

Autodesk
Navisworks
2010
Compatible

Autodesk

Autodesk® Navisworks Manage 2010 Tutorial Series

108 Video tutorials for the New, Upgrading
or Advanced User

Your instructor, Scott Brisk has spoken at various Autodesk events. He has spent six years as a trainer for an Autodesk Authorized Training Center and is considered an expert in the building systems, MEP community.

Topics covered:

Chapter 1: Getting Started

User Interface
Workspaces
File Units
Managing Files
Object Enablers
Opening and Appending Files
Publishing Files
Realism Controls
Navigation
Head-up Display
Navigation Wheels
Navisworks Performance
Automatic Save and Recover Files
Cameras
Selection Tree and Selecting Objects
Highlighting Options
Object Properties
Find Objects
Hide Objects
Selection Sets
Overriding Materials
Measuring Objects
Moving Objects
Viewpoints
Editing Viewpoints
Import/Export Viewpoints
Animations
Animation Slideshows
Make Comments
Smart Tags
Sectioning
Hyperlinks
Hyperlinks Options
Comparing Models
Collaboration Toolbar
Switchback

Prerequisites:

None

Requirements:

Disk version requires
Windows XP or higher.
Internet Explorer 6.0+
Browser
Adobe Flash Player
DVD Drive
Pointing device
3 GB Drive Space

Online versions need
only a high speed
Internet connection, a
browser and Adobe®
Flash.

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Bedford, NH USA
01-603-641-3900

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Chapter 2: Review - Publisher

Chapter 2: Review - Publisher	<ul style="list-style-type: none"> Rendering and Lighting Modes Collision Detection Adjust Display of Primitives Database Support Add Redlining
Chapter 3: Simulate - Timeliner	<ul style="list-style-type: none"> Timeline Interface Create Tasks Manually Create Tasks Automatically Synchronize Tasks from External Scheduling Software Simulation Playback Configuring the Simulation Export Simulation
Chapter 4: Simulate - Animator	<ul style="list-style-type: none"> Animator Interface Creating Object Animations Cameras and Viewpoints Manipulate Objects in an Animation Set Manipulation by Linear Movement Manipulation by Rotation Movement Manipulation by Scaling Manipulation by Changing Color & Transparency Section Plane Sets Animation Scene Playback
Chapter 5: Simulate - Scripter	<ul style="list-style-type: none"> Scripter Interface Managing Scripts Events On Start Event On Timer Event On Key Press Event On Collision Event On Hotspot Event On Variable Event On Animation Event Actions Play Animation Action Stop Animation Action Show Viewpoint Action Pause Script Action Send Message Action Set Variable Action Store Property Action Load Model Action
Chapter 6: Simulate - Presenter	<ul style="list-style-type: none"> Presenter Interface Add Materials Add Lighting Effects Add Background Effects Add Rendering Effects Export Rendered Images Export Animation Video Edit Materials

Chapter 6: Simulate - Presenter

Advanced Material Editing
Ground Planes
Individual Light Effects
Image-Based Lighting
Environment Backgrounds and Reflections
Custom Environments
Light Scattering
RPC Content

Chapter 7: Manage - Clash Detective

Clash Detective Interface
Select Items to Clash
Clash Settings
Clash Rules
Clash Results
Clash Comments
Clash Reports
Clash Audit Checks
Batch Clash Tests
Export/Import Clash Results
Custom Clash Tests
Laser Scan Data Clashing
Holding and Releasing Objects
Switchback with Clash
Preparing a Time-Based Clash
Clash Timeliner Report