

Course Title: Autodesk NavisWorks for Architects

Course Code: NAV-1A

Duration: 1 Day

Courseware Description

In this courseware, using hands-on exercises that demonstrate the functionality of the Autodesk® NavisWorks® features, students learn how to open, review, and run object-interference checks on 3D models.

Objectives

The primary objective of this course is to teach the applications found within the Autodesk Navisworks programs. Students also learn to use the Review and Clash Detective.

After completing this course, students will be able to:

- Describe the main features and functionality of the NavisWorks Review.
- Open and append 3D files of different formats and save them in a NavisWorks format.
- Perform visual project model reviews using the built-in review and reporting tools.
- Perform interference detection tests between 3D files of different disciplines to check the integrity of the design.

Who Should Attend

This courseware is designed for experienced Revit Architecture users who need to become familiar with all the relevant tools within NavisWorks.

Prerequisites

Before using this courseware, students should have working knowledge of Revit Architecture and 3D design.

Course Outline

Getting Started with NavisWorks

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

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 Hyperlinks
- Comparing Models and SwitchBack
- NavisWorks Real-Time Rendering

Clash Detective

- Clash Detective Overview
- Selecting Items to Be Clashed
- Clash-Test Settings and Rules
- Clash Results and Reporting
- 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 the Clash Detective and Time-based Clashing