
Autodesk Inventor Tutorial User Guide

Mastering Autodesk Inventor and Autodesk Inventor LT 2011
AUTODESK FUSION 360 BLACK BOOK
A Hands-On Guide to Building Your Own Android Apps
Autodesk Inventor 2020 Basics Tutorial
Basics of Autodesk Inventor Nastran 2021
Autodesk Official Press
Autodesk Official Press
A Power Guide for Beginners and Intermediate Users
Mastering Autodesk Inventor 2016 and Autodesk Inventor LT 2016
Tutorial Guide to AutoCAD 2017
Hand Sketching, 2D Drawing and 3D Modeling
An Integrated Approach
Autodesk Inventor 2021 For Beginners
Autodesk Inventor 2020 For Beginners
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Up and Running with Autodesk Inventor Simulation 2010
Parametric Modeling with Autodesk Inventor 2020
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Autodesk AutoCAD 2018 and Inventor 2018 Tutorial
Autodesk Inventor 2021 A Tutorial Introduction
Sketching, Part Modeling, Assemblies, Drawings, Sheet Metal, and Model-Based Dimensioning

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Mastering Autodesk Inventor and Autodesk Inventor LT 2011 SDC
Publications

Autodesk Inventor 2020: 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

AUTODESK FUSION 360 BLACK BOOK John Wiley & Sons Autodesk Fusion is a product of Autodesk Inc. It is the first of its kind of software which combine D CAD, CAM, and CAE tool in single package. It connects your entire product development process in a single cloud based platform that works on both Mac and PC. In CAD environment, you can create the model with parametric designing and dimensioning. The CAD environment is equally applicable for assembly design. The CAE environment facilitates to analysis the model under real-world load conditions. Once the model is as per your requirement then generate the NC program using the CAM environment. With lots of features and thorough review, we present a book to help professionals as well as beginners in creating some of the most complex solid models. The book follows a step by step methodology. In this book, we have tried to give real-world examples with real challenges in designing. We have tried to reduce the gap between educational and industrial use of Autodesk Fusion. In this edition of book, we have included topics on Sketching, D Part Designing, Assembly Design, Rendering & Animation, Sculpting, Mesh Design, CAM, Simulation, D printing, D PDFs. Contents Starting with Autodesk Fusion 360 Sketching 3D Sketch and Solid Modelling Advanced 3D Modelling Practical and Practice Solid Editing Assembly Design Importing Files and Inspection Surface Modelling Rendering and Animation Drawing Sculpting Sculpting-2 Mesh

DesignCAM Generating Milling Toolpaths - 1 Generating Milling Toolpaths - 2 Generating Turning and Cutting Toolpaths Miscellaneous CAM Tools Introduction to Simulation in Fusion 360 Simulation Studies in Fusion 360 [A Hands-On Guide to Building Your Own Android Apps](#) SDC Publications

A step-by-step tutorial on Autodesk Inventor basics Autodesk Inventor is used by design professionals for 3D modeling, generating 2D drawings, finite element analysis, mold design, and other purposes. This tutorial is aimed at novice users of Inventor and gives you all the basic information you need so you can get the essential skills to work in Autodesk Inventor immediately. This book will get you started with the basics of part modeling, assembly modeling, presentations, and drawings. Next, it teaches you some intermediate-level topics such as additional part modeling tools, sheet metal modeling, top-down assembly feature, assembly joints, dimension & annotations, model-based dimensioning, frame generator. Brief explanations, practical examples, and stepwise instructions make this tutorial complete.

Autodesk Inventor 2020 Basics Tutorial ExpertBooks Publisher

The Basics of Autodesk Inventor Nastran 2021, is a book to help professionals as well as students in learning basics of Finite Element Analysis via Autodesk Inventor Nastran. The book follows a step by step methodology. This book explains the background work running behind your simulation analysis screen. The book starts with introduction to simulation and goes through all the analyses tools of Autodesk Inventor Nastran with practical examples of analysis. Chapter on manual FEA ensure the firm

understanding of FEA concepts. Some of the salient features of this book are: In-Depth explanation of concepts Every new topic of this book starts with the explanation of the basic concepts. In this way, the user becomes capable of relating the things with real world. Topics Covered Every chapter starts with a list of topics being covered in that chapter. In this way, the user can easily find the topic of his/her interest easily. Instruction through illustration The instructions to perform any action are provided by maximum number of illustrations so that the user can perform the actions discussed in the book easily and effectively. There are about 300 illustrations that make the learning process effective. Tutorial point of view The book explains the concepts through the tutorial to make the understanding of users firm and long lasting. Each chapter of the book has tutorials that are real world projects. Project Free projects and exercises are provided to students for practicing. For Faculty If you are a faculty member, then you can ask for video tutorials on any of the topic, exercise, tutorial, or concept.

Basics of Autodesk Inventor Nastran 2021 SDC Publications

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. Table of Contents 1. Getting Started with Autodesk

Inventor 2. Sketch Techniques 3. Extrude and Revolve Features 4. Placed Features 5. Patterned Geometry 6. Sweep Features 7. Loft Features 8. Additional Features and Multibody Parts 9. Modifying Parts 10 Assemblies 11 Drawings 12 Surface Design
BPB Publications

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 Official Press CADArtifex

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 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.

"O'Reilly Media, Inc."

Autodesk Inventor 2019 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 2019. 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 2019'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 2019 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 2019 Certified User examination. Special reference guides show students where the performance tasks are covered in the book. 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 Official Press CADArtifex

A Tutorial Guide to AutoCAD 2012 provides a step-by-step introduction to AutoCAD with commands presented in the context of each tutorial. In fifteen clear and comprehensive chapters, author Shawna Lockhart guides readers through all the important commands and techniques in AutoCAD 2012, 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. A Tutorial Guide to AutoCAD 2012 begins with three Getting Started 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 lists 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.

A Power Guide for Beginners and Intermediate Users Addison-Wesley Professional

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

Mastering Autodesk Inventor 2016 and Autodesk Inventor LT 2016 SDC Publications

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. 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. 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 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.

Tutorial Guide to AutoCAD 2017 Cadcamcae Works

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.

Hand Sketching, 2D Drawing and 3D Modeling John Wiley & Sons
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.

An Integrated Approach Apress

Expert authors Curtis Waguespack and Thom Tremblay developed this detailed reference and tutorial with straightforward explanations, real-world examples, and practical tutorials that focus squarely on teaching Inventor tips, tricks, and techniques. The authors extensive experience across industries and their Inventor expertise allows them to teach the software in the context of real-world workflows and work environments. They present topics that are poorly documented elsewhere, such as design tactics for large assemblies, effective model design for different industries, strategies for effective data and asset sharing across teams, using 2D and 3D data from other CAD

systems, and improving designs by incorporating engineering principles. Mastering Inventor 2011 begins with an overview of Inventor design concepts and application before exploring all aspects of part design, including sketching, basic and advanced modeling techniques, working with sheet metal, and part editing. The book then looks at assemblies and subassemblies, explaining real-world workflows and offering extensive detail on working with large assemblies. Weldment design is detailed next before the reader is introduced to the functional design using Design Accelerators and Design Calculators. The detailed documentation chapter then covers everything from presentation files to simple animations to documentation for exploded views, sheet metal flat patterns, and more. The following chapters explore crucial productivity-boosting tools, data exchange, the Frame Generator, and the Inventor Studio visualization tools. Finally, the book explores Inventor Professional's dynamic simulation and stress analysis features as well as the routed systems features (piping, tubing, cabling, and harnesses). Mastering Inventor's detailed discussions are reinforced with step-by-step tutorials, and readers can compare their work to the downloadable before-and-after tutorial files. It also features content to help readers pass the Inventor 2011 Certified Associate and Certified Professional exams and will feature instructor support materials appropriate for use in both the training and higher education channels. Mastering Inventor is the ultimate resource for those who want to quickly become proficient with Autodesk's 3D manufacturing software and prepare for the Inventor certification exams. SDC Publications

With MIT's App Inventor 2, anyone can build complete, working

Android apps—without writing code! This complete tutorial will help you do just that, even if you have absolutely no programming experience. Unlike books focused on the obsolete Google version, *Learning MIT App Inventor* is written from the ground up for MIT's dramatically updated Version 2. The authors guide you step-by-step through every task and feature, showing you how to create apps by dragging, dropping, and connecting puzzle pieces—not writing code. As you learn, you'll also master expert design and development techniques you can build on if you ever do want to write code. Through hands-on projects, you'll master features ranging from GPS to animation, build high-quality user interfaces, make everything work, and test it all with App Inventor's emulator. (You won't even need an Android device!) All examples for this book are available at theappplanet.com/appinventor

Coverage includes:

- Understanding mobile devices and how mobile apps run on them
- Planning your app's behavior and appearance with the Designer
- Using the Blocks Editor to tell your app what to do and how to do it
- Creating variables and learning how to use them effectively
- Using procedures to group and reuse pieces of code in larger, more complicated apps
- Storing data in lists and databases
- Using App Inventor's gaming, animation, and media features
- Creating more sophisticated apps by using multiple screens
- Integrating sensors to make your app location-aware
- Debugging apps and fixing problems
- Combining creativity and logical thinking to envision more complex apps

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Autodesk Inventor 2021: A Power Guide for Beginners and

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SDC Publications

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Learning Autodesk Inventor 2016 SDC Publications

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: A Power Guide for Beginners and

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Intermediate Users Autodesk Inventor 2015 Tutorial
Tutorial Guide to AutoCAD 2022 provides a step-by-step introduction to AutoCAD with commands presented in the context of each tutorial. In fifteen clear and comprehensive chapters, author Shawna Lockhart guides you through all the important commands and techniques in AutoCAD 2022, 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 you are asked to apply what you've learned by completing sequences on your own. A carefully developed pedagogy reinforces this cumulative-learning approach and supports you in becoming a skilled AutoCAD user. Tutorial Guide to AutoCAD 2022 begins with three Getting Started 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.