

# Autodesk<sup>®</sup> **Inventor<sup>®</sup> 2026**

A Tutorial Introduction  
Includes video instruction



L. Scott Hansen, Ph.D.

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# Autodesk Inventor 2015 Tutorial Introduction

**L. Scott Hansen**



## **Autodesk Inventor 2015 Tutorial Introduction:**

Autodesk Inventor 2015 - A Tutorial Introduction L. Scott Hansen,2014-03 This unique text 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 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 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 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

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*Advances in Design Engineering II* Francisco Cavas Martínez,Guillermo Peris-Fajarnes,Paz Morer Camo,Ismael Lengua Lengua,Beatriz Defez García,2021-12-08 This book contains the papers presented at the XXX International Congress INGEGRAF Digital Engineering its application in Research Development and Innovation held on 24 25 June 2021 in Valencia Spain The book reports on cutting edge topics in product design and manufacturing such as industrial methods for integrated product and process design innovative design and computer aided design Further topics covered include virtual simulation and reverse engineering additive manufacturing product manufacturing engineering methods in medicine and education representation techniques and nautical engineering and construction aeronautics and aerospace design and modeling The book has six sections reflecting the focus and primary themes of the conference The contributions presented here will not only provide researchers engineers and experts in a range of industrial engineering subfields with extensive information to support their daily work but also they are intended to stimulate new research directions advanced applications of the methods discussed and future interdisciplinary collaborations

Autodesk Inventor 2026: A Tutorial Introduction L. Scott Hansen, 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

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### **Mastering Autodesk Inventor 2015 and Autodesk Inventor LT 2015 Autodesk Official Press** Curtis

Waguespack,2014-05-16 The Autodesk Inventor program was introduced in 1999 as an ambitious 3D parametric modeler based not on the familiar Autodesk AutoCAD software programming architecture but instead on a separate foundation that would provide the room needed to grow into the fully featured modeler it is now more than a decade later Autodesk Inventor 2015 continues the development of Autodesk Inventor with improved modeling drawing assembly and visualization tools Autodesk has set out to improve this release of Autodesk Inventor by devoting as much time and energy to improving existing tools and features as it has to adding new ones With this book the sixth edition of Mastering Autodesk Inventor 2015 and Autodesk Inventor LT 2015 I have set out to update the existing pages and add new content and exercises In these pages you will find detailed information on the specifics of the tools and the principles of sound parametric design techniques Some readers will find this book works best for them as a desktop reference whereas others will use it primarily for the step by step tutorials With this in mind I ve worked to shape the pages of this book with a mix of reference material instructional steps and tips and hints from the real world [Autodesk Inventor 2015 Tutorial](#) Online Instructor,2014-07-14 This tutorial book helps you to get started with Autodesk s popular 3D modeling software using step by step tutorials It starts with creating parts of an Oldham Coupling Assembly assembling them and then creating print ready drawings This process gives

you an overview of the design process and provides a strong base to learn additional tools and techniques The proceeding chapters will cover additional tools related to part modelling assemblies sheet metal design and drawings Brief explanations and step by step tutorials help you to learn Autodesk Inventor quickly and easily Get an overview of the design process Familiarize yourself with the User Interface Teach yourself to create assembly presentations Create custom sheet formats and templates Learn additional part modelling tools with the help of real world exercises Learn to create different variations of a part Learn Top down assembly design and Design Accelerator Learn to create and animate mechanical joints Create basic sheet metal parts Create custom punches and insert them into the sheet metal part Create and annotate sheet metal drawings Learn to add GD T annotations to the drawings Downloadable tutorial and exercise file from the companion website

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**Autodesk Inventor 2015 and Engineering Graphics** Randy Shih, 2014-06-25 Autodesk Inventor 2015 and Engineering Graphics An Integrated Approach will teach you the principles of engineering graphics while instructing you on how to use the powerful 3D modeling capabilities of Autodesk Inventor 2015 Using step by step tutorials this text will teach you how to create and read engineering drawings while becoming proficient at using the most common features of Autodesk Inventor By the end you will be fully prepared to take and pass the Autodesk Inventor Certified User Exam This text is intended to be used as a training guide for students and professionals The chapters in this

text proceed in a pedagogical fashion to guide you from constructing basic shapes to making complete sets of engineering drawings This text takes a hands on exercise intensive approach to all the important concepts of Engineering Graphics as well as in depth discussions of parametric feature based CAD techniques This textbook contains a series of fifteen chapters with detailed step by step tutorial style lessons designed to introduce beginning CAD users to the graphic language used in all branches of technical industry This book does not attempt to cover all of Autodesk Inventor 2015 s features only to provide an introduction to the software It is intended to help you establish a good basis for exploring and growing in the exciting field of Computer Aided Engineering

**Autodesk Inventor 2014** Scott Hansen,2013-04 This unique text 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 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 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

[AutoCAD 2018 Tutorial First Level 2D Fundamentals](#) Randy Shih,2017-08-25 The primary goal of AutoCAD 2018 Tutorial First Level 2D Fundamentals is to introduce the aspects of Computer Aided Design and Drafting CADD This text is intended to be used as a training guide for students and professionals This text covers AutoCAD 2018 and the lessons proceed in a pedagogical fashion to guide you from constructing basic shapes to making multiview drawings This textbook contains a series of eleven tutorial style lessons designed to introduce beginning CAD users to AutoCAD 2018 It takes a hands on exercise intensive approach to all the important 2D CAD techniques and concepts This text is also helpful to AutoCAD users upgrading from a previous release of the software The new improvements and key enhancements of the software are incorporated into the lessons The 2D CAD

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Video Training Included with every new copy of AutoCAD 2019 Tutorial First Level 2D Fundamentals is access to extensive video training The video training parallels the exercises found in the text and are designed to be watched first before following the instructions in the book 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 brings 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 2D tools found in AutoCAD and perfectly complement and reinforce the exercises in the book

AutoCAD 2019 Certified User Examination The content of AutoCAD 2019 Tutorial First Level 2D Fundamentals covers the performance tasks that have been identified by Autodesk as being included on the AutoCAD 2019 Certified User Examination Special reference guides show you where the performance tasks are covered in the book If you are teaching an introductory level AutoCAD course and you want to prepare your students for the AutoCAD 2019 Certified User Examination this is the only book that you need If your students are not interested in the AutoCAD 2019 Certified User Examination they will still be studying the

most important tools and techniques of AutoCAD as identified by Autodesk *AutoCAD 2019 Tutorial Second Level 3D Modeling* Randy Shih, 2018 The primary goal of AutoCAD 2019 Tutorial Second Level 3D Modeling is to introduce the aspects of computer based three dimensional modeling This text is intended to be used as a training guide for both students and professionals The chapters in this book cover AutoCAD 2019 and proceed in a pedagogical fashion to guide you from constructing 3D wire frame models 3D surface models and 3D solid models to making multiview drawings and rendering images The text takes a hands on exercise intensive approach to all the important 3D modeling techniques and concepts This book contains a series of twelve tutorial style chapters designed to introduce CAD users to 3D modeling with AutoCAD 2019 Users upgrading from a previous release of the AutoCAD software will also find this text helpful The basic premise of this book is that the more 3D designs you create using AutoCAD 2019 the better you learn the software With this in mind each tutorial introduces a new set of commands and concepts building on previous chapters By going through this book you will establish a good basis for exploring and growing in the exciting field of Computer Aided Engineering AutoCAD 2020 Tutorial First Level 2D Fundamentals Randy Shih, Luke Jumper, 2019-06 The primary goal of AutoCAD 2020 Tutorial First Level 2D Fundamentals is to introduce the aspects of Computer Aided Design and Drafting CADD This text is intended to be used as a training guide for students and professionals This text covers AutoCAD 2020 and the lessons proceed in a pedagogical fashion to guide you from constructing basic shapes to making multiview drawings This textbook contains a series of eleven tutorial style lessons designed to introduce beginning CAD users to AutoCAD 2020 It takes a hands on exercise intensive approach to all the important 2D CAD techniques and concepts This text is also helpful to AutoCAD users upgrading from a previous release of the software The new improvements and key enhancements of the software are incorporated into the lessons The 2D CAD techniques and concepts discussed in this text are also designed to serve as the foundation to the more advanced parametric feature based CAD packages such as Autodesk Inventor The basic premise of this book is that the more designs you create using AutoCAD 2020 the better you learn the software With this in mind each lesson introduces a new set of commands and concepts building on previous lessons This book is intended to help readers establish a good basis for exploring and growing in the exciting field of Computer Aided Engineering Video Training Included with every new copy of AutoCAD 2020 Tutorial First Level 2D Fundamentals is access to extensive video training The video training parallels the exercises found in the text and is designed to be watched first before following the instructions in the book 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

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