

## Autodesk® Navisworks Manage™ - Intermediate

### Brief Synopsis of Class Contents:

The Navisworks online class covers the intermediate functions of Autodesk Navisworks. Building on the Essentials class, students will explore more advanced concepts of Navisworks such as Selection Inspector, Photorealistic Rendering, 2D & 3D Quantification, Object Animation.

### Learning Objectives:

- Become familiar with advanced navigation functions of Navisworks
- Utilize the next generation of Navisworks tools
- Explore Photorealistic Rendering techniques
- Learn how to setup object Animation
- Use Search Sets to create a template
- Build a comfort level with Quantification

### Courseware:

Ascent Official Training Courseware:  
Autodesk Navisworks Essentials

### Number of Days:

3 Half Day Sessions

### Continuing Education Hours:

10.5 hours

### Who Should Attend:

Intermediate users of Navisworks

### Prerequisites:

Basic Computer skills

### System and Software Requirements:

<http://www.asti.com/LiveLab-Learning-amp-Training/LiveLab-System-Requirements>

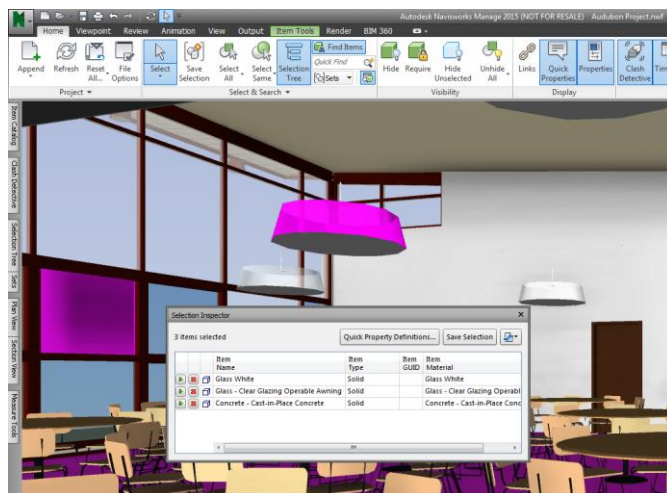
### FAQs and Cancellation Policy:

<http://www.asti.com/LiveLab-Learning-amp-Training/LiveLab-FAQS>

## Class Outline and Topics:

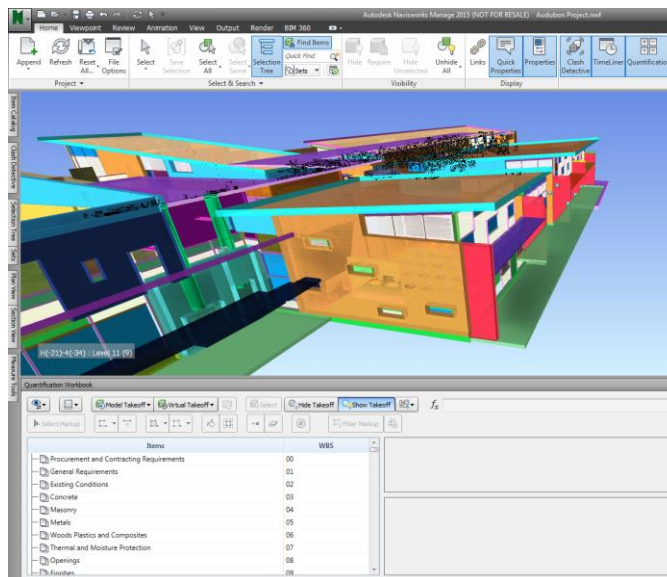
### Advanced Topics in Navisworks

- Overview of BIM Authoring vs. Validation
- Exporting/Importing Global Settings and workspaces
- Exporting/Importing Search Sets
- Creating a Navisworks Template
- Export To Google Earth KML Files
- Autodesk FBX Format To Export an FBX File
- Interoperability with BIM 360 Glue



### Selection Inspector

- Multiple Selection
- Show Item / Deselect
- Quick Property Definition
- Export CSV



### Quantification

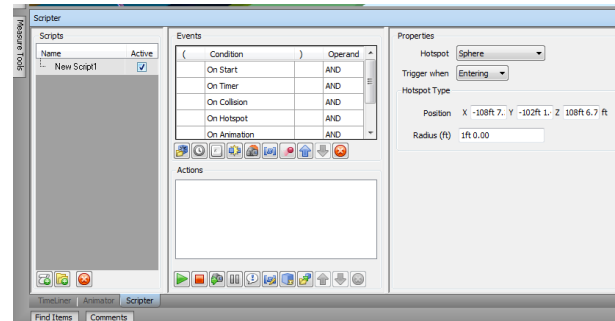
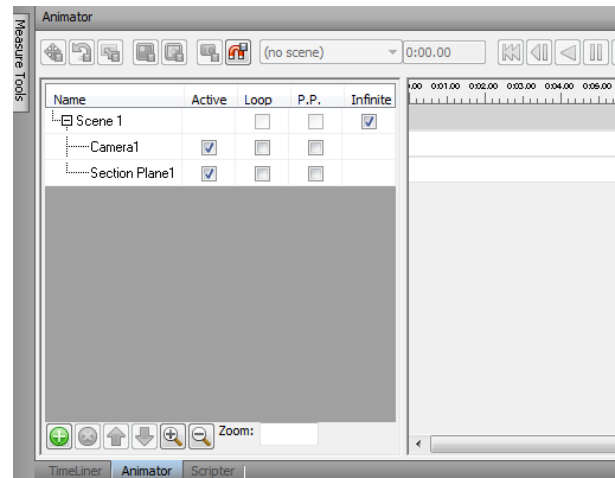
- Overview of Quantification
- Explore Quantification
- Create a project
- Organize your workspace
- Perform model takeoff
- Perform virtual takeoff
- Perform 2D takeoff
- Manage takeoff data
- Update and analyze data





## Object Animation & Scripting

- Overview
- Scripter Tree, Events, Actions, and Properties View
- Working with Animation Scenes and Animation Sets
- Working with Cameras, Section Plane Sets and Keyframes
- Play Animation Scenes
- Working with Animation Scripts, Events, Actions
- Enable Scripting



## Photorealistic Rendering Workflow

- Autodesk Rendering Window
- Cloud Rendering in Autodesk 360
- Using Materials Libraries
- Using Autodesk Materials
- Material Mapping
- Using Autodesk Lighting
- Sun and Sky Simulation
- Adjusting Exposure
- Photorealistic Rendering with Autodesk Graphics

