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Parametric Modeling with Autodesk Inventor 2022 Sep 20 2021 Parametric Modeling with Autodesk Inventor 2022 contains a series of seventeen tutorial style lessons designed to introduce Autodesk Inventor, solid modeling, and parametric modeling. It uses a hands-on, exercise-intensive approach to all the important parametric modeling techniques and concepts. The lessons guide the user from constructing basic shapes to building intelligent mechanical designs, to creating multi-view drawings and assembly models. Other featured topics include sheet metal design, motion analysis, 2D design reuse, collision and contact, stress analysis, 3D printing and the Autodesk Inventor 2022 Certified User Examination. Video Training Included with every new copy of this book is access to extensive video training. There are forty-seven videos that total nearly six hours of training in total. This video training parallels the exercises found in the text. However, the videos do more than just provide you with click by click instructions. Author Luke Jumper also includes a brief discussion of each tool, as well as rich insight into why and how the tools are used. Luke isn't just telling you what to do, he's showing and explaining to you how to go through the exercises while providing clear descriptions of the entire process. It's like having him there guiding you through the book. These videos will provide you with a wealth of information and brings the text to life. They are also an invaluable resource for people who learn best through a visual experience. These videos deliver a comprehensive overview of the tools found in Autodesk Inventor and perfectly complement and reinforce the exercises in the book.

Autodesk Inventor 2018 A Tutorial Introduction Feb 23 2022 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. 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.

Autodesk Inventor Professional 2020 for Designers, 20th Edition Jun 17 2021 Autodesk Inventor Professional 2020 for Designers is a comprehensive book that introduces the users to Autodesk Inventor 2020, 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 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: Comprehensive book consisting of 19 chapters organized in a pedagogical sequence. Detailed explanation of all concepts, techniques, commands, and tools of Autodesk Inventor Professional 2020. Tutorial approach to explain the concepts. Step-by-step instructions that guide the users through the learning process. More than 54 real-world mechanical engineering designs as tutorials and projects. Self-Evaluation Test, Review Questions, and Exercises are given at the end of the chapters so that the users can assess their knowledge. Technical support by contacting 'techsupport@cadcim.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 (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

MEM30004A Advanced Autodesk Inventor Nov 30 2019 This unit covers using a CAD program to produce and plot basic three dimensional view drawings. The resource book 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 exercise templates can be obtained by contacting blakline@bigpond.net.au for \$10 plus postage.

Autodesk Inventor 2020 Basics Tutorial Aug 27 2019 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, and model-based dimensioning. Brief explanations, practical examples, and stepwise instructions make this tutorial complete.

Autodesk Inventor Professional 2021 for Designers, 21st Edition Jan 13 2021 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 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 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: Comprehensive book consisting of 19 chapters organized in a pedagogical sequence. 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

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Autodesk Inventor 2023 and Engineering Graphics Oct 10 2020 • Teaches you the principles of both engineering graphics and Autodesk Inventor 2023 • Uses step by step tutorials that cover the most common features of Autodesk Inventor • Includes a chapter on stress analysis • Prepares you for the Autodesk Inventor Certified User Exam Autodesk Inventor 2023 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 2023. 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 of the book 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 2023'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. Autodesk Inventor 2023 Certified User Examination The content of this book covers the performance tasks that have been identified by Autodesk as being included on the Autodesk Inventor 2023 Certified User examination. Special reference guides show students where the performance tasks are covered in the book.

Autodesk Inventor 2023 Black Book (Colored) Mar 27 2022 The Autodesk Inventor 2023 Black Book (Colored) is the New, updated 4th edition! of our series on Autodesk Inventor. With lots of features and thorough review, we present a book to help professionals as well as beginners in creating some of the most complex solid models. The book follows a step-by-step methodology. In this book, we have tried to give real-world examples with real challenges in designing. We have tried to reduce the gap between university use of Autodesk Inventor and industrial use of Autodesk Inventor. In this edition of book, we have included topics on iPart, Style Editing, Customization, Deriving parts, Inspection, and Advanced Assembly. The book covers almost all the information required by a learner to master the Autodesk Inventor. The book starts with sketching and ends at advanced topics like Mold Design, Sheetmetal, Weldment, and MBD. Some of the salient features of this book are: In-Depth explanation of concepts Every new topic of this book starts with the explanation of the basic concepts. In this way, the user becomes capable of relating the things with real world. Topics Covered Every chapter starts with a list of topics being covered in that chapter. In this way, the user can easily find the topic of his/her interest easily. Instruction through illustration The instructions to perform any action are provided by maximum number of illustrations so that the user can perform the actions discussed in the book easily and effectively. There are about 2050 small and large illustrations that make the learning process effective. Tutorial point of view At the end of concept's explanation, the tutorial makes the understanding of user firm and long lasting. Almost each chapter of the book has tutorials that are real world projects. Moreover, most of the tools in this book are discussed in the form of tutorials. Project Projects and exercises are provided to students for practicing. For Faculty If you are a faculty member, then you can ask for video tutorials on any of the topic, exercise, tutorial, or concept. As faculty, you can register on our website to get electronic desk copies of our latest books, self-assessment, and solution of practical. Faculty resources are available in the Faculty Member page of our website once you login. Note that faculty registration approval is manual and it may take two days for approval before you can access the faculty website.

Autodesk Inventor 2022 Black Book (Colored) Dec 24 2021 The Autodesk Inventor 2022 Black Book is the third edition of our series on Autodesk Inventor. With lots of features and thorough review, we present a book to help professionals as well as beginners in creating some of the most complex solid models. The book follows a step by step methodology. In this book, we have tried to give real-world examples with real challenges in designing. We have tried to reduce the gap between university use of Autodesk Inventor and industrial use of Autodesk Inventor. In this edition of book, we have included topics on iPart, Style Editing, Customization, Deriving parts, Inspection, and Advanced Assembly. The book covers almost all the information required by a learner to master the Autodesk Inventor. The book starts with sketching and ends at advanced topics like Mold Design, Sheetmetal, Weldment, and MBD. Some of the salient features of this book are: In-Depth explanation of concepts Every new topic of this book starts with the explanation of the basic concepts. In this way, the user becomes capable of relating the things with real world. Topics Covered

Every chapter starts with a list of topics being covered in that chapter. In this way, the user can easily find the topic of his/her interest easily. Instruction through illustration The instructions to perform any action are provided by maximum number of illustrations so that the user can perform the actions discussed in the book easily and effectively. There are about 2050 small and large illustrations that make the learning process effective. Tutorial point of view At the end of concept's explanation, the tutorial make the understanding of users firm and long lasting. Almost each chapter of the book has tutorials that are real world projects. Moreover most of the tools in this book are discussed in the form of tutorials. Project Projects and exercises are provided to students for practicing. For Faculty If you are a faculty member, then you can ask for video tutorials on any of the topic, exercise, tutorial, or concept.

Autodesk Inventor 2023 Black Book Jun 29 2022

Autodesk Inventor Professional 2022 for Designers, 22nd Edition Apr 03 2020 Autodesk Inventor Professional 2022 for Designers is a comprehensive book that introduces users to Autodesk Inventor 2022, 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 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.

Learning Autodesk Inventor 2022 May 05 2020 This book will teach you everything you need to know to start using Autodesk Inventor 2022 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.

Parametric Modeling with Autodesk Inventor 2023 Aug 08 2020 Parametric Modeling with Autodesk Inventor 2023 contains a series of seventeen tutorial style lessons designed to introduce Autodesk Inventor, solid modeling, and parametric modeling. It uses a hands-on, exercise-intensive approach to all the important parametric modeling techniques and concepts. The lessons guide the user from constructing basic shapes to building intelligent mechanical designs, to creating multi-view drawings and assembly models. Other featured topics include sheet metal design, motion analysis, 2D design reuse, collision and contact, stress analysis, 3D printing and the Autodesk Inventor 2023 Certified User Examination. Video Training Included with every new copy of this book is access to extensive video training. There are forty-seven videos that total nearly six hours of training in total. This video training parallels the exercises found in the text. However, the videos do more than just provide you with click by click instructions. Author Luke Jumper also includes a brief discussion of each tool, as well as rich insight into why and how the tools are used. Luke isn't just telling you what to do, he's showing and explaining to you how to go through the exercises while providing clear descriptions of the entire process. It's like having him there guiding you through the book. These videos will provide you with a wealth of information and brings the text to life. They are also an invaluable resource for people who learn best through a visual experience. These videos deliver a comprehensive overview of the tools found in Autodesk Inventor and perfectly complement and reinforce the exercises in the book.

Autodesk Inventor 2020 A Tutorial Introduction Sep 01 2022 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.

Autodesk Inventor 2015 Tutorial Nov 22 2021 This tutorial book helps you to get started with Autodesk's popular 3D modeling software using step-by-step tutorials. It starts with creating parts of an Oldham Coupling Assembly, assembling them, and then creating print ready drawings. This process gives you an overview of the design process and provides a strong base to learn additional tools and techniques. The proceeding chapters will cover additional tools related to part modelling, assemblies, sheet metal design, and drawings. Brief explanations and step-by-step tutorials help you to learn Autodesk Inventor quickly and easily. • Get an overview of the design process • Familiarize yourself with the User Interface • Teach yourself to create assembly presentations • Create custom sheet formats and templates • Learn additional part modelling tools with the help of real-world exercises • Learn to create different variations of a part • Learn Top-down assembly design and Design Accelerator • Learn to create and animate mechanical joints • Create basic sheet metal parts • Create custom punches and insert them into the sheet metal part • Create and annotate sheet metal drawings • Learn to add GD&T annotations to the drawings Downloadable tutorial and exercise file from the companion website. Table of Contents 1. Getting Started with Inventor 2015 2. Part Modeling Basics 3. Assembly Basics 4. Creating Drawings 5. Additional Modeling Tools 6. Sheet Metal Modeling 7. Top-Down Assembly and Motion Simulation 8. Dimensions and Annotations

App Inventor Jan 01 2020 A guide to using App Inventor to create Android applications presents step-by-step instructions for a variety of projects, including creating location-aware apps, data storage, and decision-making apps.

App Inventor 2 Aug 20 2021 Yes, you can create your own apps for Android devices—and it's easy to do. This extraordinary book introduces you to App Inventor 2, a powerful visual tool that lets anyone build apps. Learn App Inventor basics hands-on with step-by-step instructions for building more than a dozen fun projects, including a text answering machine app, a quiz app, and an app for finding your parked car! The second half of the book features an Inventor's Manual to help you understand the fundamentals of app building and computer science. App Inventor 2 makes an excellent textbook for beginners and experienced developers alike. Use programming blocks to build apps—like working on a puzzle Create custom multi-media quizzes and study guides Design games and other apps with 2D graphics and animation Make a custom tour of your city, school, or workplace Control a LEGO® MINDSTORMS® NXT robot with your phone Build location-aware apps by working with your phone's sensors Explore apps that incorporate information from the Web

Autodesk Inventor Professional 2023 for Designers, 23rd Edition Dec 12 2020 Autodesk Inventor Professional 2023 for Designers is a comprehensive book that introduces the users to Autodesk Inventor 2023, 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 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 Comprehensive book consisting of 20 chapters organized in a pedagogical sequence. Detailed explanation of all concepts, techniques, commands, and tools of Autodesk Inventor Professional 2023. 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:

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Autodesk Inventor 2021 A Tutorial Introduction Nov 03 2022 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.

Autodesk Inventor 2022 For Beginners Apr 15 2021 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

Autodesk Inventor Professional 2019 for Designers, 19th Edition Mar 15 2021 Autodesk Inventor Professional 2019 for Designers is a comprehensive book that introduces the users to Autodesk Inventor 2019, a feature-based 3D parametric solid modeling software. All environments of this solid modeling software are covered in this book with 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. Salient Features: Detailed explanation of all concepts, techniques, commands, and tools of Autodesk Inventor Professional 2019 Tutorial approach to explain the concepts Step-by-step instructions and real-world mechanical engineering designs as tutorials and projects Additional information in the form of notes and tips Self-Evaluation Test, Review Questions, and Exercises at the end of each chapter for the users can assess their knowledge. Technical support by contacting 'techsupport@cadcam.com' Additional learning resources at '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 * Index *(Free download from CADCIM Website) Free Teaching and Learning Resources Part files used in tutorials, exercises*, and illustrations Instructor Guide with solution to all review questions and exercises* (* For faculty only)

Parametric Modeling with Autodesk Inventor 2021 Jun 05 2020 Parametric Modeling with Autodesk Inventor 2021 contains a series of seventeen tutorial style lessons designed to introduce Autodesk Inventor, solid modeling, and parametric modeling. It uses a hands-on, exercise-intensive approach to all the important parametric modeling techniques and concepts. The lessons guide the user from constructing basic shapes to building intelligent mechanical designs, to creating multi-view drawings and assembly models. Other featured topics include sheet metal design, motion analysis, 2D design reuse, collision and contact, stress analysis, 3D printing and the Autodesk Inventor 2021 Certified User Examination. Video Training Included with every new copy of this book is access to extensive video training. The video training parallels the exercises found in the text and are designed to be watched first before following the instructions in the book. However, the videos do more than just provide you with click by click instructions. Author Luke Jumper also includes a brief discussion of each tool, as well as rich insight into why and how the tools are used. Luke isn't just telling you what to do, he's showing and explaining to you how to go through the exercises while providing clear descriptions of the entire process. It's like having him there guiding you through the book. These videos will provide you with a wealth of information and brings the text to life. They are also an invaluable resource for people who learn best through a visual experience. These videos deliver a comprehensive overview of the tools found in Autodesk Inventor and perfectly complement and reinforce the exercises in the book. Autodesk Inventor 2021 Certified User Examination The content of Parametric Modeling with Autodesk Inventor 2021 covers the performance tasks that have been identified by Autodesk as being included on the Autodesk Inventor 2021 Certified User examination. Special reference guides show students where the performance tasks are covered in the book.

Starting Out With App Inventor for Android, Global Edition Oct 29 2019 In Starting Out with App Inventor for Android, Tony Gaddis and Rebecca Halsey teach the fundamentals of programming while simultaneously showing students how to create fun, useful, and imaginative apps. Because App Inventor allows students to create apps and see them running on a phone, programming becomes a personally meaningful skill. Gaddis's highly accessible, step-by-step presentation presents all the details needed to understand the "how" and the "why"—but never loses sight of the fact that most novice programmers struggle with this material. His gradual approach ensures that readers understand the logic behind developing high-quality programs. The full text downloaded to your computer With eBooks you can: search for key concepts, words and phrases make highlights and notes as you study share your notes with friends eBooks are downloaded to your computer and accessible either offline through the Bookshelf (available as a free download), available online and also via the iPad and Android apps. Upon purchase, you'll gain instant access to this eBook. Time limit The eBooks products do not have an expiry date. You will continue to access your digital ebook products whilst you have your Bookshelf installed.

Autodesk Inventor 2015 - A Tutorial Introduction May 17 2021 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.

Learn Autodesk Inventor 2018 Basics Jul 27 2019 Get started with the basics of part modeling, assembly modeling, presentations, and drawings in this step-by-step tutorial on Autodesk Inventor fundamentals. Next, this book teaches you some intermediate-level topics such as additional part modeling tools, sheet metal modeling, top-down assembly features, assembly joints, and dimension and annotations. Engaging explanations, practical examples, and step-by-step instructions make this tutorial book complete. Once you have read Learn Autodesk Inventor 2018 Basics you will be able to use Autodesk Inventor for 3D modeling, 2D drawings, finite element analysis, mold design, and other purposes, just like a design professional. You will gain all the basic information and essential skills you need to work in Autodesk

Inventor immediately. What You'll Learn Carry out virtual 3D modeling for your next 3D printing projects Design molds for 3D printing and other projects Generate 2D drawings Who This Book Is For Novice users of Autodesk Inventor.

Autodesk Inventor 2021 For Beginners Jan 31 2020 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

Autodesk Inventor 2022 A Tutorial Introduction May 29 2022 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. Included Videos Each book includes access to extensive video training created by author Scott Hansen. The videos follow along with the table of contents of the book. Each chapter has one or more videos in which the author demonstrates how to use the tools that are covered in that chapter. Most videos follow an exercise from start to finish. The exercises created in the video are very 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 twenty-seven videos with three hours and forty-five minutes of training in total.

Autodesk Inventor 2021 Basics Tutorial Jul 31 2022 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 2023: A Power Guide for Beginners and Intermediate Users Jul 07 2020 Autodesk Inventor 2023: 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. 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

Autodesk Inventor 2023: A Tutorial Introduction Oct 02 2022 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. Included Videos Each book includes access to extensive video training created by author Scott Hansen. The videos follow along with the table of contents of the book. Each chapter has one or more videos in which the author demonstrates how to use the tools that are covered in that chapter. Most videos follow an exercise from start to finish. The exercises created in the video are very 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-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.

MEM30004A – Introduction to Autodesk Inventor Sep 28 2019 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.

Autodesk Inventor | Step by Step Mar 03 2020 Autodesk Inventor Step by Step, the book for everyone who wants to work with the CAD software Inventor Professional (all versions) and / or learn basics about CAD design and FEM simulation from an engineer (M.Eng.). In this tutorial book you will learn step by step and in detail how to master Inventor Professional and its features with ease. Are you interested in CAD design and creating three-dimensional objects for 3D printing or other applications (model making, prototypes, design elements,...)? Are you looking for a practical and compact beginner's course for the Inventor Professional software from Autodesk - whether for professional reasons or for personal development? Then this Inventor Basics book is the right choice for you! In this comprehensive beginner's course you will learn all the basics you need for proper use of Inventor from Autodesk, in detail and step by step. This book is the all-in-one for getting started with Inventor Professional! Take a look inside the book right now and get your copy of this hands-on CAD & FEM guide as an ebook or paperback! Learn to design, simulate, animate, and more with great real-world examples and design projects (e.g. 4-cylinder engine)! Numerous illustrations (more than 300 color figures) support the book's

explanations and thus create a clear and easy introduction to design, simulation and more! Inventor offers besides CAD design ("Computer Aided Design") also the possibility to perform FEM simulations ("Finite Element Method"). The main focus of the course is on designing with Inventor, i.e. the CAD section of the program. However, the other functions will not be neglected and will of course be covered in detail, so don't worry! This handy book contains everything you need to know to design (CAD), animate, render, simulate (FEM) and document (technical drawings) 3D parts on your PC using Inventor. You will learn how to use Inventor from Autodesk step by step and from scratch. The software and its functions are presented in detail and are clearly explained using great projects. The advantages of this book at a glance: Learn step-by-step fundamentals of using Inventor with guidance from an engineer (Master of Engineering) and experienced user Hands-on learning with many great example projects Learn all sections of Inventor (CAD/Design, FEM/Simulation, Rendering, Animation, Technical Drawings) Get started with Inventor in a simple, straightforward & fast way Easy to follow explanations of the subject matter. Ideal for beginners, novices and absolute beginners of CAD design or just the software Learn everything important quickly! Compact and to the point: Number of pages: approx. 200 pages TAKE A LOOK INSIDE THE BOOK RIGHT NOW AND GET A COPY! START IMMEDIATELY AND LEARN CAD DESIGN, FEM SIMULATION AND MORE USING INVENTOR!

Autodesk Inventor 2021 Black Book Sep 08 2020 The Autodesk Inventor 2021 Black Book is the second edition of our series on Autodesk Inventor. With lots of features and thorough review, we present a book to help professionals as well as beginners in creating some of the most complex solid models. The book follows a step by step methodology. In this book, we have tried to give real-world examples with real challenges in designing. We have tried to reduce the gap between university use of Autodesk Inventor and industrial use of Autodesk Inventor. In this edition of book, we have included topics on Sketching, 3D Part Designing, Assembly Design, Sheetmetal, Weldments, Mold Design, Surface Design, Structural Analysis, 3D printing, MBD (Model Based Definition), 3D PDFs, and many other topics. The book covers almost all the information required by a learner to master the Autodesk Inventor. The book starts with sketching and ends at advanced topics like Mold Design, Sheetmetal, Weldment, and MBD. Some of the salient features of this book are: In-Depth explanation of concepts Every new topic of this book starts with the explanation of the basic concepts. In this way, the user becomes capable of relating the things with real world. Topics Covered Every chapter starts with a list of topics being covered in that chapter. In this way, the user can easy find the topic of his/her interest easily. Instruction through illustration The instructions to perform any action are provided by maximum number of illustrations so that the user can perform the actions discussed in the book easily and effectively. There are about 1650 small and large illustrations that make the learning process effective. Tutorial point of view At the end of concept's explanation, the tutorial make the understanding of users firm and long lasting. Almost each chapter of the book has tutorials that are real world projects. Moreover most of the tools in this book are discussed in the form of tutorials. Project Free projects and exercises are provided to students for practicing. For Faculty If you are a faculty member, then you can ask for video tutorials on any of the topic, exercise, tutorial, or concept.

Parametric Modeling with Autodesk Inventor 2020 Nov 10 2020 Parametric Modeling with Autodesk Inventor 2020 contains a series of seventeen tutorial style lessons designed to introduce Autodesk Inventor, solid modeling, and parametric modeling. It uses a hands-on, exercise-intensive approach to all the important parametric modeling techniques and concepts. The lessons guide the user from constructing basic shapes to building intelligent mechanical designs, to creating multi-view drawings and assembly models. Other featured topics include sheet metal design, motion analysis, 2D design reuse, collision and contact, stress analysis, 3D printing and the Autodesk Inventor 2020 Certified User Examination. Autodesk Inventor 2020 Certified User Examination The content of Parametric Modeling with Autodesk Inventor 2020 covers the performance tasks that have been identified by Autodesk as being included on the Autodesk Inventor 2020 Certified User examination. Special reference guides show students where the performance tasks are covered in the book.

Engineering Design and Graphics with Autodesk Inventor 6 Feb 11 2021 This book goes beyond the available Inventor manuals and references to first teach Inventor and then show how to apply it to design problems. (Midwest).

App Inventor 2 Advanced Concepts Jun 25 2019 MIT App Inventor 2 is a fast and simple way to create custom Android apps for smart phones or tablets. Volume 2 in the series introduces debugging methods, explains additional controls not covered in Volume 1, introduces "agile" methods for developing a real world app, and provides sample code for using the TinyDB database. This App Inventor 2 series is targeted at adult learners (high school and up). App Inventor 2 provides a simplified "drag and drop" interface to layout your app's screen design. Then implement the app's behavior with "drag and drop" programming blocks to quickly assemble a program in a graphical interface. Volume 1 of this series covered the basics of the App Inventor user interface Designer and the Blocks programming editor, plus basic "blocks" programming concepts and tools for arithmetic, text processing, event handling, lists and other features. Volume 2 builds upon Volume 1 to provide tips on debugging programs when the apps work incorrectly, how to us hidden editing features, and how to install your own apps on to your phone or tablet for general use. Code samples are provided for using the Notifier component for general use or for debugging, for user interface control tricks such as buttons that change color continuously or

implementing the missing “radio buttons” component, using ListPicker and Spinner for list selections, and using the WebView to display web pages in your app. The book includes a large section on designing and building a sample real world application and finishes with a chapter on using the TinyDB database. Chapters Introduction Chapter 1 - App Inventor Tips Chapter 2 - Debugging App Inventor Programs Chapter 3 - User Interface Control Tricks Chapter 4 - Designing and Building a Real World Application Chapter 5 - Tip Calculator Version 2 Chapter 6 - Tip Calculator Version 3 Chapter 7 - Tip Calculator Version 4 Chapter 8 - Tip Calculator Version 5 Chapter 9 – Using the TinyDB database

Autodesk Inventor Oct 22 2021 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 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.

Your First Design in Autodesk® Inventor® 2017 Jul 19 2021 The best way to get to know Autodesk® Inventor® is make a design of any simple device, which will show all the main steps of creating and editing a design. By creating a simple device you will know the correct way of doing the design in Autodesk Inventor 2017 and familiarize yourself with the basic commands. Follow the step-by-step exercises covered in this guide, read the descriptions accompanying the operations and Autodesk Inventor 2017 will become much less mysterious. This manual is intended for people for whom this is the first contact with Autodesk Inventor software. However, individuals who have some familiarity with the program can find here a lot of interesting information. To complete design proposed in this manual you don’t need to download any files - you create all the files yourself when working on the exercises in the presented sequence. Exercises proposed in this manual has been prepared in Autodesk Inventor 2017 software. However, most of the material contained in this book can also be used with previous versions of Autodesk Inventor software. If you correctly follow all the exercises contained in this manual, you will know how to: model single simple mechanical parts in a separate part file or in the context of an assembly place individual part files into an assembly file and control their position using constraints insert standard parts from the Content Center and create bolted connections verify the kinematics of the assembly model prepare a basic visual presentation of designed product containing rendered illustrations and the video animation prepare exploded presentation of the product create a technical documentation of the designed product, including views, dimensions, descriptions, parts list, etc. create drawings with exploded view for presentations or assembly instructions. create a new product design based on an existing design, maintaining links with new technical drawings and new rendered illustrations. carry out basic administrative operations on files with maintaining files relationships.

Autodesk Inventor 2023 Basics Tutorial Jan 25 2022 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, and frame generator. Brief explanations, practical examples, and stepwise instructions make this tutorial complete.

Learning Autodesk Inventor 2020 Apr 27 2022 This book will teach you everything you need to know to start using Autodesk Inventor 2020 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.