

Autodesk Inventor Loft Tutorial

Autodesk Inventor 2025: A Power Guide for Beginners and Intermediate Users

Sandeep Dogra 2024-06-26 Autodesk Inventor 2025: A Power Guide for Beginners and Intermediate Users has been designed for both instructor-led courses and self-paced learning. This textbook aims to assist engineers and designers interested in learning Autodesk Inventor to create 3D mechanical designs. It is an excellent guide for new Inventor users and a valuable teaching aid for classroom training. The textbook consists of 14 chapters and a total of 794 pages, covering major environments of Autodesk Inventor, such as the Sketching environment, Part modeling environment, Assembly environment, Presentation environment, and Drawing environment. It

teaches you how to use Autodesk Inventor mechanical design software to build parametric 3D solid components and assemblies, as well as create animations and 2D drawings. This textbook not only focuses on the usage of the tools and commands of Autodesk Inventor but also on the concept of design. Each chapter contains tutorials that provide step-by-step instructions for creating mechanical designs and drawings with ease. Additionally, every chapter ends with hands-on test drives that allow users to experience the user-friendly and powerful technical capabilities of Autodesk Inventor.

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Assemblies - II Chapter 13. Creating Animation
and Exploded Views Chapter 14. Working with
Drawings

*Autodesk Inventor Professional 2025 for
Designers, 25th Edition* Prof. Sham Tickoo
2024-08-02 Autodesk Inventor Professional 2025
for Designers is a comprehensive book that
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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 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. Also, the
users will learn the editing techniques that are
essential for making a successful design. In this
edition, the author has covered information
related to rectangular and circular patterns.
Also, users will be able to learn about the new
text editor and include and exclude selectors.
Additionally, users will learn how the sheet
metal environment integrates the property panel
interface to streamline the design process.
Salient Features Comprehensive book consisting
of 20 chapters organized in a pedagogical

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sequence. Detailed explanation of all concepts, techniques, commands, and tools of Autodesk Inventor Professional 2025. Tutorial approach to explain the concepts. The first page of every chapter summarizes the topics that are covered in it. Step-by-step instructions that guide the users through the learning process. More than 54 real-world mechanical engineering designs as tutorials and projects. Additional information is provided throughout the book in the form of notes and tips. Self-Evaluation Test, Review Questions, and Exercises are given at the end of the chapters. Technical support by contacting techsupport@cadcim.com. Additional learning resources are available at <https://allaboutcadcam.blogspot.com>. Table of Contents Chapter 1: Introduction Chapter 2: Drawing Sketches for Solid Models Chapter 3: Adding Constraints and Dimensions to 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 * Chapter 17: Miscellaneous Tools * Chapter 18: Working with Special Design Tools * Chapter 19: Introduction to Plastic Mold Design * Chapter 20: Introduction to Inventor Nastran * Index (* For free download)

Autodesk Inventor 2020 A Tutorial

Introduction L. Scott Hansen 2019-03 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

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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.

Product Design Modeling using CAD/CAE

Kuang-Hua Chang 2014-01-20 Product Design

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Modeling using CAD/CAE is the third part of a four-part series. It is the first book to integrate discussion of computer design tools throughout the design process. Through this book, you will:

- Understand basic design principles and all digital design paradigms
- Understand computer-aided design, engineering, and manufacturing (CAD/CAE/CAM) tools available for various design-related tasks
- Understand how to put an integrated system together to conduct all-digital design (ADD)
- Provides a comprehensive and thorough coverage of essential elements for product modeling using the virtual engineering paradigm
- Covers CAD/CAE in product design, including solid modeling, mechanical assembly, parameterization, product data management, and data exchange in CAD
- Case studies and tutorial examples at the end of each chapter provide hands-on practice in implementing off-the-shelf computer design tools
- Provides two projects showing the use of Pro/ENGINEER and

SolidWorks to implement concepts discussed in the book

MEM30004A - Introduction to Autodesk Inventor Warren Blackadder 2013-10-04

The resource covers producing basic engineering drawings using a CAD system. This unit 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. 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 use of region and solid modelling techniques, section views, and pre-drawn library files. Work also includes extraction of properties and

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application of basic rendering techniques. A CD containing all drawing templates can be purchased by contacting blakline@bigpond.net.au for \$10 plus postage.

Autodesk Inventor 2025 L. Scott Hansen
2024-06-21 • Designed for anyone who wants to learn Autodesk Inventor • Absolutely no previous experience with CAD is required • Uses a learn by doing approach • Starts at a basic level and guides you to an advanced user level • Includes extensive video instruction 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

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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 thirty-four videos with four hours and thirty-nine minutes of training in total.

Autodesk Inventor 2026: A Power Guide for Beginners and Intermediate Users Sandeep Dogra 2025-09-11 Autodesk Inventor 2026: A Power Guide for Beginners and Intermediate Users has been designed for both instructor-led courses and self-paced learning. This textbook aims to assist engineers and designers interested in learning Autodesk Inventor to create 3D mechanical designs. It is an excellent guide for new Inventor users and a valuable teaching aid for classroom training. The

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as well as Autodesk Inventor instructors. The easy-to-follow chapters of this textbook allow easy comprehension of different design techniques, Autodesk Inventor tools, and design principles. Downloadable Resources Students and faculty can download all models, parts, tutorials, and hands-on exercises used throughout the textbook, providing access to practical resources for deeper learning. Interactive Learning Support Key tutorial steps are accompanied by QR codes that link to video demonstrations, helping users through challenging stages of the learning process. Key Features Comprehensive Tool Coverage: In-depth exploration of Autodesk Inventor tools and commands. Step-by-Step Tutorials: Real-world projects and detailed instructions. Hands-On Test Drives: Exercises at the end of each chapter to reinforce learning. Additional Tips and Notes: Useful insights and shortcuts for efficient design. Customized Faculty Content: PowerPoint presentations and additional projects. Free

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Resources: Access to downloadable materials for both students and faculty. Technical Support: Direct support for users via email (info@cadartifex.com). Contents at a Glance 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 Features 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 This guide provides all the tools necessary for mastering Autodesk Inventor and applies to a range of users, from newcomers to seasoned professionals, helping them excel in 3D mechanical design and 2D drafting.

Autodesk Inventor 2022: A Power Guide for Beginners and Intermediate Users Sandeep Dogra 2021-08-13 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.

Autodesk Inventor Professional 2026 for Designers with Videos, 26th Edition

Prof Sham Tickoo 2025-08-13 Autodesk Inventor Professional 2026 for Designers with Videos is a comprehensive book that introduces the users to Autodesk Inventor 2026, a feature-based 3D parametric solid modeling software. All environments of this solid modeling 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 modeling techniques that will improve the productivity and efficiency of the users. In this edition, the author has covered information related to rectangular and circular patterns. Also, users will be able to learn about the new text editor and include and exclude selectors. Additionally, users will learn how the sheet metal environment integrates the property panel interface to streamline the design process. Salient Features Comprehensive book consisting of 20 chapters organized in a pedagogical sequence. Detailed explanation of all concepts, techniques, commands, and tools of Autodesk Inventor Professional 2026. Tutorial approach to explain the concepts. The first page of every chapter summarizes the topics that are covered in it Step-by-step instructions that guide the users through the learning process. More than 54 real-world mechanical engineering designs as

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tutorials and projects. Additional information is provided throughout the book in the form of notes and tips. Self-Evaluation Test, Review Questions, and Exercises are given at the end of the chapters. Table of Contents Chapter 1: Introduction Chapter 2: Drawing Sketches for Solid Models Chapter 3: Adding Constraints and Dimensions to 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 * Chapter 17: Miscellaneous Tools * Chapter 18: Working with

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Autodesk Inventor 2026: A Tutorial Introduction
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AutoCAD LT 2000 MultiMedia Tutorial

Randy Shih 2000

Autodesk Inventor 2021 A Tutorial

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Autodesk Inventor 2021 Basics Tutorial Tutorial Books 2020-10-15 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 Professional 2021 for Designers, 21st Edition Prof. Sham Tickoo 2020-06-21 Autodesk Inventor Professional 2021 for Designers is a comprehensive book that introduces the users to Autodesk Inventor 2021, a feature-based 3D parametric solid modeling software. All environments of this solid modeling software are covered in this book with a

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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 techniques to facilitate rapid design prototyping. Also, the users will learn the editing techniques that are essential for making a successful design. Salient Features: A comprehensive book consisting of 19 chapters organized in a pedagogical sequence. A 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 Table of Contents Chapter 1: Introduction Chapter 2: Drawing Sketches for Solid Models Chapter 3: Adding Constraints and Dimensions to 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) 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

Autodesk Inventor 2022 For Beginners Tutorial Books 2021-07-26 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

Introducing Autodesk Inventor 2009 and Autodesk Inventor LT 2009 Thom Tremblay 2008-09-30 Written by an Autodesk Inventor expert, *Introducing Autodesk Inventor 2009 and Autodesk Inventor LT 2009* is a beginner-level reference guide to this market-leading 3D mechanical design software. Look more closely at the Inventor interface, learn the basics of drawing, 2D, and 3D capabilities, explore part modeling features and discover sophisticated techniques for working with large and small assemblies. Understand the software in the context of real-world tasks and workflows and become familiar with topics like standards, styles, project management and communication, sheet metal tools, and creating presentations. For Instructors: Teaching supplements are

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Mastering Autodesk Inventor and Autodesk Inventor LT 2011

Curtis Waguespack
2010-07-28 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.

Autodesk Inventor James M. Leake 2003-08 Autodesk Inventor by James Leake (University of Illinois) aims to be a hands-on, tutorial-driven introduction to Autodesk Inventor 6.0. The text provides beginners with the most important aspects of Autodesk Inventor and uses the accompanying CD ROM and website to reinforce learning objectives. Each chapter within the text contains an introduction as it relates to parametric modeling, tutorials, and additional

problems. Parametric modelers like Autodesk Inventor focus on creating virtual assemblies of parts (i.e., products) rather than standalone parts. Leake's text, therefore, is built around product assemblies, as evidenced in the tutorials at the end of each chapter. These tutorials take the user through part and assembly modeling, drawing, documentation, and finally, the simulation, analysis, and presentation of these products. Autodesk Inventor also emphasizes the importance of build strategy. Before each end-of-chapter tutorial, the user will find clearly summarized steps of how to complete it. Taken together, these summary steps amount to a strategy for building each model and allow both new and experienced users to learn to think in terms of features, and to plan out a feature-based build strategy before starting to model. On the accompanying CD to Autodesk Inventor, users can view 30 video tutorials, each with a corresponding learning objective, to model Inventor features and processes. In addition, the

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CD contains numerous Inventor and associated files (including demos) that enable users to electronically assemble the objects built in the text, such as the ball valve and a garlic press. More video tutorials are available on the Autodesk Inventor website (www.mhhe.com/leake), where users will also find end-of-chapter questions and over 25 downloadable PowerPoint lectures covering topics in engineering graphics, geometric modeling, and parametric modeling.

Autodesk Inventor 2021 For Beginners

Tutorial Books 2020-10-15 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

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Autodesk Inventor 2024: A Power Guide for Beginners and Intermediate Users

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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 the user-friendly and powerful technical capabilities 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

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