

# Auto Desk Inventor Tutorial E Book

## Autodesk Inventor 2026: A Tutorial Introduction

L. Scott Hansen • Designed for anyone who wants to learn Autodesk Inventor • Absolutely no previous experience with CAD is required • Uses a learn by doing approach • Starts at a basic level and guides you to an advanced user level • Includes extensive video instruction 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-four videos with four hours and thirty-nine minutes of training in total.

**Autodesk Inventor | Step by Step** M. Eng.  
Johannes Wild 2021-11-13

[Autodesk Inventor for Designers Release 6 with Release 7 Update Guide](#) Cadcim Technologies  
2003

**Autodesk Inventor R5 Intermediate Level**

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Elise Moss 2001

*AutoCAD 2025: A Power Guide for Beginners*

*and Intermediate Users* Sandeep Dogra

*AutoCAD 2025: A Power Guide for Beginners and Intermediate Users* textbook is designed for instructor-led courses as well as for self-paced learning. It is intended to help engineers, designers, and CAD operators interested in learning AutoCAD to create 2D engineering drawings as well as 3D Models. This textbook is a great help for new AutoCAD users and a great teaching aid for classroom training. The textbook consists of 13 chapters, and a total of 550 pages covering major workspaces of AutoCAD such as Drafting & Annotation and 3D 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 the concept of design. Every chapter of this textbook contains tutorials that provide users

with step-by-step instructions on how to easily create mechanical designs and drawings.

Moreover, every chapter ends with hands-on test drives allowing users to experience AutoCAD's user-friendly and powerful capabilities. 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

*Introduction to Autodesk Revit 5.0* Daniel John Stine 2003

*Creo Parametric 11.0: A Power Guide for Beginners and Intermediate Users* CADArtifex

2024-08-29 Creo Parametric 11.0: A Power Guide for Beginners and Intermediate Users textbook is designed for instructor-led courses and self-paced learning. It is intended to help engineers and designers interested in learning Creo Parametric to create 3D mechanical designs. This textbook benefits new Creo users and is a great teaching aid in classroom training. It consists of 12 chapters, with a total of 738 pages covering the major modes of Creo Parametric such as the Sketch, Part, Assembly, and Drawing modes. The textbook teaches users to use Creo Parametric mechanical design software for building parametric 3D solid components, assemblies, and 2D drawings. This textbook not only focuses on using the tools/commands of Creo Parametric but also the concept of design. Each chapter of this textbook contains tutorials that help users to operate Creo Parametric step-by-step easily. Moreover, each chapter ends with hands-on test drives which allow users to experience the user-

friendly and technical capabilities of Creo Parametric.

**Parametric Modeling with Autodesk Inventor R6** Randy H. Shih 2002

Autodesk Fusion 360: A Power Guide for Beginners and Intermediate Users (8th Edition): 2026 CADArtifex 2026-04-13 Autodesk Fusion 360: A Power Guide for Beginners and Intermediate Users (8th Edition): 2026 is designed for both instructor-led training and self-paced learning, this textbook is an essential resource for engineers, designers, and students aiming to master 3D mechanical design. This comprehensive guide spans 14 chapters and 768 pages, covering key Autodesk Fusion workspaces, including DESIGN, ANIMATION, and DRAWING. It provides a structured approach to creating parametric 3D solid components, assemblies, animations, and detailed 2D drawings. Serving as both a valuable learning tool for beginners and an effective teaching aid for instructors. This edition has

been developed using Autodesk Fusion version 2701.1.27 (March 2026) to ensure compatibility with the latest features and enhancements..

**What Makes This Book Unique** Unlike traditional software manuals, this book goes beyond explaining tools and commands. It emphasizes design principles and real-world application, helping users build both technical skills and conceptual understanding. Step-by-step tutorials in every chapter Real-world mechanical design projects Clear explanations for complex concepts Hands-on exercises for skill development Each chapter concludes with Hands-on Test Drives, enabling learners to practice and reinforce their understanding effectively.

**Who Should Read This Book** This textbook is ideal for: Beginners starting their journey with Autodesk Fusion Intermediate and advanced users seeking structured skill enhancement Faculty members and Autodesk Fusion instructors conducting classroom training The clear, logically organized chapters make complex concepts easy to

understand while building a strong foundation in design principles and software workflows. 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.

**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. Faculty members can also access the PowerPoint Presentations of each chapter. This textbook equips learners with the skills, techniques, and confidence required to master Autodesk Fusion. Whether you are a beginner building a foundation or a professional refining your expertise, this guide enables you to excel in: 3D Mechanical Design Parametric Modeling Assembly Design Technical Drawing & Documentation

**Autodesk Inventor 2019 Basics Tutorial**  
Tutorial Books 2018-07-06 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 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 step wise instructions make this tutorial complete. Table of Contents 1. Getting Started with Inventor 2019 2. Part Modeling Basics 3. Assembly Basics 4. Creating Drawings 5. Sketching 6. Additional Modeling Tools 7. Sheet Metal Modeling 8. Top-Down

Assembly and Assembly Joints 9. Dimensions and Annotations 10. Model Based Dimensioning If you are an educator, you can request a free evaluation copy by sending us an email to [online.books999@gmail.com](mailto:online.books999@gmail.com)

Engineering Design and Graphics with Autodesk Inventor 8 James D. Bethune 2005 For courses in Autodesk Inventor, going beyond the available Inventor manuals and references, this text first teaches Inventor step-by-step using many sample and exercise problems - and then shows how to apply it to design problems. Animation of assemblies is included.

**Autodesk Inventor Professional 2025 for Designers, 25th Edition** Prof. Sham Tickoo 2024-08-02 Autodesk Inventor Professional 2025 for Designers is a comprehensive book that introduces the users to Autodesk Inventor 2025, 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 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. Also, the users will learn the editing techniques that are essential for making a successful design. In this edition, the author has covered information related to rectangular and circular patterns. Also, users will be able to learn about the new text editor and include and exclude selectors. Additionally, users will learn how the sheet

metal environment integrates the property panel interface to streamline the design process. 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 2025. Tutorial approach to explain the concepts. The first page of every chapter summarizes the topics that are covered in it. Step-by-step instructions that guide the users through the learning process. More than 54 real-world mechanical engineering designs as tutorials and projects. Additional information is provided throughout the book in the form of notes and tips. Self-Evaluation Test, Review Questions, and Exercises are given at the end of the chapters. Technical support by contacting [techsupport@cadcim.com](mailto:techsupport@cadcim.com). Additional learning resources are available at <https://allaboutcadcam.blogspot.com>. Table of Contents Chapter 1: Introduction Chapter 2: Drawing Sketches for Solid Models Chapter 3:

Adding Constraints and Dimensions to Sketches  
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Chapter 12: Working with Drawing Views-II  
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Chapter 16: Introduction to Weldments  
\* Chapter 17: Miscellaneous Tools \*  
Chapter 18: Working with Special Design Tools \*  
Chapter 19: Introduction to Plastic Mold Design \*  
Chapter 20: Introduction to Inventor Nastran \*  
Index (\* For free download)

**Mastering Autodesk Inventor 2010** Curtis Waguespack 2010-12-28 A complete tutorial for the real-world application of Autodesk Inventor,

plus video instruction on DVD Used to design everything from airplanes to appliances, Autodesk Inventor is the industry-leading 3D mechanical design software. This detailed tutorial and reference covers practical applications to help you solve design problems in your own work environment, allowing you to do more with less. It also addresses topics that are often omitted from other guides, such as Inventor Professional modules, design tactics for large assemblies, using 2D and 3D data from other CAD systems, and a detailed overview of the Inventor utility tools such as Design Assistant and Task Scheduler that you didn't even know you had. Teaches the most popular 3D mechanical design software in the context of real-world workflows and work environments Provides an overview of the Inventor 2010 ribbon Interface, Inventor design concepts, and advanced information on productivity-boosting and visualization tools Offers crucial information on data exchange, including SolidWorks, Catia,

Pro-E, and others. Shares details on documentation, including exploded presentation files, simple animations, rendered animations and stills with Inventor Studio, and sheet metal flat patterns Covers Inventor, Inventor Professional, and Inventor LT Includes a DVD with before-and-after tutorial files, a searchable PDF of the book, innovative video tutorials for each chapter, and more Mastering Autodesk Inventor teaches you to get the most from the software and provides a reference to help you on the job, allowing you to utilize the tools you didn't even know you had to quickly achieve professional results. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

**SOLIDWORKS 2025: A Power Guide for Beginners and Intermediate Users** Sandeep Dogra 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 - Step by Step* Johannes Wild 2023

### **Learn Autodesk Inventor 2018 Basics T.**

Kishore 2017-11-21 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 Black Book** Gaurav Verma 2020-05-23 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.

Autodesk Inventor 2016 Learn by Doing Tutorial Books 2015-09-28 The purpose of Autodesk Inventor 2016 Learn by doing is to introduce 3D parametric modeling using Autodesk Inventor 2016. This text is intended to be used as a self-learning guide for students and professionals. It helps you to learn Autodesk Inventor 2016 in a learn-by-doing fashion. This textbook contains a series of eight tutorial style chapters designed for beginners. You learn all the important 3D parametric modeling techniques and concepts by creating relevant models. This text is also helpful to existing Autodesk Inventor 2016 users

to upgrade from a previous release of the software. The basic intent of this book is to make you to create more designs using Autodesk Inventor 2016. Each chapter introduces new tools and features based on previous chapters. Therefore, this book serves as a good introduction to the field of Computer Aided Engineering. Table of Contents 1. Getting Started with Inventor 2016 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 **Mastering Autodesk Inventor 2012 and Autodesk Inventor LT 2012** Curtis Waguespack 2011-05-31 "Expert author Curtis Waguespack developed this detailed reference and tutorial with straightforward explanations, real-world examples, and practical tutorials that focus squarely on teaching Inventor tips, tricks, and techniques. The author's extensive experience across industries and their Inventor

expertise allows him to teach the software in the context of real-world workflows and work environments. He presents topics that are poorly documented elsewhere, such as design tactics for large assemblies, effective model design for different industries, strategies for effective data and asset sharing across teams, using 2D and 3D data from other CAD systems, and improving designs by incorporating engineering principles. Mastering Inventor 2011 begins with an overview of Inventor design concepts and application before exploring all aspects of part design, including sketching, basic and advanced modeling techniques, working with sheet metal, and part editing. The book then looks at assemblies and subassemblies, explaining real-world workflows and offering extensive detail on working with large assemblies. Weldment design is detailed next before the reader is introduced to the functional design using Design Accelerators and Design Calculators. The detailed documentation chapter then covers

everything from presentation files to simple animations to documentation for exploded views, sheet metal flat patterns, and more. The following chapters explore crucial productivity-boosting tools, data exchange, the Frame Generator, and the Inventor Studio visualization tools. Finally, the book explores Inventor Professional's dynamic simulation and stress analysis features as well as the routed systems features (piping, tubing, cabling, and harnesses). Mastering Inventor's detailed discussions are reinforced with step-by-step tutorials, and readers can compare their work to the downloadable before-and-after tutorial files. It also features content to help readers pass the Inventor Certified Associate and Certified Professional exams and will feature instructor support materials appropriate for use in both the training and higher education channels. Mastering Inventor is the ultimate resource for those who want to quickly become proficient with Autodesk's 3D manufacturing software and

prepare for the Inventor certification exams"--  
Provided by publisher.

Inventor® Self-paced ECourse Wally Baumbach  
2020 "This eBook contains self-paced learning  
modules that were written as a tool to guide and  
teach students to master Inventor. No two  
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