

# Learn Autodesk Inventor 2018 Basics

3D Modeling, 2D Graphics, and  
Assembly Design



T. Kishore

Apress®

## *Learn Autodesk Inventor 2018 Basics*

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# About the Author

**T. Kishore** is an experienced trainer, savvy engineer, and prolific author of several books on Autodesk and other tools for engineering, design, graphics, 3D printing, and more.

# About the Technical Reviewer

**Wallace Jackson** has been writing for leading multimedia publications about his work in new media content development since the advent of Multimedia Producer Magazine nearly two decades ago. He has authored a half-dozen Android books for Apress, including four books in the popular Pro Android series. Wallace received his undergraduate degree in business economics from the University of California at Los Angeles and a graduate degree in MIS design and implementation from the University of Southern California. He is currently the CEO of Mind Taffy Design, a new media content production and digital campaign design and development agency.

# Introduction

Autodesk Inventor as a topic of learning is vast, with a wide scope. It is a package of many modules that deliver great value to enterprises. It offers a set of easy-to-use tools for designing, documenting, and simulating 3D models. Using this software, you can speed up the design process and reduce your product development costs.

This book provides a step-by-step approach for users to learn Autodesk Inventor. It is aimed at those with no previous experience with Inventor. However, users of previous versions of Inventor may find this book useful to learn about the new and enhanced features of Inventor 2018. You will be guided from starting an Autodesk Inventor 2018 session to creating parts, assemblies, and drawings. Each chapter explains the components with the help of real-world models.

## Scope of This Book

This book was written for students and engineers who are interested in using Autodesk Inventor 2018 to design mechanical components and assemblies and then create drawings.

This book provides a step-by-step approach for learning Autodesk Inventor 2018. The chapters cover the following topics:

- **Chapter 1** introduces Autodesk Inventor. The user interface and terminology are discussed in this chapter.
- **Chapter 2** takes you through the creation of your first Inventor model. You create simple parts.
- **Chapter 3** teaches you to create assemblies. It explains the top-down and bottom-up approaches for designing an assembly. You create an assembly using the bottom-up approach.
- **Chapter 4** teaches you to create drawings of the models created in the earlier chapters. You also place exploded views and the part list of an assembly.
- **Chapter 5** teaches you how to use additional modeling tools to create complex models.
- **Chapter 6** introduces you to sheet metal modeling. You create a sheet metal part using the tools available in the Sheet Metal environment.
- **Chapter 7** teaches you to create top-down assemblies. It also introduces you to creating mechanisms by applying joints between the parts.
- **Chapter 8** teaches you to apply dimensions and annotations to a 2D drawing.
- **Chapter 9** teaches you to add 3D annotations and tolerances to a 3D model.