1. Record Nr. UNINA9910461819403321

Autore	Tremblay Thom <1967->
Titolo	Autodesk Inventor and Inventor LT essentials [[electronic resource]] : Autodesk official training guide / / Thom Tremblay
Pubbl/distr/stampa	Indianapolis, : Wiley Pub. Inc., 2011
ISBN	1-118-10065-4 1-283-39794-3 9786613397942 1-118-10063-8
Edizione	[1st ed.]
Descrizione fisica	1 online resource (402 p.)
Collana	Serious skills Autodesk official training guide
Disciplina	006.6/86
Soggetti	Engineering graphics Engineering models - Data processing Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Autodesk Inventor 2012 and Inventor LT 2012 Essentials; Acknowledgments; About the Author; Contents; Introduction; Who Should Read This Book; What Is Covered in This Book; The Essentials Series; Chapter 1: Connecting to Inventor's Interface; Exploring Inventor's Graphical User Interface; Setting Application Options; Using Visualization Tools; Working with Project Files; Chapter 2: Creating 2D Drawings from 3D Data; Drawing Views of a Part; Editing Views; Adding Detail to Drawing Views; Dimensioning; Chapter 3: Learning the Essentials of Part Modeling; Defining a Parametric Sketch Creating 3D Geometry: The Parametric Solid Model Chapter 4: Putting Things in Place with Assemblies; Creating an Assembly; Understanding Grounded Components; Applying Assembly Constraints; Working with the Content Center; Using the Bolted Connection Generator; Saving Time with the Assemble Tool; Chapter 5: Customizing Styles and Templates; Working with Styles; Defining a New Material; Defining a Title Block; Saving a New Template; Creating a Quick-Start Template; Chapter 6: Creating Advanced Drawings and Detailing; Creating

Advanced Drawing Views; Using Advanced Drawing Annotation Tools
Chapter 7: Advanced Part Modeling Features Projecting Sketches and Lofting; Building a Hole Pattern; Exploring Advanced Efficiency Features; Chapter 8: Advanced Assembly and Engineering Tools; Controlling the Assembly Environment; Using Design Accelerators; Working with Additional Assembly Tools; Chapter 9: Creating Plastic Parts; Developing the Plastic Shapes; Creating and Working with Assemblies and Their Parts; Chapter 10: Working with Sheet Metal Parts; Defining Sheet Metal Material Styles; Building Sheet Metal Components; Preparing the Part for Manufacture; Documenting Sheet Metal Parts
Chapter 11: Building with the Frame Generator Creating Metal Frames; Editing Metal Frames; Chapter 12: The Weldment Environment; Converting an Assembly; Calculating a Fillet Weld; Preparing to Apply Weld Features; Applying Weld Features; Adding Machined Features to the Weldment; Documenting Welds and Weldments; Chapter 13: Creating Images and Animation from Your Design Data; Developing an Exploded View; Creating Renderings and Animations; Building Options to Refine Scenes; Making a Movie of the Assembly; Chapter 14: Working with Non-Inventor Data
Exploring the Data Formats for Inventor Import and Export Working with AutoCAD Data; Exchanging 3D Data; Creating Content for Building Information Modeling; Chapter 15: Automating the Design Process and Table-Driven Design; Building a Table-Driven Product; Expanding the Control Options; Appendix: Inventor Certification; Index; Advertisement

Sommario/riassunto

"Inventor Essentials is a unique learning resource that features concise, straightforward explanations and real-world, hands-on exercises and tutorials to teach new users the software's core features and functions. Each chapter opens with a quick discussion of concepts and learning goals and then briskly moves into an approachable hands-on exercise that readers can follow to gain confidence using the software. Each chapter features compelling full-color screenshots to illustrate tutorial steps, and chapters conclude with a related and more open-ended project to further reinforce the chapter's lessons. Readers can download starting and ending files for the exercises and additional learning tutorials so that they can start anywhere in the book and compare their results with the pro's. Inventor Essentials first introduces users to the software's interface and foundational concepts. Following a workflow-based approach that mirrors how projects progress in the real world, the book then guides readers through creating 2D drawings from 3D data, model parts, combining parts into assemblies, working with standards and styles, annotating drawings, using advanced assembly tools, working with sheet metal, building with the frame generator, using weldments, presenting designs, and working with other file formats. Based on the very real-world task of designing tools and a toolbox to house them, the hands-on exercises in Inventor Essentials will get all users up to speed on the program's core functionality so they can quickly become productive with the software. The full-color book also features dataset downloads so readers can jump in anywhere as well as compare their work to the pro's."--