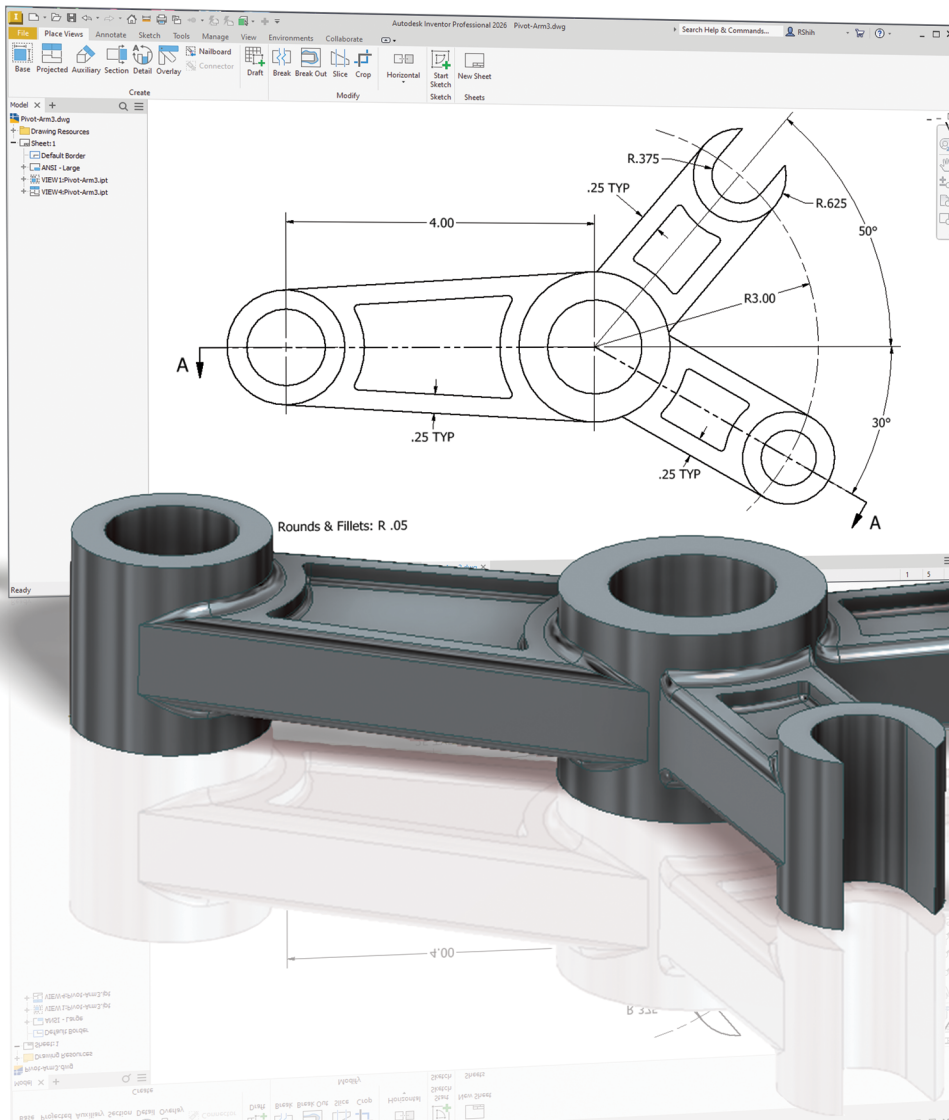


Tools for Design Using AutoCAD® 2026 and Autodesk® Inventor® 2026

Hand Sketching, 2D Drawing and 3D Modeling



Randy H. Shih

Visit the following websites to learn more about this book:



[amazon.com](https://www.amazon.com)

[Google books](https://books.google.com)

[BARNES & NOBLE](https://www.barnesandnoble.com)

Table of Contents

Preface	i
Acknowledgments	ii
Introduction	
Getting Started	
Introduction	Intro-2
Development of Computer Aided Design	Intro-2
Why Use AutoCAD 2026?	Intro-5
Why Use Autodesk Inventor 2026?	Intro-6
Tutorial Style Lessons	Intro-7

Section I – AutoCAD

Chapter 1 Fundamentals of AutoCAD

Getting Started with AutoCAD 2026	1-2
AutoCAD 2026 Screen Layout	1-3
Application Menu	1-4
Quick Access Toolbar	1-4
AutoCAD Menu Bar	1-4
Layout Tabs	1-4
Drawing Area	1-5
Graphics Cursor or Crosshairs	1-5
Command Prompt Area	1-5
Cursor Coordinates	1-5
Status Toolbar	1-5
Ribbon Tabs and Panels	1-6
Draw and Modify Toolbar Panels	1-6
Layers Control Toolbar Panel	1-6
Viewport/View/Display Controls	1-6
Mouse Buttons	1-7
[Esc] – Canceling Commands	1-7
Online Help	1-8
Leaving AutoCAD 2026	1-9
Creating a CAD File Folder	1-9
Drawing in AutoCAD	1-10
Starting Up AutoCAD 2026	1-10
Drawing Units Setup	1-12
Drawing Area Setup	1-13
Drawing Lines with the Line Command	1-15
Visual Reference	1-17

GRID ON	1-18
SNAP MODE ON	1-19
Using the Erase Command	1-20
Repeat the Last Command	1-21
The CAD Database and the User Coordinate System	1-22
Changing to the 2D UCS Icon Display	1-23
Cartesian and Polar Coordinate Systems	1-24
Absolute and Relative Coordinates	1-24
Defining Positions	1-25
Grid Style Setup	1-25
The Guide Plate	1-26
Creating Circles	1-30
Saving the CAD Design	1-32
Close the Current Drawing	1-33
The Spacer Design	1-34
Start a New Drawing	1-34
Drawing Units Setup	1-35
Drawing Area Setup	1-36
Using the Line Command	1-38
Using the Erase Command	1-40
Using the Arc Command	1-40
Using the Circle Command	1-42
Saving the CAD Design	1-43
Exit AutoCAD 2026	1-43
Review Questions	1-44
Exercises	1-45

Chapter 2

Basic Object Construction and Dynamic Input - AutoCAD

Introduction	2-2
Starting Up AutoCAD 2026	2-2
Dynamic Input	2-3
The RockerArm Design	2-6
Activate the Startup Option	2-7
Drawing Units Display Setup	2-8
Grid and Snap Intervals Setup	2-9
Drawing Area Setup	2-10
Referencing the World Coordinate System	2-11
Creating Circles	2-12
Object Snap Toolbar	2-13
Using the Line Command	2-14
Creating TTR Circles	2-16
Using the Trim Command	2-18
Using the Polygon Command	2-20
Creating a Concentric Circle	2-22

Using the QuickCalc Calculator to Measure Distance and Angle	2-23
Saving the CAD File	2-27
Exit AutoCAD	2-27
AutoCAD Quick Keys	2-28
Review Questions	2-29
Exercises	2-30

Chapter 3

Geometric Construction and Editing Tools - AutoCAD

Geometric Constructions	3-2
Starting Up AutoCAD 2026	3-3
Geometric Construction - CAD Method	3-4
Bisection of a Line or Arc	3-4
Bisection of an Angle	3-7
Transfer of an Angle	3-9
Dividing a Given Line into a Number of Equal Parts	3-12
Circle through Three Points	3-14
Line Tangent to a Circle from a Given Point	3-15
Circle of a Given Radius Tangent to Two Given Lines	3-16
The Gasket Design	3-19
Drawing Units Display Setup	3-20
Grid and Snap Intervals Setup	3-21
Using the Line Command with ORTHO Option	3-22
Object Snap Toolbar	3-24
Using the Extend Command	3-27
Using the Trim Command	3-28
Creating a TTR Circle	3-29
Using the Fillet Command	3-30
Converting Objects into a Polyline	3-31
Using the Offset Command	3-32
Using the Area Inquiry Tool to Measure Area and Perimeter	3-33
Using the Explode Command	3-35
Create another Fillet	3-35
Saving the CAD File	3-36
Exit AutoCAD	3-36
Review Questions	3-37
Exercises	3-38

Chapter 4

Orthographic Views in Multiview Drawings - AutoCAD

Introduction	4-2
The Locator Design	4-2
The Locator Part	4-3
Starting Up AutoCAD 2026	4-3

Layers Setup	4-4
Drawing Construction Lines	4-5
Using the Offset Command	4-5
Set Layer Object as the Current Layer	4-7
Using the Running Object Snaps	4-7
Creating Object Lines	4-9
Turn Off the Construction Lines Layer	4-10
Adding More Objects in the Front View	4-10
AutoCAD's AutoSnap™ and AutoTrack™ Features	4-11
Adding More Objects in the Top View	4-13
Drawing Using the Miter Line Method	4-17
More Layers Setup	4-19
Top View to Side View Projection	4-20
Completing the Front View	4-22
Object Information Using the List Command	4-24
Object Information Using the Properties Command	4-25
Review Questions	4-26
Exercises	4-27

Chapter 5

Basic Dimensioning and Notes - AutoCAD

Introduction	5-2
The Bracket Design	5-2
Starting Up AutoCAD 2026	5-3
Layers Setup	5-4
The P-Bracket Design	5-5
LineWeight Display Control	5-5
Drawing Construction Lines	5-6
Using the Offset Command	5-6
Set Layer Object Lines as the Current Layer	5-8
Creating Object Lines	5-8
Creating Hidden Lines	5-9
Creating Center Lines	5-10
Turn Off the Construction Lines	5-10
Using the Fillet Command	5-11
Saving the Completed CAD Design	5-12
Accessing the Dimensioning Commands	5-13
The Dimension Toolbar	5-14
Using the Dimension Style Manager	5-14
Dimensions Nomenclature and Basics	5-15
Using the Center Mark Command	5-18
Adding Linear Dimensions	5-19
Adding Linear Dimensions Using the Object Option	5-20
Adding Radius and Diameter Dimensions	5-22
Using the Multiline Text Command	5-23

Adding Special Characters	5-24
Saving the Design	5-25
A Special Note on Layers Containing Dimensions	5-25
Review Questions	5-26
Exercises	5-27

Chapter 6

Pictorials and Sketching

Engineering Drawings, Pictorials and Sketching	6-2
Isometric Sketching	6-7
Chapter 6 - Isometric Sketching Exercises	6-9
Oblique Sketching	6-19
Chapter 6 - Oblique Sketching Exercises	6-20
Perspective Sketching	6-26
One-point Perspective	6-27
Two-point Perspective	6-28
Chapter 6 - Perspective Sketching Exercises	6-29
Review Questions	6-35
Exercises	6-36

Section II – Autodesk Inventor

Chapter 7

Parametric Modeling Fundamentals – Autodesk Inventor

Getting Started with Autodesk Inventor	7-2
The Screen Layout and Getting Started Toolbar	7-3
The New File Dialog Box and Units Setup	7-4
The Default Autodesk Inventor Screen Layout	7-5
File Menu	7-6
Quick Access Toolbar	7-6
Ribbon Tabs and Tool Panels	7-6
Online Help Panel	7-6
3D Model Toolbar	7-7
Graphics Window	7-7
Message and Status Bar	7-7
Mouse Buttons	7-8
[Esc] – Canceling Commands	7-8
Autodesk Inventor Help System	7-9
Data Management Using Inventor Project Files	7-10
Setup of a New Inventor Project	7-11
The Content of the Inventor Project File	7-14
Leaving Autodesk Inventor	7-14
Feature-Based Parametric Modeling	7-15

The Adjuster Design	7-16
Starting Autodesk Inventor	7-16
The Default Autodesk Inventor Screen Layout	7-18
Sketch Plane – It is an XY Monitor, but an XYZ World	7-19
Creating Rough Sketches	7-21
Step 1: Creating a Rough Sketch	7-22
Graphics Cursors	7-22
Geometric Constraint Symbols	7-23
Step 2: Apply/Modify Constraints and Dimensions	7-24
Dynamic Viewing Functions – Zoom and Pan	7-27
Modifying the Dimensions of the Sketch	7-27
Step 3: Completing the Base Solid Feature	7-28
Isometric View	7-29
Dynamic Rotation of the 3D Block – Free Orbit	7-30
Dynamic Viewing – Quick Keys	7-32
Viewing Tools – Standard Toolbar	7-33
Display Modes	7-37
Orthographic vs. Perspective	7-37
Disable the Heads-Up Display Option	7-38
Step 4-1: Adding an Extruded Feature	7-39
Step 4-2: Adding a Cut Feature	7-43
Step 4-3: Adding another Cut Feature	7-46
Save the Model	7-48
Review Questions	7-50
Exercises	7-51

Chapter 8

Constructive Solid Geometry Concepts – Autodesk Inventor

Introduction	8-2
Binary Tree	8-3
The Locator Design	8-4
Modeling Strategy – CSG Binary Tree	8-5
Starting Autodesk Inventor	8-6
Base Feature	8-7
Grid Display Setup	8-8
Model Dimensions Format	8-11
Modifying the Dimensions of the Sketch	8-11
Repositioning Dimensions	8-12
Using the Measure Tools	8-13
Completing the Base Solid Feature	8-16
Creating the Next Solid Feature	8-17
Creating a Cut Feature	8-21
Creating a Placed Feature	8-24
Creating a Rectangular Cut Feature	8-26
Save the Model	8-28

Review Questions	8-29
Exercises	8-30

Chapter 9

Model History Tree – Autodesk Inventor

Introduction	9-2
The Saddle Bracket Design	9-3
Starting Autodesk Inventor	9-3
Modeling Strategy	9-4
The Autodesk Inventor Browser	9-5
Creating the Base Feature	9-5
Adding the Second Solid Feature	9-8
Creating a 2D Sketch	9-9
Renaming the Part Features	9-11
Adjusting the Width of the Base Feature	9-12
Adding a Placed Feature	9-13
Creating a Rectangular Cut Feature	9-15
History-Based Part Modifications	9-16
A Design Change	9-17
Assigning and Calculating the Associated Physical Properties	9-20
Review Questions	9-22
Exercises	9-23

Chapter 10

Parametric Constraints Fundamentals - Autodesk Inventor

Constraints and Relations	10-2
Create a Simple Triangular Plate Design	10-2
Fully Constrained Geometry	10-3
Starting Autodesk Inventor	10-3
Displaying Existing Constraints	10-4
Applying Geometric/Dimensional Constraints	10-6
Over-Constraining and Driven Dimensions	10-10
Deleting Existing Constraints	10-11
Using the Auto Dimension Command	10-12
Constraint and Sketch Settings	10-17
Parametric Relations	10-18
Dimensional Values and Dimensional Variables	10-20
Parametric Equations	10-21
Viewing the Established Parameters and Relations	10-23
Saving the Model File	10-24
Using the Measure Tools	10-25
Review Questions	10-29
Exercises	10-30

Chapter 11

Geometric Construction Tools - Autodesk Inventor

Introduction	11-2
The Gasket Design	11-2
Modeling Strategy	11-3
Starting Autodesk Inventor	11-4
Create a 2D Sketch	11-5
Edit the Sketch by Dragging the Sketched Entities	11-7
Add Additional Constraints	11-9
Use the Trim and Extend Commands	11-10
The Auto Dimension Command	11-12
Create Fillets and Completing the Sketch	11-14
Fully Constrained Geometry	11-15
Profile Sketch	11-17
Redefine the Sketch and Profile	11-18
Create an Offset Cut Feature	11-22
Review Questions	11-25
Exercises	11-26

Chapter 12

Parent/Child Relationships and the BORN Technique - Autodesk Inventor

Introduction	12-2
The BORN Technique	12-2
The U-Bracket Design	12-3
Sketch Plane Settings	12-4
Apply the BORN Technique	12-5
Create a 2D Sketch for the Base Feature	12-7
Create the First Extrude Feature	12-10
The Implied Parent/Child Relationships	12-11
Create the Second Solid Feature	12-11
Create a Cut Feature	12-15
The Second Cut Feature	12-16
Examine the Parent/Child Relationships	12-18
Modify a Parent Dimension	12-19
A Design Change	12-20
Feature Suppression	12-21
A Different Approach to the Center_Drill Feature	12-22
Suppress the Rect_Cut Feature	12-24
Create a Circular Cut Feature	12-25
A Flexible Design Approach	12-27
View and Edit Material Properties	12-28
Review Questions	12-30
Exercises	12-31

Chapter 13

Part Drawings and 3D Model-Based Definition - Autodesk Inventor

Drawings from Parts and Associative Functionality	13-2
3D Model-Based Definition	13-3
Starting Autodesk Inventor	13-4
Drawing Mode – 2D Paper Space	13-4
Drawing Sheet Format	13-6
Using the Pre-defined Drawing Sheet Formats	13-8
Delete, Activate, and Edit Drawing Sheets	13-9
Add a Base View	13-10
Create Projected Views	13-11
Adjust the View Scale	13-12
Repositioning Views	13-13
Display Feature Dimensions	13-14
Repositioning and Hiding Feature Dimensions	13-16
Add Additional Dimensions – Reference Dimensions	13-18
Add Center Marks and Center Lines	13-19
Complete the Drawing Sheet	13-22
Associative Functionality – Modifying Feature Dimensions	13-23
3D Model-Based Definition	13-26
Review Questions	13-34
Exercises	13-35

Chapter 14

Symmetrical Features in Designs - Autodesk Inventor

Introduction	14-2
A Revolved Design: Pulley	14-2
Modeling Strategy – A Revolved Design	14-3
Starting Autodesk Inventor	14-4
Set Up the Display of the Sketch Plane	14-4
Creating a 2D Sketch for the Base Feature	14-5
Create the Revolved Feature	14-9
Mirroring Features	14-10
Create a Pattern Leader Using Construction Geometry	14-12
Circular Pattern	14-17
Examine the Design Parameters	14-19
Drawing Mode – Defining a New Border and Title Block	14-19
Create a Drawing Template	14-23
Create the Necessary Views	14-24
Retrieve Model Annotations – Features Option	14-27
Associative Functionality – A Design Change	14-29
Add Centerlines to the Pattern Feature	14-31
Complete the Drawing	14-32

Additional Title Blocks	14-35
Review Questions	14-37
Exercises	14-38

AutoCAD and Autodesk Inventor

Chapter 15

Design Reuse Using AutoCAD and Autodesk Inventor

Introduction	15-2
The Geneva Wheel Design	15-3
Internet Download of the Geneva-Wheel DWG File	15-3
Opening AutoCAD DWG File in Inventor	15-4
Switch to the AutoCAD DWG Layout	15-5
2D Design Reuse	15-7
Complete the Imported Sketch	15-11
Create the First Solid Feature	15-13
Create a Mirrored Feature	15-14
Circular Pattern	15-15
Complete the Geneva Wheel Design	15-16
Export an Inventor 2D Sketch as an AutoCAD Drawing	15-20
Design Reuse – Sketch Insert Option	15-21
Review Questions	15-26
Exercises	15-27

Chapter 16

Assembly Modeling - Putting It All Together - Autodesk Inventor

Introduction	16-2
Assembly Modeling Methodology	16-3
The Shaft Support Assembly	16-4
Additional Parts	16-4
(1) Collar	16-4
(2) Bearing	16-5
(3) Base-Plate	16-5
(4) Cap-Screw	16-6
Starting Autodesk Inventor	16-7
Placing the First Component	16-8
Placing the Second Component	16-9
Degrees of Freedom and Constraints	16-10
Assembly Constraints	16-11
Apply the First Assembly Constraint	16-14
Apply a Second Mate Constraint	16-15
Constrained Move	16-16
Apply a Flush Constraint	16-17

Placing the Third Component	16-19
Applying an Insert Constraint	16-20
Assemble the Cap-Screws	16-21
Exploded View of the Assembly	16-22
Editing the Components	16-24
Adaptive Design Approach	16-25
Delete and Re-apply Assembly Constraints	16-29
Set Up a Drawing of the Assembly Model	16-31
Creating a Parts List	16-33
Edit the Parts List	16-34
Change the Material Type	16-36
Add the Balloon Callouts	16-38
Completing the Title Block Using the iProperties Option	16-38
Bill of Materials	16-40
(a) BOM from Parts List	16-40
(b) BOM from Assembly Model	16-41
Review Questions	16-42
Exercises	16-43

Chapter 17

Design Analysis - Autodesk Inventor Stress Analysis Module

Introduction	17-2
Problem Statement	17-4
Preliminary Analysis	17-4
Maximum Displacement	17-5
Finite Element Analysis Procedure	17-6
Create the Autodesk Inventor Part	17-7
Create the 2D Sketch for the Plate	17-7
Assigning the Material Properties	17-10
Switch to the Stress Analysis Module	17-11
Apply Constraints and Loads	17-14
Create a Mesh and Run the Solver	17-16
Refinement of the FEA Mesh – Global Element Size	17-18
Refinement of the FEA Mesh – Local Element Size	17-20
Comparison of Results	17-23
Create an HTML Report	17-24
Geometric Considerations of Finite Elements	17-25
Conclusion	17-26
Summary of Modeling Considerations	17-26
Review Questions	17-27
Exercises	17-28

Index

Bonus Chapters Available at:
www.SDCpublications.com

Chapter 18

Assembly Modeling with the LEGO MINDSTORMS NXT Set – Autodesk Inventor

Introduction	18-2
The Basic Car Assembly	18-2
Modeling Strategy	18-3
Starting Autodesk Inventor	18-4
Creating a Subassembly	18-5
Placing the Next Component	18-6
Degrees of Freedom Display	18-7
Apply the Assembly Constraints	18-8
Assemble the Next Components	18-13
Assembling Bushing and Axle	18-15
Completing the Motor-Right Subassembly	18-18
Starting the Main Assembly	18-20
Assemble the Frame and Motors	18-23
Assemble the Motor Assemblies	18-25
Adding the Motor-Right Subassembly to the Main Assembly	18-30
Assemble the Rear Swivel Assembly and Wheels	18-31
Assemble the NXT Micro-controller	18-37
Assemble the Sensors	18-40

Chapter 19

Assembly Modeling with the TETRIX by Pitsco Building System – Autodesk Inventor

Introduction	19-2
The ST1 Assembly	19-2
Modeling Strategy	19-3
Starting Autodesk Inventor	19-4
Creating a Subassembly	19-5
Placing the Next Component	19-6
Degrees of Freedom Display	19-7
Apply Assembly Constraints	19-8
Starting the Main Assembly	19-18
Adjusting the Orientation of a Grounded Part	19-20
Adjusting the Orientation of Parts	19-22
Assemble the DC Motor Controller	19-25
Assemble the Servo Controller	19-27
Completing the Chassis	19-29
Assemble the Front-Wheel Assembly	19-30

Assemble the Motor-Wheel Assembly	19-33
Assemble the NXT Micro-controller	19-38
Assemble the NXT Touch-Sensor	19-39
Conclusion	19-41

Chapter 20

Assembly Model with Vex Robot Kit - Autodesk Inventor

Introduction	20-2
The Tumbler Assembly	20-2
Starting Autodesk Inventor	20-3
Creating a Subassembly	20-4
Placing the Second Component	20-5
Degrees of Freedom Display	20-6
Adjusting the Component's Orientation	20-7
Apply Assembly Constraints	20-8
Assemble the Next Component	20-11
Assembling Bearing Rivets and Screws	20-13
Assembling Shaft Collars, Shafts and Motors	20-16
Assemble the Wheels	20-23
Modifying the Wheel Directions	20-27
Starting the Tumbler Assembly	20-30
Assemble the Chassis	20-33
Assemble the Chassis Plate	20-37
Adding the Battery Pack under the Chassis Plate	20-39
Adding the RF Receiver on the Rear Chassis Bumper	20-40
Assemble the VEX Microcontroller	20-43
Assemble the Antenna	20-46
Conclusion	20-47
Review Questions	20-48
Exercise	20-49