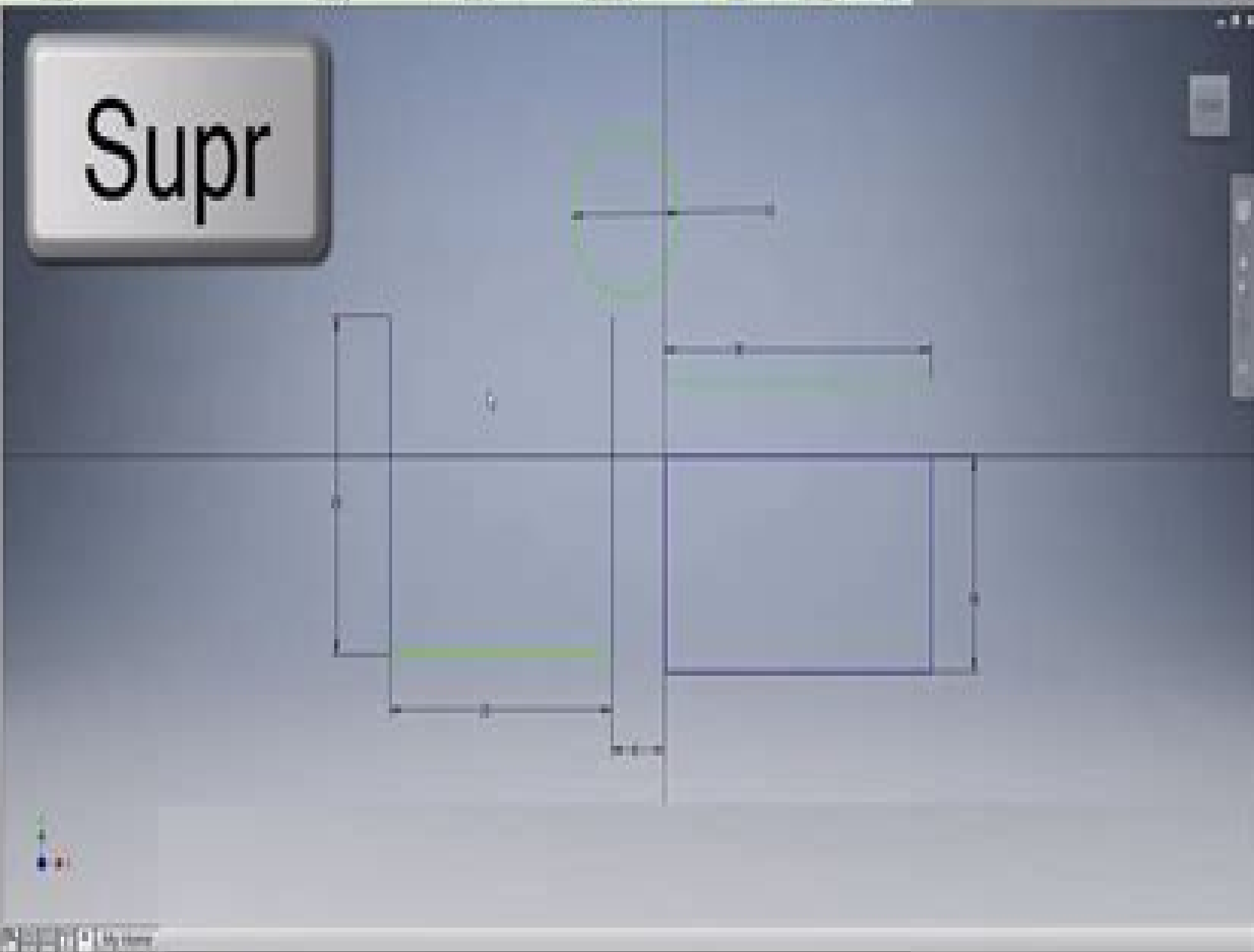




# Sketch Autodesk Inventor Tutorial

**L. Scott Hansen**



## **Sketch Autodesk Inventor Tutorial:**

**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 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 2018 A Tutorial Introduction* L. Scott Hansen, 2017-04-11 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

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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 2020 A Tutorial Introduction* L. Scott Hansen, 2019-03 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

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**Modeling with Autodesk Inventor 2024** Randy Shih, 2023-08-16. Designed specifically for beginners with no prior CAD experience. Uses a hands-on, exercise-intensive tutorial style approach. Comes with extensive video instruction. Covers parametric modeling, 3D modeling, 3D printing, and the Autodesk Inventor Certified User Exam. Contains a chapter introducing you to stress analysis. **Parametric Modeling with Autodesk Inventor 2024** 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 2024 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 bring 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 2017 A Tutorial Introduction** L.

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Autodesk Inventor Professional 2019 for Designers, 19th Edition Prof. Sham Tickoo, 2013 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 cadcim com

Additional learning resources at allaboutcadcam blogspot com

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[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](mailto: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

**Parametric Modeling with Autodesk Inventor 2018** Randy Shih, 2017-09-07 Parametric Modeling with Autodesk Inventor 2018 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 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 2018 Certified User Examination

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