What's new Autodesk® Vault 2015 R2

Copy Design

The Copy Design feature has been completely redesigned, enabling new user-requested workflows and productivity enhancements, including reference-based copy, property and file behavior management, automatic file numbering, and performance improvements.

Multiple file copy

The new copy design tool enables greater productivity by now permitting users to copy more than one set of files per operation. Add multiple assemblies or individual files and configure them independently to execute multiple copy operations at one time.

Reference-based copy

In operations where the same component is referenced by multiple assemblies, you can now configure different operations for each reference in the model context. Traditionally, when a component is used in more than one location, such as derived parts in skeletal models, it is copied in all other assembly levels, making it impossible to replace or reuse instances where required.

By selecting the reference option, each individual component reference can have its copy behavior set independently.

Copy Design reference support

Changes to reference management means you are now also able to copy models containing circular references, such as derived parts or Autodesk* AutoCAD* overlays, as well as non-CAD file types, including attachments.

Replace with pending files

A new feature for use with skeletal modeling techniques is the ability to replace components with pending data. This means that files that will be created as part of the copy process can be reused throughout the structure.

When selecting Replace on a component, a Pending Data option appears in the file dialog here you have access to the uncommitted new files being created by copy operations elsewhere in the model.

Once referenced into the operation, Vault will create the new file and rebuild the new structure with the selected file, like it would with any normal replace operation.

Folder-based Copy Design

Based on user feedback, the new Copy Design interface enables you to execute copy operations based on folder location. After selecting your data, you can create new folders, carry out file operations based on the folder location, drag and drop between folders, and use a visual method for configuring the copy.







Autodesk Vault User Manual 2015

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Mastering Autodesk Inventor 2015 and Autodesk Inventor LT 2015 Curtis Waguespack, 2014-05-20 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 Autodesk Inventor 2015 Essentials Plus Daniel T. Banach, Travis Jones, 2014 Autodesk Inventor 2015 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 2015 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 2015 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 The 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 Tools for Design Using AutoCAD 2015 and Autodesk Inventor 2015 Randy Shih,2014-06-25 Tools for Design is intended to provide the user with an overview of computer aided design using two popular CAD software packages from Autodesk AutoCAD and Autodesk Inventor This book explores the strengths of each package and show how they can be used in design both separately and in combination with each other What you ll learn How to create and dimension 2D multiview drawings using AutoCAD How to freehand sketch using axonometric oblique and perspective projection techniques How to create 3D parametric models and 2D multiview drawings using Autodesk Inventor How to reuse design information between AutoCAD and Autodesk Inventor How to combine parts into assemblies including assembly modeling with a LEGO MINDSTORMS Education Base Set with TETRIX kit and a VEX Robot Kit How to perform basic finite element stress analysis using Inventor Stress Analysis Module Who this book is for This book is designed for high school and college age students wanting to learn the fundamentals of computer aided design with AutoCAD and Inventor and how the two can be used together No prior CAD experience is required

AutoCAD 2015 Tutorial First Level - 2D Fundamentals Randy Shih, 2014-05-30 The primary goal of AutoCAD 2015 Tutorial First Level 2D Fundamentals is to introduce the aspects of Computer Aided Design and Drafting CADD This text is intended to be used as a training guide for students and professionals This text covers AutoCAD 2015 and the lessons proceed in a pedagogical fashion to guide you from constructing basic shapes to making multiview drawings The lessons are further reinforced by the video presentations found on the enclosed multimedia disc This textbook contains a series of eleven tutorial style lessons designed to introduce beginning CAD users to AutoCAD 2015 It takes a hands on exercise intensive approach to all the important 2D CAD techniques and concepts This text is also helpful to AutoCAD users upgrading from a previous release of the software The new improvements and key enhancements of the software are incorporated into the lessons The 2D CAD techniques and concepts discussed in this text are also designed to serve as the foundation to the more advanced parametric feature based CAD packages such as Autodesk Inventor The basic premise of this book is that the more designs you create using AutoCAD 2015 the better you learn the software With this in mind each lesson introduces a new set of commands and concepts building on previous lessons This book is intended to help readers establish a good basis for exploring and growing in the exciting field of Computer Aided Engineering Mastering Autodesk Inventor 2016 and Autodesk Inventor LT 2016 Paul Munford, Paul Normand, 2016-01-05 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 guickly gain confidence and real world ability Inventor's 2D and 3D design features integrate with process automation tools to help manufacturers create manage and share data This detailed guide shows you the ins and outs of all aspects of the program so you can jump right in and start designing with confidence Sketch model and edit parts then use them to build assemblies Create exploded views flat sheet metal patterns and more Boost productivity with data exchange and visualization tools Perform simulations and stress analysis before the prototyping stage This complete reference includes topics not covered elsewhere including large assemblies integrating other CAD data effective modeling by industry effective data sharing and more For a comprehensive real world guide to Inventor from a professional perspective Mastering Autodesk Inventor 2016 and Autodesk Inventor LT 2016 is the easy to follow hands on training you ve been looking for **Autodesk Inventor 2015** and Engineering Graphics Randy Shih, 2014-06-25 Autodesk Inventor 2015 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 2015 Using step by step tutorials this text will teach you how to create and read engineering drawings while becoming proficient at using the most common features of Autodesk Inventor By the end you will be fully prepared to take and pass the Autodesk Inventor Certified User Exam This text is intended to be used as a training guide for students and professionals The chapters in this text proceed in a pedagogical fashion to guide you from constructing basic shapes to making complete sets of engineering drawings This text takes a hands on exercise intensive approach to all the important concepts of Engineering Graphics as well as in depth discussions of parametric feature based CAD techniques This textbook contains a series of fifteen chapters with detailed step by step tutorial style lessons designed to introduce beginning CAD users to the graphic language used in all branches of technical industry This book does not attempt to cover all of Autodesk Inventor 2015 s features only to provide an introduction to the software It is intended to help you establish a good basis for exploring and growing in the exciting field of Computer Aided Engineering 400+ Interview Questions & Answers For 3D Max 2015 Specialist Role CloudRoar Consulting Services, 2025-08-15 Prepare for 3D Max 2015 Specialist interviews with over 400 curated questions and answers Topics include modeling texturing animation rendering and plugin utilization in 3D Max 2015 Each answer demonstrates technical proficiency workflow efficiency and problem solving skills Additional tips include portfolio presentation and scenario based preparation helping candidates excel in animation VFX or game development roles **Principles and Practice: An Integrated Approach to Engineering Graphics and AutoCAD 2015** Randy Shih, 2014-06-23 Principles and Practices An Integrated Approach to Engineering

Graphics and AutoCAD 2015 combines an introduction to AutoCAD 2015 with a comprehensive coverage of engineering graphics principles By adopting this textbook you will no longer need to adopt separate CAD and engineering graphics books for your course Not only will this unified approach give your course a smoother flow your students will also save money on their textbooks What's more the tutorial exercises in this text have been expanded to cover the performance tasks found on the AutoCAD 2015 Certified User Examination The primary goal of Principles and Practices An Integrated Approach to Engineering Graphics and AutoCAD 2015 is to introduce the aspects of engineering graphics with the use of modern Computer Aided Design Drafting software AutoCAD 2015 This text is intended to be used as a training guide for students and professionals The chapters in the text proceed in a pedagogical fashion to guide you from constructing basic shapes to making complete sets of engineering drawings This text takes a hands on exercise intensive approach to all the important concepts of Engineering Graphics as well as in depth discussions of CAD techniques This textbook contains a series of twelve chapters with detailed step by step tutorial style lessons designed to introduce beginning CAD users to the graphic language used in all branches of technical industry The CAD techniques and concepts discussed in the text are also designed to serve as the foundation to the more advanced parametric feature based CAD packages such as Autodesk Inventor Behaviour Mette Ramsgaard Thomsen, Martin Tamke, Christoph Gengnagel, Billie Faircloth, Fabian Scheurer, 2015-11-12 This book reflects and expands on the current trend in the building industry to understand simulate and ultimately design buildings by taking into consideration the interlinked elements and forces that act on them This approach overcomes the traditional exclusive focus on building tasks while posing new challenges in all areas of the industry from material and structural to the urban scale Contributions from invited experts papers and case studies provide the reader with a comprehensive overview of the field as well as perspectives from related disciplines such as computer science The chapter authors were invited speakers at the 5th Symposium Modelling Behaviour which took place at the CITA in Copenhagen in AutoCAD 2015 Tutorial - Second Level: 3D Modeling Randy Shih, 2014-07-07 The primary goal of September 2015 AutoCAD 2015 Tutorial Second Level 3D Modeling is to introduce the aspects of computer based three dimensional modeling This text is intended to be used as a training guide for both students and professionals. The chapters in this book cover AutoCAD 2015 and proceed in a pedagogical fashion to guide you from constructing 3D wire frame models 3D surface models and 3D solid models to making multiview drawings and rendering images The text takes a hands on exercise intensive approach to all the important 3D modeling techniques and concepts This book contains a series of twelve tutorial style chapters designed to introduce CAD users to 3D modeling with AutoCAD 2015 Users upgrading from a previous release of the AutoCAD software will also find this text helpful The basic premise of this book is that the more 3D designs you create using AutoCAD 2015 the better you learn the software With this in mind each tutorial introduces a new set of commands and concepts building on previous chapters By going through this book readers will establish a good basis for exploring and

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