



AUTODESK NAVISWORKS

BEGINNER TRAINING COURSE

LEVEL

01

OFFICIAL AUTODESK TRAINING COURSE
TRAINED BY APPROVED INSTRUCTORS

Course Description

This training course gives new users the understanding and capabilities of the operational tools used for Autodesk Navisworks as a project review tool. Delegates will learn the application methods on how to combine 3D Models from cross disciplines into one scene to enable effective reviews.

Course Information

Duration:	2-3 days
Time:	9:30am – 4:30pm
Location:	T2 Train Suite or On-site training available throughout the UK
Courseware:	Autodesk manual recommended for use during the course
Qualifications:	Autodesk Authorised certificate on successful completion

Before attending this course, delegates should have a working knowledge of:

- Microsoft® Windows® XP/Vista/7
- Understanding of Architecture, and/or engineering experience.

Course Availability

Scheduled quarterly basis and arranged as and when required.

Course topics and duration may be modified by the instructor based upon the knowledge and skill levels of the course participants.

Book Now to Reserve Your Place!

For further information and group training dates, contact our training team by calling **01909 512193** or emailing **info@t2train.com**.



T2 Train Ltd

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COURSE CONTENT 2015

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Software Introduction

- Workspace and Navigation
- Opening and Appending Files
- Saving, Merging, Refreshing and Publishing Files
- Selection Tree and Selecting Objects

3D Model Review

- Hiding and Overriding Objects
- Object Properties
- Measuring and Moving Objects
- Selection and Search Sets
- Viewpoints
- Comments and Redlining
- Animations and Sectioning
- Links
- Comparing Models
- Switchback
- Navisworks Real-Time Rendering

TimeLiner

- Gantt View
- Creating and Importing Tasks
- Configuring & Defining a Simulation
- Simulation Export

Animator

- Creating a Basic Animation
- Geometry Objects in Animation Sets
- Section Plane Sets

Scripter

- Creating and Managing Scripts
- Creating and Configuring Events
- Creating and Configuring Actions

Quantification

- Setting up a Project
- Item and Resource Management
- Model and Virtual Take-off
- Managing Take-off Data
- Analysing Changes

Clash Detective

- Clash Results and Setting Rules
- Working with Clash Tests & Reporting
- Audit Checks
- Export and Imports Clash Tests
- Custom Clash Tests
- Laser Scan Data Clashing
- Holding and Releasing Objects
- Switchback in Clash Detective
- Time-Based Clashing

Autodesk Rendering

- Adding Materials to a Model
- Creating and Editing Materials
- Material Mapping
- Lighting and Exposure Control
- Sun and Sky Lights
- Ground Planes
- Photorealistic Rendering



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