

Autodesk® Navisworks® 2010

Course length: 3 days

Pre-requisites:

Basic knowledge of CAD and 3D model

Topics covered:

Introduction

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

3D Model Review

- Navigation
- The Navisworks Engine
- 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
- Import Tasks from 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
- Images-Based Lighting
- Environment Backgrounds and Reflections
- Custom Environments
- Light Scattering
- RPC (*Rich Photorealistic Content*)

Clash Detective

- 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
- Laser Scan Data Clashing
- Holding and Releasing Objects
- SwitchBack in Clash Detective
- Time-Based Clashing