

Table of Contents

Dedication	iii
Preface	xiii
Introduction	xv

Chapter 1: Drawing Sketches for Solid Models

The Sketching Environment	1-2
Starting a New File	1-3
Introduction to the Sketching Environment	1-6
Setting Up the Sketching Environment	1-6
Understanding the Drawing Display Tools	1-9
Zoom All	1-9
Zoom Window	1-9
Zoom	1-9
Pan	1-10
Zoom Selected	1-10
Sketching Entities	1-10
Drawing Lines	1-10
Drawing Circles	1-13
Drawing Ellipses	1-14
Drawing Arcs	1-15
Drawing Rectangles	1-16
Drawing Polygons	1-18
Placing Points/Center Points	1-19
Creating Fillets	1-19
Creating Chamfers	1-20
Drawing Splines	1-22
Deleting Sketched Entities	1-22
Tutorial 1	1-24
Tutorial 2	1-29
Tutorial 3	1-32
Tutorial 4	1-36
Self-Evaluation Test	1-39
Review Questions	1-39
Exercise 1	1-40
Exercise 2	1-41

Chapter 2: Adding Constraints and Dimensions to Sketches

Adding Geometric Constraints to the Sketch	2-2
Viewing the Constraints Applied to a Sketch	2-6
Deleting Geometric Constraints	2-7

Adding Dimensions to Sketches	2-7
Understanding the Concept of Fully Constrained Sketches	2-14
Measuring Sketched Entities	2-15
Tutorial 1	2-19
Tutorial 2	2-25
Tutorial 3	2-29
Tutorial 4	2-35
Self-Evaluation Test	2-38
Review Questions	2-38
Exercise 1	2-39
Exercise 2	2-40
Exercise 3	2-40
Exercise 4	2-41
Exercise 5	2-41

Chapter 3: Editing, Extruding, and Revolving Sketches

Editing Sketched Entities	3-2
Extending Sketched Entities	3-2
Trimming Sketched Entities	3-2
Offsetting Sketched Entities	3-3
Mirroring Sketched Entities	3-4
Moving Sketched Entities	3-5
Rotating Sketched Entities	3-7
Creating Patterns	3-9
Creating Rectangular Patterns	3-9
Creating Circular Patterns	3-13
Writing Text in the Sketching Environment	3-16
Inserting Images and Documents in Sketches	3-19
Editing Sketched Entities by Dragging	3-19
Tolerances	3-20
Converting the Base Sketch into a Base Feature	3-22
Extruding the Base Sketch	3-23
Revolving the Base Sketch	3-27
Rotating the View of a Model in 3D Space	3-29
Controlling the Display of Models	3-31
Setting Display Modes	3-32
Setting the Camera Type	3-32
Setting the Shadow Options	3-33
Tutorial 1	3-34
Tutorial 2	3-38
Tutorial 3	3-42
Tutorial 4	3-46
Self-Evaluation Test	3-50
Review Questions	3-51
Exercise 1	3-52
Exercise 2	3-52

Exercise 3	3-53
Exercise 4	3-53
Exercise 5	3-54

Chapter 4: Other Sketching and Modeling Options

Why Do You Need Other Sketching Planes?	4-2
Work Features	4-3
Creating Work Planes	4-3
Creating Work Axes	4-11
Creating Work Points	4-12
Other Extrusion Options	4-14
Other Revolution Options	4-20
The Concept of Sketch Sharing	4-21
Tutorial 1	4-23
Tutorial 2	4-29
Tutorial 3	4-34
Self-Evaluation Test	4-39
Review Questions	4-39
Exercise 1	4-40
Exercise 2	4-41
Exercise 3	4-42
Exercise 4	4-43

Chapter 5: Advanced Modeling Tools-I

Advanced Modeling Tools	5-2
Creating Holes	5-2
Creating Fillets	5-10
Creating Chamfers	5-20
Mirroring Features and Models	5-22
Creating Rectangular Patterns	5-24
Creating Circular Patterns	5-28
Creating Rib Features	5-29
Thickening or Offsetting the Faces of Features	5-32
Creating Embossed and Engraved Features	5-36
Transferring Images on a Feature	5-38
Tutorial 1	5-40
Tutorial 2	5-46
Tutorial 3	5-51
Tutorial 4	5-57
Self-Evaluation Test	5-61
Review Questions	5-62
Exercise 1	5-63
Exercise 2	5-63

Chapter 6: Editing Features and Adding Automatic Dimensions to Sketches

Concept of Editing Features	6-2
Editing Features of a Model	6-2
Updating Edited Features	6-5
Dynamically Editing Features Using 3D Grips	6-5
Dynamically Moving or Rotating Features	6-6
Editing Sketches of Features	6-8
Redefining the Sketching Plane of a Sketched Feature	6-9
Suppressing Features	6-10
Unsuppressing the Suppressed Features	6-11
Moving Faces of a Solid	6-11
Deleting Features	6-13
Copying and Pasting Features	6-13
Assigning Different Color to a Face or Feature	6-15
Adding Automatic Dimensions to Sketches	6-16
Projecting Entities in the Sketching Environment	6-17
Tutorial 1	6-20
Tutorial 2	6-26
Tutorial 3	6-30
Self-Evaluation Test	6-35
Review Questions	6-36
Exercise 1	6-37
Exercise 2	6-38
Exercise 3	6-38
Exercise 4	6-39

Chapter 7: Advanced Modeling Tools-II

Advanced Modeling Tools	7-2
Creating Sweep Features	7-2
Creating Lofted Features	7-8
Creating Coil Features	7-16
Creating Threads	7-21
Creating Shell Features	7-25
Applying Face Drafts	7-27
Creating Split Features	7-30
Trimming Surfaces	7-31
Extending Surfaces	7-33
Deleting Faces	7-35
Replacing Faces with Surfaces	7-36
Creating Planar Boundary Patches	7-39
Stitching Surfaces	7-40
Working with the Sculpt Tool	7-41
Reordering Features	7-42
Tutorial 1	7-41

Tutorial 2	7-49
Tutorial 3	7-52
Tutorial 4	7-54
Tutorial 5	7-57
Self-Evaluation Test	7-60
Review Questions	7-61
Exercise 1	7-62
Exercise 2	7-63

Chapter 8: Assembly Modeling-I

Assembly Modeling	8-2
Types of Assemblies	8-2
Creating Top-down Assemblies	8-4
Creating Components in the Assembly Module	8-4
Creating Bottom-up Assemblies	8-7
Placing Components in the Assembly File	8-7
Assembling Components	8-8
Mate Constraint	8-8
Angle Constraint	8-11
Tangent Constraint	8-13
Insert Constraint	8-14
Rotation Constraint	8-15
Rotation-Translation Constraint	8-16
Transitional Constraint	8-16
Using ALT+ Drag to Apply Assembly Constraints	8-16
Moving Individual Components	8-18
Rotating Individual Components in 3D Space	8-18
Tutorial 1	8-18
Tutorial 2	8-36
Self-Evaluation Test	8-43
Review Questions	8-44
Exercise 1	8-45

Chapter 9: Assembly Modeling-II

Editing Assembly Constraints	9-2
Editing Components	9-3
Editing Components in the Assembly File	9-3
Editing Components by Opening their Part Files	9-5
Checking Degrees of Freedom of a Component	9-5
Creating Pattern of the Components in an Assembly	9-7
Replacing a Component in the Assembly File with Another Component	9-10
Replacing a Single Instance of the Selected Component	9-10
Replacing all Instances of the Selected Component	9-11
Mirroring Subassemblies or Components of an Assembly	9-12
Copying Subassemblies or Components of an Assembly	9-15

Deleting Components	9-16
Editing the Pattern of Components	9-16
Making a Pattern Instance Independent	9-17
Deleting Assembly Constraints	9-17
Creating the Assembly Section Views in the Assembly File	9-17
Analyzing Assemblies for Interference	9-18
Creating the Design View Representations	9-19
Simulating the Motion of Components of an Assembly by Driving the Assembly Constraints	9-21
Creating Positional Representations	9-26
Viewing the Bill of Material of the Current Assembly	9-26
Working with Assembly Features	9-27
Tutorial 1	9-28
Tutorial 2	9-31
Tutorial 3	9-33
Self-Evaluation Test	9-39
Review Questions	9-40
Exercise 1	9-41

Chapter 10: Working with Drawing Views-I

The Drawing Module	10-2
Types of Views	10-3
Generating Drawing Views	10-4
Generating the Base View	10-5
Generating Projected Views	10-10
Generating Auxiliary Views	10-11
Generating Section Views	10-12
Generating Detail Views	10-15
Generating Broken Views	10-16
Generating Break Out Views	10-18
Generating Overlay Views	10-21
Drafting Drawing Views	10-22
Editing Drawing Views	10-23
Deleting Drawing Views	10-24
Moving Drawing Views	10-25
Copying Drawing Views	10-25
Rotating Drawing Views	10-25
Assigning Different Hatch Patterns to the Components in the Assembly Section Views	10-26
Suppressing Components in the Assembly Section Views	10-29
Tutorial 1	10-30
Tutorial 2	10-36
Self-Evaluation Test	10-41
Review Questions	10-42
Exercise 1	10-43

Chapter 11: Working with Drawing Views-II

Modifying Drawing Standards	11-2
Inserting Additional Sheets	11-3
Activating a Drawing Sheet	11-3
Displaying Dimensions in the Drawing Views	11-3
Retrieving Parametric Dimensions in the Drawing Views	11-4
Adding Reference Dimensions	11-5
Modifying the Model Dimensions	11-5
Editing Drawing Sheets	11-6
Creating Dimension Styles	11-7
Applying Dimension Styles	11-8
Modifying the Dimension Appearance Using the Shortcut Menu	11-9
Adding a Parts List	11-9
Editing the Parts List	11-12
Setting the Standard for the Parts List	11-14
Adding Balloons to the Assembly Drawing Views	11-15
Adding Balloons to the Selected Components	11-16
Adding Automatic Balloons	11-16
Adding Text to the Drawing Sheet	11-18
Tutorial 1	11-20
Tutorial 2	11-25
Tutorial 3	11-30
Self-Evaluation Test	11-34
Review Questions	11-34
Exercise 1	11-35

Chapter 12: Presentation Module

The Presentation Module	12-2
Creating the Presentation View	12-3
Defining Units for the Presentation Files	12-6
Tweaking Components in a Presentation View	12-6
Animating Assemblies	12-10
Rotating the Presentation View Precisely	12-14
Tutorial 1	12-15
Tutorial 2	12-23
Self-Evaluation Test	12-30
Review Questions	12-30
Exercise 1	12-31

Chapter 13: Working with Special Design Tools

Adaptive Parts	13-2
Defining Parameters	13-2
Working with iParts	13-6
Creating 3D Sketches	13-16

Tutorial 1	13-19
Tutorial 2	13-24
Tutorial 3	13-30
Tutorial 4	13-33
Tutorial 5	13-37
Self-Evaluation Test	13-49
Review Questions	13-50
Exercise 1	13-51

Chapter 14: Working with Sheet Metal Components

The Sheet Metal Module	14-2
Setting Sheet Metal Component Options	14-4
Creating Sheet Metal Components	14-10
Folding Parts of Sheet Metal Components	14-14
Adding Flanges to Sheet Metal Components	14-17
Creating Cuts in Sheet Metal Components	14-20
Creating Seams at Corners of Sheet Metal Components	14-21
Bending Sheet Metal Faces	14-26
Rounding Corners of Sheet Metal Components	14-28
Chamfering Corners of Sheet Metal Components	14-30
Punching 3D Shapes into Sheet Metal Components	14-31
Creating Hems	14-34
Creating Contour Flanges	14-36
Creating Flat Patterns of Sheet Metal Components	14-38
Tutorial 1	14-39
Tutorial 2	14-47
Self-Evaluation Test	14-53
Review Questions	14-54
Exercise 1	14-55

Chapter 15: Introduction to Weldments

Understanding Weldment Assemblies	15-2
Major Types of Welds in Autodesk Inventor	15-3
Adding Welds to Assemblies	15-6
Creating Fillet Welds	15-7
Creating Cosmetic Welds	15-9
Creating Groove Welds	15-10
Tutorial 1	15-12
Tutorial 2	15-16

Student Projects	1
Index	1