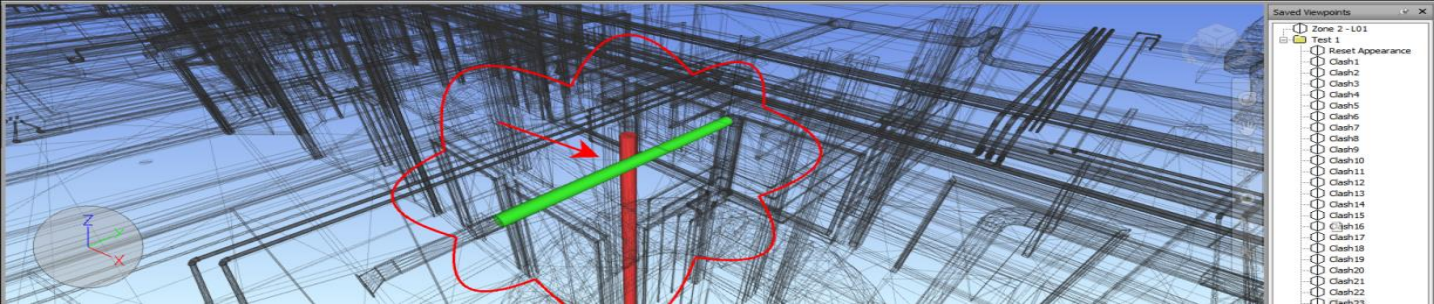


AUTODESK NAVISWORKS MANAGE



CSG Training Centre | Authorized Autodesk Training Centre | Certiport Authorized Testing Centre

FOR WHOM

BIM Modelers, Project Managers, Project Coordinators, BIM Managers, BIM Coordinators

PRE-REQUISITION

New and experienced users of Autodesk.
Working knowledge of Windows Operating Systems.
Working knowledge of 3D design and task-scheduling (recommended).

DURATION | VERSION

2 DAY(S), Version 2022

COURSE OBJECTIVES

The Autodesk® Navisworks® Training teaches learners how to better predict project outcomes, reduce conflicts and changes, and achieve lower project risk using the Autodesk® Navisworks® Manage software.

Building Information Modeling (BIM) encompasses the entire building life cycle. BIM includes all phases of the design process, from model creation, to construction, and ending at operations and maintenance. Using a BIM workflow, learners will learn how a design changes throughout the BIM process, and how the changes affect the BIM model.

Over the course of this Training, learners will learn how to consolidate civil, architectural, structural, and MEP models into one BIM model. Learners will append various Autodesk® Revit® models and check for conflicts. Next, you will use review and markup tools for communicating issues across disciplines. Finally, you will use TimeLiner, Animator, and Clash Detective to simulate construction and find constructability issues and on-site clashes.

We also provide real live project situations solving tips by Trainers who possesses actual site experiences and also live project datasets for you to work-on.

COURSE TOPICS

Introduction to Autodesk Navisworks

1. What is Navisworks?
2. Overview of the Interface
3. Using Basic Viewing Tools

COURSE TOPICS

Consolidate Trade Models

1. Consolidating the Model
2. Aligning Models

Review Models

1. Saving and Retrieving Views
2. Sectioning the Model
3. Setting View Options
4. Setting Up Appearances

Analyze Models

1. Selecting Items
2. Investigating Properties
3. Using the Selection Tree
4. Finding Items and Saving Search Sets
5. Hiding and Unhiding Items

Communication: Review and Markup a Model

1. Using Measuring Tools
2. Marking Up Scenes for Review

Collaboration: Clash Detection

1. Overview of the Clash Detective
2. Setting Up Clash Tests
3. Reviewing Clash Results
4. Assigning Clash Fixes
5. Clash Grouping
6. Sharing Clash Test Results
7. Incorporating Model Updates

Practices to Prepare for Animator

1. Append Models
2. Save Viewpoints
3. Save Selection Sets
4. Save Search Sets

Communicator: Animator

1. Creating Tours
2. Animating Objects

Construct: Project Scheduling

1. Introduction to TimeLiner
2. Manually Creating a Construction Simulation
3. Importing an External Task List
4. Combining TimeLiner and Animator
5. Time-Based Clashes