

Autodesk InfraWorks Fundamentals for Conceptual Design Training

Course Length: 8-Hours

- 8-Hours - 4 x 2-hour sessions
- Remote training over MS Teams
- Sessions are recorded and download links for each session are provide for future use
- Training for up to 1-3 People
- Sessions can start within 7 days upon ordering
- Flexible sessions (i.e. consecutive or Monday, Wednesday, Friday, etc.)
- Courses are private and topics can be customised to suit
- Includes Certificate of Completion
- Training manuals are additional \$159 each for soft copy

The Autodesk InfraWorks Fundamentals for Conceptual Design and Visualization course is designed for people using any of the following software packages:

- Autodesk® InfraWorks®
- Autodesk® Architecture, Engineering and Construction Collection

This training course provides you with a fundamental knowledge of the accelerated design process that uses data-rich 3D models with high-end visualizations. This enables you to create, evaluate, and better communicate 3D site plan proposals for faster approvals.

Topics Covered:

- Navigate the Autodesk InfraWorks user interface
- Create new models from scratch
- Incorporate existing data sources into the model
- Add essential design elements to the model including:
 - Conceptual roads
 - Conceptual bridges
 - Conceptual buildings
 - Coverages and land areas for shaping terrain
 - Pipe networks
 - Conceptual railways
 - Water features (streams and bodies of water)
 - Vegetation, vehicles, and other city furniture
 - Display features according to data behind the model
- Create new styles according to project requirements
- Analyze a model to ensure that project constraints are met
- Collaborate with other project team members
- Create high-impact visualizations of the project for better communication
- Generate videos by using storyboards

Prerequisites: A fundamental understanding and knowledge of civil engineering terminology.

Training Guide Contents

Chapter 1: Navigating the User Interface

- 1.1 Building Information Modeling
- 1.2 Overview of the Interface
- 1.3 Navigating the Model
- 1.4 Working with Proposals

Chapter 2: Connecting to Data Sources

- 2.1 Geographic Information Systems Overview
- 2.2 Connect to Data Sources
- 2.3 Configure and Display Data Sources

Chapter 3: Stylize Data Sources

- 3.1 Using Multiple Styles to Display Features
- 3.2 Overriding Style Rules
- 3.3 Create and Share Styles

Chapter 4: Create Model Elements

- 4.1 Basic Commands
- 4.2 Create Conceptual Roads in a Model
- 4.3 Create Coverages in a Model
- 4.4 Create Pipe Networks in a Model
- 4.5 Create Railways in a Model
- 4.6 Create Water Features in a Model
- 4.7 Create Land Areas (Preview)

Chapter 5: Add Model Details

- 5.1 Create Buildings in a Model
- 5.2 Create City Furniture in a Model
- 5.3 Add Vegetation to a Model
- 5.4 Add Miscellaneous Details to a Model

Chapter 6: Analysing the Model

- 6.1 Theme a Data Source
- 6.2 Suitability Maps
- 6.3 Line of Sight Analysis
- 6.4 Measure the Model
- 6.5 Analyse Shadows

Chapter 7: Collaborating with Others

- 7.1 Share Design Elements with Autodesk Civil 3D
- 7.2 Working with Autodesk Revit Models

Chapter 8: Communicate the Design to Stakeholders

- 8.1 Creating Images
- 8.2 Shared Views
- 8.3 Working with Storyboards

Appendix A: Example of a GIS Data Source