

NAVISWORKS

ESSENTIALS

OVERVIEW

This courseware provides students with the skills and knowledge to use Navisworks effectively. Learn how to open, review, and run object-interference checks on 3D models through hands-on exercises that demonstrate the functionality of the Autodesk Navisworks Review, Simulate, and Manage features. Students also learn how to link to task-scheduling files and create 4D construction simulations. Create interactive animations using the Animator and Scripter tools. In addition, students learn how the Presenter tools can help them to create photorealistic images and animations.

After completion of this course, you will know how to combine 3D geometry from cross disciplines into one scene to enable effective model reviews.

SPECIFICS

Duration: 3 Days

Hours: 9 am - 4 pm (including lunch hour)

Cost: \$995/person (includes training materials)

Prerequisites: Working knowledge of 3D Design and task-scheduling software.

* This course is based on Autodesk® Official Training Guide (AOTG).

TOPICS COVERED

Getting Started with NavisWorks

- Workspace Overview
- Opening and Appending Files in NavisWorks
- Saving, Merging, and Refreshing Files in NavisWorks
- Database Support (Data Tools)

Review

- Navigation and the NavisWorks Engine
- Selection Tree and Selecting Objects
- Hiding Objects and Overriding Materials
- Object Properties
- Measuring and Moving Objects
- Selection and Search Sets
- Viewpoints and Adding Comments and Redlining
- Animations, Sectioning, and Hyperlinks
- Comparing Models and SwitchBack

Timeliner

- Timeliner Overview
- Creating Tasks and Importing Tasks from an External Project File
- Timeliner Simulation
- Configuring and Defining a Simulation
- Simulation Export
- Time-based Clashing and the Clash Detective Report

Animator

- Animator Overview and Creating a Basic Animation
- Cameras and Camera Viewpoints
- Manipulate Geometry Objects in an Animation Set
- Section Plane Sets
- Controlling Animation Scene Playback

Scripter

- Scripter Overview
- Creating and Managing Scripts
- Events and Creating and Configuring Actions

Presenter Basics

- Presenter Overview
- Applying Materials to Model Items
- Adding Lighting Effects to a Scene
- Adding Background Effects
- Rendering Effects
- Outputting Rendered Images and Animations

Advanced Presenter Features

- Editing and Managing Materials
- Advanced Material Editing
- Ground Planes
- Individual Light Effects and Image-based Lighting
- Environment Backgrounds and Reflections
- Custom Environments
- Light Scattering
- Rich Photorealistic Content (RPC)

Clash Detective

- Clash Detective Overview
- Selecting Items to Be Clashed
- Clash-Test Settings and Rules
- Clash Results and Reporting
- Create and Save Batches of Clash Tests
- Export and Import Clash Tests
- Custom Clash Tests
- Laser-Scan Data Clashing
- Holding and Releasing Objects
- SwitchBack in the Clash Detective and Time-based Clashing