

Autodesk Navisworks 2010

TRAINING COURSE

Level I: Essentials

GENERAL

Level:

Beginner

Length:

2 days

Cost:

\$800 (per person)

Dedicated group rates available

Prerequisites:

General computer and Windows experience

Hours:

9:00am - 4:30pm, with an hour lunch break

Certificates:

Upon successful completion of any of our training courses, each student receives a certificate of accomplishment suitable for framing.

Continuing Education:

CMI is an AIA/CES registered provider and attendees are eligible to receive 7 AIA Continuing Education Credits (CEU's) per day of training. CMI will report these credits to the AIA directly for each eligible student.

Locations:

6359 Walker Lane, Suite 110
Alexandria, VA 22310

100 East Pratt Street, Suite 1540
Baltimore, MD 21202

1101 Vermont Avenue NW, Suite 300
Washington, DC 20005

Guarantee:

If you are not 100% satisfied with the course you take, you may attend the same course at no charge, up to six months from the date of the original course, based on seat availability.

DESCRIPTION

This two day course is designed for use with the Autodesk Navisworks software solutions - Manage, Review, and Simulate - that will enable project design and building professionals to unite their contributions into a single, synchronized project model. By enabling team members to reliably share, combine, review, and perfect detailed 3D design models of any size or format, Navisworks is at the heart of your building information modeling (BIM) workflow.

CONTENT

Getting Started

Product and Workspace Overview
Opening and Appending Files in Navisworks
Saving, Merging, and Refreshing Files
Database Support (Data Tools)

3D Model Review

Navigation
Selection Tree and Selecting Objects
Hiding Objects and Overriding Materials
Measuring and Moving Objects
Animations and Real-time Rendering
Comparing Models

TimeLiner

Basics and Creating Tasks
Importing Tasks from an External Microsoft Project File
TimeLiner Simulation and Export

Animator

Overview and Creation of Animations
Cameras and Camera Viewpoint
Manipulate Geometry Objects in an Animation Set
Controlling Animation Scene Playback

Scripter

Apply Materials to Model Items
Adding Lighting and Background Effects to a Scene
Rendering Effects
Outputting Rendered Images and Animations (videos)

Clash Detective

Selecting Items to be Clashed
Clash Test Settings and Rules
Clash Test Reporting
Audit Checks
Export and Import Clash Tests

Autodesk

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