AutoCAD has been around since 1982, when it was originally developed in Denmark. It's an industry standard software package for professional 3D design and engineering, as well as computer aided manufacturing. For those who want to be a part of the world of designing 3D objects, AutoDesk Inventor is a good place to start.

More recently though it's been used for video games development by highly praised indie games such as Papers Please and This War of Mine. For more professional uses it can be used to develop game levels and game objects, but also 3D content for movies, TV, or even games themselves. AutoDesk Inventor is not only used by game developers but designers as well. It allows for the creation of 3D models out of 2D/3D shapes giving you full control over your object's design. It is popular among designers due to its compatibility with Autodesk's other software packages such as AutoCAD, 3DS Max Design & Fusion 360 which are all CAD (Computer Aided Design) tools. This software package is useful for creating prototypes allowing you to test your product before fully manufacturing it. If you are creating something that requires precision or requires multiple objects then this software may not be for you. As this is an older version of Autodesk Inventor, it may not function with some of the newest software programs. If you are looking to try out the software to see if it's right for you, here is a list of programs that work with Autodesk Inventor:

AutoDesk Inventor 2018 (formerly AutoCAD 2018) was released on April 26, 2017 at NAB 2017. This version of Inventor includes advanced features such as 3D CAD modeling, advanced rendering, and a new Wizard to help users quickly create their first 3D models. AutoDesk Inventor 2017 was released on April 9 2016 at NAB 2016. This update includes the following: This update can be downloaded from a link on AutoDesk's website.

Inventor may also be used to build a 2-step SOLIDWORKS model for converting into a STEP file.

Autodesk Inventor comes pre-installed with Windows Embedded Standard 7 Professional and Professional 2.0.1.

AutoDesk Inventor Professional 2011 is also available for Windows Embedded Standard 6.0.

AutoDesk Inventor can be used to create game objects for which you don't need it to be highly accurate, however Autodesk does not support this use of its software. However, if you wish to use it for this, please see the following discussion: If you are using the Student version or Design Suite Small Business Edition, AutoDesk will not support your use of the software for commercial products. As well AutoDesk will no longer support any major version upgrades after 2011 (so no future updates).

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