
Autodesk Inventor Training Manual

An Integrated Approach
Autodesk Inventor Professional 2010 Simulation
Learning Inventor 2016
An Integrated Approach
Learning Autodesk Inventor 2015
Autodesk Inventor 2020 and Engineering
Graphics
Learning Inventor 2016
Autodesk Inventor 2021 and Engineering
Graphics
Learning Autodesk Inventor 2020
Autodesk Inventor 2021 A Tutorial Introduction
Autodesk Inventor 2019: Review for Professional
Certification (Mixed Units)
Learning Inventor 2016 - Sheet Metal Design
Autodesk Inventor 2022 Essentials Plus
Autodesk Inventor 2015 and Engineering
Graphics
Autodesk Inventor 2018: Working with Imported
Data
Learning Autodesk Inventor 2021
Sheet Metal Design
Sheet Metal Design
Autodesk Authorized Publisher
Autodesk Authorized Publisher
Learning Inventor 2016 - SM
Learning Autodesk Inventor 2014 - SM

Autodesk Inventor 2021: A Power Guide for
Beginners and Intermediate Users
Autodesk Official Press
Autodesk Inventor 2013 and Autodesk Inventor
LT 2013 Essentials
Revit Building 9 Level 1
Autodesk Inventor 2018 Advanced Part Modeling
Autodesk Inventor 2020 A Tutorial Introduction
Autodesk Authorized Publisher
Autodesk official training guide. Advanced
Introduction to Solid Modeling - Part 2: Autodesk
Authorized Publisher
Autodesk Inventor 2022 and Engineering
Graphics
Mastering Autodesk Revit 2020
Mastering Autodesk Inventor and Autodesk
Inventor LT 2011
Learning Inventor 2017
Autodesk Inventor 2019
An Integrated Approach
Autodesk Authorized Publisher: Working with
Imported Geometry (Mixed Units)
Learning Autodesk Inventor 2015 - SM

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SASHA ARIANA

An Integrated
Approach CADArtifex
The Autodesk®

Inventor® 2018:
Presenting Designs
with Image and
Animation Tools
student guide teaches
you how to present
your Autodesk®
Inventor® designs

using tools that are available with the software. You begin in the modeling environment, learning how to customize visual styles, include reflections and shadows in a display, set up and control lighting, and create and assign unique material appearances with the aim of enhancing how the model is presented. The student guide also discusses the Presentation and Inventor Studio environments, which can be used to create compelling still images or animations of a design. The Presentation environment enables you to create snapshot views (still images) and animations to help document an assembly. A

presentation file can be used to indicate how parts relate to each other and create an exploded view for a drawing. Animating the exploded view enables you to further show how components fit together in an assembly. Inventor Studio is an alternate tool that can also be used to create realistic renderings or animations of models that can be used in model presentations. The topics covered in this student guide are also covered in the following ASCENT student guides, which include a broader range of advanced topics: - Autodesk® Inventor® 2018: Advanced Assembly Modeling - Autodesk® Inventor® 2018: Advanced Part Modeling - Autodesk®

Inventor® 2018:
Introduction to Solid Modeling Topics covered: - Enhance the appearance of surfaces and edges of a model by assigning visual styles, ray tracing, reflections, shadows, and a ground plane. - Customize and assign lighting styles to control the number, color, and intensity of light sources in a model. - Manipulate the visual appearance of a material using the in-canvas appearance and texture tools. - Create, assign, and edit existing appearances in the model using the Appearance Browser. - Understand how presentation files can be used to document an assembly model. - Create a presentation file with animations or Snapshot views. -

Publish a presentation file to create images and videos. - Render a realistic image of a model that has had appearance, lighting, and camera customizations. - Create a realistic animation of a model by applying parameters, constraints, and actions. - Create a composite video by combining camera shots, animations, and transitions using the Video Producer. - Create a custom environment for use when rendering models. Prerequisites: The material covered in this training guide assumes a mastery of Autodesk Inventor basics as taught in Autodesk® Inventor®: Introduction to Solid Modeling. Enhancements that

were introduced in the Presentation environment in the R2 release have been included in this version of the student guide. It is recommended that you use the R2 or R3 release of Autodesk Inventor 2018 with this student guide.

Autodesk Inventor Professional 2010 Simulation Branch

Line Video
Welcome to Learning Inventor 2016, a training manual for use in a classroom setting as well as a user manual for the student who prefers a self-paced learning environment. The primary objective of this manual is to provide the student with a fundamental knowledge of Autodesk Inventor. This manual is separated into 11 chapters covering key

areas of drafting and design in Inventor.

Learning Inventor 2016 John Wiley & Sons

Autodesk Inventor 2020 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 2020. 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 2020'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 2020 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 2020 Certified User examination. Special reference guides show students where the performance tasks are covered in the book. *An Integrated Approach* SDC Publications 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.

Learning Autodesk Inventor 2015 SDC

Publications

The "Autodesk(r) Inventor(r) 2015 Update for 2013/2014 Users" training guide introduces the new concepts and solid modeling techniques that have been added to both the Autodesk

Inventor 2014 and Autodesk Inventor 2015 software. The training guide covers enhancements to the most commonly used environments and contains practices for practicing the new concepts. The major topics covered include:

Interface

Enhancements

Sketching

Enhancements Part

Modeling

Enhancements

Assembly

Enhancements

Drawing

Enhancements Sheet

Metal Enhancements

The training guide begins with changes to the overall interface and enhancements that cover global settings and import/export support. The second chapter covers the sketch environment and

contains many topics that have been added to ease sketch creation and how you work and control constraint settings. A number of enhancements have also been added to existing and new part modeling tools. These changes are covered in Chapter 3. In addition to changes made to existing features, such as fillets, sweeps, threads, and iParts, new workflows for simplifying models, attaching point cloud data, and using direct edit to make changes to a model are also covered. Chapters 4 and 5 cover all of the changes to the assembly environment. These include changes to component placement, setting up relationships using Constraints and Joints, and assembly

simplification tools. Additional assembly enhancements to section and design views and the new ability to reuse frame members are also covered. The final chapter in the training guide covers the drawing environment. The topics discussed are divided so that all of the view and annotation enhancements are covered. The training guide appendices introduce the Freeform part modeling workflow as a non-parametric design methodology and the changes made in the Sheet Metal environment. Prerequisites: This training guide assumes knowledge of the Autodesk Inventor 2013 or 2014 software. Students should know how to create and edit

parts, create assemblies, and set up drawing files to create and annotate drawing views.

Autodesk Inventor 2020 and Engineering Graphics ASCENT -

Center for Technical Knowledge

The Autodesk(R)

Inventor(R) 2019:

Working with Imported Geometry learning guide teaches you how to work with data from other CAD platforms using the Autodesk Inventor software.

Using this learning guide, you will learn the various methods for importing data into Autodesk Inventor and how you can edit both imported solid and surface data.

Additionally, you will learn how to index scanned point cloud data, and attach and use it in an Inventor

file. The final chapters in this learning guide discuss how you can use AutoCAD .DWG files in the Autodesk Inventor software. The topics covered in this learning guide are also covered in ASCENT's Autodesk(R) Inventor(R) 2019: Advanced Part Modeling learning guide, which includes a broader range of advanced learning topics. Topics Covered Import CAD data into the Autodesk Inventor software. Export CAD data from the Autodesk Inventor software in an available export format. Index a supported point cloud data file, attach, and edit it for use in a file. Use the Edit Base Solid environment to edit solids that have been imported into the Autodesk Inventor

software. Create Direct Edit features in a model that move, resize, scale, rotate, and delete existing geometry in both imported and native Autodesk Inventor files. Set the import options to import surface data from other file format types. Transfer imported surface data into the Repair Environment to conduct a quality check for errors. Appropriately set the stitch tolerance value so that gaps in the imported geometry can be automatically stitched and identify the gaps that are not stitched. Use the Repair Environment commands to repair gaps or delete, extend, replace, trim and break surfaces to successfully create a solid from the imported

geometry. Open an AutoCAD DWG file directly into an Autodesk Inventor part file and review the data. Use the DWG/DXF File Wizard and its options to import files into an Autodesk Inventor file. Use an AutoCAD DWG file in an Autodesk Inventor part file so that the geometry created in Inventor remains associative with the AutoCAD DWG file. Prerequisites Access to the 2019 version of the software. The practices and files included with this guide might not be compatible with prior versions. The material covered in this training guide assumes a mastery of Autodesk Inventor basics as taught in Autodesk Inventor: Introduction to Solid Modeling.

Learning Inventor 2016

John Wiley & Sons

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 2021 and Engineering Graphics SDC

Publications
Welcome to Learning Inventor 2014 - Sheet Metal, a training manual for use in a classroom setting as well as a user manual for the student who prefers a self-paced learning environment. The primary objective of this manual is to provide the student with a fundamental knowledge of the tools and features required to create, unfold, and document sheet metal parts in Autodesk Inventor.

Learning Autodesk Inventor 2020 SDC Publications
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 Inventor

2021 A Tutorial

Introduction ASCENT

Welcome to Learning

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Autodesk Inventor

2019: Review for

Professional

Certification (Mixed

Units) John Wiley &

Sons

The Autodesk®

Inventor® 2018: Working with Imported Geometry student guide teaches you how to work with data from other CAD platforms using the Autodesk Inventor software. Using this student guide, you will learn the various methods for importing data into Autodesk Inventor and how you can edit both imported solid and surface data. Additionally, you will learn how to index scanned point cloud data, and attach and use it in an Inventor file. The final chapters in this student guide discuss how you can use AutoCAD .DWG files in the Autodesk Inventor software. The topics covered in this student guide are also covered in ASCENT's Autodesk® Inventor® 2018: Advanced Part

Modeling student guide, which includes a broader range of advanced learning topics. Topics covered:

- Import CAD data into the Autodesk Inventor software.
- Export CAD data from the Autodesk Inventor software in an available export format.
- Index a supported point cloud data file, attach, and edit it for use in a file.
- Use the Edit Base Solid environment to edit solids that have been imported into the Autodesk Inventor software.
- Create Direct Edit features in a model that move, resize, scale, rotate, and delete existing geometry in both imported and native Autodesk Inventor files.
- Set the import options to import surface data from other file format types.

- Transfer imported surface data into the Repair Environment to conduct a quality check for errors. - Appropriately set the stitch tolerance value so that gaps in the imported geometry can be automatically stitched and identify the gaps that are not stitched. - Use the Repair Environment commands to repair gaps or delete, extend, replace, trim and break surfaces to successfully create a solid from the imported geometry. - Open an AutoCAD DWG file directly into an Autodesk Inventor part file and review the data. - Use the DWG/DXF File Wizard and its options to import files into an Autodesk Inventor file. - Use an AutoCAD DWG file in an Autodesk

Inventor part file so that the geometry created in Inventor remains associative with the AutoCAD DWG file. - Freeform modeling. - Emboss and Decal features. - Advanced Drawing tools (iPart tables, surfaces in drawing views, and custom sketched symbols). - Adding notes with the Engineer's Notebook. Prerequisites: The material covered in this training guide assumes a mastery of Autodesk Inventor basics as taught in Autodesk® Inventor®: Introduction to Solid Modeling. *Learning Inventor 2016 - Sheet Metal Design Branch Line Video* The best-selling Revit guide, now more complete than ever with all-new coverage on the 2020 release

Mastering Autodesk Revit 2020 is packed with focused discussions, detailed exercises, and real-world examples to help you get up to speed quickly on the latest version of Autodesk Revit. Organized according to how you learn and implement the software, this book provides expert guidance for all skill levels. Hands-on tutorials allow you to dive right in and start accomplishing vital tasks, while compelling examples illustrate how Revit for Architecture is used in every project. Available online downloads include before-and-after tutorial files and additional advanced content to help you quickly master this powerful software. From basic interface

topics to advanced visualization techniques and documentation, this invaluable guide is your ideal companion through the Revit workflow. Whether you're preparing for Autodesk certification exams or just want to become more productive with the architectural design software, practical exercises and expert instruction will get you where you need to be. Understand key BIM and Revit concepts and master the Revit interface. Delve into templates, work-sharing, and managing Revit projects. Master modeling and massing, the Family Editor, and visualization techniques. Explore documentation, including annotation, detailing, and complex

structures BIM software has become a mandatory asset in today's architecture field; automated documentation updates reduce errors while saving time and money, and Autodesk's Revit is the industry leader in the BIM software space. [Autodesk Inventor 2022 Essentials Plus](#) John Wiley & Sons Learn Autodesk Inventor 2010 in this full-color Official Training Guide This Official Training Guide from Autodesk is the perfect resource for beginners or professionals seeking training or preparing for certification in Autodesk's Inventor 3D mechanical design software. With instruction provided by experts who helped create the software,

the book thoroughly covers Inventor principles and fundamentals, including 3D parametric part and assembly design, digital prototyping, and the creation of production-ready drawings. In eye-popping full color, the book includes pages of screen shots, step-by-step instruction, and real-world examples that both instruct and inspire. Takes you under the hood of Inventor 2010, Autodesk's 3D mechanical design software; this book is an Autodesk Official Training Guide Offers Autodesk's own, proven Inventor techniques, workflows, and content tailored to those developing their skills as well as professionals preparing

for Inventor certification Teaches 3D parametric part and assembly design, digital prototyping, annotation, dimensioning, and drawing standards Demonstrates best practices for grouping parts into assemblies-then editing, manipulating, and creating drawings Illustrates in full-color with real-world designs, examples, and screen shots Learn Autodesk Inventor 2010 and prepare for Inventor certification with this in-depth guide.

Autodesk Inventor 2015 and Engineering Graphics Branch Line Video

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.

Autodesk Inventor 2018: Working with Imported Data John Wiley & Sons

Parametric Modeling with Autodesk Inventor 2011 introduces Inventor on a step-by-

step basis from constructing basic shapes to creating assembly drawings and motion analysis. These exercises cover the performance tasks that are included on the Autodesk Inventor 2011 Certified Associate Examination. Certified Associate Reference Guides located at the front of the book and in each chapter show where these performance tasks are covered.

Learning Autodesk Inventor 2021
CADArtifex

- Teaches you the principles of both engineering graphics and Autodesk Inventor 2022
- Uses step by step tutorials that cover the most common features of Autodesk Inventor
- Includes a chapter on stress analysis

Prepares you for the Autodesk Inventor Certified User Exam Autodesk Inventor 2022 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 2022. 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 2022'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.

Sheet Metal Design

SDC Publications

This book will teach you everything you need to know to start using Autodesk Inventor 2020 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.

Sheet Metal Design

ASCENT - Center for Technical Knowledge
Autodesk Inventor 2019: Advanced Part Modeling is the second in a series of training guides on the Autodesk(R) Inventor(R) software

that is published by ASCENT. The goal of this guide is to build on the skills acquired in the Autodesk Inventor Introduction to Solid Modeling training guide by taking students to a higher level of productivity when designing part models using the Autodesk Inventor software. In this training guide, the student considers various approaches to part design. Specific advanced part modeling techniques covered include multi-body design, advanced lofts, advanced sweeps, coils, generative shape design, surface modeling, and Freeform modeling. Material aimed at increasing efficiency includes: iFeatures for frequently used design elements, iParts for

similar designs, and how to work with imported data. The guide also covers some miscellaneous drawing tools such as custom sketches symbols, working with title blocks and borders, and documenting iParts. Topics Covered

- Advanced model appearance options
- 2D and 3D sketching techniques
- Multi-body part modeling
- Advanced geometry creation tools (work features, area lofts, sweeps, and coils)
- Analysis tools
- Generative shape design using Shape Generator
- Creating and editing basic surfaces, importing surfaces, and surface repair tools
- iFeatures and iParts
- Importing data from other CAD systems and making edits.
- Working with

- AutoCAD DWG files.
- Freeform modeling
- Emboss and Decal features
- Advanced Drawing tools (iPart tables, surfaces in drawing views, and custom sketched symbols)
- Adding notes with the Engineer's Notebook
- Prerequisites
- Access to the 2019 version of the software.
- The practices and files included with this guide might not be compatible with prior versions. The material assumes a mastery of Autodesk Inventor basics as taught in Autodesk Inventor Introduction to Solid Modeling. Students should know how to create and edit parts, use work features, create and annotate drawing views, etc. The use of Microsoft Excel is required for this training course.

**Autodesk Authorized
Publisher** John Wiley
& Sons

The Autodesk(R)
Inventor(R) 2018:
Introduction to Solid
Modeling training guide
provides you with an
understanding of the
parametric design
philosophy through a
hands-on, practice-
intensive curriculum.
You will learn the key
skills and knowledge
needed to design
models using Autodesk
Inventor, starting with
conceptual sketching,
through to solid
modeling, assembly
design, and drawing
production. Topics
Covered Understanding
the Autodesk(R)
Inventor(R) software
interface Creating,
constraining, and
dimensioning 2D
sketches Creating and
editing the solid base
3D feature from a

sketch Creating and
editing secondary solid
features that are
sketched and placed
Creating equations and
working with
parameters
Manipulating the
display of the model
Resolving feature
failures Duplicating
geometry in the model
Placing and
constraining/connectin
g parts in assemblies
Manipulating the
display of components
in an assembly
Duplicating
components in an
assembly Obtaining
model measurements
and property
information Creating
Presentation files
(Exploded views and
Animations) Modifying
and analyzing the
components in an
assembly Simulating
motion in an assembly
Creating parts and

features in assemblies
Creating and editing an assembly Bill of Materials Working with projects Creating and annotating drawings and views Customizing the Autodesk Inventor environment
Prerequisites As an introductory training guide, Autodesk Inventor 2018: Introduction to Solid Modeling does not assume prior knowledge of any 3D modeling or CAD software. Students do need to be experienced with the Windows operating system and a background in drafting of 3D parts is recommended.
Autodesk Authorized Publisher 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, examples, and
frame generator. Brief stepwise instructions
explanations, practical make this tutorial
complete.

Related with Autodesk Inventor Training Manual:

- Stationary Engineer Practice Test : [click here](#)