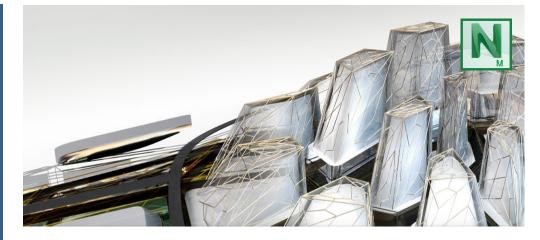
# **NavisWorks Essentials**

## Training course outline

NavisWorks complements 3D design packages such as AutoCAD and Revit, providing sophisticated project review features.

*NavisWorks Essentials* training provides a thorough grounding for beginners, teaching how to combine 3D models from cross disciplines into one scene, enabling effective review.



## Course summary

Teaches how to use the NavisWorks Manage and NavisWorks Simulate applications to combine 3D models from cross disciplines into one scene, enabling effective review.

Delegates learn to use the TimeLiner, Animator, Scripter and Presenter tools within NavisWorks.

NavisWorks Manage users learn how to carry out Clash Detection.

#### Duration Two days.

## Who should attend?

Newcomers to NavisWorks and novice NavisWorks users.

## In-class or live online

You can attend course in-person at any of our centres, or participate online from your place of work or home.

To read about our approach to online training, see armada.co.uk/live-online-training.

## General information

Armada is an Autodesk authorised Training Centre (ATC), and our *NavisWorks Essentials* course is accredited by Autodesk.

NavisWorks courses are hosted by Autodesk Certified Trainers (ACTs) with vast experience of using NavisWorks in industry.

- *NavisWorks Essentials* training is arranged *on-request* i.e. one-to-one training or a course for your group. This means that the training can be:
- Adapted to reflect the work you're going to be doing in NavisWorks, focusing on topics that are most important to you.

Whilst attending training at our centres, delegates have the use of a computer running

licensed Navisworks software to practice the techniques taught. Refreshments and lunch are provided.

Course fees can be paid by card or bank transfer. We accept purchase orders from UK-registered companies and public sector organisations.

If you're self-funding your training, you can pay in staged payments, interest-free, over 12 months.

## Course materials and certificate

Delegates receive:

- Comprehensive NavisWorks training materials.
- An e-certificate from Autodesk confirming attendance on an accredited *NavisWorks Essentials* course.

## Method of delivery

Training is designed for the busy professional, being short and intensive and combining lecture and demonstration. Practical exercises carried out under guidance help delegates learn the techniques taught.

Delegates have ample opportunity to discuss specific requirements with the trainer.

### After course support

Following training, you are entitled to 30 days email support from your trainer.

## Further information

### For further details, see

armada.co.uk/course/navisworks-training. For a quote and details of our availability, please contact us.

Course syllabus See over.



## Course syllabus

Topics	Sub-topics		Topics
Getting started with NavisWorks	Workspace Opening and appending files Saving, merging and refreshing files About file types Database support	Presenter basics	
Visual project model reviews	Navigation Absolute coordinate display The NavisWorks engine Performance indicators	Presenter advanced feature	
	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		Presenter advanced features
TimeLiner	TimeLiner overview Creating tasks Importing tasks from an external project file TimeLiner simulation Configuring and defining a simulation Simulation export		Clash Detection (NavisWorks Manage only)
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		

Sub-topics Presenter overview Apply materials to model items Adding lighting effects to a scene Adding background effects **Rendering effects** Outputting rendered images Outputting animations (videos) Editing and managing materials es Advanced material editing Ground planes Individual light effects Image-based lighting Environment backgrounds and reflections Custom environments Light scattering Rich Photorealistic Content (RPC) Clash Detection 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

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