

# **Autodesk Inventor Learning Guide**

**Autodesk Official Training Guide** 

## **Autodesk Inventor Learning Guide:**

Learning Autodesk Inventor 2010 Autodesk Official Training Guide, 2009-11-16 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 Autodesk Inventor 2025 Cadartifex, John Willis, Sandeep Dogra, 2024-06-21 Autodesk Inventor 2025 A Power guide 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 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 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 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

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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 Learning Autodesk Inventor 2023 Randy Shih, 2022-07 This book will teach you everything you need to know to start using Autodesk Inventor 2023 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

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Inventor 2026 Randy Shih, Teaches beginners how to use Autodesk Inventor with easy to understand tutorials Features a simple robot design used as a project throughout the book Covers modeling gear creation linkage analysis assemblies simulations and 3D animation This book will teach you everything you need to know to start using Autodesk Inventor 2026 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 **Learning Autodesk Inventor 2021** Randy Shih, 2020-07-22 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 Learning Autodesk Inventor 2017 Randy Shih, 2016 This book will teach you everything you need to know to start using Autodesk Inventor 2017 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

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