



**NAVIS WORKS** 

**BUILDING INFORMATION MODELING** 

## Navis Works Syllabus

- Project oriented course
- Duration : 2 months course
  - + 1 month Internship
- 100% Placement Assistance

## **OFFLINE/ONLINE Mode Available**

| 1.Introduction                    | <ul><li>1. Workspace</li><li>2. Opening and Appending Files</li><li>3. Saving, Merging, and Refreshing Files</li><li>4. About File Types</li><li>5. Database Support</li></ul>                                                                                                                                                                                                                                                                                                                                                  |
|-----------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 2.Visual project<br>model reviews | <ol> <li>Navigation</li> <li>Absolute Coordinate Display</li> <li>The Navis Works Engine</li> <li>Performance Indicators</li> <li>Selection Tree and Selecting Objects</li> <li>Hiding Objects and Overriding Materials</li> <li>Object Properties O Measuring and Moving Objects</li> <li>Selection and Search Sets O Viewpoints</li> <li>Comments and Redlining</li> <li>Animations</li> <li>Sectioning</li> <li>Hyperlinks</li> <li>Comparing Models</li> <li>Switchback</li> <li>Navis Works Real-Time Rendering</li> </ol> |
| 3.TimeLiner                       | <ul><li>1. Time Liner Overview</li><li>2. Creating Tasks</li><li>3. Importing Tasks from an External Project File</li><li>4. Time Liner Simulation</li><li>5. Configuring and Defining a Simulation</li><li>6. Simulation Export</li></ul>                                                                                                                                                                                                                                                                                      |
| 4.Animator                        | <ul><li>1. Animator Overview</li><li>2. Creating a Basic Animation</li><li>3. Cameras and Camera Viewpoints</li><li>4. Manipulate Geometry Objects in an Animation Set</li><li>5. Section Plane Sets</li></ul>                                                                                                                                                                                                                                                                                                                  |

6. Controlling Animation Scene Playback

5.Scripter

6. Presenter

7.Clash Detective

- 1. Scripter Overview
- 2. Creating and Managing Scripts & Events
- 3. Creating and Configuring Actions

1. Apply Materials to Model Items

- 2. Adding Lighting Effects to a Scene
- 3. Adding Background Effects
- 4. Rendering Effects
- 5. Outputting Rendered Images
- 6. Outputting Animations (Videos)
- 1. Clash Detective Overview
- 2. Selecting Items to Be Clashed
- 3. Clash Test Settings
- 4. Setting Clash Rules
- 5. Clash Results
- 6. Clash Test Reporting
- 7. Audit Checks
- 8. Create and Save Batches of Clash Tests
- 9. Export and Import Clash Tests
- 10. Custom Clash Tests
- 11. Setting up Custom Clash Tests
- 12. Laser Scan Data Clashing
- 13. Holding and Releasing Objects
- 14. Switch Back in Clash Detective
- 15. Time-Based Clashing

## Contact us for further inquiries





