Learning Autodesk Inventor LT 2010

Learn the fundamental principles of 3D parametric part design and creating production-ready part drawings using Autodesk® Inventor® LT. Hands-on exercises representing real-world, industry-specific design scenarios are included.

Objectives

Provide users with a thorough understanding of the principal 3D design, and documentation processes necessary for developing products using Autodesk Inventor LT. After completion, users will:

- Capture design intent by using the proper techniques and recommended workflows for creating intelligent 3D parametric parts.
- Document designs using base, projected, section, detail, and isometric drawing views.
- Follow drafting standards while dimensioning and annotating drawing views.

Duration

3 days

Who should attend?

New Autodesk Inventor LT users.

Pages

Vol.1 - 406; Vol. 2 – 338

Typical Schedule

Unless otherwise noted on your class registration e-mail, this class starts each day at 9:00 am and ends at 4:00 pm.

Prerequisites

No previous CAD experience is necessary. Working knowledge of the following:

- Drafting, design, or mechanical engineering principles.
- Microsoft® Windows® Vista or Microsoft® Windows® XP.

Outline

Getting Started

- Autodesk Inventor LT User Interface
- View Manipulation
- Designing Parametric Parts

Basic Sketching Techniques

- Creating 2D Sketches
- Geometric Constraints
- Dimensioning Sketches

Basic Shape Design

- Creating Basic Sketched Features
- Intermediate Sketching
- Editing Parametric Parts
- 3D Grip Editing
- Creating Work Features
- Creating Basic Swept Shapes

Basic View Creation

- Drawing Creation Environment
- Base and Projected Views
- Section Views
- Detail Views
- Crop Views
- Managing Views

- Dimensions
- Automated Dimensioning Techniques
- Manual Dimensioning Techniques

Detailed Shape Design

- Creating Chamfers and Fillets
- Creating Holes and Threads
- Patterning and Mirroring Features
- Creating Thin-Walled Parts

Basic Sketching Techniques

- iFeatures
- Various Part and Sketch Techniques
- User Coordinate System

Annotations, and Tables

- Annotating Holes and Threads
- Creating Centerlines, Symbols, and Leaders
- Revision Tables and Tags

Drawing Standards and Resources

- Setting Drawing Standards
- Drawing Resources

Production Drawings

- Supplemental Drawing View Techniques
- Supplemental Drawing Annotation Techniques

Data and Geometry Translation and Exchange

- Import and Export
- AEC Exchange

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