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Nota di contenuto	Cover; Title Page; Contents; Chapter 1 Getting Started with Autodesk® Inventor®; Understanding Parametric Design; Creating a Base Sketch; Creating a Base Feature; Adding More Features; Using the Part in an Assembly; Making Changes; Understanding History-Based Modeling and Dependencies; Taking a Closer Look at Sketch Dimensions; Part Modeling Best Practices; Assembly Modeling Best Practices; Understanding the "Feel" of Inventor; Understanding the Intuitive Interface; Using General Tools vs. Specific Commands; When in Doubt, Right-Click; Using the Graphical Interface; Inventor Title Bar Graphics Window Tools The Ribbon Menu; The Browser Pane; Dialog Boxes and the In-Canvas Mini-Toolbars; Task-Based Tools; Learning the File Types in Inventor; What Is an Inventor Project?; Project Files and Search Paths; Library Folders and Library Editor IPJ Files; Content Center Files; How Search Paths and Project Files Are Used; Exploring Project File Types; Creating the Project File; Creating Single-User Projects; Creating Multiuser Projects; Understanding Inventor Templates; Working with Styles, Style Libraries, and Company Standards; The Bottom Line Chapter 2 A Hands-on Test Drive of the Workflow Creating a Part Model; Starting with a Part Template; Understanding Origin Geometry; Creating a Base 2D Sketch; Creating a Profile in the Sketch; Creating a Base 3D Feature; Creating a Secondary 2D Sketch; Creating a Secondary 3D Feature; Patterning a 3D Feature; Creating and Detailing Drawings of Part Models; Creating a Base View on a Drawing; Creating Projected

Views on a Drawing; Creating Dimensions on a Drawing; Putting Part Models Together in Assembly Files; Placing, Rotating, and Moving Parts in an Assembly File
Working with Degrees of Freedom in an Assembly Placing Assembly Constraints to Define Mechanical Movement; Creating and Detailing Drawings of Assembly Models; Creating an Assembly Detail View; Placing a Parts List and Balloons; Exporting a Drawing to a PDF File; The Bottom Line; Chapter 3 Sketch Techniques; Exploring the Options and Settings for Sketches; Application Options; Document Settings; Sketching Basics; Creating a Sketch on an Existing Sketch; Projecting Geometry into Your Sketch; Breaking Links to Projected Geometry; Deleting a Sketch; Creating Another New Sketch; Creating Dimensions Creating a Sketch in a New Part Creating a New Part File from a Template; Creating Lines Using the Line Tool; Understanding Sketch Constraints; Using Degrees of Freedom to View Underconstrained Sketch Elements; Using Dimensions to Fully Constrain a Sketch; Understanding the Save Options; Making a Sketch Active for Edits; Using Construction Geometry; Using the Polygon Tool and Creating an Aligned Dimension; Using Offset and Creating a Three-Point Rectangle; Creating Driven Dimensions; Taking a Closer Look at Sketch Constraints; The Tangent Constraint; The Perpendicular Constraint
The Parallel Constraint

Sommario/riassunto

An Autodesk Official Press guide to the powerful mechanical design software Autodesk Inventor has been used to design everything from cars and airplanes to appliances and furniture. This comprehensive guide to Inventor and Inventor LT features real-world workflows and work environments, and is packed with practical tutorials that focus on teaching Inventor tips, tricks, and techniques. Additionally, you can download datasets to jump in and practice on any exercise. This reference and tutorial explains key interface conventions, capabilities, tools, and techniques, including