2026

# INVENTOR

Introduction to Solid Modeling - Part 1





Learning Guide Mixed Units Edition 1.0

# **Autodesk Inventor 2013 Introduction To Solid Modeling Part 2**

**Randy Shih** 

### **Autodesk Inventor 2013 Introduction To Solid Modeling Part 2:**

Autodesk Inventor 2020: Introduction to Solid Modeling (Mixed Units) - Part 2 ASCENT - Center for Technical Knowledge, 2019-03-26 Note This book is a continuation of Autodesk R Inventor R 2020 Introduction to Solid Modeling Part 1 The Autodesk R Inventor R 2020 Introduction to Solid Modeling 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 required to design models using Autodesk Inventor starting with conceptual sketching through to solid modeling assembly design and drawing production Topics Covered Understanding the Autodesk Inventor 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 connecting parts in assemblies Manipulating the display of components in an assembly Obtaining model measurements and property information Creating Presentation files Exploded views 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 Access to the 2020 version of the software The practices and files included with this guide might not be compatible with prior versions As an introductory guide Autodesk R Inventor R 2020 Introduction to Solid Modeling does not assume prior knowledge of any 3D modeling or CAD software You need to be experienced with the Windows operating system and having a background in drafting of 3D parts is recommended Autodesk Inventor 2019 ASCENT - Center for Technical Knowledge, 2018-03-25 The Autodesk R Inventor R 2019 Introduction to Solid Modeling learning 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 connecting 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 Access to the 2019 version of the software The practices

and files included with this guide might not be compatible with prior versions As an introductory learning guide Autodesk Inventor 2019 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 Introduction to Autodesk Inventor 2013 and AutoCAD 2013 Randy Shih, 2012 Most schools using Autodesk software first introduce students to the 2D features of AutoCAD and then go on to its 3D Capabilities Inventor is usually reserved for the second or third course or for a solid modeling course However another possibility is to introduce students first to solid modeling using Autodesk Inventor and then to introduce AutoCAD as a 2D product In this book students learn to create solid models using Autodesk Inventor and then learn how to create working drawings of their 3D models using AutoCAD This approach provides students with a strong understanding of the process used by many professionals in the industry to create models and working drawings This book contains a series of tutorial style lessons designed to introduce Autodesk Inventor AutoCAD solid modeling and parametric modeling It uses a hands on exercise intensive approach to all the import parametric modeling techniques and concepts The lessons guide the user from constructing basic shapes to building intelligent mechanical designs creating multi view drawings and assembly models An Introduction to Inventor 2013 and AutoCAD 2013 consists of eleven chapters from Parametric Modeling with Inventor 2013 and six chapters from AutoCAD 2013 Tutorial First Level 2D Fundamentals Both of these books are highly regarded and are very popular making this book an exceptional value for anyone interested in learning both software packages Inventor 2018 Introduction to Solid Modeling - Part 1 ASCENT - Center for Technical Knowledge, 2017-03-20 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 connecting 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 Inventor 2020:** Introduction to Solid Modeling (Mixed Units) - Part 1 ASCENT - Center for Technical Knowledge, 2019-03-26 Note This book is continued in Autodesk R Inventor R 2020 Introduction to Solid Modeling Part 2 The Autodesk R Inventor R 2020 Introduction to Solid Modeling 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 required to design models using Autodesk Inventor starting with conceptual sketching through to solid modeling assembly design and drawing production Topics Covered Understanding the Autodesk Inventor 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 connecting parts in assemblies Manipulating the display of components in an assembly Obtaining model measurements and property information Creating Presentation files Exploded views 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 Access to the 2020 version of the software The practices and files included with this guide might not be compatible with prior versions As an introductory guide Autodesk R Inventor R 2020 Introduction to Solid Modeling does not assume prior knowledge of any 3D modeling or CAD software You need to be experienced with the Windows operating system and having a background in drafting of 3D parts is recommended

Learning Autodesk Inventor 2013 Randy Shih,2012-06-04 Everything you need to know to start using Autodesk Inventor 2013 The book features a simple robot design used as a project throughout the book It teaches how to model parts create assemblies run simulations and even create animations of your robot design Autodesk Inventor 2022: Introduction to Solid Modeling - Part 2 ASCENT - Center for Technical Knowledge,2021-04-07 Autodesk Inventor 2014 Scott Hansen,2013-04 This unique text 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 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 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

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