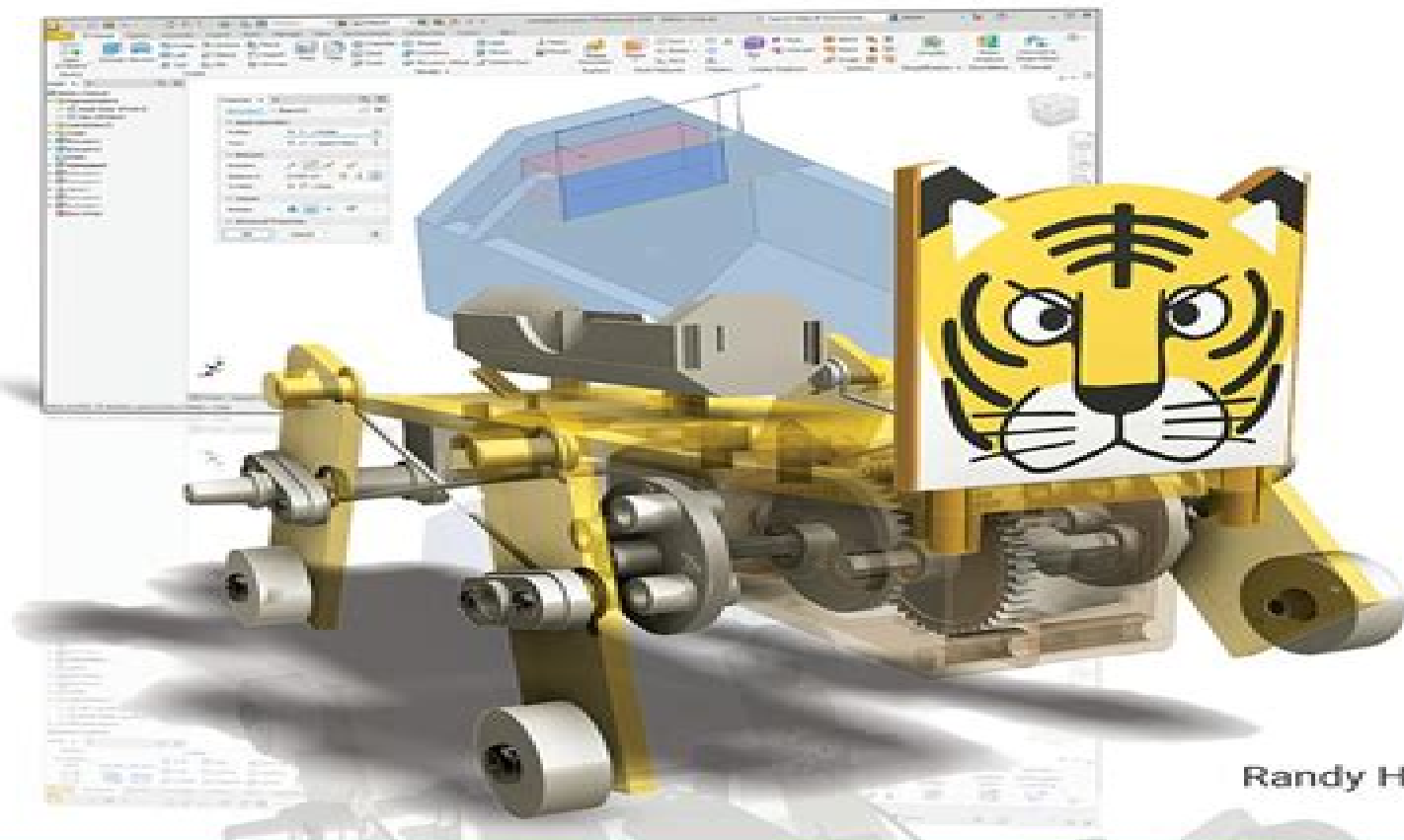


Learning Autodesk Inventor 2026

Modeling, Assembly and Analysis



Randy H. Shih

Autodesk Inventor For Dummies

Sandeep Dogra



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Autodesk Inventor 2022: A Power Guide for Beginners and Intermediate Users Sandeep Dogra, 2021-08-13 Autodesk Inventor 2022 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

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Modeling teaching you to use AutoCAD software for creating editing plotting and managing real world 2D engineering drawings and 3D Models This textbook not only focuses on the usage of the tools commands of AutoCAD but also on the concept of design Every chapter of this textbook contains tutorials that provide users with step by step instructions on how to create mechanical designs and drawings with ease Moreover every chapter ends with hands on test drives which allow users to experience themselves the user friendly and powerful capabilities of AutoCAD Table of Contents Chapter 1 Introduction to AutoCAD Chapter 2 Creating Drawings I Chapter 3 Working with Drawing Aids and Layers Chapter 4 Creating Drawings II Chapter 5 Modifying and Editing Drawings I Chapter 6 Working with Dimensions and Dimensions Style Chapter 7 Editing Dimensions and Adding Text Chapter 8 Modifying and Editing Drawings II Chapter 9 Hatching and Gradients Chapter 10 Working with Blocks and Xrefs Chapter 11 Working with Layouts Chapter 12 Printing and Plotting Chapter 13 Introducing 3D Basics and Creating 3D Models 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 tips Customized content for faculty PowerPoint Presentations Free learning resources for faculty and students Additional student and faculty projects Technical support for the book by contacting info.cadartifex.com

Autodesk Inventor 2026: A Power Guide for Beginners and Intermediate Users Sandeep Dogra, John Willis, 2025-09-11 Autodesk Inventor 2026 A Power 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 Who Should Read This Book This textbook is written to benefit a wide range of Autodesk Inventor users varying from beginners to advanced users as well as Autodesk Inventor instructors The easy to follow chapters of this textbook allow easy comprehension of different design techniques Autodesk Inventor tools and design principles Downloadable Resources Students and faculty can download all models parts tutorials and hands on exercises used throughout the textbook providing access to practical resources for deeper learning Interactive Learning Support Key tutorial steps are accompanied by QR codes that link to video demonstrations helping users through challenging stages of the learning process Key Features

Comprehensive Tool Coverage In depth exploration of Autodesk Inventor tools and commands Step by Step Tutorials Real world projects and detailed instructions Hands On Test Drives Exercises at the end of each chapter to reinforce learning Additional Tips and Notes Useful insights and shortcuts for efficient design Customized Faculty Content PowerPoint presentations and additional projects Free Resources Access to downloadable materials for both students and faculty Technical Support Direct support for users via email info.cadartifex.com Contents at a Glance 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 This guide provides all the tools necessary for mastering Autodesk Inventor and applies to a range of users from newcomers to seasoned professionals helping them excel in 3D mechanical design and 2D drafting *Autodesk Inventor | Step by Step* M. Eng. Johannes Wild, 2021-11-13 *SOLIDWORKS 2025: A Power Guide for Beginners and Intermediate Users* Sandeep Dogra, CADArtifex, 2025-01-31 *SOLIDWORKS 2025 A Power Guide for Beginners and Intermediate Users* textbook is tailored for instructor led training and self paced learning It is an essential resource for engineers and designers seeking to master SOLIDWORKS for 3D mechanical design Designed for new users and ideal for classroom instruction this comprehensive guide spans 14 chapters across 780 pages thoroughly covering core SOLIDWORKS environments including Sketching Part Modeling Assembly and Drawing The book provides step by step instructions for creating parametric 3D solid components assemblies and 2D drawings using SOLIDWORKS Additionally it includes a dedicated chapter focused on creating multiple design configurations making it a well rounded resource for mastering the software This textbook goes beyond simply teaching the tools and commands of SOLIDWORKS emphasizing design principles as well Each chapter features detailed tutorials with step by step guidance for creating mechanical designs and drawings efficiently Furthermore every chapter concludes with practical hands on test drives enabling users to explore and experience the robust and intuitive technical capabilities of SOLIDWORKS Who Should Read This Book This book is crafted to cater to a diverse audience including beginners advanced users and SOLIDWORKS instructors Its well structured easy to navigate chapters provide a clear understanding of various design methodologies SOLIDWORKS tools and fundamental design principles Table of Contents Chapter 1 Introduction to SOLIDWORKS Chapter 2 Drawing Sketches with SOLIDWORKS Chapter 3 Editing and Modifying Sketches Chapter 4 Applying Geometric Relations and Dimensions Chapter 5 Creating Base Features of Solid Models Chapter 6 Creating Reference Geometries Chapter 7 Advanced Modeling I Chapter 8 Advanced Modeling II Chapter 9 Patterning and Mirroring Chapter 10 Advanced Modeling III Chapter 11 Working with Configurations Chapter 12 Working with Assemblies I Chapter 13 Working with Assemblies II Chapter 14 Working with

Drawings **Autodesk Inventor 2026** Cadartifex, John Willis, Sandeep Dogra, 2025-07-23 Autodesk Inventor 2026 A Power 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 Who Should Read This Book This textbook is written to benefit a wide range of Autodesk Inventor users varying from beginners to advanced users as well as Autodesk Inventor instructors The easy to follow chapters of this textbook allow easy comprehension of different design techniques Autodesk Inventor tools and design principles Interactive Learning Support Key tutorial steps are accompanied by QR codes that link to video demonstrations helping users through challenging stages of the learning process **SOLIDWORKS Simulation 2024: A Power Guide for**

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FreeCAD 0.20: A Power Guide for Beginners and Intermediate Users Sandeep Dogra, FreeCAD 0.20 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 FreeCAD to create 3D mechanical designs This textbook is an excellent guide for new FreeCAD users and a great teaching aid for classroom training It consists of 10 chapters and a total of 446 pages covering major workbenches of FreeCAD such as Sketcher Part Design A2plus and TechDraw The textbook teaches you to use FreeCAD mechanical design software for building parametric 3D solid components and assemblies as well as creating 2D drawings This textbook not only focuses on the usage of the tools commands of FreeCAD but also 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 the user friendly and powerful technical capabilities of FreeCAD

Autodesk Inventor 2025 Cadartifex, John Willis, Sandeep Dogra, 2024-06-21 Autodesk Inventor 2025 A Power 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 tips Customized content for faculty PowerPoint Presentations Free learning resources for faculty and students Additional student and faculty projects Technical support for the book by contacting info.cadartifex.com Autodesk Inventor 2020 John Willis, Sandeep Dogra, Cadartifex, 2020-05-28 Autodesk Inventor 2020 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 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 tips Customized content for faculty PowerPoint Presentations Free learning resources for faculty and students Additional student and faculty projects Technical support for the book by contacting info.cadartifex.com Autodesk Inventor 2021 For Beginners Tutorial Books, 2020-10-15 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

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