# Autodesk Inventor 2017 Design Tools and Strategies: Autodesk Authorized Publisher (Paperback)



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### Reviews

Very useful to any or all group of men and women. I am quite late in start reading this one, but better then never. You are going to like just how the blogger publish this book.

(Kristian Nader)

## AUTODESK INVENTOR 2017 DESIGN TOOLS AND STRATEGIES: AUTODESK AUTHORIZED PUBLISHER (PAPERBACK)



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Ascent, Center for Technical Knowledge, United States, 2017. Paperback. Condition: New. Language: English. Brand New Book \*\*\*\*\* Print on Demand \*\*\*\*\*\*. The Autodesk(R) Inventor(R) 2017: Design Tools and Strategies student guide provides instruction on how to incorporate the use of top-down design and advanced modeling techniques into your design environment. This student guide begins with an introduction to top-down design and the Autodesk(R) Inventor(R) 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 student 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 student guide are also covered in the following ASCENT student guides, which include a broader range of advanced topics: Autodesk(R) Inventor(R) 2017: Advanced Assembly Modeling Autodesk(R) Inventor(R) 2017: Advanced Part Modeling Topics Covered 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...



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