Basic Level Course

AUTODESK©
INTRODUCTION TO BIM TOOLS

PREPARE TO START YOUR BIM JOURNEY

This course covers an overview of main process, standards and tools for working in BIM (Building Information Models). Introduction to BIM Tools training course will outline the basic aspects of Revit, Navisworks, Design Review and A360. The trainees will be shown model authoring tool of Autodesk Revit, model review, clash-detection, sequencing, animation & quantity take-off tool in Autodesk Navisworks, and online sharing & collaboration tool in Design Review & A360. It delivers an exceptional begin point to get into BIM, for all disciplines and levels.

Course Overview

This course covers an overview of key process, standards and tools for working in BIM. The course the basics of Autodesk Revit (model authoring tool), Autodesk Navisworks (model review, clash-detection, sequencing, animation & quantity take-off tool), Design Review & A360 (online sharing & collaboration tool). It provides an excellent starting point to get into BIM, for all disciplines and levels.

Recommended experience level

No previous experience required.

Modality

3 Days course (18 hours), delivered in our training facilities in Sandyford, or can be delivered on site.
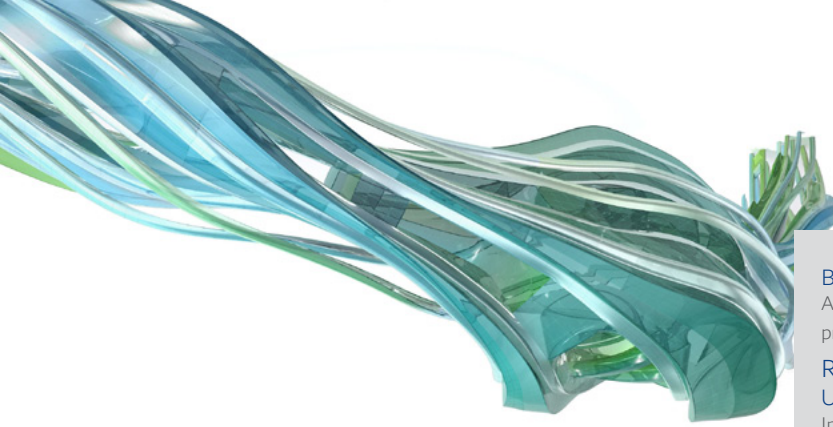
Material

Training Book and Software files are provided by us.

Certificate

At the end of the course as Autodesk® Authorized Training Centre (ATC®) you will receive an official certificate from Autodesk. This course was designed to meet your learning needs with professional instructors, relevant content, authorized courseware, and evaluation by Autodesk.

AUTODESK.
Authorized Training Center

Powered by: White Frog

About Training in ArcDox

ArcDox are unique in Ireland as the only working practise that is also an AutoDesk Authorised Training Centre. Our AutoDesk Certified Trainers, are also professionally qualified users, working with BIM on a daily basis.

We can provide a range of training options, whether at our dedicated training facilities in Dublin, or On-Site training at your company or for your project teams. We are also developing a range of Online, and Blended Training courses which are underpinned by ArcDox's expertise and support services.

Autodesk Authorised Academic Partner

Certificate of Authorisation

Autodesk, Inc., recognises this organisation as an Autodesk Authorised Academic Partner offering training, support, certification, and other services to support schools, colleges, and universities with the latest advancements in software from Autodesk.

Certificate No. 2017-EM302368

ArcDox
Autodesk Authorised Academic Partner

Dublin, Ireland   EM302368
Town / City, Country   AAF Member Number

AUTODESK.

Carl Bass
President, Chief Executive Officer

ARC**DOX**
Architecture & Training Centre

Unit 311 Q-House
76 Furze Road, Sandyford
Dublin D18 YV50
Ireland.

mail@arcdox.com

Tel: +353 (0)1 4371200
Fax: +353 (0)1 4371201

BIM Standards
A brief interactive session to enthuse the delegates and give a feel for the products capability

REVIT
UI Tour, Project Navigation and View Creation
Interactive session introducing the menu and screen layout
Element Selection and Manipulation
Element properties and manipulation
Instance and Type parameters
Modify tools, Nodes and Snaps
Visibility Control and Categorisation
Project-Wide Settings / View Specific Overrides
Element Specific Overrides / Individual Line Overrides
Wall Creation and Manipulation
Wall types / Working with Levels / Attaching walls / Editing wall shapes
Basic Schedules and Legends
Generation of tabular interrogations of the model
Scheduling Components / Style schedules / Legends
Room Data and Colour-Fill
Terminology - rooms, areas, spaces and zones
Tagging and scheduling of rooms
Area plans, Colour schemes and legends
Sheet Compilation and Publication
Project browser organisation – WIP and Publish
Creating and populating sheets
Working with schedules
Publishing and document management

NAVISWORKS
UI Tour
Application button, menu, Scene View
Quick Access Toolbar, Navigation bar
InfoCenter, Dockable windows
Ribbon, Status bar, using the commands
Dockable windows, workspaces
Compiling and managing a project
Options / File formats / File readers / File exporters
Appearance Profiler, Managing files and batch utility
View scene statistics and collaborate
Exploring the model
Navigating a scene, orientation in the model
Controlling the realism / Model appearance / Render quality
Reviewing, redlining, links and SwitchBack
Interactive geometry
Find and compare objects
Manipulate and transform objects
Redlining, comments and tags
Links to objects and Switchback
Viewpoint creation, sectioning and animation
Viewpoints and sectioning
Record and play animations
Animation and Interactivity
Create object animations / Add events and actions
Creating videos of the events
Autodesk Rendering
Applying materials and lighting to model objects
Modifying object materials, user libraries
Rendering options with Ray Trace and Autodesk - Cloud and Render Gallery
Simulation and the TimeLiner
Linking objects with tasks
Links to external scheduling files and 4D simulation
Import and export of data
Interference management - Clash Detective
Enhanced tests using search and selection sets
Using Rules, resolving issues with Switchback
Time based clash tests, reviewing results and reports
Material Takeoff - Quantification
Creating work breakdown structures
Develop catalogs, groups, items and resources