Navisworks Quick Start for 4D Simulation

Category: Computer Aided Design (CAD), Navisworks

Basics

- Workspace overview
- Open, append, merge and refresh files in Navisworks
- Database support (data tools)

Project Review Tools

- Learn how to integrate all project models, including the largest datasets, into a single aggregate model
- Work with object properties, measure tools, viewpoints, mark-ups and animations
- Import live data from external databases and display within the model
- Store, organize, and share camera views of a design and export them into images or reports
- Add cross sections and section plans to inspect details

Collaboration Tools

- Publish and store project models in a single distributable NWD or DWF™ file
- Compress original project file size by up to 90%
- Embed or exclude object properties
- Add mark-ups with advanced redlining tools
- Include date-stamped audit trail for your project notes
- Record animated walkthroughs for real-time playback

Real-Time Navigation, Real-Time Experience

- Use advanced navigation tools such as gravity and solid object recognition

Timeliner

Embracing a fourth dimension of time, the TimeLiner tool is aimed at satisfying the growing interest in affordable 4D construction simulation for building and site planning, as well as presentation of time-based modelling. TimeLiner makes it easy to produce time simulations and "what-if" scenarios. Show objects being added or removed according to the scheduled tasks.

- Gantt view project schedules
- Create tasks, associate dates with tasks
- Import from and link to project management software
- Configure, define and export a simulation sequence
- Compare actual to planned tasks

Animator and Scripter

These tools allow you to animate your model and interact with it. For example, you could animate how a crane moves around a site, or how a car is assembled or dismantled. You can also create interactive animations using Scripter, which link your animations to specific events. For example, the doors open as you approach them.

- Create an animation
- Manipulate objects within an animation
- Modify object position, rotation, size, colour and transparency
- Link Timeliner with scripted object animation to trigger and schedule object movement based on a start time and task duration
- Use Navisworks tools for workspace and process planning

Course Non-Goals

This 1-day course will not cover quantification, clash detection, or rendering in Navisworks

Course Dates

[View our full course schedule here.](#)

BOOKING

To discuss course contents and booking arrangements, please call SquareOne on:

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