



Key Terms:

- **Inventor**
- **Task Bar**
- **Standard IPT**
- **2D Sketch**
- **Dimension**
- **Extrude**
- **Standard IAM**
- **Constrain**

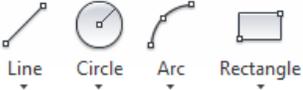
NOTES:

Finding Inventor:

- Go to the start menu
 - All programs
 - Autodesk
 - Inventor
 - Once Inventor is open go to the bottom of your screen to find the “Task Bar”
 - Right click on the Inventor Logo
 - And click Pin to Task Bar
 - You can now find Inventor here when you log in to this computer

Starting to work in Inventor:

- Once Inventor has opened (First time click Start Working)
 - File
 - New
 - Standard IPT (Part File) 
 - You will need to create a new file for each “Part” you make even if they go together in the end
 - Create
 - Start a 2D Sketch 
 - Pick a plane by clicking on it (common XY plane)
 - Create the part using shapes/line options from the top of the screen



Line Circle Arc Rectangle
 - Dimensions 
 - Click on one side of shape and then on the other side then move your mouse out of the shape to add the dimension.
 - You can always click on the dimension to change it.

- In order to delete a dimension you need to finish sketch, right click on the number and delete.
- Once done drawing shape 

Finish Sketch

- Extrude to add depth



- Change dimension **Extrude**

- Adding a Hole



Start 2D Sketch

- Click on the Start 2D Sketch Button
 - Select the plane you want to add the hole to
 - Create shape
 - Finish Sketch
 - Extrude (Change the direction of the extrude if needed)
 - Cut

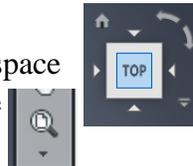


- Changing something that is already made
 - Left model box
 - Sketch 1 (Find the part)
 - Right Click
 - Edit Sketch

Finish 2D Sketch

Using your view window:

- Use the view cube to navigate through your workspace
- Click on the magnified glass icon to see the whole shape while working
- Scroll wheel to zoom in and out
- Click scroll wheel and drag to pan through the space



How to create an Assembly:

- New
 - Standard IAM
 - Place
 - Open anchor file (Whichever part is the main or largest piece)
 - Click to place
 - Right click & OK
 - Constrain button (ICON)
 - Click on edge or face of one and repeat to the other
 - Apply *
 - Repeat

*Constrain = Glue

1st: Mate (Puts two parts together)

2nd: Flush (Makes them even)