

# **Autodesk Inventor 2015 Tutorial Introduction**

**Randy Shih** 

# **Autodesk Inventor 2015 Tutorial Introduction:**

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description of each exercise is a perfect companion to the text and makes learning Autodesk Inventor easier than ever There are thirty one videos with four hours and nineteen minutes of training in total 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 **Inventor 2021 A Tutorial Introduction** L. Scott Hansen, 2020-03 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 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

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 application of basic rendering techniques A CD containing

all drawing templates can be purchased by contacting blakline bigpond net au for 10 plus postage

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

Autodesk Inventor 2016 - A Tutorial Introduction Hansen, L. Scott,2015-04

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