Navisworks

Fundamentals

Course Guide:

2 Days

Getting Started with NavisWorks

Workspace Overview Opening and Appending Files in NavisWorks Saving, Merging, and Refreshing Files in NavisWorks

3D Model Review

Navigation and the NavisWorks Engine
Selection Tree and Selecting Objects
Hiding Objects and Overriding Materials
Object Properties
Measuring and Moving Objects
Selection and Search Sets
Viewpoints and Adding Comments and Redlining
Animations, Sectioning, and Links
Comparing Models and SwitchBack\
NavisWorks Real-Time Rendering and Techniques

TimeLiner

TimeLiner Overview Creating Tasks and Importing Tasks from an External Project

File

TimeLiner Simulation
Configuring and Defining a Simulation
Simulation Export

Animator

Animator Overview and 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 and Creating and Configuring Actions
Presenter Basics
Presenter Overview
Applying Materials to Model Items
Adding Lighting Effects to a Scene
Adding Background Effects
Rendering Effects
Ground Planes
Outputting Rendered Images and Animations

Advanced Presenter Features

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

Clash Detective

Clash Detective Overview
Setting Clash Rules
Clash Results and Reporting
Audit Checks
Create and Save Clash Tests
Export and Import Clash Tests
Custom Clash Tests
Laser-Scan Data Clashing
Holding and Releasing Objects
SwitchBack in the Clash Detective
Time-based Clashing

Data Tools

Database Support (Data Tools)

