Navisworks Manage
Essentials

Description

This course covers the core concepts for working with Navisworks and instructs you in best approaches to combine 3D geometry from cross disciplines into one scene to create effective model reviews. You'll also learn how to make use of the TimeLiner, Animator, Scripter, Clash Detective and Quantification tools within Navisworks to conduct further investigation of your model.

Certification

An Advanced Spatial Technologies "Certificate of Completion" will be issued on completion of the course

Objectives

- Describe the main features and functionality of the NavisWorks Review,
- Open and append 3D files of different formats and save them in a NavisWorks format,
- Create links to external scheduling files and object properties in external database files,
- Perform visual project model reviews using the built-in review and reporting tools,
- Create construction simulations of a project model to check the validity of construction schedules,
- Use Animator and Scripter to create interactive animations for presentations and demonstrations,
- Add true-to-life materials, lighting, and backgrounds to project models to create photorealistic output,
- Perform interference detection tests between 3D files of different disciples to check the integrity of the design.
- Perform Model and Virtual Takeoff of model using Quantification tools

Pre-requisites

This course is designed for new and experienced NavisWorks users who need to become familiar with the main tools within NavisWorks®. Students should have working knowledge of 3D design and task-scheduling software.

Delivery Mode: 2 days (0900-1600)
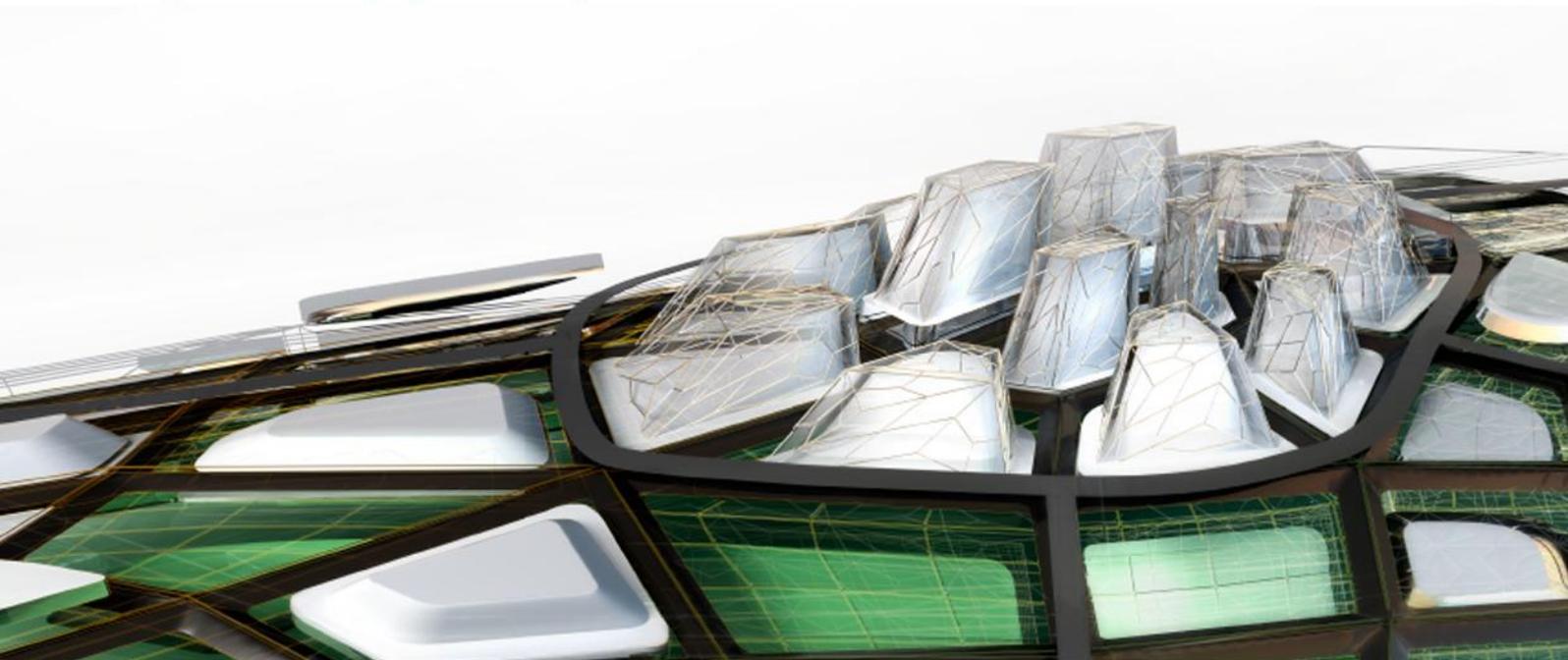
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Training Course Subjects

Getting Started
- Product and Workspace Overview
- Navigation
- Saving, Merging, Refreshing and Publishing Files

3D Model Review
- Navisworks Engine & Object Properties
- Selection and Search Sets
- Creating Viewpoints
- Measuring and Moving Objects
- Comments, Redlining and Tags
- Sectioning a Model
- Comparing Models
- Using Links
- SwitchBack

Animator
- Creating a Basic and Camera Animation
- Creating Animation Sets
- Manipulate Geometry Objects in an Animation Set
- Section Plane Sets

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

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

Autodesk Rendering
- Apply Materials to Model Items
- Apply Lighting Effect
- Sun and Sky Lights
- Rich Photorealistic Content (RPC)

Clash Detective
- Creating Clash Tests
- Setting Clash Rules
- Clash Results and Reporting
- Conducting Clash Audit Checks
- Export and Import Clash Tests
- SwitchBack
- Time-Based Clashing

Quantification
- Setting up a Quantification Project
- Item and Resource Management
- Model and Virtual Takeoff
- Managing Takeoff Data

Course topics and duration may be modified by the instructor based upon the knowledge and skill level of the course participants.