

NavisWorks Essentials training course

Course Description

Teaches how to combine 3D models from cross disciplines into one scene, enabling effective review. Delegates learn to use the TimeLiner, Animator, Scriptor and Presenter tools within NavisWorks. NavisWorks Manage users learn how to use the Clash Detective functionality.

Course Duration

2 days.

Objectives

Upon completion of this course the delegates will understand the main features and functionality of the NavisWorks products. The topics covered include:

- Getting started with NavisWorks.
- Visual project model reviews.
- TimeLiner - creating construction simulations of project models to check the validity of construction schedules.
- Using the Animator and Scriptor features to create interactive animations.
- Presenter - basics and advanced features. Learn how to add true-to-life materials, lighting, and backgrounds to project models to create photorealistic output.
- Clash Detective (applicable to user of NavisWorks Manage only). How to perform clash and interference tests.

Who Should Attend

New users of NavisWorks Simulate and NavisWorks Manage.

Pre-requisites

Delegates should have a working knowledge of 3D design. No other knowledge or experience is required.

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Course Outline

Getting Started with NavisWorks

- Workspace
- Opening and Appending Files
- Saving, Merging, and Refreshing Files
- About File Types
- Database Support

Visual project model reviews

- Navigation
- Absolute Coordinate Display
- The NavisWorks Engine
- Performance Indicators
- Selection Tree and Selecting Objects
- Hiding Objects and Overriding Materials
- Object Properties
- Measuring and Moving Objects
- Selection and Search Sets
- Viewpoints
- Comments and Redlining
- Animations
- Sectioning
- Hyperlinks
- Comparing Models
- Switchback
- NavisWorks Real-Time Rendering

TimeLiner

- TimeLiner Overview
- Creating Tasks
- Importing Tasks from an External Project File

- TimeLiner Simulation
- Configuring and Defining a Simulation
- Simulation Export

Animator

- Animator Overview
- 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
- Creating and Configuring Actions

Presenter Basics

- Presenter Overview
- Apply Materials to Model Items
- Adding Lighting Effects to a Scene
- Adding Background Effects
- Rendering Effects
- Outputting Rendered Images
- Outputting Animations (Videos)

Presenter Advanced Features

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

Clash Detective (NavisWorks Manage only)

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

