

Autodesk Sketch

Kevin Michael Land

A N00b's Guide to Using Autodesk Sketchbook Gregory Marlow,2012-08-21 Technology bombards us with new inventions and innovations almost daily. But when presented with a new gizmo or gadget, an artist's first thought (even if not spoken aloud) is usually: "Yeah that's nice...but can I make art with it?" The personal computer was co-opted almost immediately by wily artists painting one pixel at a time or even drawing with text in the form of ASCII art. The computer has advanced quickly as a tool that artists use to express and create. In fact, many modern illustrators and comic artists work almost exclusively in digital form. So it is no surprise that the advent of the smartphone and the tablet quickly developed the capabilities to create on the go. Many software packages have thrown their hat into this arena, but one has managed to bridge the gap between the different platforms almost seamlessly; Autodesk SketchBook. In this book we will explore the PC/Mac, Tablet, and Mobile versions of Autodesk SketchBook. We will talk about what is similar and what is different about each platform and how it can serve artists in the office, at home, or on the move. But most importantly we will talk about how artists can use it to create art.

SketchBook Pro Digital Painting Essentials Gil Robles,2013-10-25 This book is an example-based guide that will help you create professional grade paintings using Sketchbook Pro. As you progress from one chapter to another, you will learn how to virtually draw visually stunning paintings that are digitally drawn but look exactly like orthodox artwork. If you have had prior experience in developing digital artwork and are looking to add to your knowledge, Sketchbook Pro Digital Painting Essentials is a guide that will help you seamlessly translate what you do with traditional media to digital media.

Tools for Design Using AutoCAD 2024 and Autodesk Inventor 2024 Randy Shih,2023-06 • Designed for students who want to learn AutoCAD and Inventor 2024 and are completely new to CAD • Covers 2D drawing, 3D modeling, assembly modeling, freehand sketching and finite element analysis • Uses step-by-step instructions throughout the book • Includes three assembly projects using three popular robot kits Tools for Design is intended to provide you with an overview of computer aided design using two popular CAD software packages from Autodesk: AutoCAD and Autodesk Inventor. This book explores the strengths of each package and shows how they can be used in design, both separately and in combination with each other. What you'll learn • How to create and dimension 2D multiview drawings using AutoCAD • How to freehand sketch using axonometric, oblique and perspective projection techniques • How to create 3D parametric models and 2D multiview drawings using Autodesk Inventor • How to reuse design information between AutoCAD and Autodesk Inventor • How to combine parts into assemblies including assembly modeling with a LEGO® MINDSTORMS® Education Base Set, with a TETRIX® kit and a VEX Robot Kit • How to perform basic finite element stress analysis using Inventor Stress Analysis Module Who this book is for This book is designed for high school and college age students wanting to learn the fundamentals of computer aided design with AutoCAD and Inventor and how the two can be used together. No prior CAD experience is required.

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Parametric Modeling with Autodesk Fusion 360 Randy Shih, Parametric Modeling with Autodesk Fusion 360 contains a series of thirteen tutorial style lessons designed to introduce Autodesk Fusion 360, solid modeling and parametric modeling techniques and concepts. This book introduces Autodesk Fusion 360 on a step-by-step basis, starting with constructing basic shapes, all the way through to the creation of assembly drawings and 3D printing your own designs. This book takes a hands on, exercise intensive approach to all the important parametric modeling techniques and concepts. Each lesson introduces a new set of commands and concepts, building on previous lessons. The lessons guide you from constructing basic shapes to building intelligent solid models, assemblies and creating multi-view drawings. This book also introduces you to the general principles of 3D printing including a brief history of 3D printing, the types of 3D printing technologies, commonly used filaments, and the basic procedure for printing a 3D model. 3D printing makes it easier than ever for anyone to start turning their designs into physical objects, and by the end of this book you will be ready to start printing out your own designs.

Autodesk Inventor Professional 2024 for Designers, 24th Edition Prof. Sham Tickoo,2023-07-16 Autodesk Inventor Professional 2024 for Designers is a comprehensive book that introduces the users to Autodesk Inventor 2024, a feature-based 3D parametric solid modeling software. All environments of this solid modelling software are covered in this book with a thorough explanation of commands, options, and their applications to create real-world products. The mechanical engineering industry examples that are used as tutorials and the related additional exercises at the end of each chapter help the users to understand the design techniques used in the industry to design a product. Additionally, the author emphasizes on the solid modeling techniques that will improve the productivity and efficiency of the users. After reading this book, the users will be able to create solid parts, sheet metal parts, assemblies, weldments, drawing views with bill of materials, presentation views to animate the assemblies and apply direct modeling techniques to facilitate rapid design prototyping. Salient Features Comprehensive book consisting of 20 chapters organized in a pedagogical sequence. Detailed explanation of all concepts, techniques, commands, and tools of Autodesk Inventor Professional 2024. Step-by-step instructions that guide the users through the learning process. More than 54 real-world mechanical engineering designs as tutorials and projects. Self-Evaluation Test, Review Questions, and Exercises are given at the end of the chapters. Table of Contents Chapter 1: Introduction Chapter 2: Drawing Sketches for Solid Models Chapter 3: Adding Constraints and Dimensions to Sketches Chapter 4: Editing, Extruding, and Revolving the Sketches Chapter 5: Other Sketching and Modeling Options Chapter 6: Advanced Modeling Tools-I Chapter 7: Editing Features and Adding Automatic Dimensions to Sketches Chapter 8: Advanced Modeling Tools-II Chapter 9: Assembly Modeling-I Chapter 10: Assembly Modeling-II Chapter 11: Working with Drawing Views-I Chapter 12: Working with Drawing Views-II Chapter 13: Presentation Module Chapter 14: Working with Sheet Metal Components Chapter 15: Introduction to Stress Analysis Chapter 16: Introduction to Weldments * Chapter 17: Miscellaneous Tools * Chapter 18: Working with Special Design Tools * Chapter 19: Introduction to Plastic Mold Design * Chapter 20: Introduction to Inventor Nastran * Index (* For free download)

Autodesk Inventor 2024 L. Scott Hansen,2023-05 • 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 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. Since 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. Included Videos Each book includes access to extensive video training created by author Scott Hansen. The videos follow along with the table of contents of the book. Each chapter has one or more videos in which the author demonstrates how to use the tools that are covered in that chapter. Most videos follow an exercise from start to finish. The exercises created in the video are very similar to the exercise found in the corresponding chapter. Throughout the videos Scott Hansen describes how to perform each step, the reason behind these steps, and some of the other options available with the various tools. The author's clear and simple description of each exercise is a perfect companion to the text and makes learning Autodesk Inventor easier than ever. There are thirty-four videos with four hours and thirty-nine minutes of training in total.

Improving CAD Designs with Autodesk Fusion 360 Kevin Michael Land, 2023-09-01 Work through multiple design projects to understand how Autodesk Fusion 360 helps improve efficiency and drafting Purchase of the print or Kindle book includes a free PDF eBook Key Features Understand the project workflow of Autodesk Fusion 360 Design and redesign projects while learning to fix errors Gain a better insight into repurposing real-world items into Fusion 360 for custom designs Book Description Autodesk Fusion 360 has become an indispensable tool for designers, tinkerers, and engineers worldwide thanks to its versatility that allows for large-scale assemblies and smaller, quick 3D prints. If you've faced challenges with learning Fusion 360, this book will help you overcome them and build the confidence to design your own projects, explaining step-by-step instructions and the purpose of each tool. In this book, you'll dive into the design workspace and learn sketching fundamentals such as setting up a component, recognizing when a sketch is fully constrained, and parametrically flexing models. Through trial and error, you'll work on multiple easy-to-build projects to create simple, useful items that can be quickly 3D printed for use around the house and then advance to much bigger projects that require joint connectivity and large assemblies. By the end of this book, you'll be able to sketch fully parametric designs, translate them into 3D models, and create your own unique designs. What you will learn Gain proficiency in Fusion 360 user interface, navigation, and functionality Create and transform simple 2D sketches into 3D models Manipulate and control parametric 2D sketches using dimensions Become familiar with drafting on paper and taking measurements with calipers Create a bicycle assembly part with Fusion 360 Use the form environment to create organic shapes Render a 3D model and understand how to apply materials and lighting Generate 2D assembly model drawings for documentation purposes Who this book is for Beginner or intermediate designers who prefer hands-on learning will find this book useful, especially designers, woodworkers, 3D printing enthusiasts, and hobbyists who enjoy creating things, rather than experienced machinists. The basic projects are accessible without prior CAD skills, although some fundamental CAD understanding is beneficial for those interested in going further. It is highly recommended that you use a 3-button mouse for all projects to fully utilize floating pop-up menus.

Tools for Design Using AutoCAD 2021 and Autodesk Inventor 2021 Randy Shih, 2019-08 Tools for Design is intended to provide you with an overview of computer aided design using two popular CAD software packages from Autodesk: AutoCAD and Autodesk Inventor. This book explores the strengths of each package and shows how they can be used in design, both separately and in combination with each other. What you'll learn How to create and dimension 2D multiview drawings using AutoCAD How to freehand sketch using axonometric, oblique and perspective projection techniques How to create 3D parametric models and 2D multiview drawings using Autodesk Inventor How to reuse design information between AutoCAD and Autodesk Inventor How to combine parts into assemblies including assembly modeling with a LEGO® MINDSTORMS® Education Base Set, with a TETRIX® kit and a VEX Robot Kit How to perform basic finite element stress analysis using Inventor Stress Analysis Module Who this book is for This book is designed for high school and college age students wanting to learn the fundamentals of computer aided design with AutoCAD and Inventor and how the two can be used together. No prior CAD experience is required.

Parametric Modeling with Autodesk Inventor 2020 Randy Shih, 2019-06 Parametric Modeling with Autodesk Inventor 2020 contains a series of seventeen tutorial style lessons designed to introduce Autodesk Inventor, solid modeling, and parametric modeling. It uses a hands-on, exercise-intensive approach to all the important parametric modeling techniques and concepts. The lessons guide the user from constructing basic shapes to building intelligent mechanical designs, to creating multi-view drawings and assembly models. Other featured topics include sheet metal design, motion analysis, 2D design reuse, collision and contact, stress analysis, 3D printing and the Autodesk Inventor 2020 Certified User Examination. Autodesk Inventor 2020 Certified User Examination The content of Parametric Modeling with Autodesk Inventor 2020 covers the performance tasks that have been identified by Autodesk as being included on the Autodesk Inventor 2020 Certified User examination. Special reference guides show students where the performance tasks are covered in the book.

Tools for Design Using AutoCAD 2022 and Autodesk Inventor 2022 Randy Shih, 2021-07 Tools for Design is intended to provide you with an overview of computer aided design using two popular CAD software packages from Autodesk: AutoCAD and Autodesk Inventor. This book explores the strengths of each package and shows how they can be used in design, both separately and in combination with each other. What you'll learn • How to create and dimension 2D multiview drawings using AutoCAD • How to freehand sketch using axonometric, oblique and perspective projection techniques • How to create 3D parametric models and 2D multiview drawings using Autodesk Inventor • How to reuse design information between AutoCAD and Autodesk Inventor • How to combine parts into assemblies including assembly modeling with a LEGO® MINDSTORMS® Education Base Set, with a TETRIX® kit and a VEX Robot Kit • How to perform basic finite element stress analysis using Inventor Stress Analysis Module Who this book is for This book is designed for high school and college age students wanting to learn the fundamentals of computer aided design with AutoCAD and Inventor and how the two can be used together. No prior CAD experience is required. Table of Contents Introduction: Getting Started 1. Fundamentals of AutoCAD 2. Basic Object Construction and Dynamic Input - AutoCAD 3. Geometric Construction and Editing Tools - AutoCAD 4. Orthographic Views in Multiview Drawings - AutoCAD 5. Basic Dimensioning and Notes - AutoCAD 6. Pictorials and Sketching 7. Parametric Modeling Fundamentals - Autodesk Inventor 8. Constructive Solid Geometry Concepts - Autodesk Inventor 9. Model History Tree - Autodesk Inventor 10. Parametric Constraints Fundamentals - Autodesk Inventor 11. Geometric Construction Tools - Autodesk Inventor 12. Parent/Child Relationships and the BORN Technique - Autodesk Inventor 13. Part Drawings and 3D Model-Based Definition - Autodesk Inventor 14. Symmetrical Features in Design - Autodesk Inventor 15. Design Reuse Using AutoCAD and Autodesk Inventor 16. Assembly Modeling - Putting It All Together - Autodesk Inventor 17. Design Analysis - Autodesk Inventor Stress Analysis Module

AUTODESK FUSION 360 BLACK BOOK Gaurav Verma, 2018-06-27 Autodesk Fusion is a product of Autodesk Inc. It is the first of its kind of software which combine D CAD, CAM, and CAE tool in single package. It connects your entire product development process in a single cloud based platform that works on both Mac and PC. In CAD environment, you can create the model with parametric designing and dimensioning. The CAD environment is equally applicable for assembly design. The CAE environment facilitates to analysis the model under real-world load conditions. Once the model is as per your requirement then generate the NC program using the CAM environment. With lots of features and thorough review, we present a book to help professionals as well as beginners in creating some of the most complex solid models. The book follows a step by step methodology. In this book, we have tried to give real-world examples with real challenges in designing. We have tried to reduce the gap between educational and industrial use of Autodesk Fusion. In this edition of book, we have included topics on Sketching, D Part Designing, Assembly Design, Rendering & Animation, Sculpting, Mesh Design, CAM, Simulation, D printing, D PDFs. Contents Starting with Autodesk Fusion 360 Sketching 3D Sketch and Solid Modelling Advanced 3D Modelling Practical and Practice Solid Editing Assembly Design Importing Files and Inspection Surface Modelling Rendering and

AnimationDrawingSculptingSculpting-2Mesh DesignCAMGenerating Milling Toolpaths - 1Generating Milling Toolpaths - 2Generating Turning and Cutting ToolpathsMiscellaneous CAM ToolsIntroduction to Simulation in Fusion 360Simulation Studies in Fusion 360

Autodesk Fusion 360: A Tutorial Approach, 2nd Edition Prof. Sham Tickoo, Autodesk Fusion 360: A Tutorial Approach Introduces the readers to Autodesk Fusion 360, the first 3D/CAD/CAM/CAE tool that connects the entire product development process in a single cloud-based platform where different design teams work together in hybrid environment and harness the power of the cloud when necessary as well as use local resources. The chapters in this textbook are arranged in pedagogical sequence that makes it very effective in learning the features and capabilities of the software. This textbook covers all important topics and concepts such as Part Design, Assembly Design, Drafting, Animation, Basics of Sheet Metal. Salient Features: Book consisting of 10 chapters that are organized in a pedagogical sequence. Summarized content on the first page of the topics that are covered in the chapter. More than 40 real-world mechanical engineering problems used as tutorials and projects with step-by-step explanation. Additional information throughout the book in the form of notes and tips. Self-Evaluation Tests and Review Questions at the end of each chapter to help the users assess their knowledge. Table of Contents: Chapter 1: Introduction Chapter 2: Drawing Sketches for Solid Models Chapter 3: Adding Constraints and Dimensions to Sketches Chapter 4: Advance Modeling-I Chapter 5: Creating Reference Geometries Chapter 6: Advance Modeling-II Chapter 7: Assembling Components Chapter 8: Working with Drawing and Animation Workspace Chapter 9: Working with Sheet Metal Components Chapter 10: Managing and Collaborating on the Cloud Index

Autodesk Inventor Professional 2023 for Designers, 23rd Edition Prof. Sham Tickoo, 2022-07-19 Autodesk Inventor Professional 2023 for Designers is a comprehensive book that introduces the users to Autodesk Inventor 2023, a feature-based 3D parametric solid modeling software. All environments of this solid modelling software are covered in this book with a thorough explanation of commands, options, and their applications to create real-world products. The mechanical engineering industry examples that are used as tutorials and the related additional exercises at the end of each chapter help the users to understand the design techniques used in the industry to design a product. Additionally, the author emphasizes on the solid modelling techniques that will improve the productivity and efficiency of the users. After reading this book, the users will be able to create solid parts, sheet metal parts, assemblies, weldments, drawing views with bill of materials, presentation views to animate the assemblies and apply direct modelling techniques to facilitate rapid design prototyping. Also, the users will learn the editing techniques that are essential for making a successful design Salient Features Comprehensive book consisting of 20 chapters organized in a pedagogical sequence. Detailed explanation of all concepts, techniques, commands, and tools of Autodesk Inventor Professional 2023. Step-by-step instructions that guide the users through the learning process. Real-world mechanical engineering designs as tutorials and projects. Self-Evaluation Test, Review Questions, and Exercises are given at the end of the chapters. Table of Contents Chapter 1: Introduction Chapter 2: Sketching, Dimensioning, and Creating Base Features and Drawing Chapter 3: Adding Constraints to Sketches Chapter 4: Editing, Extruding, and Revolving the Sketches Chapter 5: Other Sketching and Modeling Options Chapter 6: Advanced Modeling Tools-I Chapter 7: Editing Features and Adding Automatic Dimensions to Sketches Chapter 8: Advanced Modeling Tools-II Chapter 9: Assembly Modeling-I Chapter 10: Assembly Modeling-II Chapter 11: Working with Drawing Views-I Chapter 12: Working with Drawing Views-II Chapter 13: Presentation Module Chapter 14: Working with Sheet Metal Components Chapter 15: Introduction to Stress Analysis Chapter 16: Introduction to Weldments * Chapter 17: Miscellaneous Tools * Chapter 18: Working with Special Design Tools * Chapter 19: Introduction to Plastic Mold Design * Chapter 20: Introduction to Inventor Nastran * Index (* For free download)

Autodesk Inventor Exercises Bob McFarlane, 2017-04-07 This practical resource provides a series of Inventor® exercises covering several topics, including: sketches part models assemblies drawing layouts presentations sheet metal design welding for users with some familiarity with Autodesk® Inventor, or other similar feature-based modelling software such as Solid Works®, CATIA®, Pro/ENGINEER and Creo Parametric, and who want to become proficient. Exercises are set out in a structured way and are suitable for releases of Inventor from versions 7 to 13.

Autodesk Inventor 2024 and Engineering Graphics Randy Shih, 2023-06 • Teaches you the principles of both engineering graphics and Autodesk Inventor 2024 • Uses step by step tutorials that cover the most common features of Autodesk Inventor • Includes a chapter on stress analysis • Prepares you for the Autodesk Inventor Certified User Exam Autodesk Inventor 2024 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 2024. 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 of the book 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 2024'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 7 David P. Madsen, 2003-10 Autodesk Inventor® 7: Basics Through Advanced fully demonstrates the powerful abilities of the Autodesk Inventor software program. This text is written in a clear and concise manner, focusing on the highest professional standards. Building on your basic understanding of CADD and mechanical drafting, this text introduces you to solid modeling and the tools and interface components used in Autodesk Inventor to complete fully parametric 3-dimensional parts, assemblies and presentations and 2-dimensional drawings. The chapters are arranged in an easy-to-understand format, beginning with basic topics and working toward advanced subjects. Each chapter contains a variety of learning tools that simulate real-world activities and mechanical drafting material as closely as possible. Some outstanding features of the book include: Learning Goals at the beginning of each chapter help you identify the main points of the chapter. Figures, which accompany the discussion of every topic, clearly demonstrate commands, tools, techniques, and content. Field Notes provide a variety of professional shortcuts, advanced applications, and additional instruction. Chapter Exercises are an important initial hands-on activity. Chapter exercises allow you to practice what you learn and build confidence using Autodesk Inventor. Chapter Tests can be used to test knowledge or as a comprehensive review of chapter content, which is an excellent way to reinforce what has been covered in the text. Chapter Projects provide basic through advanced activities that pull exercise concepts together and build upon material learned in previous chapters.

Autodesk Revit Architecture 2012 Essentials Phil Read, Eddy Krygiel, James Vandezande, 2011-03-31 Get the Essentials on Autodesk's fastest-growing software package! The new Essentials series from Sybex helps you quickly learn and use Autodesk software. This beautiful, task-based, full-color Autodesk Official Training Guide thoroughly covers the fundamentals of Revit Architecture, teaching readers what they need to become quickly productive with this popular building information modeling (BIM) architectural design software. By following the book's clear explanations, practical tutorials, and step-by-step exercises, you'll cover all the essentials of a typical design workflow. Topics include how to best use the interface, creating floor plans, adding walls and curtain walls, generating color fill plans, preparing documentation, as well as annotating, collaborating, and more. This four-color Essentials guide provides you with the fast and thorough grounding you need in Revit Architecture. Covers Revit Architecture 2012 fundamentals, so you become quickly productive with the software Prepares you for the Revit Architecture Associate and Professional certification exams Uses straightforward explanations and real-world, hands-on exercises and tutorials to teach the software's core features and functions Helps you quickly develop the skills needed throughout a project, whether you're a beginner or a more experienced user brushing up on the basics Go from concepts to complete construction documents with this essential, full-color guide.

Parametric Modeling with Autodesk Inventor 2024 Randy Shih, • Designed specifically for beginners with no prior CAD experience • Uses a hands-on, exercise-intensive, tutorial style approach • Comes with extensive video instruction • Covers parametric modeling, 3D Modeling, 3D printing, and the Autodesk Inventor Certified User Exam • Contains a chapter introducing you to stress analysis Parametric Modeling with Autodesk Inventor 2024 contains a series of seventeen tutorial style lessons designed to introduce Autodesk Inventor, solid modeling, and parametric modeling. It uses a

hands-on, exercise-intensive approach to all the important parametric modeling techniques and concepts. The lessons guide the user from constructing basic shapes to building intelligent mechanical designs, to creating multi-view drawings and assembly models. Other featured topics include sheet metal design, motion analysis, 2D design reuse, collision and contact, stress analysis, 3D printing and the Autodesk Inventor 2024 Certified User Examination. Video Training Included with every new copy of this book is access to extensive video training. There are forty-seven videos that total nearly six hours of training in total. This video training parallels the exercises found in the text. 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 tools found in Autodesk Inventor and perfectly complement and reinforce the exercises in the book.

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Autodesk Sketch Introduction

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