

Course Details:

Duration: 1-3 days

Prerequisite: Revit Fundamentals

Courseware: TBD

Achievement: Certificate

Provincial Association Credits Eligible.

General Information:

Locations: All courses are offered online, on-site, or in-person at SolidCAD training facilities across Canada, including:

Burnaby, BC
 Calgary, AB
 Edmonton, AB
 Regina, SK
 Winnipeg, MB
 Richmond Hill, ON
 Ottawa, ON
 Montreal, QC
 Quebec City, QC
 Hanwell, NB
 Halifax, NS

Pricing, Registration & Scheduling:

Please contact your account representative or our training coordinator at 1-877-438-2231 x227 or via email at training@solidcad.ca

Complete course listing:

www.solidcad.ca/training

DESCRIPTION

This course is aimed at teaching BIM professionals the application of Autodesk Navisworks Manage as a coordination, analysis, and communication platform. By taking this course, participants will learn how to manage federated BIM models, detect and resolve clashes, conduct quantity takeoffs using model data, simulate construction processes, and effectively communicate design intent through views, annotations, animations, and renderings.

As these topics will vary by discipline and based on the unique needs of your projects, SolidCAD will schedule a technical discovery meeting with one of our Technical Consultants to help customize a training program based on your needs.



POTENTIAL TOPICS

- Model Aggregation & Coordination.
 - Combining models from Revit, Civil 3D, IFC, and other sources.
- Model Review & Issue Identification.
 - Navigate, interrogate, and visually analyze BIM models.
- Clash Detection.
 - Setting up clash tests, using rules, selection and search sets. Reviewing, grouping, and assigning clashes & exporting clash reports
- Construction Simulation (4D BIM).
 - Using TimeLiner, you learn to build construction sequences, link tasks to model elements, simulate construction progress & detect time-based clashes
- Quantification (5D BIM).
 - Navisworks includes tools for model-based quantity takeoff
- Animation, Scripting, and Rendering (Communication & Visualization).
 - Creating animations and walkthroughs
 - Using Scripiter for automated actions
 - Adding materials, lighting, and rendering scenes