

Autodesk

Inventor® Certified User Exam Study Guide

Inventor® 2024 Edition

Includes
Practice Exam Software



Thom Tremblay
L. Scott Hansen, Ph.D.

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Autodesk Official Training Guide



Autodesk Inventor Guide Book:

Autodesk Inventor 2025 L. Scott Hansen, 2024-06-21 Designed for anyone who wants to learn Autodesk Inventor Absolutely no previous experience with CAD is required Uses a learn by doing approach Starts at a basic level and guides you to an advanced user level Includes extensive video instruction This unique text and video set presents a thorough introduction to Autodesk Inventor for anyone with little or no prior experience with CAD software It can be used in virtually any setting from four year engineering schools to on the job use or self study Unlike other books of its kind it begins at a very basic level and ends at a very advanced level It s perfect for anyone interested in learning Autodesk Inventor quickly and effectively using a learning by doing approach Additionally the extensive videos that are included with this book make it easier than ever to learn Inventor by clearly demonstrating how to use its tools The philosophy behind this book is that learning computer aided design programs is best accomplished by emphasizing the application of the tools Students also seem to learn more quickly and retain information and skills better if they are actually creating something with the software program The driving force behind this book is learning by doing The instructional format of this book centers on making sure that students learn by doing and that students can learn from this book on their own In fact this is one thing that differentiates this book from others the emphasis on being able to use the book for self study The presentation of Autodesk Inventor is structured so that no previous knowledge of any CAD program is required This book uses the philosophy that Inventor is mastered best by concentrating on applying the program to create different types of solid models starting simply and then using the power of the program to progressively create more complex solid models The Drawing Activities at the end of each chapter are more complex iterations of the part developed by each chapter s objectives Since CAD programs are highly visual there are graphical illustrations showing how to use the program This reinforces the learn by doing philosophy since a student can see exactly what the program shows and then step through progressive commands to implement the required operations Rather than using a verbal description of the command a screen capture of each command is replicated Included Videos Each book includes access to extensive video training created by author Scott Hansen The videos follow along with the table of contents of the book Each chapter has one or more videos in which the author demonstrates how to use the tools that are covered in that chapter Most videos follow an exercise from start to finish The exercises created in the video are very similar to the exercise found in the corresponding chapter Throughout the videos Scott Hansen describes how to perform each step the reason behind these steps and some of the other options available with the various tools The author s clear and simple description of each exercise is a perfect companion to the text and makes learning Autodesk Inventor easier than ever There are thirty four videos with four hours and thirty nine minutes of training in total

Autodesk Inventor 2026: A Tutorial Introduction L. Scott Hansen, Designed for anyone who wants to learn Autodesk Inventor Absolutely no previous experience with CAD is required Uses a learn by doing approach Starts at a basic level and guides you

to an advanced user level Includes extensive video instruction This unique text and video set presents a thorough introduction to Autodesk Inventor for anyone with little or no prior experience with CAD software It can be used in virtually any setting from four year engineering schools to on the job use or self study Unlike other books of its kind it begins at a very basic level and ends at a very advanced level It s perfect for anyone interested in learning Autodesk Inventor quickly and effectively using a learning by doing approach Additionally the extensive videos that are included with this book make it easier than ever to learn Inventor by clearly demonstrating how to use its tools The philosophy behind this book is that learning computer aided design programs is best accomplished by emphasizing the application of the tools Students also seem to learn more quickly and retain information and skills better if they are actually creating something with the software program The driving force behind this book is learning by doing The instructional format of this book centers on making sure that students learn by doing and that students can learn from this book on their own In fact this is one thing that differentiates this book from others the emphasis on being able to use the book for self study The presentation of Autodesk Inventor is structured so that no previous knowledge of any CAD program is required This book uses the philosophy that Inventor is mastered best by concentrating on applying the program to create different types of solid models starting simply and then using the power of the program to progressively create more complex solid models The Drawing Activities at the end of each chapter are more complex iterations of the part developed by each chapter s objectives Since CAD programs are highly visual there are graphical illustrations showing how to use the program This reinforces the learn by doing philosophy since a student can see exactly what the program shows and then step through progressive commands to implement the required operations Rather than using a verbal description of the command a screen capture of each command is replicated Included Videos Each book includes access to extensive video training created by author Scott Hansen The videos follow along with the table of contents of the book Each chapter has one or more videos in which the author demonstrates how to use the tools that are covered in that chapter Most videos follow an exercise from start to finish The exercises created in the video are very similar to the exercise found in the corresponding chapter Throughout the videos Scott Hansen describes how to perform each step the reason behind these steps and some of the other options available with the various tools The author s clear and simple description of each exercise is a perfect companion to the text and makes learning Autodesk Inventor easier than ever There are thirty four videos with four hours and thirty nine minutes of training in total

Autodesk Inventor 2021: A Power Guide for Beginners and Intermediate Users Sandeep Dogra, Autodesk Inventor 2021 A Power Guide for Beginners and Intermediate Users textbook has been designed for instructor led courses as well as self paced learning It is intended to help engineers and designers interested in learning Autodesk Inventor to create 3D mechanical designs This textbook is an excellent guide for new Inventor users and a great teaching aid for classroom training It consists of 14 chapters and a total of 790 pages covering major environments of Autodesk Inventor such as Sketching environment

Part modeling environment Assembly environment Presentation environment and Drawing environment The textbook teaches you to use Autodesk Inventor mechanical design software for building parametric 3D solid components and assemblies as well as creating animations and 2D drawings This textbook not only focuses on the usages of the tools commands of Autodesk Inventor but also on the concept of design Every chapter in this textbook contains Tutorials that provide users with step by step instructions for creating mechanical designs and drawings with ease Moreover every chapter ends with Hands on Test Drives that allow users to experience for themselves the user friendly and powerful capacities of Autodesk Inventor

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The Prop Building Guidebook Eric Hart, 2023-12-22 Now in its third edition The Prop Building Guidebook For Theatre Film and TV walks readers through techniques used in historical and contemporary prop making and demonstrates how to apply them to a variety of materials Experienced prop maker Eric Hart covers the tools and techniques used by professional prop makers throughout the entertainment industry He outlines a construction process that gives readers the foundational knowledge to choose the best materials and methods for each prop and the background information to know the advantages of these choices This new edition includes updated information and techniques throughout including Over a hundred new images and diagrams Updated terminology products and brands used internationally Expanded sections on 3D printing vacuum forming foam patterning and more A new chapter on prop design New information on international

safety standards cleaning and sanitation More recipes and step by step instruction for various finishes Illustrated by hundreds of full color photographs this is the most comprehensive guide to prop construction available for professional and student prop makers in theatre film and tv For additional how to videos instructional documents and supplemental information visit www.propbuildingguidebook.com

AUTODESK INVENTOR 2021 JOHN. WILLIS,2020 *Autodesk Inventor 2022* John Willis,Sandeep Dogra,Cadartifex,2021-08-10 *Autodesk Inventor 2022 A Power Guide for Beginners and Intermediate Users* textbook has been designed for instructor led courses as well as self paced learning It is intended to help engineers and designers interested in learning Autodesk Inventor to create 3D mechanical designs This textbook is an excellent guide for new Inventor users and a great teaching aid for classroom training It consists of 14 chapters and a total of 790 pages covering major environments of Autodesk Inventor such as Sketching environment Part modeling environment Assembly environment Presentation environment and Drawing environment The textbook teaches you to use Autodesk Inventor mechanical design software for building parametric 3D solid components and assemblies as well as creating animations and 2D drawings This textbook not only focuses on the usages of the tools commands of Autodesk Inventor but also on the concept of design Every chapter in this textbook contains Tutorials that provide users with step by step instructions for creating mechanical designs and drawings with ease Moreover every chapter ends with Hands on Test Drives that allow users to experience for themselves the user friendly and powerful capacities of Autodesk Inventor

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Main Features of the Textbook Comprehensive coverage of tools Step by step real world tutorials with every chapter Hands on test drives to enhance the skills at the end of every chapter Additional notes and tips Customized content for faculty PowerPoint Presentations Free learning resources for faculty and students Additional student and faculty projects Technical support for the book by contacting info@cadartifex.com

Autodesk Inventor for Designers Release 6 with Release 7 Update Guide Cadcim Technologies,Sham Tickoo,2003

Autodesk Inventor 2020 John Willis,Sandeep Dogra,Cadartifex,2020-05-28 *Autodesk Inventor 2020 A Power Guide for Beginners and Intermediate Users* textbook has been designed for instructor led courses as well as self paced learning It is intended to help engineers and designers interested in learning Autodesk Inventor to create 3D mechanical designs This textbook is an excellent guide for new Inventor users and a great teaching aid for classroom training It consists of 14 chapters and a total of 790 pages covering major environments of Autodesk Inventor such as Sketching environment Part modeling environment Assembly environment Presentation environment and Drawing

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[Learning Autodesk Inventor 2010](#) Autodesk Official Training Guide,2009-11-16 Learn Autodesk Inventor 2010in this full color Official Training Guide This Official Training Guide from Autodesk is the perfect resource for beginners or professionals seeking training or preparing for certification in Autodesk s Inventor 3D mechanical design software With instruction provided by experts who helped create the software the book thoroughly covers Inventor principles and fundamentals including 3D parametric part and assembly design digital prototyping and the creation of production ready drawings In eye

popping full color the book includes pages of screen shots step by step instruction and real world examples that both instruct and inspire Takes you under the hood of Inventor 2010 Autodesk s 3D mechanical design software this book is an Autodesk Official Training Guide Offers Autodesk s own proven Inventor techniques workflows and content tailored to those developing their skills as well as professionals preparing for Inventor certification Teaches 3D parametric part and assembly design digital prototyping annotation dimensioning and drawing standards Demonstrates best practices for grouping parts into assemblies then editing manipulating and creating drawings Illustrates in full color with real world designs examples and screen shots Learn Autodesk Inventor 2010 and prepare for Inventor certification with this in depth guide **Autodesk Inventor 2025 Basics Tutorial** Tutorial Books,2024-08-19 A step by step tutorial on Autodesk Inventor basics Autodesk Inventor 2025 Basics Tutorial is a tutorial book designed for students professors and professionals seeking to master the fundamentals of Autodesk Inventor 2025 Key Features 11 chapters with tutorials exercises and projects to help you learn Autodesk Inventor 2025 Real world applications and scenarios to help you apply skills to actual projects Suitable for beginners and intermediate users looking to improve their skills What You ll Learn Navigate the Autodesk Inventor 2025 interface and tools Create and edit 2D sketches and 3D models Understand part modeling assembly design and drawing creation Apply geometric dimensioning and tolerancing GD T principles Use Frame Generator to create and customize frames Create presentations animations and exploded views Customize and optimize Autodesk Inventor 2025 for efficient workflow Perfect for Students pursuing engineering product design or related fields Professors teaching Autodesk Inventor 2025 in academic institutions Professionals looking to upskill or reskill in Autodesk Inventor 2025 Anyone seeking to improve their 3D design and modeling skills [Mastering Autodesk Inventor 2016 and Autodesk Inventor LT 2016](#) Paul Munford,Paul Normand,2015-12-11 Your real world introduction to mechanical design with Autodesk Inventor 2016 Mastering Autodesk Inventor 2016 and Autodesk Inventor LT 2016 is a complete real world reference and tutorial for those learning this mechanical design software With straightforward explanations and practical tutorials this guide brings you up to speed with Inventor in the context of real world workflows and environments You ll begin designing right away as you become acquainted with the interface and conventions and then move into more complex projects as you learn sketching modeling assemblies weldment design functional design documentation visualization simulation and analysis and much more Detailed discussions are reinforced with step by step tutorials and the companion website provides downloadable project files that allow you to compare your work to the pros Whether you re teaching yourself teaching a class or preparing for the Inventor certification exam this is the guide you need to quickly gain confidence and real world ability Inventor s 2D and 3D design features integrate with process automation tools to help manufacturers create manage and share data This detailed guide shows you the ins and outs of all aspects of the program so you can jump right in and start designing with confidence Sketch model and edit parts then use them to build assemblies Create exploded views flat sheet metal patterns and more

Boost productivity with data exchange and visualization tools Perform simulations and stress analysis before the prototyping stage This complete reference includes topics not covered elsewhere including large assemblies integrating other CAD data effective modeling by industry effective data sharing and more For a comprehensive real world guide to Inventor from a professional perspective Mastering Autodesk Inventor 2016 and Autodesk Inventor LT 2016 is the easy to follow hands on training you ve been looking for

Autodesk Inventor 2019 Basics Tutorial Tutorial Books,2018-07-06 A step by step tutorial on Autodesk Inventor basics Autodesk Inventor is used by design professionals for 3D modeling generating 2D drawings finite element analysis mold design and other purposes This tutorial is aimed at novice users of Inventor and gives you all the basic information you need so you can get the essential skills to work in Autodesk Inventor immediately This book will get you started with basics of part modeling assembly modeling presentations and drawings Next it teaches you some intermediate level topics such as additional part modeling tools sheet metal modeling top down assembly feature assembly joints dimension annotations and model based dimensioning Brief explanations practical examples and step wise instructions make this tutorial complete Table of Contents 1 Getting Started with Inventor 2019 2 Part Modeling Basics 3 Assembly Basics 4 Creating Drawings 5 Sketching 6 Additional Modeling Tools 7 Sheet Metal Modeling 8 Top Down Assembly and Assembly Joints 9 Dimensions and Annotations 10 Model Based Dimensioning If you are an educator you can request a free evaluation copy by sending us an email to onlinebooks999@gmail.com

Autodesk Inventor 2026: A Power Guide for Beginners and Intermediate Users Sandeep Dogra,John Willis,2025-09-11 Autodesk Inventor 2026 A Power Guide for Beginners and Intermediate Users has been designed for both instructor led courses and self paced learning This textbook aims to assist engineers and designers interested in learning Autodesk Inventor to create 3D mechanical designs It is an excellent guide for new Inventor users and a valuable teaching aid for classroom training The textbook consists of 14 chapters and a total of 794 pages covering major environments of Autodesk Inventor such as the Sketching environment Part modeling environment Assembly environment Presentation environment and Drawing environment It teaches you how to use Autodesk Inventor mechanical design software to build parametric 3D solid components and assemblies as well as create animations and 2D drawings This textbook not only focuses on the usage of the tools and commands of Autodesk Inventor but also on the concept of design Each chapter contains tutorials that provide step by step instructions for creating mechanical designs and drawings with ease Additionally every chapter ends with hands on test drives that allow users to experience the user friendly and powerful technical capabilities of Autodesk Inventor Who Should Read This Book This textbook is written to benefit a wide range of Autodesk Inventor users varying from beginners to advanced users as well as Autodesk Inventor instructors The easy to follow chapters of this textbook allow easy comprehension of different design techniques Autodesk Inventor tools and design principles Downloadable Resources Students and faculty can download all models parts tutorials and hands on exercises used throughout the textbook providing access to practical resources for deeper learning Interactive

Learning Support Key tutorial steps are accompanied by QR codes that link to video demonstrations helping users through challenging stages of the learning process Key Features Comprehensive Tool Coverage In depth exploration of Autodesk Inventor tools and commands Step by Step Tutorials Real world projects and detailed instructions Hands On Test Drives Exercises at the end of each chapter to reinforce learning Additional Tips and Notes Useful insights and shortcuts for efficient design Customized Faculty Content PowerPoint presentations and additional projects Free Resources Access to downloadable materials for both students and faculty Technical Support Direct support for users via email info cadartifex.com Contents at a Glance Chapter 1 Introduction to Autodesk Inventor Chapter 2 Drawing Sketches with Autodesk Inventor Chapter 3 Editing and Modifying Sketches Chapter 4 Applying Constraints and Dimensions Chapter 5 Creating Base Features of Solid Models Chapter 6 Creating Work Features Chapter 7 Advanced Modeling I Chapter 8 Advanced Modeling II Chapter 9 Patterning and Mirroring Chapter 10 Advanced Modeling III Chapter 11 Working with Assemblies I Chapter 12 Working with Assemblies II Chapter 13 Creating Animation and Exploded Views Chapter 14 Working with Drawings This guide provides all the tools necessary for mastering Autodesk Inventor and applies to a range of users from newcomers to seasoned professionals helping them excel in 3D mechanical design and 2D drafting [AutoCAD 2021 Tutorial First Level 2D Fundamentals](#) Randy Shih, 2020-06-10 The primary goal of AutoCAD 2021 Tutorial First Level 2D Fundamentals is to introduce the aspects of Computer Aided Design and Drafting CADD This text is intended to be used as a training guide for students and professionals This text covers AutoCAD 2021 and the lessons proceed in a pedagogical fashion to guide you from constructing basic shapes to making multiview drawings This textbook contains a series of eleven tutorial style lessons designed to introduce beginning CAD users to AutoCAD 2021 It takes a hands on exercise intensive approach to all the important 2D CAD techniques and concepts This text is also helpful to AutoCAD users upgrading from a previous release of the software The new improvements and key enhancements of the software are incorporated into the lessons The 2D CAD techniques and concepts discussed in this text are also designed to serve as the foundation to the more advanced parametric feature based CAD packages such as Autodesk Inventor The basic premise of this book is that the more designs you create using AutoCAD 2021 the better you learn the software With this in mind each lesson introduces a new set of commands and concepts building on previous lessons This book is intended to help readers establish a good basis for exploring and growing in the exciting field of Computer Aided Engineering Video Training Included with every new copy of AutoCAD 2021 Tutorial First Level 2D Fundamentals is access to extensive video training The video training parallels the exercises found in the text and is designed to be watched first before following the instructions in the book However the videos do more than just provide you with click by click instructions Author Luke Jumper also includes a brief discussion of each tool as well as rich insight into why and how the tools are used Luke isn't just telling you what to do he's showing and explaining to you how to go through the exercises while providing clear descriptions of the entire process It's like having him there guiding you

through the book These videos will provide you with a wealth of information and bring the text to life They are also an invaluable resource for people who learn best through a visual experience These videos deliver a comprehensive overview of the 2D tools found in AutoCAD and perfectly complement and reinforce the exercises in the book *Autodesk Inventor 2023* Cadartifex, Sandeep Dogra, John Willis, 2022-08-12 Autodesk Inventor 2023 A Power Guide for Beginners and Intermediate Users textbook has been designed for instructor led courses as well as self paced learning It is intended to help engineers and designers interested in learning Autodesk Inventor to create 3D mechanical designs This textbook is an excellent guide for new Inventor users and a great teaching aid for classroom training It consists of 14 chapters and a total of 790 pages covering major environments of Autodesk Inventor such as Sketching environment Part modeling environment Assembly environment Presentation environment and Drawing environment The textbook teaches you to use Autodesk Inventor mechanical design software for building parametric 3D solid components and assemblies as well as creating animations and 2D drawings This textbook not only focuses on the usages of the tools commands of Autodesk Inventor but also on the concept of design Every chapter in this textbook contains Tutorials that provide users with step by step instructions for creating mechanical designs and drawings with ease Moreover every chapter ends with Hands on Test Drives that allow users to experience for themselves the user friendly and powerful capacities of Autodesk Inventor Table of Contents Chapter 1 Introduction to Autodesk Inventor Chapter 2 Drawing Sketches with Autodesk Inventor Chapter 3 Editing and Modifying Sketches Chapter 4 Applying Constraints and Dimensions Chapter 5 Creating Base Feature of Solid Models Chapter 6 Creating Work Features Chapter 7 Advanced Modeling I Chapter 8 Advanced Modeling II Chapter 9 Patterning and Mirroring Chapter 10 Advanced Modeling III Chapter 11 Working with Assemblies I Chapter 12 Working with Assemblies II Chapter 13 Creating Animation and Exploded Views Chapter 14 Working with Drawings Main Features of the Textbook Comprehensive coverage of tools Step by step real world tutorials with every chapter Hands on test drives to enhance the skills at the end of every chapter Additional notes and tips Customized content for faculty PowerPoint Presentations Free learning resources for faculty and students Additional student and faculty projects Technical support for the book by contacting info@cadartifex.com

Autodesk Inventor 2025: A Power Guide for Beginners and Intermediate Users
Sandeep Dogra, 2024-06-26 Autodesk Inventor 2025 A Power Guide for Beginners and Intermediate Users has been designed for both instructor led courses and self paced learning This textbook aims to assist engineers and designers interested in learning Autodesk Inventor to create 3D mechanical designs It is an excellent guide for new Inventor users and a valuable teaching aid for classroom training The textbook consists of 14 chapters and a total of 794 pages covering major environments of Autodesk Inventor such as the Sketching environment Part modeling environment Assembly environment Presentation environment and Drawing environment It teaches you how to use Autodesk Inventor mechanical design software to build parametric 3D solid components and assemblies as well as create animations and 2D drawings This

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Autodesk Inventor 2025 Cadartifex, John Willis, Sandeep Dogra, 2024-06-21 Autodesk Inventor 2025 A Power Guide for Beginners and Intermediate Users has been designed for both instructor led courses and self paced learning This textbook aims to assist engineers and designers interested in learning Autodesk Inventor to create 3D mechanical designs It is an excellent guide for new Inventor users and a valuable teaching aid for classroom training The textbook consists of 14 chapters and a total of 794 pages covering major environments of Autodesk Inventor such as the Sketching environment Part modeling environment Assembly environment Presentation environment and Drawing environment It teaches you how to use Autodesk Inventor mechanical design software to build parametric 3D solid components and assemblies as well as create animations and 2D drawings This textbook not only focuses on the usage of the tools and commands of Autodesk Inventor but also on the concept of design Each chapter contains tutorials that provide step by step instructions for creating mechanical designs and drawings with ease Additionally every chapter ends with hands on test drives that allow users to experience the user friendly and powerful technical capabilities of Autodesk Inventor Table of Contents Chapter 1 Introduction to Autodesk Inventor Chapter 2 Drawing Sketches with Autodesk Inventor Chapter 3 Editing and Modifying Sketches Chapter 4 Applying Constraints and Dimensions Chapter 5 Creating Base Features of Solid Models Chapter 6 Creating Work Features Chapter 7 Advanced Modeling I Chapter 8 Advanced Modeling II Chapter 9 Patterning and Mirroring Chapter 10 Advanced Modeling III Chapter 11 Working with Assemblies I Chapter 12 Working with Assemblies II Chapter 13 Creating Animation and Exploded Views Chapter 14 Working with Drawings Main Features of the Textbook Comprehensive coverage of tools Step by step real world tutorials with every chapter Hands on test drives to enhance the skills at the end of every chapter Additional notes and tips Customized content for faculty PowerPoint Presentations Free learning resources for faculty and students Additional student and faculty projects Technical support for the book by contacting info@cadartifex.com

AutoCAD 2023 Tutorial First Level 2D Fundamentals Randy Shih, 2022 The primary goal of *AutoCAD 2023 Tutorial First Level 2D Fundamentals* is to introduce the aspects of Computer Aided Design and Drafting CADD This text is intended to be used as a training guide for students and professionals This text covers

AutoCAD 2023 and the lessons proceed in a pedagogical fashion to guide you from constructing basic shapes to making multiview drawings. This textbook contains a series of twelve tutorial style lessons designed to introduce beginning CAD users to AutoCAD 2023. It takes a hands on exercise intensive approach to all the important 2D CAD techniques and concepts. This text is also helpful to AutoCAD users upgrading from a previous release of the software. The new improvements and key enhancements of the software are incorporated into the lessons. The 2D CAD techniques and concepts discussed in this text are also designed to serve as the foundation to the more advanced parametric feature based CAD packages such as Autodesk Inventor. The basic premise of this book is that the more designs you create using AutoCAD 2023 the better you learn the software. With this in mind each lesson introduces a new set of commands and concepts building on previous lessons. This book is intended to help readers establish a good basis for exploring and growing in the exciting field of Computer Aided Engineering. Video Training Included with every new copy of AutoCAD 2023 Tutorial First Level 2D Fundamentals is access to extensive video training. There are forty six videos with more than five hours of training in total. This video training parallels the exercises found in the text and is designed to be watched first before following the instructions in the book. However the videos do more than just provide you with click by click instructions. Author Luke Jumper also includes a brief discussion of each tool as well as rich insight into why and how the tools are used. Luke isn't just telling you what to do he's showing and explaining to you how to go through the exercises while providing clear descriptions of the entire process. It's like having him there guiding you through the book. These videos will provide you with a wealth of information and bring the text to life. They are also an invaluable resource for people who learn best through a visual experience. These videos deliver a comprehensive overview of the 2D tools found in AutoCAD and perfectly complement and reinforce the exercises in the book.

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