

| | |
|-------------------------|---|
| 1. Record Nr. | UNINA9910453668303321 |
| Titolo | Mastering Autodesk Inventor 2009 and Autodesk Inventor LT 2009 [[electronic resource] /] / Curtis Waguespack ... [et al.] |
| Pubbl/distr/stampa | Hoboken, NJ, : Wiley Technology Pub., 2008 |
| ISBN | 1-281-83713-X 9786611837136 0-470-43927-0 |
| Edizione | [1st ed.] |
| Descrizione fisica | 1 online resource (602 p.) |
| Collana | Sybex serious skills Mastering Autodesk Inventor 2009 and Autodesk Inventor LT 2009 |
| Altri autori (Persone) | WaguespackCurtis <1974-> |
| Disciplina | 620 620.00420285536 |
| Soggetti | Engineering graphics Engineering models - Data processing Electronic books. |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | Description based upon print version of record. |
| Nota di bibliografia | Includes bibliographical references and index. |
| Nota di contenuto | Mastering Autodesk Inventor 2009 and Autodesk Inventor LT 2009; Acknowledgments; About the Authors; Contents at a Glance; Contents; Introduction; Chapter 1: Inventor Design Philosophy; Chapter 2: Data and Projects; Chapter 3: Sketch Techniques; Chapter 4: Basic Modeling Techniques; Chapter 5: Advanced Modeling Techniques; Chapter 6: Sheet Metal; Chapter 7: Part and Feature Reuse; Chapter 8: Assembly Design Workflows; Chapter 9: Large Assembly Strategies; Chapter 10: Weldment Design; Chapter 11: Functional Design; Chapter 12: Documentation; Chapter 13: Inventor Tools Overview Chapter 14: Exchanging Data with Other SystemsChapter 15: Frame Generator; Chapter 16: Inventor Studio; Appendix A: The Bottom Line; Index |
| Sommario/riassunto | The expert content in Mastering Autodesk® Inventor 2009 and Autodesk InventorLT 2009 will help you learn advanced related to the industry-leading 3D mechanical design software. Coverage of subjects like 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 is thorough and comprehensive. With straightforward explanations, real-world examples, practical tutorials, tips, tricks, and techniques, this book will be your go-to guide to
