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Autore	Tremblay Thom <1967->
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Nota di contenuto	Autodesk® Inventor® 2014 and Inventor LTTM 2014 Essentials; Copyright; Dedication; Acknowledgments; About the Author; Contents; Introduction; Who Should Read This Book; What You Will Learn; What You Need; What Is Covered in This Book; The Essentials Series; Chapter 1: Connecting to the Interface; Exploring the Graphical User Interface; Opening a File; Exploring the Ribbon; Rearranging the Panels; Using the Browser; Exploring the File Tabs; Highlighting and Enabled Components; Working in the Graphics Window; Checking Out the Status Bar; Autodesk 360 Sign-In; Using Marking Menus Setting Application OptionsUsing the Import/Export Buttons; Exploring the General Tab; Exploring the Colors Tab; Exploring the Display Tab; Exploring the Hardware Tab; Exploring the Assembly Tab; Exploring the Drawing Tab; Exploring the Sketch Tab; Exploring the Part Tab; Using Visualization Tools; Understanding the Visual Styles; Using Shadows; Using Ground Reflections; Using the Ground Plane; Putting Visual Styles to Work; Setting the Lighting Style; Using Color Override; Working with Project Files; Creating a Project File; Modifying the Project File; The Essentials and Beyond Chapter 2: Introducing Parametric SketchingExploring the Essential Elements of a 2D Sketch; Controlling a Sketch; Coincident Constraint; Common Constraint Options; Alternate Points for Alignment; Further Exploring Geometric Constraints; Using Dimensional Sketch Constraints; Getting Started with Sketch Dimensions; Changing the

Constraint Structure of a Sketch; Defining and Placing Sketches; Creating a Sketch; Creating a Sketch on a Work Plane; Exploring the Dimension Tool; Going beyond Basic Lines; Making Sketch Entities More Than Powerful; Cleaning Up a Roughed-In Sketch
Saving Steps in Sketching
Creating Splines; Using Sketches for Concept Layout; The Essentials and Beyond; Chapter 3: Introducing Part Modeling; Creating 3D Geometry: The Parametric Solid Model; Defining the Base Feature; Using the Extrude Tool; Options for Starting a Part; Setting the Material and Color; Reusing Sketch Geometry; Connecting to Other Sketch Data; Defining Axial Features; Creating a Revolve Feature; Building Complex Shapes; Creating Sweep Features; Leveraging Primitives; Including Placed Features; Adding an Edge Fillet; Adding Edge Fillets with Multiple Radii; Applying a Chamfer
The Hole Feature
Linear Hole Placement; Placing Concentric Holes; Creating a Circular Pattern; Placing Sketched Holes; Placing a Hole on a Point; The Essentials and Beyond; Chapter 4: Creating 2D Drawings from 3D Data; Drawing Views of a Part; Types of Drawing Views; Starting a New Drawing; Placing the Base and Projected Views; Placing a Section View; Creating an Auxiliary View; Creating a Detail View; Editing Views; View Alignment; Changing Alignment; View Appearance; Adding Detail to Drawing Views; Center Marks and Centerlines; Editing a Detail View Placement and Callout; Dimensioning
The General Dimension Tool

Sommario/riassunto

Quickly learn essential inventor tools and techniques This full-color Autodesk Official Press guide will help you quickly learn the powerful manufacturing software's core features and functions. Thom Tremblay, an Autodesk Certified Instructor, uses concise, straightforward explanations and real-world, hands-on exercises to help you become productive with Inventor. Full-color screenshots illustrate tutorial steps, and chapters conclude with a related and more open-ended project to further reinforce the chapter's lessons. Based on the very real-world task of designing tools and a
