



NAVISWORKS - COURSE SUMMARY

Reach better predict project outcomes, reduce conflicts and changes, and achieve lower project risk using the Autodesk Navisworks.

Navisworks consolidate civil, architectural, structural, and MEP into one BIM model to visualize and analyze the integrated model in order to validate buildings design and construction.

Navisworks Clash Detective, Timeliner and Animator

Integrate 3D models from different applications such as Revit, AutoCAD, ArchiCAD, Microstation, Bentley applications, Civil 3D, 3D Plant, Inventor into a 3D model to create clash detection, construction schedules, 4D Simulations and animated visualizations.

Produce and resolve time-based clash detection reports which will minimize on-site construction change order requests.

Create timeline simulation representing 4D construction to check validity of construction schedules

Develop 3D animated visualizations of construction projects

Prerequisites for this Autodesk Navisworks training course:

This training is designed for users of software from multiple disciplines. A working knowledge of 3D design software is recommended. No previous Navisworks experience is needed.





NAVISWORKS - COURSE CONTENT

Model Navigation

Walking through the Model Orbit, Gravity, Viewcube, Viewpoint Model sections

Adjustments

Measurements Comments and Redlines Hide, Move, Rotate and Scale objects Object properties

Group and Sort

NWD and an NWF files within the selection tree Search criteria to look for a specific object Group of elements in the selection tree Select objects in the model Save as a selection set Examine the actually selection Zoom in on the model





Clash Detective

Clash Rules setup Clash detective Clash tests Select objects to be Clashed Select Elements Clash entire models Clash between specific elements Group clash Results Clash Reports Viewpoints HTML Controls

The Time Liner

Simulation appearance Tasks New tasks Assign a time frame to tasks Task types Import tasks from an external source Microsoft Project file Assign a selection set to a task Add sets into a task on a timeliner





4D simulation

Configure Simulation Speed and timeframe Simulation reports Export simulation to video files

The Animator

Create Viewpoint Animation Create an animation on the Fly Animate objects Create an scene Append objects to a scene