

# Autodesk Inventor Basics Tutorial

**Autodesk Inventor 2024: A Power Guide for Beginners and Intermediate Users** Sandeep Dogra  
Autodesk Inventor 2024: 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 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 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

**AutoCAD 2019 Tutorial First Level 2D Fundamentals** Randy Shih 2018-05-31 The primary goal of AutoCAD 2019 Tutorial First Level 2D Fundamentals is to introduce the aspects of Computer Aided Design and Drafting (CADD). This text is intended to be used as a training guide for students and professionals. This text covers AutoCAD 2019 and the lessons proceed in a pedagogical fashion to guide you from constructing basic shapes to making multiview drawings. This textbook contains a series of eleven tutorial style lessons designed to introduce beginning CAD users to AutoCAD 2019. It takes a hands-on, exercise-intensive approach to all the important 2D CAD techniques and concepts. This text is also helpful to AutoCAD users upgrading from a previous release of the software. The new improvements and key enhancements of the software are incorporated into the lessons. The 2D-CAD techniques and concepts discussed in this text are also designed to serve as the foundation to the more advanced parametric feature-based CAD packages such as Autodesk Inventor. The basic premise of this book is that the more designs you create using AutoCAD 2019, the better you learn the software. With this in mind, each lesson introduces a new set of commands and concepts, building on previous lessons. This book is intended to help readers establish a good basis for exploring and growing in the exciting field of Computer Aided Engineering. Video Training Included with every new copy of AutoCAD 2019 Tutorial First Level 2D Fundamentals 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 2D tools found in AutoCAD and perfectly complement and reinforce the exercises in the book. AutoCAD 2019 Certified User Examination The content of AutoCAD 2019 Tutorial First Level 2D Fundamentals covers the performance tasks that have been identified by Autodesk as being included on the AutoCAD 2019 Certified User Examination. Special reference guides show you where the performance

tasks are covered in the book. If you are teaching an introductory level AutoCAD course and you want to prepare your students for the AutoCAD 2019 Certified User Examination this is the only book that you need. If your students are not interested in the AutoCAD 2019 Certified User Examination they will still be studying the most important tools and techniques of AutoCAD as identified by Autodesk.

**Autodesk Inventor 2017 A Tutorial Introduction** L. Scott Hansen 2016-03 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. 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. 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. 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. **Autodesk Inventor 7** David P. Madsen 2003-10 Autodesk Inventor® 7: Basics Through Advanced fully demonstrates the powerful abilities of the Autodesk Inventor software program. This text is written in a clear and concise manner, focusing on the highest professional standards. Building on your basic understanding of CADD and mechanical drafting, this text introduces you to solid modeling and the tools and interface components used in Autodesk Inventor to complete fully parametric 3-dimensional parts, assemblies and presentations and 2-dimensional drawings. The chapters are arranged in an easy-to-understand format, beginning with basic topics and working toward advanced subjects. Each chapter contains a variety of learning tools that simulate real-world activities and mechanical drafting material as closely as possible. Some outstanding features of the book include: Learning Goals at the beginning of each chapter help you identify the main points of the chapter. Figures, which accompany the discussion of every topic, clearly demonstrate commands, tools, techniques, and content. Field Notes provide a variety of professional shortcuts, advanced applications, and additional instruction. Chapter Exercises are an

important initial "hands-on" activity. Chapter exercises allow you to practice what you learn and build confidence using Autodesk Inventor. Chapter Tests can be used to test knowledge or as a comprehensive review of chapter content, which is an excellent way to reinforce what has been covered in the text. Chapter Projects provide basic through advanced activities that pull exercise concepts together and build upon material learned in previous chapters.

**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.

**Autodesk Inventor 2025 Basics Tutorial** Tutorial Books 2024-08-19 A step-by-step tutorial on Autodesk Inventor basics "Autodesk Inventor 2025 Basics Tutorial" is a tutorial book designed for students, professors, and professionals seeking to master the fundamentals of Autodesk Inventor 2025. Key Features: 11 chapters with tutorials, exercises, and projects to help you learn Autodesk Inventor 2025 Real-world applications and scenarios to help you apply skills to actual projects Suitable for beginners and intermediate users looking to improve their skills What You'll Learn: Navigate the Autodesk Inventor 2025 interface and tools Create and edit 2D sketches and 3D models Understand part modeling, assembly design, and drawing creation Apply geometric dimensioning and tolerancing (GD&T) principles Use Frame Generator to create and customize frames Create presentations, animations, and exploded views Customize and optimize Autodesk Inventor 2025 for efficient workflow Perfect for: Students pursuing engineering, product design, or related fields Professors teaching Autodesk Inventor 2025 in academic institutions Professionals looking to upskill or reskill in Autodesk Inventor 2025 Anyone seeking to improve their 3D design and modeling skills

**Autodesk Inventor 2023 Basics Tutorial** Tutorial Books 2022-08-26 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.

**Autodesk Inventor 2026 Basics Tutorial (COLORED)** Tutorial Books 2025-07-17 Master Autodesk Inventor 2026 - A Step-by-Step Tutorial for Beginners and Intermediate Users "Autodesk Inventor 2026 Basics Tutorial" is your hands-on guide to building a strong foundation in Autodesk Inventor 2026. Whether you're a student, instructor, or working professional, this book offers a practical, easy-to-follow approach to learning one of the industry's most widely used design tools. What's Inside: 11 structured chapters packed with step-by-step tutorials, real-world exercises, and practical projects Focused coverage of core tools, workflows, and best practices tailored for Autodesk Inventor 2026 Designed to build skills progressively, making it ideal for both self-paced learners and classroom use What You'll Learn: Confidently navigate the Autodesk Inventor 2026 interface and key tools Create and modify 2D sketches and 3D solid models with ease Build functional assemblies and generate professional drawings Apply GD&T concepts to communicate

design intent clearly Use Frame Generator to design and customize structural frames Create dynamic presentations, animations, and exploded views Streamline your workflow by customizing Inventor for your needs Who Should Use This Book: Engineering and design students looking to build job-ready skills Educators and trainers teaching Autodesk Inventor 2026 Professionals in manufacturing, mechanical design, or product development Hobbyists and makers interested in mastering 3D design tools Why This Book Stands Out: No prior experience required-built for beginners but rich enough for intermediate users Updated for Autodesk Inventor 2026, reflecting the latest features and interface changes Clear explanations and hands-on practice help reinforce learning and build confidence Proven layout and structure used in classrooms and professional settings alike Take the guesswork out of learning Inventor. Whether you're starting from scratch or upgrading your skills for the 2026 release, this book is your step-by-step companion to mastering Autodesk Inventor.

**AutoCAD 2018 Tutorial First Level 2D Fundamentals** Randy Shih 2017-08-25 The primary goal of AutoCAD 2018 Tutorial First Level 2D Fundamentals is to introduce the aspects of Computer Aided Design and Drafting (CADD). This text is intended to be used as a training guide for students and professionals. This text covers AutoCAD 2018 and the lessons proceed in a pedagogical fashion to guide you from constructing basic shapes to making multiview drawings. This textbook contains a series of eleven tutorial style lessons designed to introduce beginning CAD users to AutoCAD 2018. It takes a hands-on, exercise-intensive approach to all the important 2D CAD techniques and concepts. This text is also helpful to AutoCAD users upgrading from a previous release of the software. The new improvements and key enhancements of the software are incorporated into the lessons. The 2D-CAD techniques and concepts discussed in this text are also designed to serve as the foundation to the more advanced parametric feature-based CAD packages such as Autodesk Inventor. The basic premise of this book is that the more designs you create using AutoCAD 2018, the better you learn the software. With this in mind, each lesson introduces a new set of commands and concepts, building on previous lessons. This book is intended to help readers establish a good basis for exploring and growing in the exciting field of Computer Aided Engineering.

**Autodesk Inventor 2025** L. Scott Hansen 2024-06-21 • 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

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**Autodesk Inventor 2020 Basics Tutorial** Tutorial Books 2019-06-20 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.

**Learn Autodesk Inventor 2018 Basics** T. Kishore 2017-11-20 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.

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*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

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