten umsetzen. Die folgenden  
Bereiche werden in diesem Buch

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behandelt: Einzelbenutzer-Projekt erzeugen | 2D- und 3D-Skizzen erstellen | Geometrische Elemente zeichnen und bearbeiten | 2D-Elemente mit Maßen und Abhängigkeiten versehen | Arbeitselemente erzeugen | 2D-Elemente in Volumen- und Flächenkörper konvertieren | Volumenkörper bearbeiten, kopieren und anordnen | Bauteile in Baugruppen einfügen und voneinander abhängig machen | Vorhandene Bauteile austauschen | Neue Bauteile aus Baugruppen heraus erzeugen | Bauteile spiegeln, kopieren und modifizieren | Baugruppen rendern