



## Inventor and its Applications

Release 11

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**Inventor and Its Applications describes in detail the steps for creating sketches, models, and drawings using Autodesk Inventor 11.**

**The text teaches students how to develop and control sketches with constraints, dimensions, and tables. Once these skills are mastered, the students use the sketches to build models of various complexities, then add features, create assemblies, and develop drawings.**

**The text gives students an opportunity to show off their designs in the form of orthographic drawings, static and dynamic presentations, and photorealistic renderings. Inventor and Its Applications contains over 800 illustrations to reinforce the descriptions and methods covered in the chapters.**

**This text not only teaches how to use Autodesk Inventor, but provides skills that will help learners excel in a career in drafting, design, or engineering.**

### PUBLICATION FEATURES

- A total of 210 chapter-end exercises reinforce the use of skills learned in the chapters.
- To help students identify strengths and weaknesses before moving on, the text includes more than 400 test questions and nearly 200 practice problems.
- Heavily illustrated to make learning easy.
- Step-by-step use of Inventor tools.
- Professional Tips explain how to use Inventor effectively and efficiently.