

COURSE OUTLINE

Using Navisworks, the industry leader in BIM (Building Information Modeling) for trade coordination, students will learn to perform clash detection, as well as animation, and quantification. The three day hands-on course begins by learning the fundamental features of Navisworks review, Simulate and Manage. The class progresses through creating and administering clash detection tests, links task-scheduling with 3D construction simulations, quantifying materials and associated assets, and model visualization. Upon completion of the course you will receive an Official certificate of Completion from Autodesk.

Class Duration: 3 days

Topics

Getting Started

- Getting Started with Autodesk Navisworks
- Publishing, Merging, Refreshing, & Emailing Files
- Selection Tree and Selecting Objects

3D Model Review

- Hiding Objects and Overriding Materials
- Object Properties
- Measuring and Moving Objects
- Selection and Search Sets
- Viewpoints
- Comments, Redlining, and Tags
- Animations
- Sectioning
- Links
- Comparing Models
- Navisworks Real-Time Rendering
- Switchback

TimeLiner

- TimeLiner Overview
- Creating Tasks
- Gantt View
- Import Tasks from External Project File
- Configuring and Defining a Simulation
- Simulation Export

Animator

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

Scripter

- Scripter Overview
- Creating and Managing Scripts

- Creating and Configuring Events
- Creating and Configuring Actions

Quantification

- Quantification Overview
- Setting up a Quantification Project
- Item and Resource Management
- 3D Model and Virtual Takeoff
- Managing Takeoff Data
- 2D Takeoffs
- Analyzing Changes
- Exporting Takeoff Data

Clash Detective

- Clash Detective Overview
- Clash Results
- Clash Test Reporting
- Working with Clash Tests
- Audit Checks
- Exporting and Importing Clash Tests
- Laser Scan Data Clashing
- Methods for Testing & Resolving Clashes
- Time-Based Clashing

Autodesk Rendering

- Autodesk Rendering Overview
- Adding Materials to a Model
- Creating and Editing Materials
- Material Mapping
- Lighting
- Sun and Sky Lights
- Exposure Control
- Ground Planes
- Photo Realistic Rendering

Data Tools

- Database Support (Data Tools)