

Autodesk Inventor Rand

ASCENT - Center for Technical Knowledge

Autodesk Inventor 2018: Design Tools and Strategies ASCENT - Center for Technical Knowledge, 2018-02-22 The Autodesk® Inventor® 2018: Design Tools and Strategies learning guide provides instruction on how to incorporate the use of top-down design and advanced modeling techniques into your design environment. This learning guide begins with an introduction to top-down design and the Autodesk® Inventor® software tools that can be used. There is a focus on multi-body design, deriving components, working with layouts and sketch blocks, and how associative links and adaptive parts can help you incorporate design intent into your models so they react as expected to change. This learning guide also includes chapters that cover Generative Shape Design, Frame Generator, and Design Accelerator, teaching you how you can use these advanced design tools to quickly create designs that meet your requirements. The topics covered in this learning guide are also covered in the following ASCENT learning guides, which include a broader range of advanced topics: - Autodesk® Inventor® 2018: Advanced Assembly Modeling - Autodesk® Inventor® 2018: Advanced Part Modeling Objectives - Define and compare the differences between bottom-up and top-down design. - Learn how to enforce design intent using three major top-down design techniques. - Create solid bodies and correctly assign features to specific solid bodies. - Modify solid bodies in a model by moving, removing, splitting, combining, or redefining them. - Create new parts and assemblies from the multi-bodies in a single part. - Derive new geometry in a part by importing and referencing objects from a source part. - Create and modify layouts and sketch blocks. - Define and test the kinematic motion of an assembly with the use of nested sketch blocks. - Create 3D models from sketch blocks. - Break the associative link between a sketched feature and reference geometry. - Specify geometric entities of part features to change, while controlling the size or location of other entities in an assembly. - Create a Shape Generator study that sets a goal to meet a mass reduction target. - Assign criteria in a Shape Generator study to accurately define a model's working environment. - Promote a Shape Generator study to the modeling environment. - Quickly and easily create structural frames and defining the location of structural frame members using a skeletal wireframe part. - Adjust frame member ends to obtain required joints. - Create and publish custom frame member profiles to the Content Center. - Automatically create geometry using component generators. Prerequisites The material covered in this learning guide assumes a mastery of Autodesk Inventor basics as taught in the Autodesk Inventor: Introduction to Solid Modeling learning guide.

Autodesk Inventor 2019: Working with 3D Annotations and Model-Based Definition (Mixed Units) ASCENT - Center for Technical Knowledge, Autodesk® Inventor® 2019: Working with 3D Annotations & Model-Based Definition teaches experienced Autodesk Inventor users how to create 3D annotations to support the visual presentation of annotations in 3D PDF format and a Model-based Definition (MBD) workflow. The geometry designed in a 3D CAD modeling environment is created perfectly. During the manufacturing stage, it is not possible to achieve the same perfection. Variations in size, feature location, and orientation are unavoidable. This learning guide instructs how to use the tools in Autodesk Inventor 2018 to create 3D annotations that communicate dimensional and GD&T data, hold/thread notes, surface texture requirements, and informational text-based annotations; all of which aim to improve manufacturing accuracy. Additionally, this learning guide explains how you can share your 3D annotated models as 3D PDFs, as STEP files for use by other software applications, or in 2D drawing views. Topics Covered: Creating dimensional annotations. Creating hole/thread note annotations. Creating surface texture annotations. Creating text-based annotations to a model to communicate additional modeling information. Creating tolerance features to a model. Using the Tolerance Advisor to review informational messages and warnings on the tolerance features in a model. Creating a general profile note annotation. Prerequisites: Access to the 2019 version of the software. The practices and files included with this guide might not be compatible with prior versions. Knowledge of GD&T required. The international GD&T standard, ASME Y14.5M-2009, governs how annotations should be added to clearly describe the model's intent. This learning guide assumes that you know how the model is to be annotated and aims to only explain how they are added using the Autodesk Inventor software. Students should have completed the Autodesk® Inventor® 2019: Introduction to Solid Modeling learning guide or have an equivalent understanding of the Autodesk Inventor user interface and working environments.

Autodesk Inventor 2018: Surface and Freeform Modeling ASCENT - Center for Technical Knowledge, 2018-03-02 The Autodesk® Inventor® 2018: Surface and Freeform Modeling student guide teaches you how to incorporate surfacing and freeform modeling techniques into your design environment. You begin with instruction on how to create the splines and 3D sketches commonly used in surface creation. Chapters on surface creation focus on using these sketches or existing geometry to create surfaces for use in your solid models. Freeform modeling is also covered, which enables you to create complex shapes without needing the constraints required in a parametric workflow. To complete the student guide, you will learn how to use the Autodesk Inventor surface analysis tools to evaluate the continuity between surfaces and the curvature on a surface, determine if the applied draft is within a specified range, and conduct section analysis to evaluate wall thickness values. The topics covered in this student guide are also covered in ASCENT's Autodesk® Inventor® 2018: Advanced Part Modeling student guide, which includes a broader range of advanced learning topics. Topics covered: - Create spline and 3D sketched entities. - Create planar and three-dimensional surfaces. - Combine individual surface features into a

single quilted surface. - Add or remove material in a model by referencing a surface. - Create solid geometry using surface geometry. - Remove portions of a surface using a reference surface or work plane. - Manipulate the extent of a surface by extending or stretching it. - Create a new solid face by replacing an existing solid face with surface geometry. - Remove existing surfaces or solid faces from a model. - Copy surfaces from one model into another. Create freeform geometry base shapes, faces, and converted geometry. - Edit freeform base geometry by manipulating existing geometry or adding new elements to the base shape. - Use the surface analysis tools to evaluate continuity between surfaces, check draft values, analyze curvature on a surface, and review sectioned areas of the model. Prerequisites: The material covered in this student guide assumes a mastery of Autodesk Inventor basics as taught in the Autodesk Inventor: Introduction to Solid Modeling student guide.

Autodesk Inventor 2018: Working with Imported Data ASCENT - Center for Technical Knowledge, 2018-03-02 The Autodesk® Inventor® 2018: Working with Imported Geometry student guide teaches you how to work with data from other CAD platforms using the Autodesk Inventor software. Using this student guide, you will learn the various methods for importing data into Autodesk Inventor and how you can edit both imported solid and surface data. Additionally, you will learn how to index scanned point cloud data, and attach and use it in an Inventor file. The final chapters in this student guide discuss how you can use AutoCAD .DWG files in the Autodesk Inventor software. The topics covered in this student guide are also covered in ASCENT's Autodesk® Inventor® 2018: Advanced Part Modeling student guide, which includes a broader range of advanced learning topics. Topics covered: - Import CAD data into the Autodesk Inventor software. - Export CAD data from the Autodesk Inventor software in an available export format. - Index a supported point cloud data file, attach, and edit it for use in a file. - Use the Edit Base Solid environment to edit solids that have been imported into the Autodesk Inventor software. - Create Direct Edit features in a model that move, resize, scale, rotate, and delete existing geometry in both imported and native Autodesk Inventor files. - Set the import options to import surface data from other file format types. - Transfer imported surface data into the Repair Environment to conduct a quality check for errors. - Appropriately set the stitch tolerance value so that gaps in the imported geometry can be automatically stitched and identify the gaps that are not stitched. - Use the Repair Environment commands to repair gaps or delete, extend, replace, trim and break surfaces to successfully create a solid from the imported geometry. - Open an AutoCAD DWG file directly into an Autodesk Inventor part file and review the data. - Use the DWG/DXF File Wizard and its options to import files into an Autodesk Inventor file. - Use an AutoCAD DWG file in an Autodesk Inventor part file so that the geometry created in Inventor remains associative with the AutoCAD DWG file. - Freeform modeling. - Emboss and Decal features. - Advanced Drawing tools (iPart tables, surfaces in drawing views, and custom sketched symbols). - Adding notes with the Engineer's Notebook. Prerequisites: The material covered in this training guide assumes a mastery of Autodesk Inventor basics as taught in Autodesk® Inventor®:

Introduction to Solid Modeling.

Autodesk Inventor 2018: Design Variations and Representations ASCENT - Center for Technical Knowledge,2018-02-22
The Autodesk® Inventor® 2018: Design Variations and Representations learning guide contains topics that teach you how to efficiently create and represent designs based on existing geometry. Using this learning guide, you will learn how the iFeature, iPart, and iAssembly tools can be used to leverage existing geometry to quickly and easily create additional or slightly varied geometry, and how iMates can be used to define geometry placement in an assembly. The remaining chapters in the learning guide focus on how you can simplify a model to create positional configurations to evaluate components' range of motion (Positional Representations), create simplified geometry to share with customers while protecting your intellectual property (Shrinkwrap and Assembly Simplification), and how to manage working with large assemblies (Level of Detail Representations). The topics covered in this learning guide are also covered in the following ASCENT learning guides, which include a broader range of advanced topics: - Autodesk® Inventor® 2018: Advanced Assembly Modeling - Autodesk® Inventor® 2018: Advanced Part Modeling Objectives - Create and place an iFeature. - Use the Copy command to duplicate features in a model or between models. - Create a table-driven iFeature. - Edit an iFeature. - Create an iPart that can generate different configurations of a model. - Insert standard or custom iParts into an assembly. - Replace an iPart in an assembly with a new iPart instance. - Modify an iPart factory. - Use a table-driven iPart to create an iFeature. - Build iMate constraints into parts or subassemblies. - Combine multiple iMates into a Composite iMate group. - Manually or automatically match iMates of parts in an assembly. - Control the order in which iMate pairs are previewed by using the Match List functionality. - Vary constraint settings in iParts by including iMates. - Create and place an iAssembly. - Edit an iAssembly Factory. - Create and edit different positional representations of an assembly by overriding the existing settings of an assembly. - Create a Shrinkwrap part that is a simplification of the original component. - Selectively determine which assembly components to include in a simplified view and use that information to create a new part model. - Define bounding box or cylindrical geometry to represent assembly components and use that information to create a new part model. - Combine the use of a simplified view, envelopes, and visibility settings to create a new simplified model. - Display a system-defined Level of Detail (LOD) Representation. - Simplify the display and create user-defined LOD Representations in an assembly. - Replace a complex component for a simpler one using a Substitute Level of Detail Representation. Prerequisites
The material covered in this learning guide assumes a mastery of Autodesk Inventor basics as taught in the Autodesk Inventor: Introduction to Solid Modeling learning guide.

Autodesk Inventor 2018: Presenting Designs with Image and Animation Tools ASCENT - Center for Technical Knowledge,2018-03-01
The Autodesk® Inventor® 2018: Presenting Designs with Image and Animation Tools student guide teaches you how to present your Autodesk® Inventor® designs using tools that are available with the software. You begin in

the modeling environment, learning how to customize visual styles, include reflections and shadows in a display, set up and control lighting, and create and assign unique material appearances with the aim of enhancing how the model is presented. The student guide also discusses the Presentation and Inventor Studio environments, which can be used to create compelling still images or animations of a design. The Presentation environment enables you to create snapshot views (still images) and animations to help document an assembly. A presentation file can be used to indicate how parts relate to each other and create an exploded view for a drawing. Animating the exploded view enables you to further show how components fit together in an assembly. Inventor Studio is an alternate tool that can also be used to create realistic renderings or animations of models that can be used in model presentations. The topics covered in this student guide are also covered in the following ASCENT student guides, which include a broader range of advanced topics: - Autodesk® Inventor® 2018: Advanced Assembly Modeling - Autodesk® Inventor® 2018: Advanced Part Modeling - Autodesk® Inventor® 2018: Introduction to Solid Modeling Topics covered: - Enhance the appearance of surfaces and edges of a model by assigning visual styles, ray tracing, reflections, shadows, and a ground plane. - Customize and assign lighting styles to control the number, color, and intensity of light sources in a model. - Manipulate the visual appearance of a material using the in-canvas appearance and texture tools. - Create, assign, and edit existing appearances in the model using the Appearance Browser. - Understand how presentation files can be used to document an assembly model. - Create a presentation file with animations or Snapshot views. - Publish a presentation file to create images and videos. - Render a realistic image of a model that has had appearance, lighting, and camera customizations. - Create a realistic animation of a model by applying parameters, constraints, and actions. - Create a composite video by combining camera shots, animations, and transitions using the Video Producer. - Create a custom environment for use when rendering models. Prerequisites: The material covered in this training guide assumes a mastery of Autodesk Inventor basics as taught in Autodesk® Inventor®: Introduction to Solid Modeling. Enhancements that were introduced in the Presentation environment in the R2 release have been included in this version of the student guide. It is recommended that you use the R2 or R3 release of Autodesk Inventor 2018 with this student guide.

Autodesk Inventor 2018: Review for Professional Certification ASCENT - Center for Technical Knowledge, Autodesk® Inventor® 2018: Review for Professional Certification is a comprehensive review guide to assist in preparing for the Autodesk Inventor Certified Professional exam. It enables experienced users to review learning content from ASCENT that is related to the exam objectives. New users of the Autodesk® Inventor® 2018 software should refer to the following ASCENT student guides: - Autodesk® Inventor® 2018: Introduction to Solid Modeling - Autodesk® Inventor® 2018: Advanced Assembly Modeling - Autodesk® Inventor® 2018: Advanced Part Modeling - Autodesk® Inventor® 2018: Sheet Metal Design Prerequisites Autodesk® Inventor® 2018: Review for Professional Certification is intended for experienced users of the Autodesk Inventor software. Autodesk recommends 400 hours of hands-on software experience prior to taking

the Autodesk Inventor Certified Professional exam.

Autodesk Inventor 2019: Review for Professional Certification (Mixed Units) ASCENT - Center for Technical Knowledge, Autodesk® Inventor® 2019: Review for Professional Certification is a comprehensive review guide intended to help you prepare for the Autodesk Inventor Certified Professional exam. It enables experienced users to review learning content from ASCENT that is related to the exam objectives. New users of the Autodesk® Inventor® 2019 software should refer to the following ASCENT learning guides: Autodesk® Inventor® 2019: Introduction to Solid ModelingAutodesk® Inventor® 2019: Advanced Assembly ModelingAutodesk® Inventor® 2019: Advanced Part ModelingAutodesk® Inventor® 2019: Sheet Metal Design Prerequisites: Access to the 2019 version of the software. The practices and files included with this guide might not be compatible with prior versions.This guide is intended for experienced users of the Autodesk Inventor software. Autodesk recommends 400 hours of hands-on software experience prior to taking the Autodesk Inventor Certified Professional exam.

Revit Building 9 Level 1 Ascent - Center for Technical Knowledge,2014-04-24 The Autodesk(R) Inventor(R) 2015 Update for 2013/2014 Users training guide introduces the new concepts and solid modeling techniques that have been added to both the Autodesk Inventor 2014 and Autodesk Inventor 2015 software. The training guide covers enhancements to the most commonly used environments and contains practices for practicing the new concepts. The major topics covered include: Interface Enhancements Sketching Enhancements Part Modeling Enhancements Assembly Enhancements Drawing Enhancements Sheet Metal Enhancements The training guide begins with changes to the overall interface and enhancements that cover global settings and import/export support. The second chapter covers the sketch environment and contains many topics that have been added to ease sketch creation and how you work and control constraint settings. A number of enhancements have also been added to existing and new part modeling tools. These changes are covered in Chapter 3. In addition to changes made to existing features, such as fillets, sweeps, threads, and iParts, new workflows for simplifying models, attaching point cloud data, and using direct edit to make changes to a model are also covered. Chapters 4 and 5 cover all of the changes to the assembly environment. These include changes to component placement, setting up relationships using Constraints and Joints, and assembly simplification tools. Additional assembly enhancements to section and design views and the new ability to reuse frame members are also covered. The final chapter in the training guide covers the drawing environment. The topics discussed are divided so that all of the view and annotation enhancements are covered. The training guide appendices introduce the Freeform part modeling workflow as a non-parametric design methodology and the changes made in the Sheet Metal environment. Prerequisites: This training guide assumes knowledge of the Autodesk Inventor 2013 or 2014 software. Students should know how to create and edit parts, create assemblies, and set up drawing files to create and annotate drawing views.

Inventor R11 Introduction to Modeling Ascent -. Center For Technical Knowledge,Ascent - Center for Technical

Knowledge,2015-01-09 This learning guide focuses on the creation of complex geometry that cannot easily be created using solid features. It provides students with a basic understanding of surface modeling styles and extensive exercises to practice the new functionality used to create complex geometry. Course topics: Surface Basics Reference Geometry Splines and Conics Creating Simple Surfaces Surface Operations Creating Surfaces from Boundaries Analysis Tools Advanced Surfaces (Curvature Continuous Surfaces, N-Sided) Advanced Swept Surfaces Advanced Surface Options (blend section, blend between surfaces, blend tangent to surfaces) Offset Surfaces Introduction to Data Exchange (Import Data Doctor) Prerequisites: Prerequisites: It is recommended to complete the following, or have the equivalent Creo Parametric experience: Creo Parametric 2.0: Introduction to Solid Modeling - Part 1 Creo Parametric 2.0: Introduction to Solid Modeling - Part 2 Creo Parametric 2.0: Advanced Part Design Creo Parametric: Core Update, Wildfire 4.0 to Creo Parametric 2.0 Please note that this learning guide uses commercial practice files which may not be compatible with the Student Edition of Creo Parametric

Autodesk BIM 360 Glue: User Fundamentals ASCENT - Center for Technical Knowledge,2018-02-21 The Autodesk® BIM 360™ Glue® User Fundamentals learning guide teaches you how to better predict project outcomes, reduce conflicts and changes, and achieve lower project risk using a BIM workflow. Over the course of this learning guide, you will learn how to consolidate civil, architectural, structural, and MEP models into one BIM model in the cloud. Starting with Autodesk® Revit® models, you will append various AutoCAD® Civil 3D® drawing files and Autodesk® Inventor® models and check for conflicts. Next, you will use review and markup tools for communicating issues across disciplines. Finally, you will locate clashes to find constructability issues. This learning guide is designed for new end users of the Autodesk® BIM 360™ Glue® software in multiple disciplines and is written on the software version 4.51.34.534. In addition to Autodesk BIM 360 Glue, you must have Autodesk Revit installed on your computer to complete the practices in this course. Topics Covered - Understanding the purpose of Building Information Modeling (BIM) and how it is applied in the Autodesk BIM 360 Glue software. - Consolidate Models - Navigating the Autodesk BIM 360 Glue desktop and mobile interfaces. - Creating a composite model. - Transforming models for correct alignment. - Review and Analyze Models - Using basic viewing tools. - Saving and retrieving views. - Sectioning a model. - Investigating properties. - Hiding and unhiding items. - Communication - Measuring a model. - Marking up the model. - Collaboration - Reviewing a model for clashes. - Notifying other team members of clashes and markups. - Sending the BIM 360 Glue model to BIM 360 Field users. Prerequisites Understanding of construction terminology.

3D-Konstruktionen mit Autodesk Inventor 2024 Detlef Ridder,2023-07-13 3D-Modellieren von der Skizze über Bauteile und Baugruppen bis zur Werkzeichnung und Animation Praxisnahe Erläuterung grundlegender Befehle mit vielen verschiedenen Konstruktionsbeispielen zum Nachbauen Zwei Bonus-Kapitel mit zusätzlichen Themen sowie alle

Beispielprojekte als Download Dieses Grundlagen- und Lehrbuch zeigt Ihnen anhand vieler einzelner Konstruktionsbeispiele die Möglichkeiten von Inventor 2024 und richtet sich insbesondere an Inventor-Neulinge, die Wert auf einen gründlichen praxisnahen Einstieg legen. Mit der Inventor-Testversion von der Autodesk-Webseite können Sie zügig eigene dreidimensionale Konstruktionen erstellen. Die wichtigsten Vorgehensweisen werden mit vielen einzelnen Beispielen erklärt. Für jedes Kapitel finden Sie Testfragen mit Lösungen im Anhang. Alle Befehle werden umfangreich vorgestellt und können daher leicht für eigene Projekte eingesetzt werden.

Imagine Design Create Tom Wujec, 2011-05 *Imagine, Design, Create* offers a wide-ranging look at how the creative process and the tools of design are dramatically changing--and where design is headed in the coming years. Bringing together stories of good design happening around the world, the book shows how people are using fresh design approaches and new capabilities to solve problems, create opportunities, and improve the way we live and work. From the impact of SOM's Cathedral of Christ the Light in Oakland to the spark that inspired Thomas Heatherwick's U.K. Pavilion in Shanghai; from the new processes fueling Zaha Hadid's extraordinary architecture to the digital tools Ford is using to transform car design, each of these stories explores questions that swirl around the idea of design. How does design change our lives for the better? How is our capacity to produce good design evolving? How will the next generation of designers work? What will they make? What new areas of human experience is design opening for us? Now that designers can do almost anything--what should they do? The Publisher has two cover versions for this title. The books will ship with either a black or white cover. The interior contents are the same.

3D-Konstruktionen mit Autodesk Inventor 2025 Detlef Ridder, 2024-10-31 - 3D-Modellieren von der Skizze über Bauteile und Baugruppen bis zur Werkzeichnung und Animation - Praxisnahe Erläuterung grundlegender Befehle mit zahlreichen Konstruktionsbeispielen - Zwei Bonuskapitel mit zusätzlichen Themen sowie alle Beispielprojekte als Download Praxisnaher Einstieg Dieses Grundlagen- und Lehrbuch zeigt Ihnen anhand vieler einzelner Konstruktionsbeispiele die Möglichkeiten von Inventor 2025 und richtet sich insbesondere an Inventor-Neulinge, die Wert auf einen gründlichen praxisnahen Einstieg legen. Die wichtigsten Vorgehensweisen werden mit vielen einzelnen Beispielen erklärt und können daher leicht für eigene Projekte eingesetzt werden. Inventor von A bis Z Alle wichtigen Befehle werden detailliert vorgestellt: von der Erstellung von 2D-Skizzen mit Bemaßung und Abhängigkeiten über die verschiedenen Arten der Modellierung bis hin zur Erstellung von Baugruppen, Zeichnungsableitung, dem Erstellen von Stücklisten und animierten Präsentationen. Zu jedem Kapitel finden Sie Testfragen mit Lösungen im Anhang, mit denen Sie Ihr Wissen überprüfen und festigen können. Bonuskapitel und Projektdateien zum Download Die vollständigen Projekte der 3D-Beispiele inklusive der Bauteile, Baugruppen und Zeichnungen stehen auf der Webseite des Verlags zum Download bereit und helfen Ihnen, alle Übungsbeispiele leicht nachzuvollziehen. Darüber hinaus erhalten Sie zwei digitale Bonuskapitel zu den Spezialthemen »iLogic-Programmierung«

und »Module für Blech, Gestell, Welle, Schweißen, BIM-Export, Elektronik«.

Autodesk Civil 3D 2020: Fundamentals (Imperial Units) ASCENT - Center for Technical Knowledge,2019-04-10 The Autodesk(R) Civil 3D(R) 2020: Fundamentals guide is designed for Civil Engineers and Surveyors who want to take advantage of the Autodesk(R) Civil 3D(R) software's interactive, dynamic design functionality. The Autodesk Civil 3D software permits the rapid development of alternatives through its model-based design tools. You will learn techniques enabling you to organize project data, work with points, create and analyze surfaces, model road corridors, create parcel layouts, perform grading and volume calculation tasks, and layout pipe networks. Topics Covered Learn the Autodesk Civil 3D 2020 user interface. Create and edit parcels and print parcel reports. Create points and point groups and work with survey figures. Create, edit, view, and analyze surfaces. Create and edit alignments. Create data shortcuts. Create sites, profiles, and cross-sections. Create assemblies, corridors, and intersections. Create grading solutions. Create gravity fed and pressure pipe networks. Perform quantity takeoff and volume calculations. Use plan production tools to create plan and profile sheets. Prerequisites Access to the 2020 version of the software. The practices and files included with this guide might not be compatible with prior versions. Experience with AutoCAD(R) or AutoCAD-based products and a sound understanding and knowledge of civil engineering terminology.

3D-Konstruktionen mit Autodesk Inventor 2023 Detlef Ridder,2022-09-20 Dieses Grundlagen- und Lehrbuch zeigt Ihnen anhand vieler einzelner Konstruktionsbeispiele die Möglichkeiten von Inventor 2023 und richtet sich insbesondere an Inventor-Neulinge, die Wert auf einen gründlichen praxisnahen Einstieg legen. Mit der Inventor-Testversion von der Autodesk-Webseite können Sie zügig eigene dreidimensionale Konstruktionen erstellen. Die wichtigsten Vorgehensweisen werden mit vielen einzelnen Beispielen erklärt. Für jedes Kapitel finden Sie Testfragen mit Lösungen im Anhang.

3D-Konstruktionen mit Autodesk Inventor 2022 Detlef Ridder,2021-08-16 • 3D-Modellieren von der Skizze über Bauteile und Baugruppen bis zur Werkzeichnung und Animation • Praxisnahe Erläuterung grundlegender Befehle mit vielen verschiedenen Konstruktionsbeispielen zum Nachbauen • Einführung in die iLogic-Programmierungumgebung Dieses Grundlagen- und Lehrbuch zeigt Ihnen anhand vieler einzelner Konstruktionsbeispiele die Möglichkeiten von Inventor 2022 und richtet sich insbesondere an Inventor-Neulinge, die Wert auf einen gründlichen praxisnahen Einstieg legen. Mit der Inventor-Testversion von der Autodesk-Webseite können Sie zügig eigene dreidimensionale Konstruktionen erstellen. Die wichtigsten Vorgehensweisen werden mit vielen einzelnen Beispielen erklärt. Für jedes Kapitel finden Sie Testfragen mit Lösungen im Anhang. Zahlreiche Befehle werden detailliert erläutert, wie z.B.: • 2D-Skizzen mit Linie, Bogen, Kreis, Rechteck, Langloch, Polygon • Abhängigkeiten und Bemaßungen in der Skizze • Volumenkörper aus Skizzen mit Extrusion, Rotation, Sweeping und Lofting • Spezielle Modellierung mit Spirale, Prägen, Ableiten, Rippe und Aufkleben • Befehle mit neuen Eigenschaften-Dialogen • Import für AutoCAD-2D-Zeichnungen mit assoziativer Zuordnung • 3D-Modellierung mit

Grundkörpern wie Quader, Zylinder, Kugel und Torus • Volumenkörper durch Features ergänzen: Bohrung, Fase, Rundung, Gewinde, Wandstärke, Flächenverjüngung etc. • Baugruppen durch Platzieren der Bauteile mit geometrischen Abhängigkeiten • Integration von Architektur-Dateien aus Revit, Export in die Fusion-Umgebung • Zeichnungsableitung mit Ansichten, Bemaßungen und Beschriftungen • Erstellen von Stücklisten und Positionsnummern • Gestaltung verschiedener Modellzustände innerhalb eines Bauteils oder einer Baugruppe • Animierte Präsentationen, fotorealistische Bilder mit verschiedenen Stilen • Einführung in die iLogic-Programmierung mit einfachen nützlichen Beispielen Alle Befehle werden umfangreich vorgestellt und können daher leicht für eigene Projekte eingesetzt werden. Insbesondere die Befehle mit den neuen Eigenschaften-Fenstern anstelle der alten Dialogfenster werden über passende Beispiele erschlossen. Aus dem Inhalt:

- Installation und Benutzeroberfläche
- Skizzenerstellung in 2D und 3D
- 3D-Modellierung
- Abhängigkeiten und Bemaßungen
- AutoCAD-2D-Import
- 3D-Modellierung
- iFeatures, iMates, iParts, iAssemblies
- Baugruppenerstellung und Gestaltung von Modellzuständen
- Zeichnungs-Ableitung
- Bemaßungen und Stile
- Präsentationen
- Module für Blech, Gestell, Welle, Schweißen, BIM-Export, Elektronik
- iLogic-Programmierung

Autodesk Revit 2018 Structure: Review for Professional Certification ASCENT - Center for Technical Knowledge, Autodesk® Revit® 2018 Structure: Review for Professional Certification is a comprehensive review guide to assist in preparing for the Autodesk Revit Structure Certified Professional exam. It enables experienced users to review learning content from ASCENT that is related to the exam objectives. New users of Autodesk® Revit® Structure should refer to the following ASCENT learning guides: - Autodesk® Revit® 2018: Structure Fundamentals - Autodesk® Revit® 2018: Architecture Fundamentals - Autodesk® Revit® 2018: Collaboration Tools - Autodesk® Revit® 2018: BIM Management: Template and Family Creation Prerequisites Autodesk® Revit® 2018 MEP: Review for Professional Certification is intended for experienced users of the Autodesk Revit software. Autodesk recommends 400 hours of hands-on software experience prior to taking the Autodesk Revit Structure Certified Professional exam.

Autodesk Fusion 360: Introduction to Parametric Modeling ASCENT - Center for Technical Knowledge, The Autodesk® Fusion 360™ Introduction to Parametric Modeling learning guide provides you with an understanding of the parametric design philosophy using the Autodesk® Fusion 360™ software. Through a hands-on, practice-intensive curriculum, you will learn the key skills and knowledge required to design models using the Autodesk Fusion 360 software. Enhanced with videos, this learning guide will also assist you in preparing for the Autodesk Fusion 360 Certified User exam. Software Version: As a cloud-based platform, updates are frequently available for the Autodesk Fusion 360 software. This learning guide has been developed using software version: 2.0.3173. If you are using a version of the software later than version 2.0.3173, you might notice some variances between images and workflows in this learning guide and the software that you are using. Topics Covered: Understanding the Autodesk Fusion 360 interface Creating, constraining, and dimensioning 2D sketches Creating

and editing solid 3D features
Creating and using construction features
Creating equations and working with parameters
Manipulating the feature history of a design
Duplicating geometry in a design
Placing and constraining/connecting components in a single design file
Defining motion in a multi-component design
Creating components and features in a multi-component design
Creating and editing T-spline geometry
Documenting a design in drawings
Defining structural constraints and loads for static analysis
Prerequisites: As an introductory book, no prior knowledge of any 3D modeling or CAD software is required. However, students do need to be experienced with the Windows operating system and a background in drafting of 3D parts is recommended.

Autodesk Revit 2018.1 for Landscape Architecture - Imperial ASCENT - Center for Technical Knowledge, The Autodesk® Revit® software is a powerful Building Information Modeling (BIM) program that has allowed countless firms to incorporate the BIM workflow into their designs. As a key component of this workflow, Autodesk Revit allows landscape architecture firms to produce powerfully intelligent designs. This second edition of the Autodesk® Revit® 2018 for Landscape Architecture learning guide is designed to teach you how to use the Autodesk Revit software, with a focus on creating and documenting full 3D project models for an urban environment, as well as how to use the internal topography tools and the Site Designer add-in extension. You begin by learning about the user interface and basic drawing, editing, and viewing tools. Then you learn how to create topographical surfaces and modify the topography using Autodesk Revit tools and Site Designer tools. From there, you move into modeling hardscapes using walls, floors, and stairs, and adding components such as trees, site furniture and planting areas. Finally, you learn the processes that take the model to the construction documentation phase. Topics Covered: Understanding the purpose of Building Information Management (BIM) and how it is applied in the Autodesk Revit software. Navigating the Autodesk Revit workspace and interface. Working with the basic drawing and editing tools. Starting a project based on Autodesk Revit models. Creating and modifying basic topography. Using Site Designer tools to modify topography with soft terrain features, sidewalks and curbs. Adding retaining walls, hardscape, stairs and other building elements. Placing components for plantings, furniture, and lighting. Setting up sheets for plotting with text, dimensions, details, tags, and schedules. Creating details. Prerequisites: An understanding of landscape architecture terminology is an asset.

The book delves into Autodesk Inventor Rand . Autodesk Inventor Rand is a vital topic that must be grasped by everyone, from students and scholars to the general public. The book will furnish comprehensive and in-depth insights into Autodesk Inventor Rand , encompassing both the fundamentals and more intricate discussions.

1. This book is structured into several chapters, namely:

- Chapter 1: Introduction to Autodesk Inventor Rand
- Chapter 2: Essential Elements of Autodesk Inventor Rand
- Chapter 3: Autodesk Inventor Rand in Everyday Life
- Chapter 4: Autodesk Inventor Rand in Specific Contexts
- Chapter 5: Conclusion

2. In chapter 1, the author will provide an overview of Autodesk Inventor Rand . This chapter will explore what Autodesk Inventor Rand is, why Autodesk Inventor Rand is vital, and how to effectively learn about Autodesk Inventor Rand .
3. In chapter 2, this book will delve into the foundational concepts of Autodesk Inventor Rand . The second chapter will elucidate the essential principles that must be understood to grasp Autodesk Inventor Rand in its entirety.
4. In chapter 3, the author will examine the practical applications of Autodesk Inventor Rand in daily life. The third chapter will showcase real-world examples of how Autodesk Inventor Rand can be effectively utilized in everyday scenarios.
5. In chapter 4, the author will scrutinize the relevance of Autodesk Inventor Rand in specific contexts. The fourth chapter will explore how Autodesk Inventor Rand is applied in specialized fields, such as education, business, and technology.
6. In chapter 5, this book will draw a conclusion about Autodesk Inventor Rand . The final chapter will summarize the key points that have been discussed throughout the book.

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