COURSE CATALOG

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Global eTraining is an EduTech company with over 30 years of experience in developing and delivering exceptional computer-based learning. Our world-leading technical training platform is home to thousands of hours of technical content integrated with custom content developed directly by subject-matter experts through The Generator. We are a strategic training partner to some of the world's largest and most diverse multinational design, construction and software organizations, government bodies and Fortune 500 companies, and the global leader in designing and developing training for the 21st Century.

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GeT the GeT Everything Library

The GeT Everything Library provides you with annual access to all GeT Courses. GeT interactive, on-demand BIM training at your fingertips!
All Access. Complete Control. One Low Price.

Autodesk

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AutoCAD® Civil 3D
AutoCAD® Civil 3D Advanced Concepts
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Autodesk® Showcase
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Autodesk® Vault Basic
Autodesk® Vault Professional
Autodesk® Vault Workgroup
Autodesk Vehicle Tracking

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Microsoft PowerPoint (2 Levels)
Microsoft Project (2 Levels)
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Acrobat DC
Illustrator
Photoshop
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Rhino 5 Level 1 (Beginner)
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Bluebeam

Bluebeam Revu Fundamentals
Bluebeam Revu Intermediate

BIM

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BIM102 - Collaborative BIM
BIM110 - BIM for Architects
BIM120 - BIM for Contractors
BIM130 - BIM for MEP Engineers
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BIM150 - BIM for Structural Engineers

Global BIM Standards

BIM Fundamentals
BIM Acronyms
BIM Roles and Responsibilities
BIM & Collaborative Working
BIM Commercials
BIM During an Asset Lifecycle
BIM Global Differences
BIM Terminology
BIM Dimensions and Documents
The Importance of Data

Total Leadership

Emotional Intelligence
Great Relationships
Presentation Skills
Innovation and Problem Solving
Stress Management
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Emotional Experience Creation
Attract and Retain the Best People
Communication Skills
Time Management
Diversity and Inclusion

Primavera

Introduction to Primavera P6 Professional
Cost Management in Primavera P6 Professional
Essential Activity Codes in Primavera P6
Progress Updating in Primavera P6
Project Baselines in Primavera P6
Resource Management in Primavera P6
Scheduling in Primavera P6

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The Complete Guide Series

The Complete Guide series is designed to give you a solid understanding of software features and capabilities. The courses are divided into logically organized, easy-to-follow lectures and topics.

Along with text, graphics, audio, and video demonstrations, a typical lecture features multiple "Let Me Try" exercises that take you step by step through sometimes complex procedures. The goal of performing these steps on your own is an understanding that goes beyond simply knowing what things are called and where to find them, into practical experience with skills you can apply to real-world situations.

While each Let Me Try project presents different solutions and methods, we urge you to focus on the concepts and techniques presented, rather than memorizing the specific steps used. Out in the real world, you will be presented with many different situations, and understanding the "why" of what you're doing will help you more than memorizing the exact "how."

The Complete Guide series has been carefully structured not only to give you the knowledge and skills you need to be a successful software user, but also to prepare you for the certification exams. This is why we include guides that let you know which topics are of particular importance for certification.

Choose your training delivery style:

The **Guided** course is structured to be completed in order from beginning to end. Once any topic is completed, you will have full access to it at any time for one year after registration, to use as a resource. The Guided courses includes Technical Help Desk Support as well qualifies for a Certificates of Completion when purchased through a participating Autodesk ATC®. Note, not all courses have the guided version.

The **Flexible** course is not structured like the Guided version, however does contain all the same content, including the lecture quizzes for your own assessment. Flexible course delivery allows full access to any area of the course and is available to you for one full year after registration. This allows you to find what you need, whenever you need it. The Flexible version is not eligible for the Certificate of Completion.

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Global eTraining patented learning methodology is superior because it adapts to each student's unique combination of learning styles with text, audio, demos, exercises, and videos, engaging all the senses and anchoring learning with action.

The Global eTraining cloud-based technical training platform is the foundation for comprehensive corporate, educational and government knowledge management solutions. The GeT platform combines our advanced training libraries alongside your proprietary know-how, which is converted to interactive and engaging courseware using The Generator.

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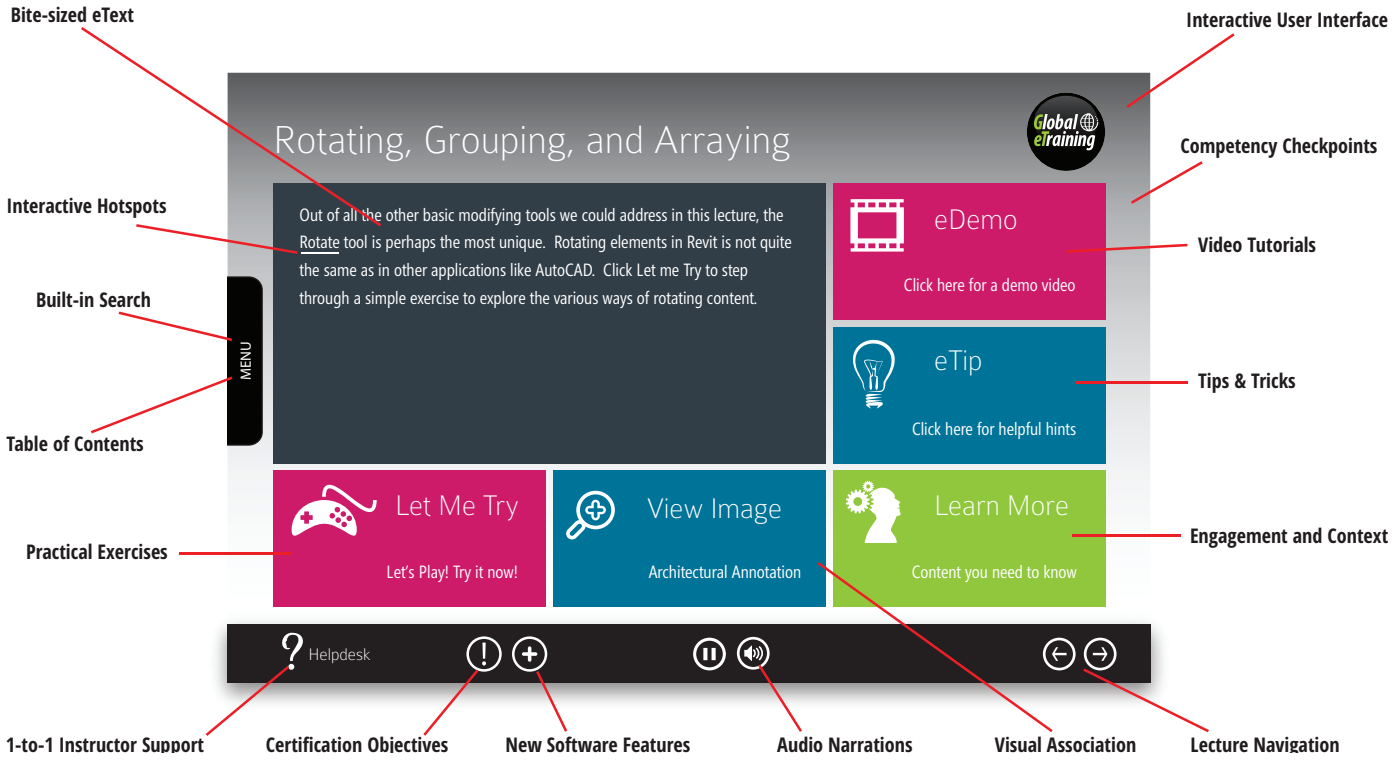

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AutoCAD 2D Drafting and Annotation

AutoCAD 2D Drafting and Annotation The Complete Guide is designed to give you a solid understanding of AutoCAD features and capabilities. This course covers Starting with Sketching, Layers, Dimension Styles, Dynamic Blocks and A360. Autodesk AutoCAD is a powerful CAD software helping professionals create 2D drawings faster and with more precision. Its simplified 2D drafting allows teams to work more efficiently by sharing drawings across connected desktop, cloud, and mobile solutions.

About the Author - Mike Thomas

Mike spent the first 12-years of his career in the Autodesk channel working for an Autodesk reseller as an Application Specialist. During his travels, he delivered countless hours of training, support, demos, and implementations. He was very fortunate to be able to help solve many issues with Autodesk software. Mike has been using AutoCAD since r13, cut his solid modeling teeth on Mechanical Desktop, and has been using Inventor since before it was known as Inventor. Data Management has always been a big part of his professional life, for the most part with Autodesk Vault.

User's prerequisites

You don't need any previous experience with AutoCAD® to take this course.

Course Outline

New for AutoCAD 2019
- General Updates
- Drawing Compare
- Document Improvements
- Layer Enhancements

Introduction to AutoCAD
- Introduction to AutoCAD
- Getting Started with AutoCAD

Starting with Sketching
- Drawing Lines
- Creating Other 2D Objects
- AutoCAD Polylines
- Adding Points

Working with Drawing Aids
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- More Drawing Aids

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- Separating and Joining Sketched Objects
- More Editing Tools

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- Layout Tools

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- Publishing to other File Types

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- Changing Blocks

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AutoCAD Sheet Sets
- An Introduction to Sheet Sets
- Build a Sheet Set
- Sheet Set Views

AutoCAD and A360
- AutoCAD in the Cloud

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AutoCAD 3D

AutoCAD 3D The Complete Guide is designed to give you a solid understanding of AutoCAD features and capabilities. This course covers Getting Started with 3D, Views of 3D Models, Creating Surface Models, Creating Meshes, and Cameras and Creating the Animation. Autodesk AutoCAD is a powerful CAD software helping professionals create 3D models faster and with more precision. Its simplified 3D modeling allows teams to work more efficiently by sharing models across connected desktop, cloud, and mobile solutions.

About the Author - Mike Thomas

Mike spent the first 12-years of his career in the Autodesk channel working for an Autodesk reseller as an Application Specialist. During his travels, he delivered countless hours of training, support, demos, and implementations. He was very fortunate to be able to help solve many issues with Autodesk software. Mike has been using AutoCAD since r13, cut his solid modeling teeth on Mechanical Desktop, and has been using Inventor since before it was known as Inventor. Data Management has always been a big part of his professional life, for the most part with Autodesk Vault.

User's prerequisites

You don't need any previous experience with AutoCAD® to take this course.

Course Outline

New for AutoCAD 2019
- Performance and Security Updates
- User Interaction Changes
- Document Improvements

AutoCAD 3D Modeling
- Getting Started with 3D
- The User Coordinate SystemAutoCAD Commands for 3D

Creating Solid Models
- Creating Solids
- More Tools for Building Solid Models

Editing 3D Objects
- Editing 3D Objects
- More Tools

Creating Views
- Views of 3D Models
- Drawing Views
- Additional Tools

Surface Modeling
- Creating Surface Models
- Modifying Surfaces

Mesh Modeling
- Creating Meshes
- Working with Meshes

Rendering and Animating Designs
- Materials
- Working with Lights
- Cameras and Creating the Animation

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AutoCAD Advanced

AutoCAD Advanced The Complete Guide course is designed to give you a solid understanding of AutoCAD and its advanced features. In this course, you will learn from working with attributed blocks to isometric and technical drawing concepts. This course includes text, images, audio, video, quizzes and practical Let Me Try exercises to accommodate all learning styles. Autodesk AutoCAD Advanced is ideal for architects and design engineers looking for advanced design, documentation tools, powerful 3D modeling, collaboration, and workflow customization. This course incorporates features, commands, and techniques for becoming more productive when creating, annotating and printing drawings.

About the Author - Mike Thomas

Mike spent the first 12-years of his career in the Autodesk channel working for an Autodesk reseller as an Application Specialist. During his travels, he delivered countless hours of training, support, demos, and implementations. He was very fortunate to be able to help solve many issues with Autodesk software. Mike has been using AutoCAD since r13, cut his solid modeling teeth on Mechanical Desktop, and has been using Inventor since before it was known as Inventor. Data Management has always been a big part of his professional life, for the most part with Autodesk Vault.

User's prerequisites

You don't need any previous experience with AutoCAD® to take this course.

Course Outline

- New For 2019
- Block Attributes
- Data, Linking, and Extraction
- Reference External Drawing Files
- Underlays
- Data Exchange
- Sharing Data
- Drawing Tools
- Editing of Sketched Objects
- Linetypes
- Adding Constraints to Sketches
- Hatch Patterns
- AutoCAD Customization
- Dynamic Blocks
- AutoCAD Sheet Sets

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AutoCAD LT

AutoCAD LT The Complete Guide is designed to give you a solid understanding of AutoCAD LT, its features, and capabilities. This course covers Starting with Sketching, Layers, Dimension Styles, Plotting Drawings and A360. Autodesk AutoCAD is a powerful CAD software helping professionals create 2D drawings faster and with more precision. Its simplified 2D drafting allows teams to work more efficiently by sharing drawings across connected desktop, cloud, and mobile solutions.

About the Author - Mike Thomas

Mike spent the first 12-years of his career in the Autodesk channel working for an Autodesk reseller as an Application Specialist. During his travels, he delivered countless hours of training, support, demos, and implementations. He was very fortunate to be able to help solve many issues with Autodesk software. Mike has been using AutoCAD since r13, cut his solid modeling teeth on Mechanical Desktop, and has been using Inventor since before it was known as Inventor. Data Management has always been a big part of his professional life, for the most part with Autodesk Vault.

User's prerequisites

You don't need any previous experience with AutoCAD® LT to take this course.

Course Outline

New for AutoCAD 2019
- General Updates
- Drawing Compare
- Document Improvements
- Layer Enhancements

Introduction to AutoCAD
- ntroduction to AutoCAD
- Getting Started with AutoCAD

Starting with Sketching
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Working with Drawing Aids
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Hatching Drawings
- Hatching Basics
- Modifying Hatch Properties

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Plotting Drawings
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- Plot Styles and Page Setups
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Template Drawings
- Templates
- Customizing Templates

Working with Blocks
- Working with Blocks
- Inserting Blocks
- Changing Blocks

AutoCAD Sheet Sets
- An Introduction to Sheet Sets
- Build a Sheet Set
- Sheet Set Views

AutoCAD and A360
- AutoCAD in the Cloud

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AutoCAD Civil 3D

AutoCAD Civil 3D The Complete Guide is designed to give you a solid understanding of Civil 3D, its features, and capabilities, from the basics through to the most advanced and complex topics. This course covers Working with points, Alignments, Pipe Networks, and Pressure Networks. AutoCAD Civil 3D is an engineering software used by civil engineers and other professionals to plan, design, and manage civil engineering projects. Using AutoCAD Civil 3D, infrastructure professionals can better understand project performance, maintain more consistent data and processes, and respond faster to change.

About the Author - Mike Thomas

Mike spent the first 12-years of his career in the Autodesk channel working for an Autodesk reseller as an Application Specialist. During his travels, he delivered countless hours of training, support, demos, and implementations. He was very fortunate to be able to help solve many issues with Autodesk software. Mike has been using AutoCAD since r13, cut his solid modeling teeth on Mechanical Desktop, and has been using Inventor since before it was known as Inventor. Data Management has always been a big part of his professional life, for the most part with Autodesk Vault.

User's prerequisites

You don't need any previous experience with AutoCAD® Civil 3D to take this course.

Course Outline

New for Civil 3D 2019
- New 2018 Features Overview

Working with Points
- Working with Points
- Editing Point
- Exporting and Importing Points

Feature Lines and Grading
- Feature Lines
- Grading

Working with Surfaces
- Working with Surfaces
- Adding to Surfaces
- Editing Surfaces
- Exporting & Sharing Surfaces

Surface Volumes and Analysis
- Exporting & Sharing Surfaces
- Surface Labels and Tables

Alignments
- Creating Alignments
- Alignment Labeling

Working with Profiles
- Working with Profiles
- Editing Profiles
- Profile Labels

Working with Assemblies and Subassemblies
- Working with Assemblies and Subassemblies
- Subassemblies

Working with Corridors
- Creating Corridors
- Corridor Attributes
- Corridors Editing
- Corridor Analysis

Parcels
- Parcels

Sample Lines, Sections, and Quantity Takeoffs
- Sample Lines
- Section Views
- Section View Edits & Analysis

Pipe Networks
- Pipes and Structures
- Part Catalog
- Pipe Network
- Pipe & Structure Labeling

Pressure Networks
- Pressure Networks
- Pressure Network Properties
- Pressure Network Labeling

Working with Plan Production Tools and Data Shortcuts
- Working with Plan Production Tools and Data Shortcuts
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AutoCAD Civil 3D Advanced Concepts

AutoCAD Civil 3D Advanced Concepts The Complete Guide is designed to give you a greater understanding of additional Civil 3D features ranging from Surface Analysis methods to using Transparent Commands.Every course is designed to use all learning styles from text, audio, video, interactivity, quizzes and practical Let Me Try examples.

About the Author - Mike Thomas

Mike spent the first 12-years of his career in the Autodesk channel working for an Autodesk reseller as an Application Specialist. During his travels, he delivered countless hours of training, support, demos, and implementations. He was very fortunate to be able to help solve many issues with Autodesk software. Mike has been using AutoCAD since r13, cut his solid modeling teeth on Mechanical Desktop, and has been using Inventor since before it was known as Inventor. Data Management has always been a big part of his professional life, for the most part with Autodesk Vault.

User's prerequisites

You don't need any previous experience with AutoCAD® Civl 3D to take this course.

Course Outline

- Survey Database
- Points
- Point Clouds
- Surface Analysis
- Alignments
- Assemblies
- Corridors
- Vehicle Tracking
- Transparent Commands
- Parcels
- Suite Interoperability
- Storm Sewer Analysis (SSA)
- HEC-RAS

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Autodesk 3D Max

Autodesk 3ds Max The Complete Guide is designed to give you a solid understanding of 3ds Max features and capabilities from the basics through to the most advanced topics. This course covers Object Creation, Materials and Maps, Lights, Cameras and Animation Basics. 3ds Max is a complete 3D computer graphics program that helps professionals and artists create 3D animations, astounding environments, models, games, images, and everything in between.

About the Author - David Hobson

The course was created by 3ds Max Expert David Hobson - Davis is a 3ds Max Certified Professional and an Autodesk Certified Instructor. He is also an Accredited Member of the Institute of Videography.

User's prerequisites

You don't need any previous experience with Autodesk® 3D Max to take this course.

Course Outline

New for 3ds Max 2019
- New Map Applications
- Creating Shapes
- Project Structure
- Arnold Renderer
- View and Share Designs

Introduction to 3ds Max
- Introduction
- Drawing Tools
- Units & Help

Object Selection
- Selection Tools
- Explorer Tools

3D Objects
- Standard Primitives
- Extended Primitives
- Working with Architectural Objects
- Architectural Objects Doors
- Windows
- Stairs

2D Shapes
- Splines
- Extended Splines

Modifying 2D Shapes
- Modifying Splines
- Selections
- Geometry Rollout

Materials and Maps
- Rendering Images
- Material Tools
- Material Properties
- Other Materials
- Maps

3D Mesh Objects
- Modifying 3D Mesh Objects
- Edit Geometry Rollout
- Editable Poly Objects
- Editable Poly Rollouts

Graphite Modeling Technique
- Polygon Modeling Panel
- Edit Panel
- Geometry Panel
- Modify Selection Panel
- Loops Panel

NURBS Modeling
- Curves and Surfaces
- NURBS Parameter Rollout
- Compound Objects
- Compound Objects

Modifiers
- Mesh Modifiers
- Geometry Modifiers
- Material and Map Modifiers

Lights and Cameras
- Lights
- Cameras

Animation Basics
- Animation Controls
- Rendering an Animation

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Autodesk 3D Max Advanced Concepts

Autodesk 3ds Max Advanced Concepts The Complete Guide is designed to give you a solid understanding of 3ds Max features and capabilities to the most advanced topics. This course covers Systems and Kinematics, Body Dynamics and Particle Flow. 3ds Max is a complete 3D computer graphics program that helps professionals and artists create 3D animations, astounding environments, models, games, images, and everything in between.

About the Author - David Hobson

The course was created by 3ds Max Expert David Hobson - Davis is a 3ds Max Certified Professional and an Autodesk Certified Instructor. He is also an Accredited Member of the Institute of Videography.

User's prerequisites

You don't need any previous experience with Autodesk® 3D Max to take this course.

Course Outline

New for 3ds Max 2019

- Material and Maps
- New Shape Tools
- Render Setup
- Publishing Content

Systems, Hierarchy, and Kinematics

- Ring Array Systems
- Lighting Systems
- Hierarchies
- Bone Systems

Rigid Body Dynamics and Helpers

- Body Dynamics
- Constraints
- Controls and Tools
- Helpers
- n the Cloud

Particle Flow

- PF Source

Particle Systems and Space Particle Systems

- Particle Mesh
- Space Warps
- Deflector Space Warps
- Extended Space Warps

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Autodesk Inventor

Autodesk Inventor The Complete Guide is designed to give you a solid understanding of Inventor, its features, and capabilities; from the basics through to the most advanced and complex topics. This course covers Sketching, Adding Part Features, Creating the Drawing, Presentations, and Weldments.

Autodesk Inventor is a 3D parametric modeling system, offering professional-grade 3D mechanical design, documentation, and product simulation tools. With Inventor, you can create 3D digital prototypes and then use them to create drawings, visualizations, and simulations.

About the Author - Mike Thomas

Mike spent the first 12-years of his career in the Autodesk channel working for an Autodesk reseller as an Application Specialist. During his travels, he delivered countless hours of training, support, demos, and implementations. He was very fortunate to be able to help solve many issues with Autodesk software. Mike has been using AutoCAD since r13, cut his solid modeling teeth on Mechanical Desktop, and has been using Inventor since before it was known as Inventor. Data Management has always been a big part of his professional life, for the most part with Autodesk Vault.

User's prerequisites

You don't need any previous experience with Autodesk® Inventor to take this course.

Course Outline

New for Autodesk Inventor 2019
- Professional – Grade Design Tools
- Collaboration and Storing Data in the Cloud
- Subscription Enhancements
- Part Updates
- Assembly Enhancements

Introduction to Autodesk Inventor
- Welcome to Autodesk Inventor
- Getting Started with Inventor

Sketching
- Sketching with Inventor
- More Sketching Features

Constraints and Dimensions
- Adding Parametric Constraints
- Utilizing Parametric Dimensions

Sketch Tools
- Sketching Tools
- Patterning
- 3D Skretching

Building the 3D Model
- Sketched Features
- More Part Tools
- Work Features
- Parameters

Adding Part Features
- Placed Features
- More Features
- Freeform Modeling

Building More Advanced Parts
- Sweeps and Lofts
- More Part Features
- Surfacing Tools

Assembly Modeling
- Assembling Components
- More Constraint Options
- More Assembly Tools

More Assembly Modeling
- Working with Components
- Duplicating Components
- Representations

Creating the Drawing
- Generating Views
- Working with Drawing Views

Detailing and Annotation
- Dimensioning
- Part List, Balloons, and Text

Presentations
- Creating Presentations
- Sharing the Information

Sheet Metal
- Using the Sheet Metal Module
- More Sheet Metal Features

Weldments
- Weldments
- Working with Weldments

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Autodesk Inventor iLogic

Autodesk Inventor's iLogic The Complete Guide feature enables you to automate and standardize design processes, providing a simple way to capture and reuse your work. iLogic embeds rules as objects directly into part, assembly, and drawing documents. The rules determine and drive a designs parameter and attribute values. By controlling these values, you can define the behavior of the attributes, features, and components of a model. With iLogic, Inventor users can analyze problems, and define new standards and templates - enabling them to create not only single products but entire product families.

User's prerequisites

You don't need any previous experience with Autodesk® Inventor iLogic to take this course.

Course Outline

Learning Objectives:

- Starting with iLogic
- Rule Creation
- Working with Parts
- Assemblies
- Drawings and iLogic
- Working with Microsoft Excel
- Interaction with the User

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Autodesk Inventor Routed Systems

Autodesk Inventor is a parametric CAD software offers an easy-to-use set of tools for 3D mechanical design, documentation, and product simulation. Digital Prototyping with Inventor helps you design and validate your products before they are built to deliver better products, reduce development costs, and get to market faster.

Autodesk Inventor Routed Systems: The Complete Guide is designed to give you a solid understanding of more complex modeling options available in Inventor. These options include the tools and analyses for adding Tubing and Piping to an Inventor model, as well as describing how to add Cables and Harnesses.

User's prerequisites

You don't need any previous experience with Autodesk® Inventor to take this course.

Course Outline

Learning Objectives:

- Introduction to Tube & Pipe
- Rigid Pipe
- Tubing
- Self-Draining Pipe
- Flexible Hose
- Component Authoring
- Tube and Pipe Documentation
- Introduction to the Cable and Harness Environment
- Harnesses
- Ribbon Cables
- Harness Documentation

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Autodesk Navisworks Manage

Autodesk Navisworks Manage The Complete Guide is designed to give you a solid understanding of Navisworks Manage features and capabilities from the basics to the more advanced topics. This course covers the Navisworks User Interface, BIM 360 Tools, Viewpoints, Quantification, Class detection and The rendering window.

Autodesk Navisworks Manage is a software designed to provide an environment to coordinate project information in a neutral location. The intention is to ensure that all parties share their project information and link it to the Navisworks environment for better coordination and control of the project.

User's prerequisites

You don't need any previous experience with Autodesk® Navisworks to take this course.

Course Outline

New for Navisworks 2019

- Introduction to Autodesk Navisworks
- The User Interface
- BIM 360 Tools

Navigation Tools

- Navigation Tools

Selecting, Controlling, and Reviewing Objects

- Selecting Objects
- Controlling and Reviewing

Viewpoints, Sections, and Animations

- Viewpoints
- Sections
- Animations

TimeLiner

- Working with the Timeliner

Working with Animator and Scripter

- The Animator Window
- The Scripter Window

Quantification

- Quantification

Clash Detection

- Clash Detective Workflow
- Managing Clash Tests

Autodesk Rendering

- The Rendering Window

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Autodesk Navisworks Simulate

Autodesk Navisworks Simulate The Complete Guide is designed to give you a solid understanding of Navisworks features and capabilities, from the basics to the more advanced topics. This course covers the Navisworks User Interface, BIM 360 Tools, Viewpoints, Quantification, and Rendering.

Autodesk Navisworks is a software designed to provide an environment to coordinate project information in a neutral location. The intention is to ensure that all parties share their project information and link it to the Navisworks environment for better coordination and control of the project.

User's prerequisites

You don't need any previous experience with Autodesk® Navisworks to take this course.

Course Outline

New for Navisworks 2019

Introduction to Autodesk Navisworks

- The User Interface
- BIM 360 Tools

Navigation Tools

- Navigation Tools

Selecting, Controlling, and Reviewing Objects

- Selecting Objects
- Controlling and Reviewing

Viewpoints, Sections, and Animations

- Viewpoints
- Sections
- Animations

TimeLiner

- Working with the TimeLiner

Working with Animator and Scripter

- The Animator Window
- The Scripter Window

Quantification

- Quantification

Autodesk Rendering

- The Rendering Window

EDUCATION, GOVERNMENT AND BUSINESS ENTERPRISE LICENSING DISCOUNTS ARE AVAILABLE.

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Autodesk ReCap

Autodesk ReCap reality capture software and services enable users to capture and integrate reality data directly into your design process. ReCap works with Autodesk design and creation suites, so you can start your design with accurate 3D data and full photo-quality context rather than a blank screen.

About the Author

Rebecca De Cicco has always had a keen interest in digital technologies and how they can radically change the way we work and interact in the Built Environment. Having studied and been employed in Australia as an Architect the basis for her experience involved managing and training teams to utilize technology and interact with those ready and willing for change to enable a more efficient workflow.

Rebecca lived in the UK for almost 10 years and following a series of successful senior roles in varied architectural organizations, Rebecca now manages her own consultancy, Digital Node, providing advice and insight to construction professionals globally on advanced digital solutions on projects as well as BIM implementation and management processes. It is with this knowledge that she can communicate, train and manage teams in a BIM environment as well as ensure her knowledge is spread throughout the industry within education and not for profit groups.

Rebecca supports Building Smart globally, sits on the Autodesk Developer Network and Expert Elite groups and works with the UK BIM Alliance and BIM Regions to help industry upskill. She is a strong advocate for diversity (Chair of @WomeninBIM) and works with higher education by tutoring and lecturing both undergraduate and postgraduate students in BIM and Construction Management.

Rebecca is also a fellow of the CIOB and offers support and training to the likes of BSI, CIOB, RICS and other institutions in the BIM space. Her interest in training and upskilling also involves a strong social media presence for herself (@becdecicco), her organization (@digital_node) and finally her diversity group (@WomeninBIM).

User's prerequisites

You don't need any previous experience with Autodesk® ReCap to take this course.

Course Outline

Introduction to Autodesk ReCap

- Introducing Autodesk ReCap
- Getting Started with ReCap
- File Formats & Usability
- Resources

Importing, Opening and Saving

- Creating a New Project
- General Point Cloud Settings
- Saving the Project

The User Interface

- Introduction to the User Interface
- Display Settings
- Project Navigator

View and Navigation

- View and Navigation Tools Overview
- Navigating the Point Cloud

Point Cloud Appearance

- Point Cloud Appearance Settings
- Point Cloud Color modes
- Point Cloud Lighting and Shading

Organizing and Editing Point Clouds

- Editing Point Clouds
- Grouping Scan Data
- Scan Location Settings

Measurement and Labeling

- Basics of Measurement
- Working with Annotation

Exporting / Importing and Use of Scan Data

- Export and Import Settings
- Exporting ReCap Projects for use in Other Applications

EDUCATION, GOVERNMENT AND BUSINESS ENTERPRISE LICENSING DISCOUNTS ARE AVAILABLE.

Volume discounts starting at just 5 users. Contact getstarted@globaletraining.ca for more information.

Autodesk ReCap Pro

Autodesk ReCap reality capture software and services enable users to capture and integrate reality data directly into your design process. ReCap works with Autodesk design and creation suites, so you can start your design with accurate 3D data and full photo-quality context rather than a blank screen.

About the Author

Rebecca De Cicco has always had a keen interest in digital technologies and how they can radically change the way we work and interact in the Built Environment. Having studied and been employed in Australia as an Architect the basis for her experience involved managing and training teams to utilize technology and interact with those ready and willing for change to enable a more efficient workflow.

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Rebecca is also a fellow of the CIOB and offers support and training to the likes of BSI, CIOB, RICS and other institutions in the BIM space. Her interest in training and upskilling also involves a strong social media presence for herself (@becdecicco), her organization (@digital_node) and finally her diversity group (@WomeninBIM).

User's prerequisites

You don't need any previous experience with Autodesk® ReCap Pro to take this course.

Course Outline

Introduction to Autodesk ReCap
- Introducing Autodesk ReCap
- Getting Started with ReCap
- File Formats & Usability
- Resources

Importing, Opening and Saving
- Creating a New Project
- General Point Cloud Settings
- Saving the Project

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- Introduction to the User Interface
- Display Settings
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- Editing Point Clouds
- Grouping Scan Data
- Scan Location Settings

Measurement and Labeling
- Basics of Measurement
- Working with Annotation

Exporting / Importing and Use of Scan Data
- Export and Import Settings
- Exporting ReCap Projects for use in Other Applications
-

Getting Started with Autodesk ReCap Pro
- Getting started with ReCap Pro
- Using Scan Data

Registration with ReCap Pro
- Registration Fundamentals
- Accuracy Reports
- New Features

UAV Features- ReCap Photo
- Introduction to ReCap Photo
- Starting a Project
- Photo to Mesh Manipulation and Review

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Autodesk Revit Advanced Concepts

Autodesk Revit Advanced Concepts The Complete Guide is designed to give you a solid understanding of Revit and its advanced concepts. It emphasizes construction modeling and assemblies techniques, design options, presentation views, and scheduling and tags. Also, the course covers the various stages involved in conceptual design and projects and setting management.

Revit Advanced provides tools specific to structural design for buildings and infrastructure projects. This course is specially meant for professionals in structural engineering, civil engineering and allied fields in the building industry. It helps them improve multidiscipline coordination by using crucial information from architectural and engineering files, whether from Revit models or from 2D file formats, delivering a more reliable model for more efficient and more accurate design and documentation.

User's prerequisites

You don't need any previous experience with Autodesk® Revit to take this course.

Course Outline

New for 2019

Construction Modeling
- Construction Modeling
- Assemblies

Phases and Design
- Phases and Design
- Design Options

Site Tools and Design Analysis
- Site Tools
- Energy and sun

Presentation Views
- Presentation Views
- Using Decals and Shadows

Schedules and Tags
- Tags
- Schedules

View Graphics
- Visibility
- Overrides

Renderings and Walkthrough
- Sun Settings
- Rendering

Project and Setting Management
- Organization
- Project Management
- Settings Management

Walls and Curtain Walls
- Curtain Walls
- Walls

Conceptual Design
- Conceptual Mass
- Forms
- Divided Paths and Surface
- Mass Elements

EDUCATION, GOVERNMENT AND BUSINESS ENTERPRISE LICENSING DISCOUNTS ARE AVAILABLE.

Volume discounts starting at just 5 users. Contact getstarted@globaletraining.ca for more information.

Autodesk Revit Architecture

Autodesk Revit Architecture 2019 The Complete Guide is designed to give you a solid understanding of Revit Architecture, its features, and capabilities, from the basics through to the most advanced and complex topics. This course covers Creating Walls, Adding Site Features, Using Massing Tools, Rendering and Walkthroughs, and Using Advanced Features.

Autodesk Revit allows professionals to optimize building performance and share model data with engineers and contractors. It is software for architectural design, MEP, and structural engineering, and a solution for collaborative BIM; its powerful tools let you use the intelligent model-based process to plan, design, construct, and manage buildings and infrastructure.

User's prerequisites

You don't need any previous experience with Autodesk® Revit Architecture to take this course.

Course Outline

New for Revit Architecture 2019

Introduction to Revit Architecture

- User Interface
- Options and Help
- Starting an Architectural Project

Starting a New Architectural Project

- Navigation Tools

C
reating Walls

- Creating Architectural Walls
- Creating Architectural Walls II

Using Basic Building Components I

- Adding Doors
- Adding Window and Wall Openings

Using the Editing Tools

- Working with Selection Sets
- Editing Tools
- Editing Tools II
- Grouping
- Retrieving Information about Elements

Datum Planes and Creating Standard Views

- Working with Reference Planes
- Working with Levels
- Working with Grids
- Working with Project Views

Using Basic Building Components II

- Creating Floors
- Creating Roofs
- Shape Editing Tools
- Creating Ceilings
- Adding Rooms

Using Basic Building Components III

- Working with Components
- Adding Stairs
- Adding Railings and Ramps
- Creating Curtain Walls

Adding Site Features

- Working with Site Features
- Property Lines and Building Pads
- Adding Site Components

Using Massing Tools

- Understanding Massing ConceptsCreating Massing Geometry
- in the Family Editor
- Creating Families

Adding Annotations and Dimensions

- Adding Tags
- Keynotes

Creating Project Details and Schedules

- Project Detailing
- Adding Text Notes
- Working with Schedules

Creating Drawing Sheets and Plotting

- Creating Drawing Sheets
- Creating Duplicate Dependent Views

Creating 3D Views

- Three Dimensional Views

From Rendering to Walkthroughs

- Working with Materials
- Rendering in Revit Architecture
- Creating a Walkthrough

Using Advanced Features I

- Creating Structural Components
- Using Area Analysis Tools

Using Advanced Features II

- Worksharing Concepts
- Working with Linked Models
- Project Standards and Browsers
- Revit Architecture Interoperability

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Autodesk Revit Families

Autodesk Revit Families The Complete Guide is designed to give you a thorough introduction to Revit Families, from basic 2D Symbols to complex 3D Nested Families. By using predefined families and creating new ones in Revit, you can add both standard and custom elements to your building models. Families also provide a level of control over elements that are similar in use and behavior, allowing you to easily make design changes and manage your projects more efficiently.

For example, the structural members, walls, roofs, windows, and doors that you use to assemble a building model, as well as the callouts, fixtures, tags, and detail components that you use to document it, are all created with families.

User's prerequisites

You don't need any previous experience with Autodesk® Revit to take this course.

Course Outline

- New For 2019
- What is a Revit Family?
- An Introduction to Family Templates
- The 2D Menu Ribbon
- The 3D Menu Ribbon
- Reference Planes
- Dimensions and Labels (Parameters)
- Family Element Commands
- More Advanced Options
- Managing Revit Families
- Bonus Exercises

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Volume discounts starting at just 5 users. Contact getstarted@globaletraining.ca for more information.

Autodesk Revit MEP

Autodesk Revit MEP The Complete Guide is designed to give you a solid understanding of Revit MEP features and capabilities, from navigating the interface to the more advanced subjects. This course covers the Getting Started with an MEP Project; Spacing, Zones, and Cooling and Heating Load; Creating Construction Documents, and Creating Families and Worksharing.

Autodesk Revit MEP has been created for engineers, designers, architects and CADD technicians; allowing them to design, document, and analyze building information for mechanical, electrical, and plumbing disciplines. This version brings new and exciting features, like Fabrication Modeling.

User's prerequisites

You don't need any previous experience with Autodesk® Revit MEP to take this course.

Course Outline

New for Revit Structure 2019

- Revit Multi-Disciplinary Improvement

Introduction to Autodesk Revit MEP

- Introducing the Autodesk Revit MEP User Interface
- Understanding the Interface, Getting Help

Getting Started with an MEP Project

- Starting a New Project in Revit MEP
- Linking Revit Models and Sharing Coordinates
- The Snaps Tool, The Options Dialog Box

From Datums to Building Envelopes

- Working with Levels
- Working with Grids
- Working with Reference and Work Planes
- Working with Views
- Understanding Wall Types
- Windows and Doors Types
- Working with Walls, Floors, and Ceilings, Adding Rooms

Spacing, Zones, and Cooling and Heating Load Creating Spaces

- Color Schemes, Working with Zones

Creating a Mechanical System

- Understanding HVAC Systems
- Generating HVAC System Layouts

C
reating an Electrical System

- Understanding Electrical Systems
- Adding Power and System Devices

Creating a Plumbing System

- Understanding Plumbing Systems
- Working with Plumbing Systems

Creating Fire a Protection System

- Understanding Fire Protection Systems
- Designing the Fire Protection System

Creating Construction Documents

- Dimensioning
- Modifying Dimensions, Tags
- Creating Detail Views, Adding Sheets

Creating Families and Worksharing

- Understanding Massing Concepts
- Editing a Massing Geometry
- Creating Masses in the Conceptual Design Environment
- Worksharing Concepts

EDUCATION, GOVERNMENT AND BUSINESS ENTERPRISE LICENSING DISCOUNTS ARE AVAILABLE.

Volume discounts starting at just 5 users. Contact getstarted@globaletraining.ca for more information.

Autodesk Revit Structure

Autodesk Revit Structure The Complete Guide is designed to give you a solid understanding of Revit Structure, its features, and capabilities, from the basics through to the most advanced and complex topics. This course covers Setting the Structural Project, Editing Tools, Standard Views, Details and Schedules, and 3D views.

Autodesk Revit allows professionals to create detailed reinforcement designs, connect steel design and detailing workflows. It is software for architectural design, MEP, and structural engineering, and a solution for collaborative BIM; its powerful tools let you use the intelligent model-based process to plan, design, construct, and manage buildings and infrastructure.

User's prerequisites

You don't need any previous experience with Autodesk® Revit Structure to take this course.

Course Outline

New for Revit Structure 2019
- Revit Multi-Disciplinary Improvements

Introduction to Revit Structure
- User Interface
- Project Browser

Getting Started
- Starting a New Architectural Project
- Settings

Setting up a Structural Project
- Setting the Project
- Levels and Grids

Structural Columns and Walls
- Structural Columns
- Walls

From Foundations to Open Web Joists
- Understanding Foundations
- Floors
- Beams

Editing Tools
- Selection
- Moving and Copying
- Other Editing Tools

Documenting Models and Creating Families
- Dimensioning
- Adding, Tagging and Annotating

Standard Views, Details, and Schedules
- Standard Views
- Schedules

From 3D Views to Massing
- 3D Views
- Sheets
- Analysis
- Reinforcements
- Massing

Linking Revit Model with Robot Structural Analysis
- Links and previewing

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Autodesk Revit Structure Advanced

Autodesk Revit Structure Advanced The Complete Guide is designed to give you a solid understanding of Revit Structure and its advanced features. It emphasizes family concepts and techniques, foundation modeling, reinforcements, and structural column families. Also, the course covers the various stages involved in structural analysis and project collaboration.

Autodesk Revit Structure provides tools specific to structural design for buildings and infrastructure projects. This course is specially meant for professionals and students in structural engineering, civil engineering and allied fields in the building industry; it helps them improve multidiscipline coordination of structural design documentation by minimizing errors and enhancing project team collaboration.

User's prerequisites

You don't need any previous experience with Autodesk® Revit Structure to take this course.

Course Outline

New for 2019
- Revit Multi-Disciplinary Improvements

Setting Up the Revit Structure Interface
- Revit Structure Interface
- Setting up Revit Structure File Locations

Family Concepts and Techniques
- Family Types
- Adding to the Family

Creating Custom Families
- Creating a Composite Metal Deck Family
- Creating a Tapered Concrete Column Family

Creating Trusses
- Truss Techniques and Concepts
- Finishing the Truss Family

Using Trusses in Projects
- Adding a Truss to a Project
- Attaching a Truss to a Roof or Slab

Creating Structural Walls and Floors
- Architectural Walls and Structural Walls
- Structural Floor Placement and Options
- Using Structural Beam Systems

Creating Foundations
- Isolated and Wall Foundations
- Slab and Floor Slab Foundations

Reinforcement
- Rebar and Fabric Settings
- Reinforcement Settings

Structural Column Families
- Setting Up a Structural Column Family
- Finishing Off the Family Geometry

Creating Specific Family Types
- Typical Concrete Corbelling Profile
- Typical Annotation Arrow Symbol

Structural Analysis
- Preparing Projects for Structural Analysis
- Creating Analytical Views

Project Team Collaboration
- Introduction to Worksets
- Working with Worksets

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Autodesk Vault Basics

Autodesk Vault is a data management tool integrated with a number of Autodesk software products including AutoCAD and Revit and Inventor. It helps design teams track work in progress and maintain version control in multi-user environments. It allows them to organize and reuse designs by consolidating product information and reducing the need to re-create designs from scratch. Vault Workgroup allows you to scale up to multi-site installations and wider scale system integration.

User's prerequisites

You don't need any previous experience with Autodesk® Vault to take this course.

Course Outline

New For Vault 2019

- About this Course
- About this Course

Vault Basic

- Vault Enhancements
- Inventor Add-in Improvements

Vault Workgroup & Vault Professional

- Visualization
- Client Enhancements
- CAD Integration Enhancements

Administration Changes

- Administrative Changes
- PDF Settings

Using Autodesk Vault

- Introduction to Autodesk Vault
- Working with Files
- Working with Microsoft Office
- Working with Microsoft Office

Working with AutoCAD

- Working with AutoCAD

Working with Inventor

- Working with Inventor
- Other

Working with Files

- Data Management
- Data Management (Part 2)

Vault Administration

- Vault Administration
- Vault Administration (Part 2

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Autodesk Vault Professional

Autodesk Vault is a data management tool integrated with a number of Autodesk software products including AutoCAD and Revit and Inventor. It helps design teams track work in progress and maintain version control in multi-user environments. It allows them to organize and reuse designs by consolidating product information and reducing the need to re-create designs from scratch. Vault Workgroup allows you to scale up to multi-site installations and wider scale system integration.

User's prerequisites

You don't need any previous experience with Autodesk® Vault to take this course.

Course Outline

New For Vault 2019

About this Course
- About this Course

Vault Basic
- Vault Enhancements
- Inventor Add-in Improvements

Vault Workgroup & Vault Professional
- Visualization
- Client Enhancements
- CAD Integration Enhancements

Administration Changes
- Administrative Changes
- PDF Settings

Using Autodesk Vault
- Introduction to Autodesk Vault

Working with Files
- Working with Microsoft Office
- Working with Microsoft Office

Working with AutoCAD
- Working with AutoCAD

Working with Inventor
- Working with Inventor
- Other

Working with Files
- Data Management
- Data Management (Part 2)

Vault Administration
- Vault Administration
- Vault Administration (Part 2)

Behaviours
- Vault Behaviors
- Working with Behaviors

Behaviour Administration
- Configuring Behaviors
- More Behavior Options

Reports
- Reporting

Custom Objects
- Working with Custom Objects

Items
- The Item Master
- Files and Items
- Bills of Materials

Item Behaviours
- Item Lifecycles
- Item Administration

Change Orders
- Vault Change Orders

Sharing with Others
- Vault Web Client
- Autodesk Buzzsaw

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Autodesk Vault Workgroup

Autodesk Vault is a data management tool integrated with a number of Autodesk software products including AutoCAD and Revit and Inventor. It helps design teams track work in progress and maintain version control in multi-user environments. It allows them to organize and reuse designs by consolidating product information and reducing the need to re-create designs from scratch. Vault Workgroup allows you to scale up to multi-site installations and wider scale system integration.

User's prerequisites

You don't need any previous experience with Autodesk® Vault to take this course.

Course Outline

New For Vault 2019

About this Course
- About this Course

Vault Basic
- Vault Enhancements
- Inventor Add-in Improvements

Vault Workgroup & Vault Professional
- Visualization
- Client Enhancements
- CAD Integration Enhancements

Administration Changes
- Administrative Changes
- PDF Settings

Using Autodesk Vault
- Introduction to Autodesk Vault

Working with Files
- Working with Microsoft Office
- Working with Microsoft Office

Working with AutoCAD
- Working with AutoCAD

Working with Inventor
- Working with Inventor
- Other

Working with Files
- Data Management
- Data Management (Part 2)

Vault Administration
- Vault Administration
- Vault Administration (Part 2)

Behaviours
- Vault Behaviors
- Working with Behaviors

Behaviour Administration
- Configuring Behaviors
- More Behavior Options

Reports
- Reporting

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New for 3D Max

Autodesk 3ds Max 3D modeling and rendering software helps users create massive worlds in games, stunning scenes for design visualization, and engaging virtual reality experiences. ntor. Data Management has always been a big part of his professional life, for the most part with Autodesk Vault.

User's prerequisites

You don't need any previous experience with Autodesk® 3D Max to take this course.

Course Outline

Material and Maps

- New Map Applications
- Advanced Wood Map
- OSL Maps

New Shape Tools

- Creating Shapes
- Shape Booleans
- File Management
- Project Structure
- Project Tools

Render Setup

- Arnold Renderer
- Arnold Update

Publishing Content

- View and Share Designs
- Shared Views

EDUCATION, GOVERNMENT AND BUSINESS ENTERPRISE LICENSING DISCOUNTS ARE AVAILABLE.

Volume discounts starting at just 5 users. Contact getstarted@globaletraining.ca for more information.

New for AutoCAD

Autodesk AutoCAD is a powerful CAD software helping professionals create 2D drawings faster and with more precision. Its simplified 2D drafting allows teams to work more efficiently by sharing drawings across connected desktop, cloud, and mobile solutions.

User's prerequisites

You don't need any previous experience with AutoCAD® to take this course.

Course Outline

General Updates

- Refreshed Icons
- Performance Enhancements
- Object Selection Updates

Drawing Compare

- Starting the Comparison
- Viewing the Results

Layer Enhancements

- Layer Enhancements
- Layer Properties Manager
- Layer Settings
- Xref Layers

Shared Views

- What are Shared Views?
- Creating a Shared View
- Shared Views Palette

EDUCATION, GOVERNMENT AND BUSINESS ENTERPRISE LICENSING DISCOUNTS ARE AVAILABLE.

Volume discounts starting at just 5 users. Contact getstarted@globaletraining.ca for more information.

New for Inventor

Autodesk Inventor 3D CAD software offers professional-grade 3D mechanical design, documentation, and product simulation tools.

User's prerequisites

You don't need any previous experience with Autodesk® Inventor to take this course.

Course Outline

Performance Improvements
- iLogic Enhancements (Autocomplete)
- iLogic Enhancements (Event Trigger Dialog)

iLogic Enhancements
- Improved Color Scheme Editor
- Collaboration and Storing Data in the Cloud
- Autodesk Drive
- Shared Views
- Creating a Shared View
- Shared Views Browser

AnyCAD Enhancements
- AnyCAD Enhancements (Fusion 360)
- AnyCAD Enhancements (DWG)
- Model-Based Definition Updates
- 3D Annotation for Assemblies
- Sketching Improvements
- Hatch Creation Enhancement
- Bill of Material Thumbnails
- Ground and Root Enhancement
- Improvements in Measuring

Part Updates
- Learning Objectives and Outcomes
- Updated Hole Command
- 3D Sketching Improvements
- Image Property Enhancements
- Model-Based Definition Enhancements

Direct Edit Updates
- Sheet Metal Updates
- Inverted Fillets

Assembly Enhancements
- Express Mode Updates
- Assembly Constraint Enhancements
- Lock Hose Length
- Frame Generator CUTDETAIL Enhancement

EDUCATION, GOVERNMENT AND BUSINESS ENTERPRISE LICENSING DISCOUNTS ARE AVAILABLE.

Volume discounts starting at just 5 users. Contact getstarted@globaletraining.ca for more information.

New for Revit

New for Revit is designed to give you a solid understanding of new and enhanced features that will enable you to create consistent, coordinated, and complete modeling for multidiscipline design.

Autodesk Revit is software for architectural design, MEP, and structural engineering, and a solution for collaborative BIM; its powerful tools let you use the intelligent model-based process to plan, design, construct, and manage buildings and infrastructure.

User's prerequisites

You don't need any previous experience with Autodesk® Revit to take this course.

Course Outline

Core Product Enhancements

- Organizing Views
- Fill Patterns
- Levels in 3D Views
- Rule-Based Filters
- Steel Fabrication Elements with Weldments

EDUCATION, GOVERNMENT AND BUSINESS ENTERPRISE LICENSING DISCOUNTS ARE AVAILABLE.

Volume discounts starting at just 5 users. Contact getstarted@globaletraining.ca for more information.

AutoCAD 2D Drafting and Annotation 2018

AutoCAD 2D Drafting and Annotation 2018 The Complete Guide is designed to give you a solid understanding of AutoCAD features and capabilities. This course covers Starting with Sketching, Layers, Dimension Styles, Dynamic Blocks and A360.Autodesk AutoCAD 2018 is a powerful CAD software helping professionals create 2D drawings faster and with more precision. Its simplified 2D drafting allows teams work more efficiently by sharing drawings across connected desktop, cloud, and mobile solutions.

About the Author - Mike Thomas

Mike spent the first 12-years of his career in the Autodesk channel working for an Autodesk reseller as an Application Specialist. During his travels, he delivered countless hours of training, support, demos, and implementations. He was very fortunate to be able to help solve many issues with Autodesk software. Mike has been using AutoCAD since r13, cut his solid modeling teeth on Mechanical Desktop, and has been using Inventor since before it was known as Inventor. Data Management has always been a big part of his professional life, for the most part with Autodesk Vault.

User's prerequisites

You don't need any previous experience with AutoCAD® to take this course.

Course Outline

New for AutoCAD 2018
- Performance and Security Updates
- User Interaction ChangesDocument Improvements

Introduction to AutoCAD
- Introduction to AutoCAD
- Getting Started with AutoCAD

Starting with Sketching
- Drawing Lines
- Creating Other 2D Objects
- AutoCAD Polylines
- Adding Points

Working with Drawing Aids
- Drawing Aids
- More Drawing Aids

Editing Sketched Objects
- Editing Sketched Objects
- Duplicating Objects
- Separating and Joining Sketched Objects
- More Editing Tools

Layers
- Working with Layers
- Layer Tools

Editing Sketched Objects II
- Object Properties
- Utilizing Grips

Creating Text and Tables
- Annotative Objects
- Creating Text
- Using Tables
- More Text Tools

Dimensioning and Detailing Your Drawings
- Dimensioning
- More Dimensioning
- Working with True Associative DimensionsAdding Leaders

Editing Dimensions
- Editing Dimensions Using Editing Tools
- Editing Dimensions Part 2

Dimension Styles
- Dimension Styles
- Using Dimension Styles

Adding Constraints to Sketches
- Constraints in a Sketch
- Dimensions, Parameters, and Equations

Hatching Drawings
- Hatching Basics
- Modifying Hatch Properties

Paper Space
- Paper Space Layouts
- Adding Viewports
- Working with Viewports
- Layout Tools

Plotting Drawings
- Plotting Draiwngs In AutoCAD
- Plot Styles and Page Setups
- Publishing to other File Types

Template Drawings
- Templates
- Customizing Templates

Working with Blocks
- Working with Blocks
- Inserting Blocks

Changing Blocks
- Dynamic Blocks
- Building Dynamic Blocks

AutoCAD Sheet Sets
- An Introduction to Sheet Sets
- Build a Sheet Set
- Sheet Set Views

AutoCAD and A360
- AutoCAD in the Cloud

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AutoCAD 3D 2018

AutoCAD 3D 2018 The Complete Guide is designed to give you a solid understanding of AutoCAD features and capabilities. This course covers Getting Started with 3D, Views of 3D Models, Creating Surface Models, Creating Meshes, and Cameras and Creating the Animation.

Autodesk AutoCAD is a powerful CAD software helping professionals create 3D models faster and with more precision. Its simplified 3D modeling allows teams work more efficiently by sharing models across connected desktop, cloud, and mobile solutions.

User's prerequisites

You don't need any previous experience with AutoCAD® to take this course.

Course Outline

New for AutoCAD 2018
- Performance and Security Updates
- User Interaction Changes
- Document Improvements

AutoCAD 3D Modeling
- Getting Started with 3D
- The User Coordinate System
- AutoCAD Commands for 3D

Creating Solid Models
- Creating Solids
- More Tools for Building Solid Models

Editing 3D Objects
- Editing 3D Objects
- More Tools

Creating Views
- Views of 3D Models
- Drawing Views
- Additional Tools

Surface Modeling
- Creating Surface Models
- Modifying Surfaces

Mesh Modeling
- Creating Meshes
- Working with Meshes

Rendering and Animating Designs
- Materials
- Working with Lights
- Cameras and Creating the Animation

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AutoCAD Civil 3D 2018

AutoCAD Civil 3D 2018 The Complete Guide is designed to give you a solid understanding of of Civil 3D, its features and capabilities, from the basics through to the most advanced and complex topics. This course covers Working with points, Alignments, Pipe Networks, and Pressure Networks.

AutoCAD Civil 3D is an engineering software used by civil engineers and other professionals to plan, design, and manage civil engineering projects. Using AutoCAD Civil 3D, infrastructure professionals can better understand project performance, maintain more consistent data and processes, and respond faster to change.

User's prerequisites

You don't need any previous experience with Autodesk® Civil 3D to take this course.

Course Outline

New for Civil 3D 2018
- New 2018 Features Overview

Working with Points
- Working with Points
- Editing Point
- Exporting and Importing Points

Feature Lines and Grading
- Feature Lines
- Grading

Working with Surfaces
- Working with Surfaces
- Adding to Surfaces
- Editing Surfaces
- Exporting & Sharing Surfaces

Surface Volumes and Analysis
- Exporting & Sharing Surfaces
- Surface Labels and Tables

Alignments
- Creating Alignments
- Alignment Labeling

Working with Profiles
- Working with Profiles
- Editing Profiles
- Profile Labels

Working with Assemblies and Subassemblies
- Working with Assemblies and Subassemblies
- Subassemblies

Working with Corridors
- Creating Corridors
- Corridor Attributes
- Corridors Editing
- Corridor Analysis

Parcels
- Parcels

Sample Lines, Sections, and Quantity Takeoffs
- Sample Lines
- Section Views
- Section View Edits & Analysis

Pipe Networks
- Pipes and Structures
- Part Catalog
- Pipe Network
- Pipe & Structure Labeling

Pressure Networks
- Pressure Networks
- Pressure Network Properties
- Pressure Network Labeling

Working with Plan Production Tools and Data Shortcuts
- Working with Plan Production Tools and Data Shortcuts
- Data Shortcuts

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AutoCAD LT 2018

AutoCAD LT 2018 The Complete Guide is designed to give you a solid understanding of AutoCAD LT, its features and capabilities. This course covers Starting with Sketching, Layers, Dimension Styles, Plotting Drawings and A360.

Autodesk AutoCAD is a powerful CAD software helping professionals create 2D drawings faster and with more precision. Its simplified 2D drafting allows teams work more efficiently by sharing drawings across connected desktop, cloud, and mobile solutions.

User's prerequisites

You don't need any previous experience with AutoCAD® LT to take this course.

Course Outline

New for AutoCAD 2018
- Performance and Security Updates
- User Interaction Changes Document Improvements

Introduction to AutoCAD
- Introduction to AutoCAD
- Getting Started with AutoCAD

Starting with Sketching
- Drawing Lines
- Creating Other 2D Objects
- AutoCAD Polylines
- Adding Points

Working with Drawing Aids
- Drawing Aids
- More Drawing Aids

Editing Sketched Objects
- Editing Sketched Objects
- Duplicating Objects
- Separating and Joining Sketched Objects
- More Editing Tools

Layers
- Working with Layers
- Layer Tools

Editing Sketched Objects II
- Object Properties
- Utilizing Grips

Creating Text and Tables
- Annotative Objects
- Creating Text
- Using Tables
- More Text Tools

Dimensioning and Detailing Your Drawings
- Dimensioning
- More Dimensioning
- Working with True Associative Dimensions
- Adding Leaders

Editing Dimensions
- Editing Dimensions I
- Editing Dimensions II

Dimension Styles
- Dimension Styles
- Using Dimension Styles

Hatching Drawings
- Hatching Basics
- Modifying Hatch Properties

Paper Space
- Paper Space Layouts
- Adding Viewports
- Working with Viewports

Plotting Drawings
- Plotting Drawings In AutoCAD
- Plot Styles and Page Setups
- Publishing to other File Types
- Layout Tools

Template Drawings
- Templates
- Customizing Templates

Working with Blocks
- Working with Blocks
- Inserting Blocks
- Changing Blocks

AutoCAD and A360
- AutoCAD in the Cloud

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Autodesk 3ds Max 2018

Autodesk 3ds Max 2018 The Complete Guide is designed to give you a solid understanding of 3ds Max features and capabilities from the basics through to the most advanced topics. This course covers Object Selection, Materials and Maps, Animation Basics, and Particle Flow.

3ds Max is a complete 3D computer graphics program that helps professionals and artists create 3D animations, astounding environments, models, games, images, and everything in between. The course was created by 3ds Max Expert **David Hobson** - Davis is a 3ds Max Certified Professional and an Autodesk Certified Instructor. He is also an Accredited Member of the Institute of Videography.

User's prerequisites

You don't need any previous experience with Autodesk® 3ds Max® to take this course.

Course Outline

New for 3ds Max 2018
- Working with 3ds MaxRendering with Arnold
- Animation

Introduction to 3ds Max
- Introduction
- Drawing Tools
- Units & Help

Object Selection
- Selection Tools
- Explorer Tools

3d Objects
- Standard Primitives
- Extended Primitives

Working with Architectural Objects
- Architectural Objects
- Doors
- Windows
- Stairs

2D Shapes
- Splines
- Extended Splines

Modifying 2D Shapes
- Modifying Splines
- Selections
- Geometry Rollout

Materials and Maps
- Rendering Images
- Material Tools
- Material Properties
- Other Materials
- Maps

3D Mesh Objects
- Modifying 3D Mesh Objects
- Edit Geometry Rollout
- Editable Poly Objects
- Editable Poly Rollouts

Graphite Modeling Technique
- Polygon Modeling Panel
- Edit Panel
- Geometry Panel
- Modify Selection Panel
- Loops Panel

NURBS Modeling
- Curves and Surfaces
- NURBS Parameter Rollout

Compound Objects
- Compound Objects

Modifiers
- Mesh Modifiers
- Geometry Modifiers
- Material and Map Modifiers

Lights and Cameras
- Lights
- Cameras

Animation Basics
- Animation Controls
- Rendering an Animation

Systems, Hierarchy, and Kinematics
- Ring Array Systems
- Lighting Systems
- Hierarchies
- Bone Systems

Rigid Body Dynamics and Helpers
- Body Dynamics
- Constraints
- Controls and Tools
- Helpers

Particle Flow
- PF Source

Particle Systems and Space Particle
- Systems
- Particle Mesh
- Space Warps
- Deflector Space Warps
- Extended Space Warps

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Autodesk Advanced Steel Essentials 2018

Advance Steel detailing software is built on the AutoCAD platform. Structural engineering professionals use the software to help accelerate design, steel detailing, steel fabrication, and steel construction. The **Advance Steel Essentials 2018** course provides an overview of the user interface, an introduction to the methodology and workflow in Advance Steel, and best practices for working with files.

This course was created in collaboration with our client **Ian Coats** - Technical Specialist (Structural Fabrication) at Autodesk.

User's prerequisites

You don't need any previous experience with Autodesk® Advance Steel to take this course.

Course Outline

Introduction to Advance Steel Basic
- Introduction to Advance Steel Basic
- System Requirements and License

Setting Up The Model
- Setting Up The Model

Basic Modeling
- Basic Modeling

Simple Editing
- Simple Editing

Plate Features
- Plate Features
- Contour Plates
- Folded Plates

Basic Connections
- Basic Connections

Miscellaneous Steel
- Miscellaneous Steel

Other Model Objects
- Other Model Objects

Checking A Model Structure
- Checking a Model Structure

Model and Sheet Information Management
- Creating Drawings
- Annotating Drawings
- Manipulating Drawings
- Updating Drawings

Lists and Bills of Materials
- Lists and Bills of Materials

Collaboration
- Collaboration

Appendix
- Starting in Revit
- Drawing Prototypes

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Autodesk Inventor 2018

Autodesk Inventor 2018 The Complete Guide is designed to give you a solid understanding of Inventor features and capabilities, from the basics through to the most advanced and complex topics. This course covers Sketching, Adding Part Features, Creating the Drawing, Presentations, and Weldments.

Autodesk Inventor is a 3D parametric modeling system, offering professional-grade 3D mechanical design, documentation, and product simulation tools. With Inventor, you can create 3D digital prototypes and then use them to create drawings, visualizations, and simulations. This course has been created by Star GeT Contractor, AUGI Member and noted AU speaker **Mike Thomas**.

User's prerequisites

You don't need any previous experience with Autodesk® Inventor to take this course.

Course Outline

New for Inventor 2018
- Productivity and Performance Enhancements
- Part Modeling
- Detailing, Interoperability, and Collaboration

Introduction to Autodesk Inventor
- Welcome to Autodesk Inventor
- Getting Started with Inventor

Sketching
- Sketching with Inventor
- More Sketching Features

Constraints and Dimensions
- Adding Parametric Constraints
- Utilizing Parametric Dimensions

Sketch Tools
- Sketching Tools
- Patterning
- 3D Sketching

Building the 3D Model
- Sketched Features
- More Part Tools
- Work Features
- Parameters

Adding Part Features
- Placed Features
- More Features
- Freeform Modeling

Building More Advanced Parts
- Sweeps and Lofts
- More Part Features
- Surfacing Tools

Assembly Modeling
- Assembling Components
- More Constraint Options
- More Assembly Tools

More Assembly Modeling
- Working with Components
- Duplicating Components
- Representations

Creating the Drawing
- Generating Views
- Working with Drawing Views

Detailing and Annotation
- Dimensioning
- Parts List, Balloons, and Text

Presentations
- Creating Presentations
- Sharing the Information

Sheet Metal
- Using the Sheet Metal Module
- More Sheet Metal Features

Weldments
- Weldments
- Working with Weldments

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Autodesk Nastran In-CAD 2018

Autodesk Moldflow Nastran In-CAD 2018 The Complete Guide is designed to give a thorough introduction to Nastran In-CAD, from the Analysis Setup to Performing the Analysis; it also covers more analysis types, like Thermal Stress and Transient Analysis. This course includes video demonstrations, quizzes and practical Let Me Try exercises, and accommodates all learning styles.

Autodesk Nastran In-CAD software is a general-purpose finite element analysis (FEA) tool for engineers and analysts, offers a range of simulations powered by the Autodesk Nastran solver and helps professionals solve engineering challenges directly in their CAD application.

User's prerequisites

You don't need any previous experience with Autodesk® Nastran In-CAD to take this course.

Course Outline

Introduction to Autodesk Nastran In-CAD

- Getting Started with Autodesk Nastran In-CAD
- Creating a New Analysis

Analysis Preparation

- Analysis Setup
- Idealization
- Model Preparation
- Materials

Analysis Setup

- Applying Constraints
- Loads
- Loads II
- Thermal Loads

Boundary Conditions

- Boundary Conditions
- Contact

Meshing

- Generating the Mesh
- Mesh Options

Performing the Analysis

- Running the Analysis
- More Analysis Types

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Autodesk Navisworks Manage 2018

Autodesk Navisworks Manage 2018 The Complete Guide is designed to give you a solid understanding of Autodesk Navisworks Manage features and capabilities from the basics to the more advanced topics. This course covers the Navisworks User Interface, BIM 360 Tools, Viewpoints, Quantification, Class detection and The rendering window.

Autodesk Navisworks is a software designed to provide an environment to coordinate project information in a neutral location. The intention is to ensure that all parties share their project information and link it to the Navisworks environment for better coordination and control of the project

User's prerequisites

You don't need any previous experience with Autodesk® Navisworks to take this course.

Course Outline

New for Navisworks
- Overview of New Features
- Integration with Autodesk Products
- Navisworks Integration with BIM360 Glue

Introduction to Autodesk Navisworks
- The User Interface
- BIM 360 Tools

Selecting, Controlling, and Reviewing Objects
- Selecting Objects
- Controlling and Reviewing

Viewpoints, Sections, and Animations
- Viewpoints
- Sections
- Animations

TimeLiner
- Working with the Timeliner

Working with Animator and Scripter
- The Animator Window
- The Scripter Window

Quantification
- Quantification

Clash Detection
- Clash Detective Workflow
- Managing Clash Tests

Autodesk Rendering
- The Rendering Window

About the Author

Rebecca has always had a keen interest in digital technologies and how they can radically change the way we work and interact with one another. Having studied and worked in Australia as an Architect the basis for her experience always involved managing and training teams to utilize this technology and interact with those ready and willing for change to enable a more efficient workflow.

Rebecca lived in the UK for almost 10 years and following a series of successful senior roles in varied architectural organizations, Rebecca now manages her own consultancy, Digital Node, providing advice and insight to construction professionals all over the world on advanced digital solutions on projects as well as implementation and management processes. It is with this knowledge that she can communicate, train and manage teams in a BIM environment as well as ensure her knowledge is spread throughout the industry within education and focused groups.

Rebecca works with Building Smart UK, sits on the Autodesk Developer Network and feedback community and supports the London BIM initiative within the BIM Regions that help support and grow an industry. She is also a strong advocate for diversity and young people (having been part of a future focused industry group, BIM2050) and also teaches, mentors and trains young people regarding future processes and BIM. Her interest in training and upskilling also involved a strong social media presence for herself (@becdecicco), her organization (@digital_node) and finally her diversity group (@womeninBIM).

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Autodesk Navisworks Simulate 2018

Navisworks Simulate 2018 The Complete Guide is designed to give you a solid understanding of Navisworks features and capabilities, from the basics to the more advanced topics. This course covers the Navisworks User Interface, BIM 360 Tools, Viewpoints, Quantification, and Rendering.

Autodesk Navisworks is a software designed to provide an environment to coordinate project information in a neutral location. The intention is to ensure that all parties share their project information and link it to the Navisworks environment for better coordination and control of the project.

User's prerequisites

You don't need any previous experience with Autodesk® Navisworks to take this course.

Course Outline

New for Navisworks
- Overview of New Features
- Integration with Autodesk Products
- Navisworks Integration with BIM360 Glue

Introduction to Autodesk Navisworks
- The User Interface
- BIM 360 Tools

Navigation Tools
- Navigation Tools

Selecting, Controlling, and Reviewing Objects
- Selecting Objects
- Controlling and Reviewing

Viewpoints, Sections, and Animations
- Viewpoints
- Sections
- Animations

TimeLiner
- Working with the Timeliner

Working with Animator and Scripter
- The Animator Window
- The Scripter Window

Quantification
- Quantification

Autodesk Rendering
- The Rendering Window

About the Author

Rebecca has always had a keen interest in digital technologies and how they can radically change the way we work and interact with one another. Having studied and worked in Australia as an Architect the basis for her experience always involved managing and training teams to utilize this technology and interact with those ready and willing for change to enable a more efficient workflow.

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Autodesk Raster Design 2018

Autodesk Raster Design 2018 The Complete Guide is designed to give you a solid understanding of Raster Design features and capabilities, from the basics to the more advanced topics. This course covers Getting Started with Raster Design, Color Maps, Correlating, Rubbing and Cropping, and Using the Vectorization Tools.

Autodesk Raster Design is a toolset for AutoCAD based products, built purposely for working with raster images inserted into AutoCAD drawings.

User's prerequisites

You don't need any previous experience with Autodesk® Raster Design to take this course.

Course Outline

Welcome to Raster Design
- Getting Started with Raster Design
- Inserting Images

Inserting and Writing
- Color Maps
- Image Manipulation

Image Correlation 1
- Raster Design Features
- Correlating

Image Correction 2
- Image Touch Up
- Processing Images
- Rubbing and Cropping

Raster Entity Manipulation
- Using REM Features
- Regions and other REM Tools

Raster to Vector
- Using the Vectorization Tools
- Vectorizng Text

About the Author

This course has been created by Star GeT Contractor, AUGI Member and noted AU speaker **Mike Thomas**. Mike is a Mechanical Technologist by trade, and for the past 15+ years has been heavily involved in the world of CAD/CAM engineering design, detailing, and management. For the first part of his career he worked as an Application Specialist for an Autodesk reseller where he delivered thousands of hours of training, support, and implementation services. Today, he is the Technical Services Manager for a mining equipment manufacturer.

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Autodesk Revit Architecture 2018

Revit Architecture 2018 The Complete Guide is designed to give you a solid understanding of Revit Architecture, its features and capabilities, from the basics through to the most advanced and complex topics. This course covers Creating Walls, Adding Site Features, Using Massing Tools, Rendering and Walkthroughs, and Using Advanced Features.

Autodesk Revit allows professionals to optimize building performance and share model data with engineers and contractors. It is software for architectural design, MEP, and structural engineering, and a solution for collaborative BIM; its powerful tools let you use the intelligent model-based process to plan, design, construct, and manage buildings and infrastructure.

User's prerequisites

You don't need any previous experience with Autodesk® Revit to take this course.

Course Outline

New for Revit Architecture 2018
- User Interface
- Options and Help

Introduction to Revit Architecture
- User Interface
- Options and Help

Starting an Architectural Project
- Starting a New Architectural Project
- Navigation Tools

Creating Walls
- Creating Architectural Walls
- Creating Architectural Walls II

Using Basic Building Components I
- Adding Doors
- Adding Window and Wall Openings

Using the Editing Tools
- Working with Selection Sets
- Editing Tools
- Editing Tools II
- Grouping
- Retrieving Information about Elements

Datum Planes and Creating Standard Views
- Working with Reference Planes
- Working with Levels
- Working wit Grids
- Working with Project Views

Using Basic Building Components II
- Creating Floors
- Creating Roofs
- Shape Editing Tools
- Creating Ceilings
- Adding Rooms

Using Basic Building Components III
- Working with Components
- Adding Stairs
- Adding Railings and Ramps
- Creating Curtain Walls

Adding Site Features
- Working with Site Features
- Property Lines and Building Pads
- Adding Site Components

Using Massing Tools
- Understanding Massing Concepts
- Creating Massing Geometry in the Family Editor
- Creating Families

Adding Annotations and Dimensions
- Adding Tags
- Keynotes

Creating Project Details and Schedules
- Project Detailing
- Adding Text Notes
- Working with Schedules

Creating Drawing Sheets and Plotting
- Creating Drawing Sheets
- Creating Duplicate Dependent Views

Creating 3D Views
- Three Dimensional Views

From Rendering to Walkthroughs
- Working with Materials
- Rendering in Revit Architecture
- Creating a Walkthrough

Using Advanced Features I
- Creating Structural Components
- Using Area Analysis Tools

Using Advanced Features II
- Worksharing Concepts
- Working with Linked Models
- Project Standards and Browsers
- Revit Architecture Interoperability

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Volume discounts starting at just 5 users. Contact getstarted@globaletraining.ca for more information.

Autodesk Revit MEP 2018

Revit MEP 2018 The Complete Guide is designed to give you a solid understanding of Revit MEP features and capabilities, from navigating the interface to the more advanced subjects. This course covers the Getting Started with an MEP Project, Spacing, Zones, and Cooling and Heating Load, Creating Construction Documents, and Creating Families and Worksharing.

Autodesk Revit MEP has been created for engineers, designers, architects and CADD technicians; allowing them to design, document, and analyze building information for mechanical, electrical, and plumbing disciplines. This version brings new and exciting features, like Fabrication Modeling.

User's prerequisites

You don't need any previous experience with Autodesk® Revit to take this course.

Course Outline

New For Revit – Multidiscipline

- User Interface and Workflow
- Text Enhancements
- Schedules

New For Revit MEP 2018

- Fabrication Modeling
- Other MEP Improvements

Introduction to Autodesk Revit MEP 2018

- Introducing the Autodesk Revit MEP User Interface
- Understanding the Interface, Getting Help

Getting Started with an MEP Project

- Starting a New Project in Revit MEP
- Linking Revit Models and Sharing Coordinates
- The Snaps Tool, The Options Dialog Box

From Datums to Building Envelopes

- Working with Levels
- Working with Grids
- Working with Reference and Work Planes
- Working with Views
- Understanding Wall Types
- Windows and Doors Types
- Working with Walls, Floors and Ceilings, Adding Rooms

Spacing, Zones, and Cooling and Heating Load

- Creating Spaces
- Color Schemes, Working with Zones

Creating a Mechanical System

- Understanding HVAC Systems
- Generating HVAC System Layouts

Creating a Electrical System

- Understanding Electrical Systems
- Adding Power and System Devices

Creating a Plumbing System

- Understanding Plumbing Systems
- Working with Plumbing Systems

Creating Fire a Protection System

- Understanding Fire Protection Systems
- Designing the Fire Protection System

Creating Construction Documents

- Dimensioning
- Modifying Dimensions, Tags
- Creating Detail Views, Adding Sheets

Creating Families and Worksharing

- Understanding Massing Concepts
- Editing a Massing Geometry
- Creating Masses in the Conceptual Design Environment
- Worksharing Concepts

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Autodesk Revit Structure 2018

Autodesk Revit Structure 2018 The Complete Guide is designed to give you a solid understanding of Revit Structure, its features and capabilities, from the basics through to the most advanced and complex topics. This course covers Setting the Structural Project, Editing Tools, Standard Views, Details and Schedules, and 3D views.

Autodesk Revit allows professionals to create detailed reinforcement designs, connect steel design and detailing workflows. It is software for architectural design, MEP, and structural engineering, and a solution for collaborative BIM; its powerful tools let you use the intelligent model-based process to plan, design, construct, and manage buildings and infrastructure. This course has been created by Revit Expert Daryl Gregoire. Daryl has over 30 years of experience in providing Professional Design and Drafting Services for New Residential Construction and Renovations.

User's prerequisites

You don't need any previous experience with Autodesk® Revit to take this course.

Course Outline

New for Revit Structure 2018
- Core Improvements
- Structure Additions

Introduction to Revit Structure
- User Interface
- Project Browser

Getting Started
- Starting a New Architectural Project
- Settings

Setting up a Structural Project
- Setting the Project
- Levels and Grids

Structural Columns and Walls
- Structural Columns
- Walls

From Foundations to Open Web Joists
- Understanding Foundations
- Floors
- Beams

Editing Tools
- Selection
- Moving and Copying
- Other Editing Tools

Documenting Models and Creating Families
- Dimensioning
- Adding, Tagging and Annotating

Standard Views, Details and Schedules
- Standard Views
- Schedules

From 3D Views to Massing
- 3D Views
- Sheets
- Analysis
- Reinforcements
- Massing

Linking Revit Model with Robot Structural Analysis
- Links and previewing

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Autodesk Revit Structure Advanced 2018

Autodesk Revit Structure Advanced 2018 The Complete Guide is designed to give you a solid understanding of Revit Structure 2018 and its advanced features. It emphasizes on family concepts and techniques, foundation modeling, reinforcements, and structural column families. Also, the course covers the various stages involved in structural analysis and project collaboration.

Autodesk Revit Structure provides tools specific to structural design for buildings and infrastructure projects. This course is specially meant for professionals and students in structural engineering, civil engineering and allied fields in the building industry; it helps them improve multidiscipline coordination of structural design documentation by minimizing errors, and enhancing project team collaboration.

User's prerequisites

You don't need any previous experience with Autodesk® Revit to take this course.

Course Outline

New for 2018
- Revit Multi-Disciplinary Improvements
- Revit Structure Improvements

Setting Up the Revit Structure Interface
- Revit Structure Interface
- Setting up Revit Structure File Locations

Family Concepts and Techniques
- Family Types
- Adding to the Family

Creating Custom Families
- Creating a Composite Metal Deck Family
- Creating a Tapered Concrete Column Family

Creating Trusses
- Truss Techniques and Concepts
- Finishing the Truss Family

Using Trusses in Projects
- Adding a Truss to a Project
- Attaching a Truss to a Roof or Slab

Creating Structural Walls and Floors
- Architectural Walls and Structural Walls
- Structural Floor Placement and Options
- Using Structural Beam Systems

Creating Foundations
- Isolated and Wall Foundations
- Slab and Floor Slab Foundations

Reinforcement
- Rebar and Fabric Settings
- Reinforcement Settings

Structural Column Families
- Setting Up a Structural Column Family
- Finishing Off the Family Geometry

Creating Specific Family Types
- Typical Concrete Corbelling Profile
- Typical Annotation Arrow Symbol

Structural Analysis
- Preparing Projects for Structural Analysis
- Creating Analytical Views

Project Team Collaboration
- Introduction to Worksets
- Working with Worksets

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Autodesk Vault Basic

Autodesk Vault is a data management tool integrated with a number of Autodesk software products including AutoCAD and Revit and Inventor.

It helps design teams track work in progress and maintain version control in multi-user environments. It allows them to organize and reuse designs by consolidating product information and reducing the need to re-create designs from scratch.

Vault Workgroup allows you to scale up to multi-site installations and wider scale system integration.

User's prerequisites

You don't need any previous experience with Autodesk® Vault to take this course.

Course Outline

New For Vault 2018

About this Course
- About this Course

Vault Basic
- Vault Enhancements
- Inventor Add-in Improvements

Vault Workgroup & Vault Professional
- Visualization
- Client Enhancements
- CAD Integration Enhancements

Administration Changes
- Administrative Changes
- PDF Settings

Using Autodesk Vault
- Introduction to Autodesk Vault
- Working with Files

Working with Microsoft Office
- Working with Microsoft Office

Working with AutoCAD
- Working with AutoCAD

Working with Inventor
- Working with Inventor
- Other

Working with Files
- Data Management
- Data Management (Part 2)

Vault Administration
- Vault Administration
- Vault Administration (Part 2)

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Autodesk Vault Professional

Autodesk Vault is a data management tool integrated with a number of Autodesk software products including AutoCAD and Revit and Inventor.

It helps design teams track work in progress and maintain version control in multi-user environments. It allows them to organize and reuse designs by consolidating product information and reducing the need to re-create designs from scratch.

Vault Professional allows you to integrate advanced functionality and features with business applications.

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User's prerequisites

You don't need any previous experience with Autodesk® Vault to take this course.

Course Outline

New For Vault 2018

About this Course
- About this Course

Vault Basic
- Vault Enhancements
- Inventor Add-in Improvements

Vault Workgroup & Vault Professional
- Visualization
- Client Enhancements
- CAD Integration Enhancements

Administration Changes
- Administrative Changes
- PDF Settings

Using Autodesk Vault
- Introduction to Autodesk Vault
- Working with Files

Working with Microsoft Office
- Working with Microsoft Office

Working with AutoCAD
- Working with AutoCAD

Working with Inventor
- Working with Inventor
- Other

Working with Files
- Data Management
- Data Management (Part 2)

Vault Administration
- Vault Administration
- Vault Administration (Part 2)

Behaviours
- Vault Behaviors
- Working with Behaviors

Behaviour Administration
- Configuring Behaviors
- More Behavior Options

Reports
- Reporting

Custom Objects
- Working with Custom Objects

Items
- The Item Master
- Files and Items
- Bills of Materials

Item Behaviours
- Item Lifecycles
- Item Administration

Change Orders
- Vault Change Orders

Sharing with Others
- Vault Web Client
- Autodesk Buzzsaw

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Autodesk Vault Workgroup

Autodesk Vault is a data management tool integrated with a number of Autodesk software products including AutoCAD and Revit and Inventor.

It helps design teams track work in progress and maintain version control in multi-user environments. It allows them to organize and reuse designs by consolidating product information and reducing the need to re-create designs from scratch.

Vault Workgroup allows you to scale up to multi-site installations and wider scale system integration.

User's prerequisites

You don't need any previous experience with Autodesk® Vault to take this course.

Course Outline

New For Vault 2018

About this Course
- About this Course

Vault Basic
- Vault Enhancements
- Inventor Add-in Improvements

Vault Workgroup & Vault Professional
- Visualization
- Client Enhancements
- CAD Integration Enhancements

Administration Changes
- Administrative Changes
- PDF Settings

Using Autodesk Vault
- Introduction to Autodesk Vault
- Working with Files

Working with Microsoft Office
- Working with Microsoft Office

Working with AutoCAD
- Working with AutoCAD

Working with Inventor
- Working with Inventor
- Other

Working with Files
- Data Management
- Data Management (Part 2)

Vault Administration
- Vault Administration
- Vault Administration (Part 2)
-

Behaviours
- Vault Behaviors
- Working with Behaviors

Behaviour Administration
- Configuring Behaviors
- More Behavior Options

Reports
- Reporting

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Autodesk Vehicle Tracking 2018

Autodesk Vehicle Tracking 2018 The Complete Guide is designed to give you a solid understanding of Vehicle Tracking, its features and capabilities, from the basics to the more advanced topics. This course covers the Initial Configuration, Swept Path Maintenance, Parking Areas, Roundabouts, and More Tools for Vehicle Tracking.

Vehicle Tracking transportation analysis and design software is built for vehicle swept path analysis. Engineers, designers, and planners can evaluate vehicle movements on transportation or site design projects.

User's prerequisites

You don't need any previous experience with Autodesk® Vehicle Tracking to take this course.

Course Outline

Welcome to Autodesk Vehicle Tracking
- Getting Started
- The Initial Configuration

Swept Paths
- Driving
- More Path Options

Swept Path Maintenance
- Editing Swept Paths
- More Tools For Working with Swept Paths

Vehicle Libraries
- Working with the Library
- Adding New Vehicles

Parking Areas
- Adding Rows
- Editing Parking Areas

Roundabouts
- Adding Roundabouts
- Roundabout Standards

More Tools
- More Tools for Vehicle Tracking

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New for 3ds Max 2018

New for 3ds Max 2018 is designed to give you a solid understanding of the new and enhanced features of 3ds Max to help you create stunning scenes for design visualization, fantastic worlds in games, and detailed characters. This course covers the File Menu, the Arnold Renderer and Motion Paths.

3ds Max is a complete 3D computer graphics program that helps professionals and artists create 3D animations, astounding environments, models, games, images, and everything in between. The course was created by 3ds Max Expert **David Hobson** - Davis is a 3ds Max Certified Professional and an Autodesk Certified Instructor. He is also an Accredited Member of the Institute of Videography.

User's prerequisites

You don't need any previous experience with Autodesk® 3ds Max to take this course.

Course Outline

New for 3ds Max

- Working with 3ds Max 2018
- Rendering with Arnold
- Animation

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New for AutoCAD Civil 3D 2018

New for AutoCAD Civil 3D 2018 is designed to give you a solid understanding of new and enhanced features of Civil 3D, to create engineering design and documentation that is supported by Building Information Modeling (BIM). This course covers Dynamic offset profiles, Pipe sizing and analysis and Corridor overlap resolution.

AutoCAD Civil 3D is an engineering software used by civil engineers and other professionals to plan, design, and manage civil engineering projects.

User's prerequisites

You don't need any previous experience with AutoCAD® Civil 3D to take this course.

Course Outline

- Relative Elevations Feature Lines
- Dynamic Offset Profiles
- Connected Alignments
- Pipe Sizing and Analysis
- Property Data Set Labels
- Traverse Editor
- Corridor Overlap Editor
- Create Sheet Enhancements

About the Author - Tony Carcamo

Corporate CAD Manager at Peloton Land Solutions. He has 20 years of experience in the civil engineering industry and is member of the Autodesk Expert Elite, InfraWorks Customer Council, and the AutoCAD Customer Council. Tony is also President of the DFW BIM Infrastructure User Group for the DFW area and the InfraWorks 360 content manager for AUGIWorld magazine.

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New for Inventor 2018

With each new version of Inventor, Autodesk provides improvements in both productivity and performance, taking the next step forward in professional-grade 3D mechanical engineering design. Detailing, Collaboration and Interoperability are now essential to ensure information is communicated properly and efficiently.

User's prerequisites

You don't need any previous experience with Autodesk® Inventor to take this course.

Course Outline

Productivity and Performance Enhancements

- General
- Inventor Updates
- Productivity Updates

Part Modeling

- Modeling Enhancements
- Model-Based Definition

Detailing, Interoperability, and Collaboration

- Drawing Updates
- Interoperability and Collaboration

About the Author

This course has been created by Star GeT Contractor, AUGI Member and noted AU speaker **Mike Thomas**. Mike is a Mechanical Technologist by trade, and for the past 15+ years has been heavily involved in the world of CAD/CAM engineering design, detailing, and management. For the first part of his career he worked as an Application Specialist for an Autodesk reseller where he delivered thousands of hours of training, support, and implementation services. Today, he is the Technical Services Manager for a mining equipment manufacturer.

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New for Navisworks 2018

New for Navisworks 2018 is designed to give you a solid understanding of new and enhanced features of Navisworks, a comprehensive project solution that supports coordination, analysis, and constructability. This course covers Integration with Cloud based products, Clash Detection and Interference Checking and BIM 360 Shared Views.

Autodesk Navisworks allows construction and design professionals gain more control over their projects; interference management tools help anticipate and minimize potential problems before construction begins, reducing expensive delays and rework.

User's prerequisites

You don't need any previous experience with Autodesk® Navisworks to take this course.

Course Outline

New Features for Autodesk Navisworks

- Overview of New Features Integration with Autodesk Products
- Navisworks Integration with BIM360 Glue

About the Author - Rebecca De Cicco

Rebecca has always had a keen interest in digital technologies and how they can radically change the way we work and interact with one another. Having studied and worked in Australia as an Architect the basis for her experience always involved managing and training teams to utilize this technology and interact with those ready and willing for change to enable a more efficient workflow.

Rebecca lived in the UK for almost 10 years and following a series of successful senior roles in varied architectural organizations, Rebecca now manages her own consultancy, Digital Node, providing advice and insight to construction professionals all over the world on advanced digital solutions on projects as well as implementation and management processes. It is with this knowledge that she can communicate, train and manage teams in a BIM environment as well as ensure her knowledge is spread throughout the industry within education and focused groups.

Rebecca works with Building Smart UK, sits on the Autodesk Developer Network and feedback community and supports the London BIM initiative within the BIM Regions that help support and grow an industry. She is also a strong advocate for diversity and young people (having been part of a future focused industry group, BIM2050) and also teaches, mentors and trains young people regarding future processes and BIM. Her interest in training and upskilling also involved a strong social media presence for herself (@becdecicco), her organization (@digital_node) and finally her diversity group (@womeninBIM).

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New for Revit 2018

New for Revit 2018 is designed to give you a solid understanding of new and enhanced features that will enable you to create consistent, coordinated, and complete modeling for multi-discipline design. This course covers Coordination models, Schedule groups and Revit links, Global Parameters and more.

Autodesk Revit is software for architectural design, MEP, and structural engineering, and a solution for collaborative BIM; its powerful tools let you use the intelligent model-based process to plan, design, construct, and manage buildings and infrastructure.

User's prerequisites

You don't need any previous experience with Autodesk® Revit to take this course.

Course Outline

Revit Multi-Discipline

- Core Improvements

Revit Architecture

- Architectural Enhancements

Revit MEP

- Fabrication Modeling
- Other MEP Improvements

Revit Structure

- Structure Additions

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AutoCAD 2D Drafting and Annotation 2017

AutoCAD 2D Drafting and Annotation 2017 The Complete Guide is designed to give you a solid understanding of AutoCAD features and capabilities. Every course is designed to use all learning styles from text, audio, video, interactivity, quizzes and practical "Let Me Try" examples.

You'll follow a workflow-based approach that mirrors the development of projects in the real world, learning 2D drawing skills, editing entities, working with splines and polylines, using layers, creating and editing text, dimensioning, and creating blocks.

User's prerequisites

You don't need any previous experience with AutoCAD® to take this course.

Course Outline

New For AutoCAD 2017
- Simplified, Connected, and Innovative

Introduction to AutoCAD
- Introducing AutoCAD
- Using Tools in AutoCAD
- Working With AutoCAD Files
- Autodesk 360

Getting Started with AutoCAD
- Getting Started with AutoCAD
- Coordinate Systems
- AutoCAD Workspaces
- AutoCAD File Settings

Starting with Sketching
- Starting with Basic Sketching
- Drawing Irregular Objects
- Drawing Various Arcs

Layers
- Layers

Working with Drawing Aids
- Object Properties
- Working With Object Snaps
- Draft Settings Dialog Box
- Using AutoTracking

Editing Sketched Objects-1
- Creating a Selection Set
- Copying and Pasting Sketched Objects
- Editing Sketched Objects
- Arraying and Mirroring Sketched Objects
- Separating and Joining Sketched Objects

Editing Sketched Objects - II
- Modifying Grips in AutoCAD
- Properties of Sketched Objects
- DesignCenter and AutoDesk Seek
- Making Inquiries about Objects and Drawings
- Manipulating the View
- Understanding the Concept of Sheet Sets

Creating Text and Tables
- Annotative Objects
- Creating Text
- Creating Multiline Text
- Using Tables
- Text Styles

Basic Dimensioning, Geometric Dimensioning, and Tolerancing
- Dimensioning Terms and Tools
- Selecting Dimension Tools
- Creating Specialized Dimensions
- Working with True Associative Dimensions
- Geometric Dimensioning

Editing Dimensions
- Editing Dimensions Using Editing Tools
- Editing Dimensions Using Editing Tools Continued

Dimension Styles, Multileader Styles, and System Variables
- Dimension Styles
- Dimension Style Families
- Dimension Text and Units

Adding Constraints to Sketches
- Constraints in a Sketch
- Applying and Editing Constraints

Hatching Drawings
- Hatching Basics
- Modifying Hatch Properties

Model Space Viewports, Paper Space Viewports, and Layouts
- Model Space Viewports
- Viewport Options

Plotting Drawings
- Plotting Drawings In AutoCAD
- Plot Styles

Template Drawings
- Understanding Templates
- Customizing Templates

Working with Blocks
- Working with Blocks
- Changing Blocks
- Inserting and Modifying Blocks
- Simplifying Blocks

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AutoCAD 3D 2017

AutoCAD 3D 2017 The Complete Guide is designed to give you a solid understanding of AutoCAD features and capabilities from basic through to advanced and complex 3D modeling components. Every course is designed to use all learning styles from text, audio, video, interactivity, quizzes and practical "Let Me Try" examples. You'll follow a workflow-based approach that mirrors the development of projects in the real world, learning about the UCS, Solid, Surface and Mesh modelling and editingcomponents.

Every course is designed to use all learning styles from text, audio, video, interactivity, quizzes and practical "Let Me Try" examples. You'll follow a workflow-based approach that mirrors the development of projects in the real world, learning about the UCS, Solid, Surface and Mesh modelling and editing

User's prerequisites

You don't need any previous experience with AutoCAD® to take this course.

Course Outline

What's New in AutoCAD 2017

- User Interface & Configuration Changes

The User Coordinate System

- Understanding Coordinate Systems
- Defining the New UCS
- Managing the UCS Through the Dialog Box

Getting Started with 3D

- Understanding 3D Concepts
- Changing the Viewpoint to View 3D Models
- In-Canvas Viewport Control
- 3D Coordinate Systems
- Tools for Creating and Editing 3D Objects
- Interactive Viewing Tools for 3D Objects

Creating Solid Models

- Creating Solid Models
- Modifying the Visual Styles of Solids
- Controlling the Settings of Edges
- Creating Complex Solid Models
- Dynamic UCS
- Creating Different Solids

Editing 3D Objects-I

- Filleting Solid Models
- Rotating Solid Models in 3D Space
- Mirroring Solid Models in 3D Space
- Aligning Solid Models
- Point Cloud

Editing 3D Objects-II

- Editing 3D Objects-II
- Generating a Section by Defining a Section Plane
- Generating 2D and 3D Sections
- Solid History
- Drawing Views
- Creating Flatshot

Surface Modeling

- Understanding Surface Modeling
- Creating Surface by Using Profiles
- Creating Surface from other Surfaces
- Editing Surfaces
- Editing the NURBS Surfaces
- Performing Surface Analysis

Mesh Modeling

- Introduction to Mesh Modeling
- Creating Surface Meshes
- Modifying Mesh Objects
- Editing Mesh Faces
- Converting Mesh Objects
- Working with Gizmos

Rendering and Animating Designs

- Understanding the Concept of Rendering
- Basic Rendering
- Adding Lights to the Design
- Modifying Lights
- Controlling the Rendering Environment
- Plotting Rendered Images

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AutoCAD Advanced 2017

AutoCAD Advanced 2017 The Complete Guide is designed to give you a solid understanding of AutoCAD features and capabilities. Every course is designed to use all learning styles from text, audio, video, interactivity, quizzes and practical "Let Me Try" examples.

In this course you'll learn a number of advanced concepts from working with attributed blocks and external references, data exchange, advanced hatch and linetype creation, and all the way to isometric and technical drawing concepts.

To get the most out of this course, we strongly recommend you review every topic within the course, and use all the learning styles to ensure you retain the important information within. We also encourage you to take all the progress tests to ensure you have retained the knowledge, and most importantly practice with the hundreds of real world, Let Me Try examples.

User's prerequisites

You don't need any previous experience with AutoCAD® to take this course.

Course Outline

Defining Block Attributes

- Understanding Attributes
- Editing Block Attributes
- Managing Attributes
- Extracting Attributes

Understanding External References

- Understanding External References
- External References Palette
- Attaching Files to a Drawing
- Additional Xref Tools

Working with Advanced Drawing Options

- Multilines
- Revision Clouds, Wipeouts and NURBS

Grouping and Advanced Editing of Sketched Objects

- Grouping Sketched Objects
- Changing Properties of an Object
- Advanced Editing of Sketched Objects
- Miscellaneous Tools

Working with Data Exchange

- Understanding the Concept of Data Exchange in AutoCAD
- Other Data Exchange Formats
- Raster Images
- Editing Raster Images
- Miscellaneous File Tools
- Object Linking and Embedding (OLE)

AutoCAD on the Cloud

- AutoCAD and A360
- Using Hyperlinks with AutoCAD
- The Drawing Web Format

Script Files and Macros

- Script Files
- Automation

Creating Linetypes and Hatch Patterns

- Creating Linetypes and Hatch Patterns
- Alternate Linetypes
- How Hatch Works?
- Hatch Pattern with Dashes and Dots

AutoCAD Customization

- Customizing the acad.pgp File
- Sections of the acad.pgp File
- Customizing the User Interface

Technical Drawing with AutoCAD

- Introduction to Technical Drawing
- Dimensioning
- Sectional Views
- Auxiliary Views
- Detail Drawing, Assembly Drawing, and Bill of Materials

Isometric Drawings

- Isometric Drawings
- Setting the Isometric Grip and Snap
- Drawing Isometric Circles
- Creating Fillets, Dimensioning Objects and Isometric Text

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AutoCAD Architecture 2017

AutoCAD Architecture is a specialized "flavor" of AutoCAD, with tools and features designed specifically for architectural design and documentation. Architectural drafting and documentation is more efficient with the software's intuitive environment and tools built specifically for architects.

You'll follow a workflow-based approach that mirrors the development of projects in the real world – creating walls and other features, working with AutoCAD architectural objects, managing projects and documenting your designs.

User's prerequisites

You don't need any previous experience with AutoCAD® Architecture to take this course.

Course Outline

What's New in AutoCAD 2017

- Simplified, Connected, and Innovative

Workflow and User Interface

- The AutoCAD Architecture User Interface
- Project Overview
- Navigating Your Models
- Working with Your Models
- Working with the Help

Walls

- Creating Walls
- Further Modification
- Wall Styles
- Curtain Walls
- Additional Features

Designing with Architectural Objects

- Working with Architectural Objects
- Doors & Windows
- Slabs, Roofs, Beams, and Columns
- Stairs & Railings

Project Management

- Creating a New Project
- Creating the First Floor
- Working with Projects
- Standards

Conceptual Models

- Creating Mass Elements and Mass Groups
- Slices and Napkin Sketches

Documentation

- Documentation
- Creating Views
- Tags & Schedules
- Sheet Sets
- Multi View Blocks

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AutoCAD Civil 3D 2017

AutoCAD Civil 3D software is a civil design and documentation solution that supports Building Information Modeling (BIM) workflows. Using AutoCAD Civil 3D, infrastructure professionals can better understand project performance, maintain more consistent data and processes, and respond faster to change.

AutoCAD Civil 3D The Complete Guide is designed to give you a solid understanding of Civil 3D features and capabilities from the basics through to advanced components. Every course is designed to use all learning styles from text, audio, video, interactivity, quizzes and practical Let Me Try examples.

User's prerequisites

You don't need any previous experience with AutoCAD® Civil 3D to take this course.

Course Outline

Introduction to AutoCAD Civil 3D
- Introduction to AutoCAD Civil 3D
- Getting Started in AutoCAD Civil 3D

Working with Points
- Working with Points
- Point Settings and Styles
- Editing Points
- Point Groups

Working with Surfaces
- Working with Surfaces
- Editing Surfaces
- Working with Surface Styles
- Surface Tools

Surface Volumes and Analysis
- Surface Volumes
- Analysis
- Tables and Labels

Alignments
- Alignments
- Tools
- Checks and Criteria
- Styles and Tabs
- Alignment Labels and Tables
- Superrelevation

Working with Profiles
- Working with Profiles
- More on Profiles
- Profile View Styles
- Band Sets

Working with Assemblies and Subassemblies
- Working with Assemblies and Subassemblies
- Codes and Styles
- Subassemblies

Working with Corridors and Parcels
- Working with Corridors
- Editing Corridors
- Introduction to Parcels

Sample Lines, Sections and Quantity Takeoffs
- Sample Lines, Sections and Quantity Takeoffs
- Sections
- Quantity Take-offs

Feature Lines and Grading
- Feature Lines and Grading
- Grading

Pipe Networks
- Pipe Networks
- Part Rules and Structure Rules
- Pipe Networks and Network Properties
- Labels, Tables and Checks

Pressure Networks
- Pressure Networks
- Pressure Network Properties
- Labels, Tables and Checks

Working with Plan Production
- Working with Plan Production Tools and Data Shortcuts
- Data Shortcuts and References

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AutoCAD MEP 2017

AutoCAD MEP 2017 The Complete Guide is designed to give you a solid understanding of AutoCAD MEP features and capabilities - from the basics through to advanced and complex building systems. You will learn to create accurate drafts, designs and documents from within a familiar AutoCAD-based environment.

AutoCAD MEP enables the support of mechanical, electrical, and plumbing (MEP) systems throughout the building lifecycle. Every course is designed to use all learning styles from text, audio, video, interactivity, quizzes and practical "Let Me Try" examples.

To get the most out of this course, we strongly recommend you review every topic within the course, and use all the learning styles to ensure you retain the important information within. We also encourage you to take all the progress tests to ensure you have retained the knowledge, and most importantly practice with the hundreds of real world, Let Me Try examples.

User's prerequisites

You don't need any previous experience with AutoCAD® MEP to take this course.

Course Outline

What's New in AutoCAD 2017?
- Simplified, Connected, and Innovative

Introduction to AutoCAD MEP
- Introduction to AutoCAD MEP
- AutoCAD MEP User Interface
- Getting Started
- Saving Files
- Opening Files
- Finding and Using AutoCAD MEP Help

Project Work
- Starting a Project
- Expanded Views on Projects
- Spaces in AutoCAD MEP
- Editing in AutoCAD MEP
- Workspaces and Settings

Creating and Editing Objects
- Walls and Wall Settings
- Creating Doors and Using Door Settings
- Creating Windows and Window Settings
- Creating Roofs and Using Roof Settings
- Creating Stairs and Using Stair Settings
- Grids, Beams, Columns, and Braces and Editing in a File
- Creating and Editing Primitives

Creating and Editing HVAC Systems
- Air Handling Equipment
- Creating and Editing Ducts
- Creating and Editing Duct Fittings

Creating and Editing Piping Systems
- Creating Piping Systems
- Laying and Editing Pipes
- Creating and Editing Pipe Fittings

Plumbing Additions
- Plumbing Fixtures and Equipment
- Plumbing Lines and Fixtures Properties

Creating and Editing Electrical Systems
- Creating and Editing Panels and Devices
- Creating and Editing Wire and Conduits
- Creating and Editing Circuits

Representation and Schedules
- Creating and Editing Views
- Creating and Editing Schedules
- Managing Cell Information

Schematics
- Working with Schematics

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AutoCAD Plant 3D 2017

AutoCAD Plant 3D 2017 The Complete Guide is designed to give you a solid understanding of AutoCAD Plant 3D features and capabilities. In this course you will learn from Creating Projects and P&IDs to Isometric Drawings, Creating an Orthographic Drawing and Working with the Data and Report Creator. This course includes text, images, audio, video, quizzes and practical Let Me Try exercises to accommodate all learning styles.

AutoCAD Plant 3D is used to design and document process plants and contains various predefined shapes of plant components; it comes along with AutoCAD P&ID which is used to create piping and instrumentation drawings. Plant 3D enables engineers and plant designers to efficiently produce P&IDs, and then integrate them into a 3D plant design mode

User's prerequisites

You don't need any previous experience with AutoCAD® Plant 3D to take this course.

Course Outline

Introduction to Plant 3D

- Starting AutoCAD Plant 3D
- AutoCAD Plant 3D User Interface
- Workspaces and Invoking Commands
- Tool Palettes and Dialog Boxes
- Backup Files and Closing a Drawing
- Opening Drawings and Quitting
- AutoCAD Plant 3D Help

Creating Projects and P&IDs

- Introduction
- Designing a P&ID
- Validating the Drawing
- Editing the Drawing

Creating Structures

- Creating a Grid and Adding Members
- Creating Stairs
- Creating Railing
- Creating Ladders
- Creating a Plate/Grate
- Creating Footing
- Editing the Structural Members
- Visibility Options
- Exchanging Data with Other Applications

Creating Equipment

- Creating Equipment
- Placing Equipment
- Customized Equipment
- Modifying Equipment
- Converting Solid Models
- Attaching and Detaching Objects
- Adding Nozzles I
- Adding Nozzles II
- Modifying Nozzles

Adding Specifications and Catalogs

- The Spec Editor
- Adding and Editing Parts
- Working with the Catalog Editor
- Modifying the Branch Table

Routing Pipes

- The Spec Viewer
- Routing a Pipe
- Creating Branches Weld Connections

Adding Valves, Fittings and Pipe Supports

- Adding Valves and Fittings
- Pipe Supports
- Modifying the Pipe Components

Creating Isometric Drawings

- Isometric Drawings
- Quick or Production Creation
- Configuring Isometric Drawing Settings
- Iso Messages and Component Files

Creating Orthographic Drawings

- Creating an Orthographic Drawing
- Using Different Views

Creating Orthographic Drawings

- Finding the Data in a File
- The Data and Report Creator

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Autodesk 3ds Max 2017

Autodesk 3ds Max 2017 The Complete Guide is designed to give you a solid understanding of 3ds Max features and capabilities, from the basics through advanced components. Every course is designed to use all learning styles from text, audio, video, interactivity, quizzes and practical Let Me Try examples.

3ds Max Design is widely used by architects, game developers, design visualization specialists, and visual effects artists. A wide range of modeling and texturing tools make it an ideal platform for 3D modelers and animators.

User's prerequisites

You don't need any previous experience with Autodesk® 3ds Max® to take this course.

Course Outline

Introduction to Autodesk 3ds Max
- Introduction to Autodesk 3ds Max
- Autodesk 3ds Max Interface Components
- Snap Settings
- Units Setup
- Tools
- Hot Keys
- Customizing the Colors of the User Interface

Standard Primitives
- Introduction to Standard Primitives
- Selection Techniques
- Scene Management
- Standard Primitives
- Rendering a Still Image

Extended Primitives
- Introduction to Extended Primitives
- Extended Primitives
- AEC Extended Primitives
- Creating Doors
- Creating Windows
- Creating Stairs
- Introduction to Splines and Extended Splines
- Creating Splines
- Creating Extended Splines

Materials and Maps
- Introduction to Materials and Maps
- Material Editor Tools
- Standard Materials
- Architectural Material
- Maps

Modifying 3D Mesh Objects
- Introduction to Modifying 3D Mesh Objects
- Sub-object Levels in Editable Mesh

Graphite Modeling Technique
- Graphite Modeling Toolset
- Graphite Modeling Toolset Continued

NURBS Modeling
- Introduction to NURBS Modeling
- NURBS Surfaces
- Converting and Modifying NURBS

Compound Objects
- Compound Objects
- Additional Compound Objects

Modifiers
- Introduction to Modifiers
- Type of Modifiers

Animation Basics
- Introduction to Animation Basics
- Understanding Animation and Time Controls
- Morph Compound Object
- Rendering and Previewing an Animation
- Rendering Effects
- mCloth Modifier
- Constraints
- Simulation Controls
- Helpers
- Atmospheric Apparatus
- Event Display Area

Particle Flow
- Introduction to Particle Flow
- Particle View Window
- Understanding Particle Flow Actions

Particle Systems and Space Warps I
- Introduction to Particle Systems and Space Warps I
- Mesh tools
- Categories of Space Warps

Particle Systems and Space Warps II
- Introduction to Particle Systems and Space Warps II
- Geometric/Deformable Space Warps
- Modifier-Based Space Warps

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Autodesk A360 2017

Autodesk A360 The Complete Guide is designed to provide a solid base for using the tools and features contained within Autodesk A360. This course focuses on the project and data management tools contained within A360; this includes creating and managing projects, uploading and updating data, viewing files, and the collaboration features for working with others, both on your team as well as outside vendors and suppliers.

Additionally, this course provides an introduction to the advanced capabilities contained within the "Team" versions of A360 - Fusion Team and BIM 360 Team - and explores the A360 specific tools within Autodesk applications Fusion 360, Inventor, Revit, and AutoCAD.

User's prerequisites

You don't need any previous experience with Autodesk® A360® to take this course.

Course Outline

Welcome to Autodesk A360

- What is A360?
- The User Interface

Projects

- Creating Projects
- Project Data
- Other Project Features
- An Introduction to Team

Working with Your Data

- A360 Data
- A360 Collaboration
- A360 Drive

A360 with Other Autodesk Applications

- A360 and AutoCAD
- Other Autodesk Products

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Autodesk BIM 360 Docs 2017

Autodesk BIM 360 Docs The Complete Guide is designed to give you a solid understanding of BIM 360 Docs, features and capabilities, from navigating the interface to the Mobile Functionality topics. This course includes text, images, audio, video, quizzes and practical Let Me Try exercises to accommodate all learning styles.

Autodesk BIM 360 Docs is a Construction Document Management cloud application that ensures the entire project team is building from the correct version of documents, plans, and models. Professionals save time, reduce risk, and mitigate errors in construction projects by publishing, sharing, viewing and editing all their files with unlimited storage; maintaining version control and change tracking.

User's prerequisites

You don't need any previous experience with Autodesk® BIM 360 to take this course.

Course Outline

Project Set Up - A360 for BIM 360™ Docs (Web Browser)

- A360 Basics and Setup
- User Interface

User Interface - BIM 360™ Docs User Interface (Web Browser)

- User Interface - BIM 360 Docs
- Project Setup

Documents - Publishing and Review

- Managing and Publishing Documents
- Reviewing and Markups

Mobile Functionality

- Overview of Mobile Application
- Use and Function

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Autodesk BIM 360 Field 2017

Autodesk BIM 360 Field 2017 The Complete Guide is designed to give you a solid understanding of BIM 360 Field, its features and capabilities, from the Basics to the Mobile Further Functionality topics. This course includes text, images, audio, video, and quizzes to accommodate all learning styles.

Autodesk BIM 360™ Field is field management software for 2D and 3D environments that combines mobile technologies at the construction site with cloud- based collaboration and reporting; it helps improve quality, safety and profitability. BIM 360 Field streamlines commissioning and handover, manages field workflow and performance, and allows professionals to navigate and interact with models on their tablet.

User's prerequisites

You don't need any previous experience with Autodesk® BIM 360 to take this course.

Course Outline

BIM 360 Field Introduction

- BIM 360 Field Basics and Overview
- BIM 360 Field Project Setup

BIM 360 Field Web Portal – Tools

- Issues
- Tasks
- Checklists
- Photos
- Sync Uploads

Using Documents in BIM 360 Field

- Library
- Attachments and Markups
- Navigation - Drawings and Models
- Further Functionality

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Autodesk BIM 360 Glue 2017

Autodesk BIM 360 Glue 2017 The Complete Guide is designed to give you a solid understanding of BIM 360 Glue, features and capabilities, from the basics to the Mobile Application Modelling Tools. This course includes text, images, audio, video, quizzes and practical Let Me Try exercises to accommodate all learning styles.

BIM 360 Glue is a cloud-based BIM management and collaboration product; it connects the entire project team and streamlines project workflows from preconstruction through construction execution. With anywhere, anytime access to the most recent project information throughout the project lifecycle, BIM 360 Glue helps review projects and resolve coordination issues faster, while advancing the construction layout process.

User's prerequisites

You don't need any previous experience with Autodesk® BIM 360 to take this course.

Course Outline

BIM 360 Glue Introduction

- BIM 360 Glue Basics and Overview
- Integration with other Autodesk Products
- BIM 360 Glue Project Setup

Working with Glue – Web and Desktop

- Setting up Models and Drawings for Use
- Viewing and Navigating Merged Models (Web & Desktop Version)
- Coordination with BIM 360 Glue

Working with Glue - Mobile Application

- Overview of Mobile Application
- Working with Projects
- Modelling Tools

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Autodesk Dynamo Essentials 2017

Dynamo is a visual programming extension for Autodesk Revit that helps you compose custom scripts to generate geometry and process data. Dynamo solves challenges using a ruled-based system of thinking, something typically referred as algorithmic thinking.

Dynamo Essentials 2017 The Complete Guide is a 5-hour course that will introduce you to the basics of Dynamo. After completing this course you will be able to describe the fundamentals of Dynamo, think programmatically when solving design challenges, use Dynamo to drive BIM using parametric logic, and mine information out of BIM and use it for documentation.

User's prerequisites

You don't need any previous experience with Autodesk® Dynamo to take this course.

Course Outline

Introduction

- About Dynamo

Getting Started

- Dynamo Interface
- Graphs
- Graph Controls
- Package Manager

Data Manipulation

- Lists
- Managing Lists
- Preset Values
- Math
- Strings

Working with Geometry

- Points
- Curves
- Surfaces
- Solids

Dynamo for Revit

- Managing Families
- Revit Workflows

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Autodesk Formit 360 2017

FormIt 360 2017 is a cloud-based architectural modeling application built to capture conceptual building designs. Through a series of simple and easy-to-use tools like sketching and extruding, you tug, pull, and push to define blocks thus building your model. FormIt 360 can become a key component of your Building Information Modeling (BIM) workflow as your concepts can be further refined within Autodesk Revit.

Autodesk FormIt 360 2017 The Complete Guide is designed to give you a solid understanding of FormIt 360 and its features. This course includes text, images, audio, video, quizzes and practical Let Me Try exercises to accommodate all learning styles. In this course, you will start by familiarizing with FormIt 360 features. After, you will explore how to start a new sketch and the basics of adding objects. Then, you'll learn about tools to aid in the creation of both 2D and 3D objects, as well as how to modify and organize 3D objects. Finally, you'll discover the key features of FormIt 360 Pro.

User's prerequisites

You don't need any previous experience with Autodesk® FormIt to take this course.

Course Outline

Welcome to FormIt 360

- What is FormIt 360?
- Using the FormIt 360 User Interface

Getting Started

- Building Your First Model
- More Sketching Tools

More Design Tools

- More Sketching
- More 2D Tools
- Additional Tools
- Grouping

Working with Designs

- Working with Designs
- More Tools
- Data Import

FormIt 360 Pro

- Materials
- Collaboration
- Analysis

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Autodesk Fusion 360 2017

Autodesk Fusion 360 2017 The Complete Guide is designed to give you a solid understanding of Fusion 360's modelling features and capabilities. This course is designed to use all learning styles from text, audio, video, interactivity and quizzes. Fusion 360 is a 3D CAD, CAM, and CAE tool. It connects your entire product development process in a single cloud-based platform - that works on both Mac and PC.

You'll follow a workflow-based approach that mirrors the development of projects in the real world, learning 2D drawing skills, editing entities, working with T-Splines, adding images and materials, using inspection tools and creating drawings.

User's prerequisites

You don't need any previous experience with Autodesk® Fusion 360 to take this course.

Course Outline

Fusion 360 User Interface

- The Fusion 360 Interface
- Projects
- Setting Preferences
- Workspaces
- The Browser
- Toolbars
- Navigation Bar
- Using the ViewCube
- Named Views
- Mouse or Track Pad Navigation
- Visual Styles
- Environment and Effects
- Selection Filters and Tools
- Invite people to a project
- A360 to Manage Relationships and Copy Files

Creating Sketch Geometry

- Creating a New Sketch
- Sketching with Lines, Splines and Points
- Circles
- Rectangles
- Arcs
- Polygons
- Slots
- Geometric Sketch Constraints
- Dimensional Constraints
- Editing Sketch Geometry
- Projecting Geometry

Modifying Sketch Geometry

- Fillets
- Trim, Extend and Break
- Offset
- Mirrored Sketches
- Circular and Rectangular Patterns
- Solid Modeling Tools
- Quick Shape Creation
- Creating an Extruded Feature
- Creating a Revolve
- Creating a Sweep
- Creating a Loft
- Creating a Rib
- Creating a Web
- Creating a Hole
- Creating a Thread
- Mirrored Features
- Creating Patterns

Editing Tools

- Press / Pull
- Fillets and Chamfers
- Rule Fillets
- Shells
- Draft
- Combine Bodies
- Split Tools
- Replace Face
- Move and Align
- Work Planes, Work Axes and Work Points
- Using Direct Edit Tools

T-Spline Surface Modeling

- The Sculpt Workspace
- Creating Primitive Shapes
- Creating a T-Spline Extruded Surface from a Sketch
- Creating a T-Spline Revolved Surface from a Sketch
- Creating a Lofted T-Spline Surface from a Sketch
- Creating a Swept T-Spline Surface from a Sketch
- Working with Pipes
- Editing an Edge
- Editing Forms
- Assigning Symmetry
- Working with Vertices
- Creases
- Additional T-Spine Modification Tools

Assemblies and Constraints

- Understanding Components in Fusion
- Creating Components
- Reusing Components
- Positioning Components
- Using the Rigid Joint Type
- Working with the Different Types of Joints
- Understanding Joint Origins
- Creating Rigid Groups
- Understanding Contact Sets
- Enabling Motion Linking
- Driving Join
- Creating Motion Studies
- Managing Top Level Assembly and Subassemblies

Materials, Images and Inspection

- Inspection Tools
- Inspect
- The Measure Tool
- Design Interferences
- Curvature Comb Analysis Zebra Analysis
- Section Analysis Draft Angle Analysis
- Curvature Map Analysis
- Component Color Cycling
- Assigning Materials
- Managing Materials
- Using Texture Map Controls
- Inserting Images for Use as Decals
- Inserting Images as Modeling References
- Tiles

Fusion 360 Output

- Base, Projected, Section and Detail Views
- Add Annotations
- Edit Views
- Edit Border and Title Block
- Create A STLV (3D Print) File
- Simulation
- Structural Constraints and Loads

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Autodesk Infraworks 360 2017

Autodesk Infraworks 360 2017 The Complete Guide is designed to give you a solid understanding of InfraWorks 360 features and capabilities. It emphasizes on the use of intelligent tools, working with styles, design creation, presentation and sharing. In addition, this course covers the Roadway Design, Drainage Design and Bridge Design modules.

InfraWorks 360 is a geospatial and engineering BIM platform that allows planning, designing, building and managing infrastructure in the context of the real world. Professionals can identify opportunities, risks, and challenges throughout the project lifecycle to make informed, real-time decisions based on intelligent models.

User's prerequisites

You don't need any previous experience with Autodesk® Infraworks 360 to take this course.

Course Outline

The Infraworks Environment

- User Interace
- Data Sources, Panel Settings & Features
- Application Options and Asset Cards Overview
- Coordinate Systems
- Working with GIS Data

Navigation and Selection

- Navigation and Selection

Working with Styles

- Working With Styles
- Materials

Sourcing for Existing Conditions

- Sourcing for Existing Conditions

Creating the Design

- Propose Site Features
- Proposals
- Roads and Railways
- Coverages
- Trees
- Pipelines and Pipeline Connectors
- Water Areas
- Barriers
- Point of Interest

Analyzing Your Design

- Measurements
- Site Visual Effects and Statistics
- Working with Themes

Presenting Your Design

- Storyboards
- Snapshot

Sharing Your Design

- Sharing Your Design
- Publish Options and Design Feeds
- Scenarios
- InfraWorks and AutoCAD Civil 3D
- Working with Revit Models

Roadway Design Module

- Roadway Design Toolbar Overview
- Creating Design Roads and Intersections
- Road Editing Tools
- Road Analysis

Drainage Design Module

- Drainage Watershed
- Culverts
- Drainage Network

Bridge Design Module

- Introduction
- Exploring the Bridge Design Stack Creating Bridges
- Editing Bridges with Properties and Gizmos
- Bridge Analysis Tools

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Autodesk Inventor 2017

Inventor is a parametric CAD software that offers an easy-to-use set of tools for 3D mechanical design, documentation, and product simulation. Digital Prototyping with Inventor helps you design and validate your products before they are built - to deliver better products, reduce development costs, and get to market faster.

User's prerequisites

You don't need any previous experience with Autodesk® Inventor to take this course.

Course Outline

Inventor R2 and R3 Improvements
- R2 Enhancements
- R3 Enhancements

What's New - General, Sketching, and Part Enhancements
- General Updates
- Sketching Enhancements
- Part Enhancements
- Technical Specifications

What's New - Assembly and Drawing Enhancements
- Assembly and Drawing Enhancements
- Technical Specifications
- Interoperability Updates

What's New - Presentations
- Presentation Enhancements

Introduction to Autodesk Inventor 2017
- Getting Started with Autodesk Inventor
- Working with Drawing Display Tools
- Important Terms and Definitions

Drawing Sketches for Solid Models
- Understanding the Sketching Environment
- Drawing Sketched Entities I
- Drawing Sketched Entities II
- Fillets, Chamfers, and Splines

Adding Constraints and Dimensions to Sketches
- Working with Geometric Constraints
- Working with Dimensional Constraints
- Measuring Sketched Entities

Editing, Extruding and Revolving the Sketches
- Editing Sketched Entities
- Creating Patterns, Adding Text and Images
- Extruding, Revolving, Primitives and Freeforms
- Rotating the View and Controlling the Display

Other Sketching and Modeling Options
- Creating Work Planes
- Creating Work Axes and Points
- Other Extrusion and Revolution Options

Advanced Modeling Tools - I
- Creating Holes
- Creating Fillets and Chamfers
- Moving the Faces and Editing Features
- Project Entities in the Sketching Environment

Advanced Modeling Tools - II
- Sweeps, Lofts, Coils and Threads
- Shells, Drafts and Splits
- Editing Surfaces
- Editing without Using Sketches

Assembly Modeling - I
- Understanding Assembly Modeling
- Assembling Components using the Constrain Tool
- Applying Joints to the Assembly
- Relationships, Moving and Rotating Components

Assembly Modeling - II
- Editing Assembly Constraints and Components
- Modifying Components in An Assembly
- Analyzing Assemblies and Creating Representations

Working with Drawing Views
- Drawing Standards
- Dimension Styles
- Annotating the Drawing

Presentations
- The Presentation Module
- Animating An Assembly

Working with Special Design Tools
- Adaptive Parts and Defining Parameters
- iParts
- 3D Sketches

Working with Sheet Metal Components
- Understanding Sheet Metal
- Additional Sheet Metal Options

Introduction to Weldments
- Understanding Weldments
- Editing Weldments
- Adding the Finishing Touches

Miscellaneous Tools
- Sketches
- iMates
- Title Blocks

Introduction to Stress Analysis
- Introduction to Analysis
- More on Analysis
- Starting an Analysis
- Applying Constraints and Loads

Introduction to Plastic Mold Design
- Starting with Plastic Mold Design
- Adjusting the Model
- Generating the Core and Cavity
- Runners, Wells, and Channels

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Autodesk Inventor Professional 2017

Autodesk Inventor Professional The Complete Guide is designed to give you a solid understanding of Inventor features and capabilities, from the basics through advanced and complex 3D modeling components.

Inventor is a parametric CAD software that offers an easy-to-use set of tools for 3D mechanical design, documentation, and product simulation. Digital Prototyping with Inventor helps you design and validate your products before they are built - to deliver better products, reduce development costs, and get to market faster.

User's prerequisites

You don't need any previous experience with Autodesk® Inventor to take this course.

Course Outline

New for 2017 – Features & Enhancements

- R2 Enhancements
- R3 Enhancements
- General Updates
- Sketching Enhancements
- Part Enhancements
- Technical Specifications
- Assembly and Drawing Enhancements
- Technical Specifications
- Interoperability Updates
- Presentations

Introduction to Autodesk Inventor 2017

- Getting Started with Autodesk Inventor
- Working with Drawing Display Tools
- Important Terms and Definitions
- Drawing Sketches for Solid Models

Understanding the Sketching Environment

- Drawing Sketched Entities I
- Drawing Sketched Entities II
- Fillets, Chamfers, and Splines

Adding Constraints and Dimensions to Sketches

- Working with Geometric Constraints
- Working with Dimensional Constraints
- Measuring Sketched Entities

Editing, Extruding and Revolving the Sketches

- Editing Sketched Entities
- Creating Patterns, Adding Text and Images
- Extruding, Revolving, Primitives and Freeforms
- Rotating the View and Controlling the Display

Other Sketching and Modeling Options

- Creating Work Planes
- Creating Work Axes and Points
- Other Extrusion and Revolution Options

Advanced Modeling Tools - I

- Creating Holes
- Creating Fillets and Chamfers
- Moving the Faces and Editing Features
- Project Entities in the Sketching Environment

Advanced Modeling Tools - II

- Sweeps, Lofts, Coils and Threads
- Shells, Drafts and Splits
- Editing Surfaces
- Editing without Using Sketches

Assembly Modeling - I

- Understanding Assembly Modeling
- Assembling Components using the Constrain Tool
- Applying Joints to the Assembly
- Relationships, Moving and Rotating Components

Assembly Modeling - II

- Editing Assembly Constraints and Components
- Modifying Components in An Assembly
- Analyzing Assemblies and Creating Representations

Working with Drawing Views

- Drawing Standards
- Dimension Styles
- Annotating the Drawing

Presentations

- The Presentation Module
- Animating An Assembly

Working with Special Design Tools

- Adaptive Parts and Defining Parameters
- iParts
- 3D Sketches

Working with Sheet Metal Components

- Understanding Sheet Metal
- Additional Sheet Metal Options

Introduction to Weldments

- Understanding Weldments
- Editing Weldments
- Adding the Finishing Touches

Miscellaneous Tools

- Sketches
- iMates
- Title Blocks

Introduction to Stress Analysis

- Introduction to Analysis
- More on Analysis
- Starting an Analysis
- Applying Constraints and Loads

Introduction to Plastic Mold Design

- Starting with Plastic Mold Design
- Adjusting the Model
- Generating the Core and Cavity
- Runners, Wells, and Channels

Introduction to Tube & Pipe

- Creating your First Tube & Pipe Assembly

Rigid Pipe

- Rigid Pipe Styles
- Routing Pipe
- Pipe Fittings
- Other Rigid Pipe Tools

Tubing

- Routing Tube
- Working with Tube Routes
- Fittings

Self-Draining Pipe

- Building Self Draining Pipe

Autodesk Inventor Professional 2017 (cont'd)

Course Outline (cont'd)

Flexible Hose
- Building Flexible Hoses
- Working with Flexible Hoses

Component Authoring
- Building Your Own Tube & Pipe Components
- Tube and Pipe Documentation

Drawings and Annotation
- Bill of Materials, Parts Lists, and Ballooning
- Exporting Data

Introduction to the Cable and Harness Environment
- The Cable and Harness Environment

Harnesses
- Building the Harness
- Working with the Harness

Ribbon Cables
- Creating Ribbon Cables

Harness Documentation
- Reports and Documentation
- Nailboard Drawings

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Autodesk Inventor Routed Systems 2017

Autodesk Inventor Routed Systems 2017 The Complete Guide is designed to give you a solid understanding of more complex modelling options available in Inventor. These options include the tools and analyses for adding Tubing and Piping to an Inventor model, as well as describing how to add Cables and Harnesses.

Inventor is a parametric CAD software offers an easy-to-use set of tools for 3D mechanical design, documentation, and product simulation. Digital Prototyping with Inventor helps you design and validate your products before they are built to deliver better products, reduce development costs, and get to market faster.

User's prerequisites

You don't need any previous experience with Autodesk® Inventor to take this course.

Course Outline

Introduction to Tube & Pipe
- Creating your First Tube & Pipe Assembly

Rigid Pipe
- Rigid Pipe Styles
- Routing Pipe
- Pipe Fittings
- Other Rigid Pipe Tools

Tubing
- Routing Tube
- Working with Tube Routes
- Fittings

Self-Draining Pipe
- Building Self Draining Pipe

Flexible Hose
- Building Flexible Hoses
- Working with Flexible Hoses

Component Authoring
- Building Your Own Tube & Pipe Components
- Tube and Pipe Documentation

Drawings and Annotation
- Bill of Materials, Parts Lists, and Ballooning
- Exporting Data

Introduction to the Cable and Harness Environment
- The Cable and Harness Environment

Harnesses
- Building the Harness
- Working with the Harness

Ribbon Cables
- Creating Ribbon Cables

Harness Documentation
- Reports and Documentation
- Nailboard Drawings

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Autodesk Moldflow Adviser 2017

Autodesk Moldflow Adviser 2017 gives you an understanding of polymer flow and how it relates to part quality and introduces you to Autodesk Moldflow Adviser. This course is designed to use all learning styles from text, audio, video, interactivity, quizzes and practical "Let Me Try" examples.

User's prerequisites

You don't need any previous experience with Autodesk® Moldflow® Insight to take this course.

Course Outline

It's All About Flow

- It is all about Flow - Introduction
- How Plastic fills a mold
- Key molding settings
- Moldflow Flow Concepts

User Interface Overview

- User Interface Overview - Introduction
- Adviser's User Interface Components
- Working in Adviser

Analysis Workflow

- Analysis Workflow - Introduction
- Optimizing the Part Filling
- Optimizing the Fill and Pack of the Mold
- Optimizing the Part's Warpage

Materials

- Materials - Introduction
- Material Properties
- Materials Database

Design Adviser Analysis

- Design Adviser Analysis - Introduction
- Analysis setup
- Results

Gate Placement

- Gate Placement - Introduction
- Flow Concepts
- Number of gates
- Position gates

Molding Window

- Molding Window - Introduction
- Analysis inputs and results

Evaluating the Part Design

- Evaluating Part Designs

Reports

- Reports - Introduction
- Create reports
- Export files
- Communicator

Gate and Runner Design

- Gate and Runner Design - Introduction
- Flow Concepts
- Gate design
- Modeling feed systems
- Runner Sizing
- Pack and Warp Overview
- Pack and Warp Overview - Introduction
- Packing Analysis
- Packing Results
- Shrinkage
- Warpage Analysis
- Warpage Results

Cooling Modeling and Analysis

- Cooling Modeling and Analysis - Introduction
- Cooling modeling
- Cooling Overview
- Cooling Analysis
- Effect of Cooling on Packing and Warpage

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Autodesk Moldflow Insight Fundamentals 2017

The Introduction to **Autodesk Moldflow Insight Fundamentals 2017** is a 40-hour course that gives you an understanding of polymer flow and how it relates to part quality, and introduces you to Autodesk Moldflow Insight. In It's All About Flow, learn how polymers flow and how the Moldflow design philosophy is used to address polymers characteristics. In Gate Placement, find out where and why gates should be placed where they are and how Moldflow can help with gate placement. In Molding Window, discover the primary processing conditions used in injection molding and how to optimize them. In Gate and Runner Design, learn how to model and analyze the runner system for injection molding—including valve gates. In Meshing, discover the different mesh types used in Moldflow and how to create a good mesh. In Materials, familiarize yourself with specific polymer characteristics and polymer related molding defects, and learn how to find materials to use in a Moldflow analysis. In Fill and Pack Analysis, find out how to run filling and packing analyses and what results are available. In Results, discover how to result plot properties and how to manipulate them. Molding problems and results guidelines are also discussed. And finally, in Reports, learn the methods of sharing results from Moldflow to others on your team.

User's prerequisites

You don't need any previous experience with Autodesk® Moldflow® Insight to take this course.

Course Outline

It's All About Flow
- Introduction
- How Plastic Fills a Mold
- Key Mold Settings
- Moldflow Flow Concepts
- Moldflow Design Philosophy

Gate Placement
- Introduction
- Flow Concepts
- Number of Gates
- Position Gates

Molding Window
- Introduction
- Analysis Inputs
- Viewing Results

Gate and Runner Design
- Introduction
- Flow Concepts
- Gate Design
- Modeling Feed Systems
- Manual Creation
- Runner Balancing
- Valve Gates

Meshing
- Introduction
- Types of Mesh
- Importing
- Generate Mesh
- Mesh Evaluation
- Closer Inspection
- Manual Mesh Repair

Materials
- Introduction
- Material Properties
- Materials Database

Fill and Pack Analyses
- Introduction
- Fill Inputs
- Fill Results
- Pack/Hold Control
- Pack Results

Results
- Introduction
- Plot Type
- Plot Properties
- Results Display
- Basic Symptoms
- Molding Problems
- Guidelines
- Guidelines 2

Reports
- Introduction
- Create Reports
- Export Files
- Communicator

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Autodesk Navisworks Manage 2017

Autodesk Navisworks Manage 2017 The Complete Guide is designed to give you a solid understanding of Navisworks Manage features and capabilities, from the basics through advanced components. Navisworks project review software enables architecture, engineering, and construction professionals to holistically review integrated models and data with stakeholders to gain better control over project outcomes.

User's prerequisites

You don't need any previous experience with Autodesk® Navisworks to take this course.

Course Outline

Introduction to Autodesk Navisworks
- The Autodesk Navisworks User Interface
- Configuring Settings
- Managing Files
- Setting Units

Exploring the Navigation Tools in Navisworks
- Using the Head-Up Display and Navigation Tools
- Cameras and Reference Views

Selecting, Controlling, and Reviewing Objects
- Selection Tools
- Selection Sets

Measuring and Redlining
- Controlling the Visibility of Objects, Using the Gizmo, Managing Links
- The Appearance Profiler Window

Viewpoints, Sections and Animations
- Working with Viewpoints
- Section Views, Animating Viewpoints

Timeliner
- Working with Timeliner

Working with Animator and Scripter
- Working with Animator
- Working with Scripter

Quantification
- Quantification Workbook Window

Clash Detection
- Working with Clash Detective
- Managing Clash Tests

Autodesk Rendering
- Understanding the Autodesk Rendering Window
- Mapping, Lighting, Environments and Rendering Using Autodesk Graphics

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Autodesk Navisworks Simulate 2017

Navisworks Simulate 2017 The Complete Guide is designed to give you a solid understanding of Navisworks Simulate features and capabilities, from the basics through to advanced components. Navisworks project review software enables architecture, engineering, and construction professionals to holistically review integrated models and data with stakeholders to gain better control over project outcomes.

User's prerequisites

You don't need any previous experience with Autodesk® Navisworks to take this course.

Course Outline

Introduction to Autodesk Navisworks

- The Autodesk Navisworks User Interface
- Configuring Settings
- Managing Files
- Setting Units

Exploring the Navigation Tools in Navisworks

- Using the Head-Up Display and Navigation Tools
- Cameras and Reference Views

Selecting, Controlling, and Reviewing Objects

- Selection Tools
- Selection Sets

Measuring and Redlining

- Controlling the Visibility of Objects, Using the Gizmo, Managing Links
- The Appearance Profiler Window

Viewpoints, Sections and Animations

- Working with Viewpoints
- Section Views, Animating Viewpoints

Timeliner

- Working with Timeliner

Working with Animator and Scripter

- Working with Animator
- Working with Scripter

Quantification

- Quantification Workbook Window

Autodesk Rendering

- Understanding the Autodesk Rendering Window
- Mapping, Lighting, Environments and Rendering Using Autodesk Graphics

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Autodesk Revit Advanced Concepts 2017

Autodesk Revit Advanced Concepts 2017 The Complete Guide is designed to give you a solid understanding of Revit and its advanced concepts. It emphasizes on construction modeling and assemblies techniques, design options, presentation views, and scheduling and tags. Also, the course covers the various stages involved in conceptual design and projects and setting management.

Revit Advanced provides tools specific to structural design for buildings and infrastructure projects. This course is specially meant for professionals in structural engineering, civil engineering and allied fields in the building industry. It helps them improve multidiscipline coordination by using crucial information from architectural and engineering files, whether from Revit models or from 2D file formats, delivering a more reliable model for more efficient and more accurate design and documentation.

User's prerequisites

You don't need any previous experience with Autodesk® Revit to take this course.

Course Outline

New for 2017
- Revit Multi-Disciplinary Improvements
- Revit Structure Improvements

Construction Modeling
- Construction Modeling
- Assemblies

Phases and Design
- Phases and Design
- Design Options

Site Tools and Design Analysis
- Site Tools
- Design Analysis

Presentation Views
- Presentation Views
- Using Decals and Shadows

Schedules and Tags
- Tags
- Schedules

View Graphics
- Visibility
- Overrides

Renderings and Walkthrough
- Sun Settings
- Rendering

Project and Setting Management
- Organization
- Project Management
- Settings Management

Walls and Curtain Walls.
- Curtain Walls
- Walls

Conceptual Design
- Conceptual Mass
- Forms
- Divided Paths and Surface
- Mass Elements

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Autodesk Revit Architecture 2017

Autodesk Revit Architecture 2017 The Complete Guide is designed to give you a solid understanding of Revit Architecture features and capabilities from the basics through to advanced components. You'll follow a workflow-based approach that mirrors the development of projects in the real world, learning this powerful, sophisticated building information modeling (BIM) software that has transformed the architectural design industry. It is the perfect introduction to the powerful software for architects, designers, and students.

User's prerequisites

You don't need any previous experience with Autodesk® Revit to take this course.

Course Outline

Introduction to Autodesk Revit Architecture 2017

- User Interface Tour
- Browsers, Bars, Palettes and Windows
- Revit Architecture Help

Starting an Architectural Project

- Starting a New Architectural Project
- Navigation Tools
- Configuring Global Settings

Creating Walls

- Creating Architectural Walls
- Creating Architectural Walls II

Using Basic Building Components-I

- Adding Doors
- Adding Window and Wall Openings

Using the Editing Tools

- Working with Selection Sets
- Editing Tools
- Editing Tools II
- Grouping Elements
- Retrieving Information about Elements

Working with Datum Planes and Creating Standard Views

- Working with Levels
- Working Grids
- Working with Reference Planes and Work Planes
- Controlling the Display of Elements
- Working with Project Views

Using Basic Building Components-II

- Creating Floors
- Creating Roofs
- Shape Editing Tools
- Creating Ceilings
- Adding Rooms

Using Basic Building Components-III

- Working with Components
- Adding Stairs
- Adding Railings and Ramps
- Creating Curtain Walls

Adding Site Features

- Working with Site Features
- Property Lines and Building Pads
- Adding Site Components

Using Massing Tools

- Understanding Massing Concepts
- Creating Massing Geometry in the Family Editor
- Editing Massing Geometry in the Family Editor
- Massing in the Conceptual Design Environment
- Creating Massing Geometry in a Project
- Creating Building Elements from Massing Geometry
- Creating Families

Adding Annotations and Dimensions

- Adding Tags
- Room Tags
- Keynotes
- Adding Symbols and Dimensions
- Dimensioning Terminology and Dimensioning Tools
- Adding Alternate Dimension Units and Spot Dimensions

Creating Project Details and Schedules

- Project Detailing in Autodesk Revit Architecture
- Crop Regions, Fill Patterns, and Detail Components
- Adding Text Notes
- Creating Drafting Views
- Revision Clouds
- Working with Schedules

Creating Drawing Sheets and Plotting

- Creating Drawing Sheets
- Creating Duplicate Dependent Views
- Printing in Revit Architecture

Creating 3D Views

- Three Dimensional (3D Views)
- Dynamically Viewing Models with Navigation Tools
- Orienting a 3D View
- Generating Perspective Views
- Using a Section Box

Rendering Views and Creating Walkthroughs

- Rendering in Revit Architecture
- Working with Materials
- Lights, Decals, and Entourage
- Rendering Settings
- Creating a Walkthrough
- Autodesk 360 | Rendering

Using Advanced Features

- Creating Structural Components
- Generating Multiple Design Options
- Using Area Analysis Tools
- Masking Regions
- Creating Displaced Views
- Color Schemes
- Working With Project Phasing Tools

Using Advanced Features II

- Workingsharing Concepts
- Elements Families, Browsers, Generating Shadows
- Creating Solar Studies
- Working with Point Clouds
- Revit Architecture Interoperability
- Linking Building Models and Sharing Coordinates
- Working with Linked Models

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Autodesk Revit Families 2017

Autodesk Revit Families 2017 The Complete Guide is designed to give you a thorough introduction to Revit Families, from basic 2D Symbols to complex 3D Nested Families. This course includes text, images, audio, video, quizzes and practical Let Me Try exercises to accommodate all learning styles.

Through the use of Revit Families, engineers, designers, architects, and CAD specialists can create basic elements for a construction site; building components such as windows, doors, fixtures and furniture, and custom components specific to any project.

User's prerequisites

You don't need any previous experience with Autodesk® Revit to take this course.

Course Outline

Introduction to Revit Families
- What is a Revit Family

Family Templates
- An Introduction to Family Templates

The 2D Family Editor Environment
- The 2D Menu Ribbon

The 3D Family Editor Environment
- The 3D Menu Ribbon

Parametric Framework
- Reference Planes: The Skeleton of Parametric Framework
- Dimensions and Labels

Creating Family Elements
- Family Element Commands

Moving Beyond The Basics
- More Advanced Options

Managing Revit Families
- Managing Revit Families

Bonus Project Exercises
- Bonus Exercises for You to Try

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Autodesk Revit MEP 2017

Autodesk Revit MEP 2017 The Complete Guide is designed to give you a solid understanding of Revit MEP features and capabilities, from navigating the interface to the more advanced subjects. This course includes text, images, audio, video, quizzes and practical Let Me Try exercises to accommodate all learning styles.

Autodesk Revit MEP has been created for engineers, designers, architects and CADD technicians; allowing them to design, document, and analyze building information for mechanical, electrical, and plumbing disciplines. This version brings new and exciting features, like Schedules and Fabrication.

User's prerequisites

You don't need any previous experience with Autodesk® Revit to take this course.

Course Outline

New For Revit - Multidiscipline
- User Interface and Workflow
- Text Enhancements
- Schedules

New for Revit MEP
- Fabrication

Introduction to Autodesk Revit MEP
- Introducing the Autodesk Revit MEP User Interface
- Understanding the Interface, Getting Help

Getting Started with an MEP Project
- Starting a New Project in Revit MEP
- Linking Revit Models and Sharing Coordinates
- The Snaps Tool, The Options Dialogue Box

Creating Datums, Project Views, and Building Envelopes
- Working with Levels
- Working with Grids
- Understanding Wall Types
- Working with Walls, Floors, and Ceilings, Adding Rooms

Spacing, Zones, and Cooling and Heating Load Analysis
- Creating Spaces
- Color Schemes, Working with Zones

Creating a Mechanical System
- Understanding HVAC Systems
- Generating HVAC System Layouts

Creating an Electrical System
- Understanding Electrical Systems
- Adding Power and System Devices

Creating a Plumbing System
- Understanding Plumbing Systems
- Working with Plumbing Systems

Creating a Fire Protection System
- Understanding Fire Protection Systems
- Designing the Fire Protection System

Creating Construction Documents
- Dimensioning
- Modifying Dimensions, Tags
- Creating Detail Views, Adding Sheets

Creating Families and Worksharing
- Understanding Massing Concepts
- Editing a Massing Geometry
- Creating Masses in the Conceptual Design Environment
- Worksharing Concepts

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Autodesk Revit Structure 2017

Autodesk Revit Structure 2017 The Complete Guide is designed to give you a solid understanding of Revit Structure features and capabilities, from the basics through advanced and complex 3D modeling components.

This course emphasizes on physical modeling, analytical modeling, rebar modeling, and quantity scheduling. Also, the course covers the various stages involved in analyzing the model in Robot Structural Analysis software. This course is specially meant for professionals and students in structural engineering, civil engineering, and allied fields in the building industry.

User's prerequisites

You don't need any previous experience with Autodesk® Revit to take this course.

Course Outline

New for Revit Structure 2017

- Revit Multi-Disciplinary Improvements
- Revit Structure Improvements

Introduction to Autodesk Revit Structure

- Basic Concepts and Principles
- The Revit Structure User Interface
- Building Information Modeling and Revit Structure, Getting Help

Getting Started with a Structural Project

- Starting a New Structural Project
- Snaps Tool, Opening, Saving and Closing a Project
- Options Dialog Box

Setting up a Structural Project

- Creating Project Templates
- Using Levels
- Using Grids
- Working with Reference Planes

Structural Columns and Walls

- Structural Columns
- Structural Walls

Foundations, Beams, Floors, and Open Web Joists

- Understanding Foundations
- Adding Foundations
- Structural Floors
- Beams and Open Web Joists

Editing Tools

- Creating Selection Sets
- Moving and Copying
- Rotating, Mirroring and Arraying
- Additional Editing Tools, Creating Groups

Documenting Models and Creating Families

- Dimensioning
- Adding Text and Tags
- Creating Families

Standard Views, Details, and Schedules

- Standard Views
- Callout Views
- Drafting Details
- Graphical Column Schedules

3D Views, Sheets, Analysis, Reinforcements, and Massing

- 3D Views, Generating Shadows and Solar Studies
- Working with Sheets
- Understanding the Analytical Model
- Working with Analytical Models
- Adding Reinforcements, Linking Building Models
- Introducing Massing
- Editing Massing Geometry
- Creating Building Elements from Massing Geometry

Linking Revit Models with Robot Structural Analysis

- Linking Revit Models with Robot Structural Analysis

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Autodesk Revit Structure Advanced 2017

Autodesk Revit Structure Advanced 2017 The Complete Guide is designed to give you a solid understanding of Revit Structure 2017 and its advanced features. It emphasizes on family concepts and techniques, foundation modeling, reinforcements, and structural column families. Also, the course covers the various stages involved in structural analysis and project collaboration.

Autodesk Revit Structure provides tools specific to structural design for buildings and infrastructure projects. This course is specially meant for professionals and students in structural engineering, civil engineering and allied fields in the building industry; it helps them improve multidiscipline coordination of structural design documentation by minimizing errors, and enhancing project team collaboration.

User's prerequisites

You don't need any previous experience with Autodesk® Revit to take this course.

Course Outline

New for 2017
- Revit Multi-Disciplinary Improvements
- Revit Structure Improvements

Setting Up the Revit Structure Interface
- Revit Structure Interface
- Setting up Revit Structure File Locations

Family Concepts and Techniques
- Family Types
- Adding to the Family

Creating Custom Families
- Creating a Composite Metal Deck Family
- Creating a Tapered Concrete Column Family

Creating Trusses
- Truss Techniques and Concepts
- Finishing the Truss Family

Using Trusses in Projects
- Adding a Truss to a Project
- Attaching a Truss to a Roof or Slab in a Project

Creating Structural Walls and Floors
- Architectural Walls and Structural Walls
- Structural Floor Placement and Options
- Using Structural Beam Systems

Creating Foundations
- Isolated and Wall Foundations
- Slab and Floor Slab Foundations

Reinforcement
- Rebar and Fabric Settings
- Reinforcement Settings

Structural Column Families
- Setting Up a Structural Column Family
- Finishing Off the Family Geometry

Creating Specific Family Types
- Typical Concrete Corbelling Profile
- Typical Annotation Arrow Symbol

Structural Analysis
- Preparing Projects for Structural Analysis
- Creating Analytical Views

Project Team Collaboration
- Introduction to Worksets
- Working with Worksets

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Autodesk Robot Structural 2017

Robot Structural 2017 The Complete Guide is designed to give you a solid understanding of Robot Structural Analysis, its features and capabilities; from the basics to the advanced components. This course is designed using all learning styles through text, audio, video, interactivity, quizzes and practical Let Me Try exercises.

Robot Structural Analysis Professional software gives structural engineers advanced building simulation and analysis capabilities for large, complex structures. The software offers a smooth workflow, enabling engineers to more quickly perform simulaAon and analysis of a variety of structures. It also provides engineers with advanced BIM-integrated analysis and design tools to understand the behavior of any structure type and verify code compliance.

User's prerequisites

You don't need any previous experience with Autodesk® Robot Structural Analysis Professional to take this course.

Course Outline

Welcome to Robot Structural Analysis Professional

- The User Interface and Viewing Your Models
- Working with Objects
- Running Your First Analysis

Projects and Preferences

- Creating Projects
- Preferences
- Customization

Model Preparation I

- Model Preparation
- Adding Structural Objects

Model Preparation II

- Additional Tools
- Editing Tools

Setting Up the Analysis

- Applying Loads
- Generate the Mesh

Analysis and Exploring the Results

- Run the Analysis
- Analysis Results
- Printouts

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Autodesk Vault Basic 2017

Autodesk Vault is a data management tool integrated with a number of Autodesk software products including AutoCAD and Revit and Inventor. It helps design teams track work in progress and maintain version control in multi-user environments. It allows them to organize and reuse designs by consolidating product information and reducing the need to re-create designs from scratch.

User's prerequisites

You don't need any previous experience with Autodesk® Vault to take this course.

Course Outline

New for Vault – Security and Administration Updates
- Security Updates Administration Change

New for Vault - Usability Enhancements
- Usability Enhancements

Using Autodesk Vault
- Introduction to Autodesk Vault
- Working with Files

Working with Microsoft Offce
- Working with Microsoft Office

Working with AutoCAD
- Working with AutoCAD

Working with Inventor
- Working with Inventor
- Other Inventor Vault Add-in Tools

Working with Files
- Data Management
- Data Management (Part 2)

Vault Administration
- Vault Administration

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Autodesk Vault Professional 2017

Autodesk Vault Professional is a data management tool integrated with a number of Autodesk software products including AutoCAD and Revit and Inventor. It helps design teams track work in progress and maintain version control in multi-user environments. It allows them to organize and reuse designs by consolidating product information and reducing the need to re-create designs from scratch.

User's prerequisites

You don't need any previous experience with Autodesk® Vault to take this course.

Course Outline

New for Vault - Security and Administration Updates
- Security Updates Administration Changes

New for Vault - Usability Enhancements
- Usability Enhancements

Using Autodesk Vault
- Introduction to Autodesk Vault Working with Files

Working with Microsoft Office
- Working with Microsoft Office

Working with AutoCAD
- Working with AutoCAD

Working with Inventor
- Working with Inventor
- Other Inventor Vault Add-in Tools

Working with Files
- Data Management
- Data Management (Part 2)

Vault Administration
- Vault Administration

Extended Tools and Workflows
- Data Management Additional Vault Tools

Behaviors
- Vault Behaviors Working with Behaviors

Behavior Administration
- Configuring Behaviors
- Reports
- Reporting

Custom Objects
- Working with Custom Objects

Items
- The Item Master Files and Items Bills of Materials

Item Behaviors
- Item Lifecycles
- Item Administration

Change Orders
- Vault Change Orders

Sharing with Others
- Vault Web Client
- Autodesk Buzzsaw and PLM 360

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Autodesk Vault Workgroup 2017

Autodesk Vault Workgroup is a data management tool integrated with a number of Autodesk software products including AutoCAD and Revit and Inventor. It helps design teams track work in progress and maintain version control in multi-user environments. It allows them to organize and reuse designs by consolidating product information and reducing the need to re-create designs from scratch.

User's prerequisites

You don't need any previous experience with Autodesk® Vault to take this course.

Course Outline

New for Vault - Security and Administration Updates
- Security Updates
- Administration Changes

New for Vault - Usability Enhancements
- Usability Enhancements

Using Autodesk Vault
- Introduction to Autodesk Vault
- Working with Files

Working with Microsoft Offce
- Working with Microsoft Office

Working with AutoCAD
- Working with AutoCAD

Working with Inventor
- Working with Inventor
- Other Inventor Vault Add-in Tools

Working with Files
- Data Management
- Data Management (Part 2)

Vault Administration
- Vault Administration

Extended Tools and Workflows
- Data Management
- Additional Vault Tools

Behaviors
- Vault Behaviors
- Working with Behaviors

Behavior Administration
- Configuring Behaviors

Reports
- Reporting

Custom Objects
- Working with Custom Objects

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AutoCAD 2D Drafting and Annotation 2016

AutoCAD 2D Drafting and Annotation 2016 The Complete Guide is designed to give you a solid understanding of AutoCAD features and capabilities. Every course is designed to use all learning styles from text, audio, video, interactivity, quizzes and practical "Let Me Try" examples.

You'll follow a workflow-based approach that mirrors the development of projects in the real world, learning 2D drawing skills, editing entities, working with splines and polylines, using layers, creating and editing text, dimensioning, and creating blocks.

User's prerequisites

You don't need any previous experience with AutoCAD® to take this course.

Course Outline

New For AutoCAD 2016
- User Interface & Configuration Changes
- Documentation and Design Enhancements

Introduction to AutoCAD
- Introducing AutoCAD 2016
- Using Tools in AutoCAD
- Working With AutoCAD Files
- Autodesk 360

Getting Started with AutoCAD
- Getting Started with AutoCAD
- Coordinate Systems
- AutoCAD Workspaces
- AutoCAD File Settings

Starting with Sketching
- Starting with Basic Sketching
- Drawing Irregular Objects
- Drawing Various Arcs

Working with Drawing Aids
- Working with Drawing Aids
- Object Properties
- Working With Object Snaps
- Draft Settings Dialog Box
- Using AutoTracking

Editing Sketched Objects - I
- Creating a Selection Set
- Copying and Pasting Sketched Objects
- Editing Sketched Objects
- Arraying and Mirroring Sketched Objects
- Separating and Joining Sketched Objects

Editing Sketched Objects - II
- Modifying Grips in AutoCAD
- Properties of Sketched Objects
- DesignCenter and AutoDesk Seek
- Making Inquiries about Objects and Drawings
- Manipulating the View
- Understanding the Concept of Sheet Sets

Creating Text and Tables
- Annotative Objects
- Creating Text
- Creating Multiline Text
- Using Tables
- Text Styles

Basic Dimensioning, Geometric Dimensioning, and Tolerancing
- Dimensioning Terms and Tools
- Selecting Dimension Tools
- Creating Specialized Dimensions
- Working with True Associative Dimensions
- Geometric Dimensioning

Editing Dimensions
- Editing Dimensions Using Editing Tools
- Editing Dimensions Using Editing Tools Continued

Dimension Styles, Multileader Styles, and System Variables
- Dimension Styles
- Dimension Style Families
- Dimension Text and Units

Adding Constraints to Sketches
- Constraints in a Sketch
- Applying and Editing Constraints

Hatching Drawings
- Hatching Basics
- Modifying Hatch Properties

Model Space Viewports, Paper Space Viewports, and Layouts
- Model Space Viewports
- Viewport Options

Plotting Drawings
- Plotting Drawings In AutoCAD
- Plot Styles

Template Drawings
- Understanding Templates
- Customizing Templates

Working with Blocks
- Working with Blocks
- Changing Blocks
- Inserting and Modifying Blocks
- Simplifying Blocks

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AutoCAD 3D 2016

AutoCAD 3D 2016 The Complete Guide is designed to give you a solid understanding of AutoCAD features and capabilities from basic through to advanced and complex 3D modeling components. Every course is designed to use all learning styles from text, audio, video, interactivity, quizzes and practical "Let Me Try" examples. You'll follow a workflow-based approach that mirrors the development of projects in the real world, learning about the UCS, Solid, Surface and Mesh modelling and editingcomponents.

Every course is designed to use all learning styles from text, audio, video, interactivity, quizzes and practical "Let Me Try" examples. You'll follow a workflow-based approach that mirrors the development of projects in the real world, learning about the UCS, Solid, Surface and Mesh modelling and editing

User's prerequisites

You don't need any previous experience with AutoCAD® to take this course.

Course Outline

What's New in AutoCAD 2016

- User Interface & Configuration Changes
- Documentation and Design Enhancements
- 3D Updates
- Point Cloud Improvements

The User Coordinate System

- Understanding Coordinate Systems
- Defining the New UCS
- Managing the UCS Through the Dialog Box

Getting Started with 3D

- Understanding 3D Concepts
- Changing the Viewpoint to View 3D Models
- In-Canvas Viewport Control
- 3D Coordinate Systems
- Tools for Creating and Editing 3D Objects
- Interactive Viewing Tools for 3D Objects

Creating Solid Models

- Creating Solid Models
- Modifying the Visual Styles of Solids
- Controlling the Settings of Edges
- Creating Complex Solid Models
- Dynamic UCS
- Creating Different Solids

Editing 3D Objects-I

- Filleting Solid Models
- Rotating Solid Models in 3D Space
- Mirroring Solid Models in 3D Space
- Aligning Solid Models
- Point Cloud

Editing 3D Objects-II

- Editing 3D Objects-II
- Generating a Section by Defining a Section Plane
- Generating 2D and 3D Sections
- Solid History
- Drawing Views
- Creating Flatshot

Surface Modeling

- Understanding Surface Modeling
- Creating Surface by Using Profiles
- Creating Surface from other Surfaces
- Editing Surfaces
- Editing the NURBS Surfaces
- Performing Surface Analysis

Mesh Modeling

- Introduction to Mesh Modeling
- Creating Surface Meshes
- Modifying Mesh Objects
- Editing Mesh Faces
- Converting Mesh Objects
- Working with Gizmos

Rendering and Animating Designs

- Understanding the Concept of Rendering
- Basic Rendering
- Adding Lights to the Design
- Modifying Lights
- Controlling the Rendering Environment
- Plotting Rendered Images

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AutoCAD Advanced 2016

AutoCAD Advanced 2016 The Complete Guide is designed to give you a solid understanding of AutoCAD features and capabilities. Every course is designed to use all learning styles from text, audio, video, interactivity, quizzes and practical "Let Me Try" examples.

In this course you'll learn a number of advanced concepts from working with attributed blocks and external references, data exchange, advanced hatch and linetype creation, and all the way to isometric and technical drawing concepts.

To get the most out of this course, we strongly recommend you review every topic within the course, and use all the learning styles to ensure you retain the important information within. We also encourage you to take all the progress tests to ensure you have retained the knowledge, and most importantly practice with the hundreds of real world, Let Me Try examples.

User's prerequisites

You don't need any previous experience with AutoCAD® to take this course.

Course Outline

New For AutoCAD 2016

- User Interface & Configuration Changes
- Documentation and Design Enhancements
- 3D Updates
- Point Cloud Improvements

Defining Block Attributes

- Understanding Attributes
- Editing Block Attributes
- Managing Attributes
- Extracting Attributes

Understanding External References

- Understanding External References
- External References Palette
- Attaching Files to a Drawing
- Additional Xref Tools

Working with Advanced Drawing Options

- Multilines
- Revision Clouds, Wipeouts and NURBS

Grouping and Advanced Editing of Sketched Objects

- Grouping Sketched Objects
- Changing Properties of an Object
- Advanced Editing of Sketched Objects
- Miscellaneous Tools

Working with Data Exchange

- Understanding the Concept of Data Exchange in AutoCAD
- Other Data Exchange Formats
- Raster Images
- Editing Raster Images
- Miscellaneous File Tools
- Object Linking and Embedding (OLE)

AutoCAD on Internet

- AutoCAD on Internet
- Drawings on the Internet
- Using Hyperlinks with AutoCAD
- The Drawing Web Format
- Export to DWF Files

Accessing External Databases

- Understanding Databases
- Creating Links with Graphical Objects
- AutoCAD SQL Environment (ASE)

Script Files and Slide Shows

- What are Script Files?
- What is a Slide Show?

Creating Linetypes and Hatch Patterns

- Creating Linetypes and Hatch Patterns
- Alternate Linetypes
- How Hatches Work
- Hatch Patterns with Dashes and Dots

Customizing the acad.pgp File

- Customizing the acad.pgp File
- Reinitializing the acad.pgp File
- Sections of the acad.pgp File

Technical Drawing with AutoCAD

- Detail Drawing, Assembly Drawing, and Bill of Materials
- Auxiliary Views
- Sectional Views
- Dimensioning
- Introduction to Technical Drawing

Isometric Drawings

- Understanding Isometric Drawings
- Setting the Isometric Grip and Snap
- Drawing Isometric Circles
- Creating Fillets, Dimensioning Objects and Isometric Text

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AutoCAD Architecture 2016

AutoCAD Architecture 2016 is a specialized "flavor" of AutoCAD, with tools and features designed specifically for architectural design and documentation. Architectural drafting and documentation is more efficient with the software's intuitive environment and tools built specifically for architects.

AutoCAD Architecture 2016 Complete Guide is designed to give you a solid understanding of AutoCAD Architecture features and capabilities from the basics through to advanced components. Every course is designed to use all learning styles from text, audio, video, interactivity, quizzes and practical "Let Me Try" examples.

User's prerequisites

You don't need any previous experience with AutoCAD® Architecture to take this course.

Course Outline

New for AutoCAD 2016

- User Interface & Configuration Changes
- Documentation and Design Enhancements
- 3D Updates
- Point Cloud Improvements

New for AutoCAD Architecture 2016

- New Features for AutoCAD Architecture 2016

Workflow and User Interface

- The AutoCAD Architecture User Interface
- Project Overview
- Navigating Your Models
- Working with Your Models
- Working with the Help

Walls

- Creating Walls
- Further Modification
- Wall Styles
- Curtain Walls
- Additional Features

Designing with Architectural Objects

- Working with Architectural Objects
- Doors & Windows
- Slabs, Roofs, Beams, and Columns
- Stairs & Railings

Project Management

- Creating a New Project
- Creating the First Floor
- Working with Projects
- Standards

Creating Conceptual Models

- Creating Mass Elements and Mass Groups
- Slices and Napkin Sketches

Documentation

- Documentation
- Creating Views
- Tags & Schedules
- Sheet Sets
- Multi View Blocks

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AutoCAD Civil 3D 2016

AutoCAD Civil 3D software is a Building Information Modeling (BIM) solution for civil engineering design and documentation. AutoCAD Civil 3D helps civil engineering professionals working on transportation, land development, and water projects stay coordinated and more easily and efficiently explore design options, analyze project performance, and deliver consistent, higher quality documentation – all within a familiar AutoCAD® environment. Perform geospatial analysis and extend Civil 3D model data for storm water analysis and interactive 3D simulations and visualizations. You can also generate quantity takeoff information and support automated machine guidance during construction. Civil 3D helps you gain the competitive advantage of BIM to deliver more innovative project solutions.

AutoCAD Civil 3D 2016 Complete Guide is designed to give you a solid understanding of Civil 3D features and capabilities from the basics through to advanced components. Every course is designed to use all learning styles from text, audio, video, interactivity, quizzes to practical "Let Me Try" examples.

User's prerequisites

You don't need any previous experience with AutoCAD® Civil 3D to take this course.

Course Outline

New for AutoCAD Civil 3D 2016
- New Features for Civil 3D 2016

Introduction to AutoCAD Civil 3D
- Introduction to AutoCAD Civil 3D
- Getting Started in Civil 3D

Working with Points
- Working with Points
- Point Settings and Styles
- Editing Points
- Point Groups

Working with Surfaces
- Working with Surfaces
- Editing Surfaces
- Working with Surface Styles
- Surface Tools

Surface Volumes and Analysis
- Surface volumes
- Analysis
- Tables and Labels

Alignments
- Alignments
- Tools
- Checks and Criteria
- Styles and Tabs
- Alignment Labels and Tables
- Superelevation

Working with Profiles
- Working with Profiles
- More on Profiles
- Profile View Styles
- Band Sets

Working with Assemblies and Subassemblies
- Working with Assemblies and Subassemblies
- Codes and Styles
- Subassemblies
- Working with Corridors and Parcels
- Working with Corridors
- Editing Corridors
- Introduction to Parcels

Sample Lines, Sections, and Quantity Takeoffs
- Sample Lines, Sections and Quantity Takeoffs
- Sections
- Quantity Take-offs

Feature Lines and Grading
- Feature Lines
- Grading

Pipe Networks
- Pipe Networks
- Part Rules and Structure Rules
- Pipe Networks and Network Properties
- Labels, Tables and Checks

Pressure Networks
- Pressure Networks
- Pressure Network Properties
- Labels, Tables and Checks

Working with Plan Production Tools and Data Shortcuts
- Working with Plan Production Tools and Data Shortcuts
- Data Shortcuts and Reference

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AutoCAD Civil 3D Advanced Concepts 2016

AutoCAD Civil 3D software is a civil design and documentation solution that supports Building Information Modeling (BIM) workflows. Using AutoCAD Civil 3D, infrastructure professionals can better understand project performance, maintain more consistent data and processes, and respond faster to change.

AutoCAD Civil 3D Advanced Concepts 2016 The Complete Guide is designed to give you a greater understanding of additional Civil 3D features ranging from Surface Analysis methods to using Transparent Commands. Every course is designed to use all learning styles from text, audio, video, interactivity, quizzes and practical Let Me Try examples.

To get the most out of this course, we strongly recommend you review every topic .within the course and take advantage of the different tools and activities to help to ensure you retain the important information within. We also encourage you to take all the progress tests to ensure you have retained the knowledge, and most importantly practice with the hundreds of real-world, Let Me Try examples.

User's prerequisites

You don't need any previous experience with AutoCAD® Civil 3D to take this course.

Course Outline

New for AutoCAD 2016
- User Interface & Configuration Changes
- Documentation and Design Enhancements
- 3D Updates
- Point Cloud Improvements

New for Civil 3D 2016
- New Features for Civil 3D

Survey Database
- Survey Database

Points
- Points

Point Clouds
- Point Clouds

Surface Analysis
- Surface Analysis

Alignments
- Alignments

Assemblies
- Assemblies

Corridors
- Corridors

Vehicle Tracking
- Vehicle Tracking

Transparent Commands
- Transparent Commands

Parcels
- Parcels

Suite Interoperability
- Suite Interoperability

Storm Sewer Analysis (SSA)
- Storm Sewer Analysis (SSA)

HEC-RAS
- HEC-RAS

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AutoCAD Electrical 2016

AutoCAD Electrical 2016 Complete Guide is designed to give you a solid understanding of AutoCAD Electrical 2016 features and capabilities. Every course is designed to use all learning styles from text, audio, video, interactivity, quizzes and practical "Let Me Try" examples.

You'll follow a workflow-based approach that mirrors the development of projects in the real world, learning the steps to wire components together, editing Ladder Diagrams, working with connectors and circuits, using Wiring Diagrams, creating and editing Reports, and creating your own symbols to use in the drawings

User's prerequisites

You don't need any previous experience with AutoCAD® Electrical to take this course.

Course Outline

Introduction to AutoCAD Electrical

- Getting StartedInterface Components
- Invoking Commands
- Saving the Work
- Workspaces
- Getting Help

Working with Projects and Drawings

- Creating a New Project
- Working with Drawings
- Working with Project Drawings
- Copying/Deleting a Project
- Other Options in the Project Manager

Working with Wires

- Inserting Wires into a Drawing
- Modifying Wires
- Wire Types
- Wire Numbers
- Inserting Wire Markers/Labels in a Drawing
- Troubleshooting Wires

Creating Ladders

- Inserting a New Ladder
- Grid Labels

Schematic Components

- Inserting Schematic Components
- Inserting Components Using the Catalog Browser
- Annotating and Editing the Symbols
- Assigning Catalog Information and Editing the Catalog Database
- Inserting Components from the Equipment List
- Inserting Components from Panel Lists
- Swapping and Updating Blocks

Schematic Editing

- Changing Component Location
- Updating Components
- Auditing Drawings and Projects
- Retagging Drawings
- Using Tools for Editing Attributes

Connectors, Point-to-Point Wiring Diagrams, and Circuits

- Inserting Connectors
- Editing Connectors
- Using Point-to-point Wiring Diagrams
- Working with Circuits
- Building a Circuit
- Multiple Phase Circuits

Panel Layouts

- Creating Panel Layouts
- Annotating and Editing Footprints
- Inserting Footprints
- Setting the Panel Drawing Configuration
- Adding Balloons to a Component
- Item Numbers, Nameplates and DIN Rail

Schematic and Panel Reports

- Generating Schematic Reports
- Report Generator Dialog Box
- Changing Report Formats

PLC Modules

- Inserting Parametric PLC Modules
- Inserting Nonparametric PLC Modules
- Editing a PLC Module
- Inserting Individual PLC IO Points
- Creating and Modifying Parametric PLC Modules
- Creating PLC I/O Wiring Diagrams

Terminals

- Inserting Terminal Symbols
- Adding and Modifying Associations
- Selecting, Creating, Editing, and Inserting Terminal Strips
- Terminal Tables
- Resequencing Terminal Numbers

Settings, Configurations, Templates, and Plotting

- Setting Project Properties
- Setting Drawing Properties
- Reference Files
- Mapping the Title Block
- Updating Title Block Settings
- Creating Templates
- Plotting the Project
- Project Task List

Creating Symbols

- Creating Symbols
- Naming Convention of Symbols
- Customizing the Icon Menu
- Miscellaneous Tools

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AutoCAD LT 2016

AutoCAD LT 2016 The Complete Guide is designed to give you a solid understanding of AutoCAD LT features and capabilities. Every course is designed to use all learning styles from text, audio, video, interactivity, quizzes and practical "Let Me Try" examples.

Use a condensed form of the AutoCAD Interface to assemble drawings or sketches. Use a workflow-based approach that mirrors the development of projects in the real world, learning 2D drawing skills, editing entities, working with splines and polylines, using layers, creating and editing text, dimensioning, and creating blocks.

To get the most out of this course, we strongly recommend you review every topic .within the course and take advantage of the different tools and activities to help to ensure you retain the important information within. We also encourage you to take all the progress tests to ensure you have retained the knowledge, and most importantly practice with the hundreds of real-world, Let Me Try examples.

User's prerequisites

You don't need any previous experience with AutoCAD® LT to take this course.

Course Outline

New For AutoCAD LT 2016
- User Interface & Configuration Changes
- Documentation and Design Enhancements

Introduction to AutoCAD LT
- Introducing AutoCAD LT
- Using Tools in AutoCAD LT
- Working With AutoCAD Files
- Autodesk 360

Getting Started with AutoCAD LT
- Getting Started with AutoCAD LT
- Coordinate Systems
- AutoCAD LT Workspaces
- AutoCAD File Settings

Starting with Sketching
- Starting with Basic Sketching
- Drawing Various Arcs

Working with Drawing Aids
- Working with Drawing Aids
- Object Properties
- Working With Object Snaps
- Draft Settings Dialog Box
- Using AutoTracking

Editing Sketched Objects - I
- Creating a Selection Set
- Copying and Pasting Sketched Objects
- Editing Sketched Objects
- Arraying and Mirroring Sketched Objects
- Separating and Joining Sketched Objects

Editing Sketched Objects - II
- Modifying Grips in AutoCAD LT
- Properties of Sketched Objects
- DesignCenter and AutoDesk Seek
- Making Inquiries about Objects and Drawings
- Manipulating the View
- Understanding the Concept of Sheet Sets

Creating Text and Tables
- Annotative Objects
- Creating Text
- Creating Multiline Text
- Using Tables
- Text Styles

Basic Dimensioning, Geometric Dimensioning, and Tolerancing
- Dimensioning Terms and Tools
- Selecting Dimension Tools
- Creating Specialized Dimensions
- Working with True Associative Dimensions

Editing Dimensions
- Editing Dimensions Using Editing Tools
- Editing Dimensions Using Editing Tools Continued

Dimension Styles, Multileader Styles, and System Variables
- Dimension Styles
- Dimension Style Families
- Dimension Text and Units

Hatching Drawings
- Hatching Basics
- Modifying Hatch Properties

Model Space Viewports, Paper Space Viewports, and Layouts
- Model Space Viewports
- Viewport Options

Plotting Drawings
- Plotting Drawings In AutoCAD
- Plot Styles

Template Drawings
- Understanding Templates
- Customizing Templates

Working with Blocks
- Working with Blocks
- Changing Blocks
- Inserting and Modifying Blocks
- Simplifying Blocks

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AutoCAD Map 3D 2016

AutoCAD Map 3D software provides access to GIS and mapping data to support planning, design, and data management. Intelligent models and CAD tools help you to apply regional and discipline-specific standards. Integration of GIS data with your organization helps to improve quality, productivity, and asset management.

AutoCAD Map 3D 2016 The Complete Guide is designed to give you a solid understanding of AutoCAD Map 3D features and capabilities. Every course is designed to use all learning styles from text, audio, video, interactivity, quizzes and practical "Let Me Try" examples.

You'll follow a workflow-based approach that mirrors the development of projects in the real world, learning to model and document process plants, generate and share isometrics, orthographics, and materials reports.

To get the most out of this course, we strongly recommend you review every topic .within the course and take advantage of the different tools and activities to help to ensure you retain the important information within. We also encourage you to take all the progress tests to ensure you have retained the knowledge, and most importantly practice with the hundreds of real-world, Let Me Try examples.

User's prerequisites

You don't need any previous experience with AutoCAD® Map 3D to take this course.

Course Outline

Introduction to AutoCAD Map 3D

- Introduction to AutoCAD Map 3D
- Starting AutoCAD Map 3D and Workspaces
- AutoCAD Map 3D Interface And Dialog Boxes

Getting Started with AutoCAD Map 3D

- Getting Started with AutoCAD Map 3D
- Adding Data To The Project
- Data Outputs Methods
- Understanding the Concept of Sheet Sets

Working with Basic Tools and Coordinate Systems

- Using the Snap Functions in Map 3D and Working in the Ortho Mode
- Coordinate Reference System and User Coordinate System in AutoCAD

Working with Feature Data

- Working with Feature Data
- Feature Data and Creating Feature Data Store
- Creating A Feature Data
- Enhancing Precision Using COGO Input Tools
- Editing Data in Feature Layer

Styling and Querying Feature Data

- Styling and Querying Feature Data and Thematic Layers
- Styling The Feature Data

Creating Object Data, and Attaching External Database and Query

- Object Data
- Attaching External Database
- Attaching a Drawing File, Querying an Attached Drawing and Editing an Object in an Attached Drawing

Classifying Objects and Working with Classified Objects

- Drawing Object Classification and Working with Classified Objects
- Displaying and Sharing the Metadata File

Removing Digitization Errors and Working with Topologies Learning

- Drawing Cleanup and Applying Cleanup to Drawing Data
- Topology and Sliver Polygons
- Topology Query

Data Analysis

- Object Data Analysis
- Feature Data Analysis
- Topological Data Analysis

Working with Different Types of Data

- Working with Different Types of Data and Live Maps (Bing Maps)
- Point Cloud Data
- Viewing and Analyzing 3D Surfaces
- Attribute Data
- Industry Model

Editing A Map and Creating a Map Book

- Editing A Map and Creating a Map Book
- Map Editing Tools
- Map Layout and Map Elements
- Map Book

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AutoCAD Mechanical 2016

AutoCAD Mechanical is a specialized "flavor" of AutoCAD, with features designed specifically for mechanical / manufacturing design and documentation. This standards-based application provides mechanically focused content, geometry creation tools, and annotation features creating a more efficient environment for mechanical drafters and designers

To get the most out of this course, we strongly recommend you review every topic .within the course and take advantage of the different tools and activities to help to ensure you retain the important information within. We also encourage you to take all the progress tests to ensure you have retained the knowledge, and most importantly practice with the hundreds of real-world, Let Me Try examples.

User's prerequisites

You don't need any previous experience with AutoCAD® Mechanical to take this course.

Course Outline

Introduction to AutoCAD Mechanical
- AutoCAD Mechanical

Mechanical Drawing and Editing
- AutoCAD Mechanical Lines
- Construction Lines Centerlines
- Drawing and Editing Tools

Layers
- Working with Layers

Blocks, Libraries and Mechanical Content
- Block and Libraries
- Mechanical Content Inserting Other Content Building Your Own Content

Structure
- Working with Mechanical Structure
- Additional Structure Tools

Detailing the Drawing
- Dimensioning
- Annotations and Detailing

Bill of Materials, Parts Lists, and Balloons
- Bill of Materials, Parts Lists, and Balloons

Preparing the Drawing for Printing
- Working with Model Space and Layouts
- Additional Tools

Data Exchange Between CAD Systems
- Importing Data and View Creation

Machinery Generators and Calcuators
- Generators and Standard Parts Tools
- Calculators

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AutoCAD MEP 2016

AutoCAD MEP 2016 The Complete Guide is designed to give you a solid understanding of AutoCAD MEP features and capabilities - from the basics through to advanced and complex building systems. You will learn to create accurate drafts, designs and documents from within a familiar AutoCAD-based environment.

AutoCAD MEP enables the support of mechanical, electrical, and plumbing (MEP) systems throughout the building lifecycle. Every course is designed to use all learning styles from text, audio, video, interactivity, quizzes and practical "Let Me Try" examples.

To get the most out of this course, we strongly recommend you review every topic within the course, and use all the learning styles to ensure you retain the important information within. We also encourage you to take all the progress tests to ensure you have retained the knowledge, and most importantly practice with the hundreds of real world, Let Me Try examples.

User's prerequisites

You don't need any previous experience with AutoCAD® MEP to take this course.

Course Outline

New for AutoCAD 2016
- User Interface & Configuration Changes
- Documentation and Design Enhancements
- 3D Updates
- Point Cloud Improvements

New Features For AutoCAD MEP 2016
- New Features For AutoCAD MEP

Introduction to AutoCAD MEP
- Introduction to AutoCAD MEP
- AutoCAD MEP User Interface
- Getting Started
- Saving Files
- Opening Files
- Finding and Using AutoCAD MEP Help

Getting Started with AutoCAD MEP
- Starting a Project
- Expanded Views on Projects
- Spaces in AutoCAD MEP
- Editing in AutoCAD MEP
- Workspaces and Settings

Working with Architecture Workspace
- Walls and Wall Settings
- Creating Doors and Using Door Settings
- Creating Windows and Window Settings
- Creating Roofs and Using Roof Settings
- Creating Stairs and Using Stair Settings
- Grids, Beams, Columns, and Braces and Editing in a File
- Creating and Editing Primitives

Creating the HVAC System
- Air Handling Equipment
- Creating and Editing Ducts
- Creating and Editing Duct Fittings

Creating and Editing Piping Systems
- Creating Piping Systems
- Laying and Editing Pipes
- Creating and Editing Pipe Fittings

Creating Plumbing System
- Plumbing Fixtures and Equipment
- Plumbing Lines and Fixtures Properties

Creating Electrical System Layout
- Creating and Editing Panels and Devices
- Creating and Editing Wire and Conduits
- Creating and Editing Circuits

Representation and Schedules
- Creating and Editing Views
- Creating and Editing Schedules
- Managing Cell Information

Schematics
- Working with Schematics

AutoCAD MEP Project Lecture
- AutoCAD MEP Project Lecture

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AutoCAD P&ID 2016

AutoCAD P&ID 2016 The Complete Guide is designed to give you a solid understanding of AutoCAD P & ID features and capabilities. Every course is designed to use all learning styles from text, audio, video, interactivity, quizzes and practical "Let Me Try" examples.

You'll follow a workflow-based approach that mirrors the development of projects in the real world, learning the AutoCAD P & ID interface, Managing the Project Files, working with data across multiple drawings, analyzing the Data, and editing a drawing and sharing it with multiple users.

To get the most out of this course, we strongly recommend you review every topic .within the course and take advantage of the different tools and activities to help to ensure you retain the important information within. We also encourage you to take all the progress tests to ensure you have retained the knowledge, and most importantly practice with the hundreds of real-world, Let Me Try examples.

User's prerequisites

You don't need any previous experience with AutoCAD® P&ID to take this course.

Course Outline

AutoCAD P&ID Environment
- AutoCAD P&ID Environment

Project and File Management
- Project and File Management

Drawing Tasks
- Drawing Tasks

Off-Page Connectors
- Off-Page Connectors

Data Manager and Reports
- Data Manager and Reports

Symbols
- Symbols

Advanced Topics
- Advanced Topics

Working with Others
- Working with Others

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AutoCAD Plant 3D 2016

AutoCAD Plant 3D 2016 The Complete Guide is designed to give you a solid understanding of AutoCAD Plant 3D features and capabilities. Every course is designed to use all learning styles from text, audio, video, interactivity, quizzes and practical "Let Me Try" examples.

You'll follow a workflow-based approach that mirrors the development of projects in the real world, learning to model and document process plants, generate and share isometrics, orthographics, and materials reports.

To get the most out of this course, we strongly recommend you review every topic .within the course and take advantage of the different tools and activities to help to ensure you retain the important information within. We also encourage you to take all the progress tests to ensure you have retained the knowledge, and most importantly practice with the hundreds of real-world, Let Me Try examples.

User's prerequisites

You don't need any previous experience with AutoCAD® Plant 3D to take this course.

Course Outline

New For AutoCAD 2016

- User Interface & Configuration Changes
- Documentation and Design Enhancements
- 3D Updates
- Point Cloud Improvements

Introduction to AutoCAD Plant 3D 2016

- Starting AutoCAD Plant 3D
- AutoCAD Plant 3D User Interface
- Different Workspaces and Invoking Commands in AutoCAD Plant 3D
- Tool Palettes and Dialog Boxes
- Creating Backup Files and Closing a Drawing
- Opening Drawings and Quitting Plant 3D
- AutoCAD Plant 3D Help

Creating Projects and P&IDs

- Introduction to Creating Projects and P&ID
- Designing a P&ID
- Validating the Drawing
- Editing the Drawing

Creating Structures

- Creating a Grid and Adding Members
- Creating Stairs
- Creating Railing
- Creating Ladder
- Creating a Plate/Grate
- Creating Footing
- Editing the Structural Members
- Visibility Options
- Exchanging Data with Other Applications

Creating Equipment

- Creating Equipment
- Placing Equipment in the Drawing
- Creating a Customized Equipment
- Modifying Equipment
- Converting Solid Models into Equipment
- Attaching and Detaching Objects from an Equipment
- Adding Nozzles to a Customized Equipment
- Adding Nozzles to a Converted Equipment
- Modifying Nozzles

Adding Specifications and Catalogs

- Getting Started with AutoCAD Plant 3D Spec Editor and Creating a New Spec File
- Adding and Editing Spec Sheets
- Adding to and Editing Specs
- Working with the Catalog Editor
- Modifying the Branch Table

Routing Pipes

- Selecting a Spec and Working with the Spec Viewer
- Routing a Pipe
- Creating Branches, Weld Connections and Autodesk Connection Points
- Adding Valves, Fittings and Pipe Supports

Adding Valves and Fittings

- Pipe Supports
- Insulating a Pipe and Modifying the Pipe Components Using Grips

Creating Isometric Drawings

- Isometric Drawings
- Creating a Quick or Production Isometric Drawing
- Placing Iso Messages and Annotations and Exporting a Component File
- Configuring Isometric Drawing Settings

Creating Orthographic Drawings

- Creating an Orthographic Drawing
- Using Different Views

Managing Data and Creating Reports

- Finding the Data in a File
- Working with the Data Manager and Report Creator

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Autodesk 3ds Max 2016

Autodesk 3ds Max 2016 The Complete Guide is designed to give you a solid understanding of 3ds Max features and capabilities, from the basics through advanced components. Every course is designed to use all learning styles from text, audio, video, interactivity, quizzes and practical Let Me Try examples.

3ds Max Design is widely used by architects, game developers, design visualization specialists, and visual effects artists. A wide range of modeling and texturing tools make it an ideal platform for 3D modelers and animators.

User's prerequisites

You don't need any previous experience with Autodesk® 3ds Max® to take this course.

Course Outline

New for 3ds Max 2016
- User Interface and Workflow Developments
- 3D Modeling and Interoperability
- Rendering & Animation

Introduction to Autodesk 3ds Max
- Introduction To Autodesk 3ds Max 2016
- Autodesk 3ds Max Interface Components
- Snap Settings
- Units Setup
- Tools
- Hot Keys
- Customizing the Colors of the User Interface

Standard Primitives
- Introduction to Standard Primitives
- Selection Techniques
- Scene Management
- Standard Primitives
- Rendering a Still Image

Extended Primitives
- Introduction to Extended Primitive
- Extended Primitive

Working with Architectural Objects
- Introduction to Architectural Objects
- AEC Extended Primitives
- Creating Doors
- Creating Windows
- Creating Stairs

Splines and Extended Splines
- Introduction to Splines and Extended Splines
- Creating Splines
- Creating Extended Splines

Modifying Splines
- Introduction to Modifying Splines
- Modifying the Shapes
- Rollouts
- Geometry Rollout

Materials and Maps
- Introduction to Materials and Maps
- Material Editor Tools
- Standard Materials
- Architectural Material
- Maps

Modifying 3D Mesh Objects
- Introduction to Modifying 3D Mesh Objects
- Sub-object Levels in Editable Mesh

Graphite Modeling Technique
- Graphite Modeling Toolset
- Graphite Modeling Toolset Continued

NURBS Modeling
- Introduction to NURBS Modeling
- NURBS Surfaces
- Converting and Modifying Nurbs

Compound Objects
- Compound Objects
- Additional Compound Objects

Modifiers
- Introduction to Modifiers
- Type of Modifiers

Lights and Cameras
- Introduction to Lights and Cameras
- Photometric and Default Lights
- Tools and Cameras

Animation Basics
- Introduction to Animation Basics
- Understanding Animation and Time Controls
- Morph Compound Object
- Rendering and Previewing an Animation
- Rendering Effects

Systems, Hierarchy, and Kinematics
- Introduction to Systems, Hierarchy, and Kinematics
- Hierarchy and Kinematics

Rigid Body Dynamics and Helpers
- Introduction to Rigid Body Dynamics and Helpers
- MassFX Rigid Body Modifier
- mCloth Modifier
- Constraints
- Simulation Controls
- Helpers
- Atmospheric Apparatus
- Event Display Area

Particle Flow
- Introduction to Particle Flow
- Particle View Window
- Understanding Particle Flow Actions>

Particle Systems and Space Warps I
- Introduction to Particle Systems
- Mesh tools
- Categories of Space Warps

Particle Systems and Space Warps II
- Introduction to Particle Systems and Space Warps II
- Geometric/Deformable Space Warps
- Modifier-Based Space Warps

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Autodesk Advance Steel 2016

Autodesk Advance Steel detailing software is built on the AutoCAD platform. Structural engineering professionals use the software to help accelerate design, steel detailing, steel fabrication, and steel construction. The Advance Steel Essentials 2018 course provides an overview of the user interface, an introduction to the methodology and workflow in Advance Steel, and best practices for working with files.

To get the most out of this course, we strongly recommend you review every topic within the course, and use all the learning styles to ensure you retain the important information within. We also encourage you to take all the progress tests to ensure you have retained the knowledge, and most importantly practice with the hundreds of real world, Let Me Try examples.

User's prerequisites

You don't need any previous experience with Autodesk® Advance Steel to take this course.

Course Outline

Introduction to Advance Steel

- Introduction to Advance Steel
- System Requirements and License

Starting in Revit

- Starting in Revit

Basic Modeling

- Basic Modeling

Stairs and Handrails

- Stairs and Handrails

Model and Sheet Information Management

- Model and Sheet Information Management

Collaboration

- Collaboration

EDUCATION, GOVERNMENT AND BUSINESS ENTERPRISE LICENSING DISCOUNTS ARE AVAILABLE.

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Autodesk Dynamo 2016

Autodesk Dynamo The Complete Guide is designed to give you a solid understanding of Dynamo features and capabilities. Dynamo extends building information modeling with the data and logic environment of a graphical algorithm editor.

To get the most out of this course, we strongly recommend you review every topic .within the course and take advantage of the different tools and activities to help to ensure you retain the important information within. We also encourage you to take all the progress tests to ensure you have retained the knowledge, and most importantly practice with the hundreds of real-world, Let Me Try examples.

User's prerequisites

You don't need any previous experience with Autodesk® Dynamo to take this course.

Course Outline

Introduction to Dynamo

- An Introduction to Dynamo

Data Management in Dynamo

- Intro to Lists
- List Manipulations
- List Structures

Geometry Creation in Dynamo

- Attractor Point
- Multiple Attractors
- Louvres
- Trigonometric Surfaces
- Surface Generation and Panelization
- Parametric Bridge

BIM Elements

- Family Instance
- Adaptive Pipe
- LunchBox and Adaptive Modules

Interoperability

- Family Instance
- Levels Data
- Structural Data
- Importing Geometry
- Room Data

Conceptual Tower

- Tower Form and Levels
- Creating Floors
- Façade Structure
- Façade Diagonals
- Façade Panels
- Panel Control

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Autodesk Fabrication CADmep 2016

Autodesk Fabrication CADmep for Beginners / Intermediate shows new users how to navigate and generate basic Piping, Plumbing, and Sheet Metal drawings. While going through this course, you will discover how to use the software to greatly improve your Coordinated shop drawings for fabrication and installation use. Every course is designed to use all learning styles from text, audio, video, interactivity, quizzes and practical "Let Me Try" examples.

To get the most out of this course, we strongly recommend you review every topic .within the course and take advantage of the different tools and activities to help to ensure you retain the important information within. We also encourage you to take all the progress tests to ensure you have retained the knowledge, and most importantly practice with the hundreds of real-world, Let Me Try examples.

User's prerequisites

You don't need any previous experience with Autodesk® Fabrication CADmep to take this course.

Course Outline

Introduction to Autodesk Fabrication CADmep Beginner/ Intermediate

- Introduction to Autodesk Fabrication CADmep Beginner/ Intermediate

Recommended Pre-Requisites

- Famliar AutoCAD Terms and Functionality
- Building Information Modeling (BIM)
- LOD (Levels of Detail)

Autodesk Fabrication CADmep Interface

- Navigating the Toolbars
- Placing Items in the Drawing
- Editing and Modifying Items
- Working with CADmep Object Properties

Services and Sections

- Navigating through Sections
- Selecting the Different Services
- Layer Management in Services

Drawing Tools

- Review of Database Takeoff and CAD Settings

Working with Manual Drawing Methods

- Manual Drawing Methods
- Working with Attacher Arrow

Working with Automatic Drawing Methods

- Working with Design Line
- Automated Fill Routines

Working with Annotations

- Fabrication Annotations

Working with Reports

- Reports and BOMs

Spooling

- Navigating the Spool Manager and Spool Reports

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Modeling with Autodesk Fusion 360 2016

Modeling with Autodesk Fusion 360 The Complete Guide is designed to give you a solid understanding of Fusion 360's modelling features and capabilities. This course is designed to use all learning styles from text, audio, video, interactivity and quizzes. Fusion 360 is a 3D CAD, CAM, and CAE tool. It connects your entire product development process in a single cloud-based platform - that works on both Mac and PC.

You'll follow a workflow-based approach that mirrors the development of projects in the real world, learning 2D drawing skills, editing entities, working with T-Splines, adding images and materials, using inspection tools and creating drawings.

User's prerequisites

You don't need any previous experience with Autodesk® Fusion 360 to take this course.

Course Outline

Introduction to Fusion 360
- Introduction to Fusion 360

Sketch Geometry Concepts
- Creating Sketch Geometry
- Modifying Sketch Geometry

Solid Modeling Concepts
- Solid Modeling Tools
- Editing Tools

Sculpting Concepts
- T-Spline Surface Modeling

Assemblies and Constraints
- Assemblies and Constraints

Assigning Materials, Adding Images, and Inspection
- Assigning Materials and Adding Images
- Inspection Tools

EDUCATION, GOVERNMENT AND BUSINESS ENTERPRISE LICENSING DISCOUNTS ARE AVAILABLE.

Volume discounts starting at just 5 users. Contact getstarted@globaletraining.ca for more information.

Autodesk Infraworks 360 2016

In the **Autodesk Infraworks 360 The Complete Guide** course, learn how to customize model visualizations as well as coordinate model data with various types of softwares. Investigate how to apply specific-to-your project data and retrieve analysis results to help benefit your civil engineering project.

To get the most out of this course, we strongly recommend you review every topic .within the course and take advantage of the different tools and activities to help to ensure you retain the important information within. We also encourage you to take all the progress tests to ensure you have retained the knowledge, and most importantly practice with the hundreds of real-world, Let Me Try examples.

User's prerequisites

You don't need any previous experience with Autodesk® Infraworks 360 to take this course.

Course Outline

The Infraworks Environment

- User Interace
- Data Sources, Panel Settings & Features
- Application Options and Asset Cards Overview
- Coordinate Systems
- Working with GIS
- Getting Help

Navigation and Selection

- Navigation and Selection
- Secting Features
- Gizmos

Working with Styles

- Working with Styles
- Materials
- Filter Expressions

Sourcing for Existing Conditions

- Terrain Data
- Imagery
- Utilities and Pipes
- Roads
- City Furniture
- Point Cloud

Creating the Design

- Propose Site Features
- Proposals
- Roads and Railways
- Coverages
- Trees
- Pipelines and Pipeline Connectors
- Water Areas
- Barriers
- Point of Interest

Analyzing Your Design

- Measurements
- Site Visual Effects and Statistics
- Working with Themes

Presenting Your Design

- Storyboards
- Snapshot
- Rendering Images

Sharing Your Design

- Sharing Your Design
- Publish Options & Design Feeds
- Scenarios
- InfraWorks and AutoCAD Civil 3D
- Working with Revit Models

Roadway Design Module

- Roadway Design Toolbar Overview
- Creating Design Roads and Intersections
- Road Editing Tools
- Road Analysis

Drainage Design Module

- Drainage Design Module
- Culverts
- Drainage Network

Bridge Design Module

- Introduction
- Exploring the Bridge Design Asset Card
- Creating Bridges
- Editing Bridges with Properties and Gizmos
- Bridge Analysis Tools

EDUCATION, GOVERNMENT AND BUSINESS ENTERPRISE LICENSING DISCOUNTS ARE AVAILABLE.

Volume discounts starting at just 5 users. Contact getstarted@globaletraining.ca for more information.

Autodesk Infraworks 360 LT 2016

Autodesk Infraworks 360 LT The Complete Guide is designed to give you a solid understanding of Infraworks LT features and capabilities. Every course is designed to use all learning styles from text, audio, video, interactivity, quizzes and practical "Let Me Try" examples.

In this course, you will investigate the various tools available for designing and analyzing civil-scale models. Learn how to customize model visualizations as well as coordinate model data with various types of software. Investigate how to apply specific-to-your project data and retrieve analysis results to help benefit your civil engineering project.

User's prerequisites

You don't need any previous experience with Autodesk® Infraworks 360 LT to take this course.

Course Outline

The Infraworks Environment

- User Interace
- Data Sources, Panel Settings & Features
- Application Options and Asset Cards Overview
- Coordinate Systems
- Working with GIS
- Getting Help

Navigation and Selection

- Navigation and Selection
- Secting Features
- Gizmos

Working with Styles

- Working with Styles
- Materials
- Filter Expressions

Creating the Design

- Propose Site Features
- Proposals
- Roads and Railways
- Coverages
- Trees
- Pipelines and Pipeline Connectors
- Water Areas
- Barriers
- Point of Interest

Analyzing Your Design

- Measurements
- Site Visual Effects and Statistics
- Working with Themes

Presenting Your Design

- Storyboards
- Snapshot
- Rendering Images

Sharing Your Design

- Sharing Your Design
- Publish Options & Design Feeds
- Scenarios
- InfraWorks and AutoCAD Civil 3D
- Working with Revit Models

Roadway Design Module

- Roadway Design Toolbar Overview
- Creating Design Roads and Intersections
- Road Editing Tools
- Road Analysis

Drainage Design Module

- Drainage Design Module
- Culverts
- Drainage Network

Bridge Design Module

- Introduction
- Exploring the Bridge Design Asset Card
- Creating Bridges
- Editing Bridges with Properties and Gizmos
- Bridge Analysis Tools

EDUCATION, GOVERNMENT AND BUSINESS ENTERPRISE LICENSING DISCOUNTS ARE AVAILABLE.

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Autodesk Inventor 2016

Autodesk Inventor is a parametric CAD software offers an easy-to-use set of tools for 3D mechanical design, documentation, and product simulation. Digital Prototyping with Inventor helps you design and validate your products before they are built to deliver better products, reduce development costs, and get to market faster.

Autodesk Inventor 2016 Complete Guide is designed to give you a solid understanding of Inventor features and capabilities from the basics through to advanced components. The course is designed to use all learning styles from text, audio, video, interactivity, quizzes and practical "Let Me Try" examples. You'll follow a workflow-based approach, creating 2D drawings from 3D data, modeling parts, combining parts into assemblies, annotating drawings, using advanced assembly tools, working with sheet metal, presenting designs, and simulation.

User's prerequisites

You don't need any previous experience with Autodesk® Inventor to take this course.

Course Outline

New for 2016 - General Enhancements
- General
- Interoperability

New for 2016 - Parts and Sketching
- Part Modeling Updates
- Sheet Metal
- Changes to Sketching

New for 2016 - Freeform Environment Updates
- Freeform Modeling

New for 2016 Assemblies and Presentations
- Assembly Enhancements
- Presentation Enhancements

Introduction to Autodesk Inventor 2016
- Getting Started with Autodesk Inventor
- Working with Drawing Display Tools
- Important Terms and Definitions

Drawing Sketches for Solid Models
- Understanding the Sketching Environment
- Drawing Sketched Entities I
- Drawing Sketched Entities II
- Fillets, Chamfers, and Splines

Adding Constraints and Dimensions to Sketches
- Working with Geometric Constraints
- Working with Dimensional Constraints
- Measuring Sketched Entities

Editing, Extruding and Revolving the Sketces
- Editing Sketched Entities
- Creating Patterns, Adding Text and Images
- Extruding, Revolving, Primitives and Freeforms
- Rotating the View and Controlling the Display

Other Sketching and Modeling Options
- Creating Work Planes
- Creating Work Axes and Points
- Other Extrusion and Revolution Options

Advanced Modeling Tools - I
- Creating Holes
- Creating Fillets and Chamfers
- Moving the Faces and Editing Features
- Project Entities in the Sketching Environment

Advanced Modeling Tools - II
- Sweeps, Lofts, Coils and Threads
- Shells, Drafts and Splits
- Editing Surfaces
- Editing without Using Sketches

Assembly Modeling - I
- Understanding Assembly Modeling
- Assembling Components using the Constrain Tool
- Applying Joints to the Assembly
- Relationships, Moving and Rotating Components

Assembly Modeling - II
- Editing Assembly Constraints and Components
- Modifying Components in An Assembly
- Analyzing Assemblies and Creating Representations

Working with Drawing Views
- Drawing Standards
- Dimension Styles
- Annotating the Drawing

Presentations
- The Presentation Module
- Animating An Assembly

Working with Special Design Tools
- Adaptive Parts and Defining Parameters
- iParts
- 3D Sketches

Working with Sheet Metal Components
- Understanding Sheet Metal
- Additional Sheet Metal Options

Introduction to Weldments
- Understanding Weldments
- Editing Weldments
- Adding the Finishing Touches

Miscellaneous Tools
- Sketches
- iMates
- Title Blocks

Introduction to Stress Analysis
- Introduction to Analysis
- More on Analysis
- Starting an Analysis
- Applying Constraints and Loads

Introduction to Plastic Mold Design
- Starting with Plastic Mold Design
- Adjusting the Model
- Generating the Core and Cavity
- Runners, Wells, and Channels

EDUCATION, GOVERNMENT AND BUSINESS ENTERPRISE LICENSING DISCOUNTS ARE AVAILABLE.

Volume discounts starting at just 5 users. Contact getstarted@globaletraining.ca for more information.

Autodesk Inventor iLogic 2016

Autodesk Inventor iLogic 2016 Complete Guide is designed to give you a solid understanding of Inventor iLogic features and capabilities from the basics through to advanced components.

Autodesk Inventor's iLogic feature enables you to automate and standardize design processes, providing a simple way to capture and reuse your work. iLogic embeds rules as objects directly into part, assembly, and drawing documents. The rules determine and drive a designs parameter and attribute values. By controlling these values, you can define behavior of the attributes, features, and components of a model. With iLogic, Inventor users can analyze problems, and define new standards and templates - enabling them to create not only single products, but entire product families.

User's prerequisites

You don't need any previous experience with Autodesk® Inventor to take this course.

Course Outline

Starting with iLogic
- What is iLogic?
- The Anatomy of Your Code

Rule Creation
- Building Your Rules
- Conditional Statements
- Other Rule Options

Working with Parts
- Rules for Parts
- iFeatures, iParts & iAssemblies

Assemblies and Drawings
- Assemblies and Drawings
- Drawings

Working with Microsoft Excel
- Microsoft Excel and iLogic

Interaction with the User
- User Interaction
- Forms

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Autodesk Inventor Professional 2016

Autodesk Inventor Professional is a parametric CAD software offers an easy-to-use set of tools for 3D mechanical design, documentation, and product simulation. Digital Prototyping with Inventor helps you design and validate your products before they are built to deliver better products, reduce development costs, and get to market faster.

Autodesk Inventor Professional 2016 Complete Guide is designed to give you a solid understanding of Inventor features and capabilities from the basics through to advanced components. The course is designed to use all learning styles from text, audio, video, interactivity, quizzes and practical "Let Me Try" examples. You'll follow a workflow-based approach, creating 2D drawings from 3D data, modeling parts, combining parts into assemblies, annotating drawings, using advanced assembly tools, working with sheet metal, presenting designs, and simulation.

User's prerequisites

You don't need any previous experience with Autodesk® Inventor to take this course.

Course Outline

New for 2016 - General Enhancements
- General
- Interoperability

New for 2016 - Parts and Sketching
- Part Modeling Updates
- Sheet Metal
- Changes to Sketching

New for 2016 - Freeform Environment Updates
- Freeform Modeling

New for 2016 Assemblies and Presentations
- Assembly Enhancements
- Presentation Enhancements

Introduction to Autodesk Inventor 2016
- Getting Started with Autodesk Inventor
- Working with Drawing Display Tools
- Important Terms and Definitions

Drawing Sketches for Solid Models
- Understanding the Sketching Environment
- Drawing Sketched Entities I
- Drawing Sketched Entities II
- Fillets, Chamfers, and Splines

Adding Constraints and Dimensions to Sketches
- Working with Geometric Constraints
- Working with Dimensional Constraints
- Measuring Sketched Entities

Editing, Extruding and Revolving the Sketches
- Editing Sketched Entities
- Creating Patterns, Adding Text and Images
- Extruding, Revolving, Primitives and Freeforms
- Rotating the View and Controlling the Display

Other Sketching and Modeling Options
- Creating Work Planes
- Creating Work Axes and Points
- Other Extrusion and Revolution Options

Advanced Modeling Tools - I
- Creating Holes
- Creating Fillets and Chamfers
- Moving the Faces and Editing Features
- Project Entities in the Sketching Environment

Advanced Modeling Tools - II
- Sweeps, Lofts, Coils and Threads
- Shells, Drafts and Splits
- Editing Surfaces
- Editing without Using Sketches

Assembly Modeling - I
- Understanding Assembly Modeling
- Assembling Components using the Constrain Tool
- Applying Joints to the Assembly
- Relationships, Moving and Rotating Components

Assembly Modeling - II
- Editing Assembly Constraints and Components
- Modifying Components in An Assembly
- Analyzing Assemblies and Creating Representations

Working with Drawing Views
- Drawing Standards
- Dimension Styles
- Annotating the Drawing

Presentations
- The Presentation Module
- Animating An Assembly

Working with Special Design Tools
- Adaptive Parts and Defining Parameters
- iParts
- 3D Sketches

Working with Sheet Metal Components
- Understanding Sheet Metal
- Additional Sheet Metal Options
- Introduction to Weldments

Understanding Weldments
- Editing Weldments
- Adding the Finishing Touches

Miscellaneous Tools
- Sketches
- iMates
- Title Blocks

Introduction to Stress Analysis
- Introduction to Analysis
- More on Analysis
- Starting an Analysis
- Applying Constraints and Loads

Introduction to Plastic Mold Design
- Starting with Plastic Mold Design
- Adjusting the Model
- Generating the Core and Cavity
- Runners, Wells, and Channels

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Autodesk Maya Animation 2016

Autodesk Maya is a 3D software which enables you to create realistic 3D models and visual effects with much ease. Used to create interactive 3D applications, Maya is a comprehensive toolset that allows you to realize your creative vision. In this course, you will learn the major functions of Animation in Maya.

To get the most out of this course, we strongly recommend you review every topic .within the course and take advantage of the different tools and activities to help to ensure you retain the important information within. We also encourage you to take all the progress tests to ensure you have retained the knowledge, and most importantly practice with the hundreds of real-world, Let Me Try examples.

User's prerequisites

You don't need any previous experience with Autodesk® Maya to take this course.

Course Outline

Animation

- Animation Types
- Animation Controls
- Creating Animations
- Animation Menus
- Animation Menus II
- Animation Menus III
- Animation Menus IV
- Animation Layers
- Animation Layers II

Rigging, Constraints and Deformers

- Bones, Joints and Deformers
- Deformer Tools
- Applying Constraints
- Adding Constraint to Animation Layers
- Skinning an Object and Muscle Deformer
- Set Driven Key

Paint Effects

- Working with the Visor Window
- Working with the Paint Effects Window
- Working with the Paint Effects Window II

Rendering

- Renderers
- Renderers II

Particle System

- Creating Particles
- Creating Emitters
- Particles
- Creating Effects

Introduction to nParticles

Creating nParticles
Creating nParticles II

Fluids

- Classifcation of Fluid Effects
- Working with Fluid Containers
- Fluid Components and Effects

nHair

- nHair
- Simulating nHair

Fur

- Creating Fur with Maya
- Creating Fur with Maya II

Bullet Physics

- Bullet Objects
- Bullet Objects II

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Autodesk Maya Modeling 2016

Autodesk Maya is a 3D software which enables you to create realistic 3D models and visual effects with much ease. Used to create interactive 3D applications, Maya is a comprehensive toolset that allows you to realize your creative vision. In this course, you will learn the major functions of both the interface and modelling in Maya.

To get the most out of this course, we strongly recommend you review every topic .within the course and take advantage of the different tools and activities to help to ensure you retain the important information within. We also encourage you to take all the progress tests to ensure you have retained the knowledge, and most importantly practice with the hundreds of real-world, Let Me Try examples.

User's prerequisites

You don't need any previous experience with Autodesk® Maya to take this course.

Course Outline

Exploring Maya Interface

- Autodesk Maya Screen Components I
- Autodesk Maya Screen Components II
- Shelf
- Tool Box
- Time Slider and Range Slider
- Panel Toolbar II
- Channel Box / Layer Editor
- Attribute Editor, Hotbox and Other

Polygon Modeling

- Polygon Primitives I
- Polygon Primitives II
- Polygon Primitives III
- Polygon Editing Tools
- Editing the Polygon Components
- Editing the Polygon Components Using Mesh Tools

NURBS Curves and Surfaces

- NURBS Primitives
- NURBS Primitives II
- NURBS Primitives III
- Tools for Creating NURBS Curves II

NURBS Modeling

- Working with NURBS Tools
- Working with NURBS Tools II
- Converting Objects

UV Mapping

- UV Mapping
- UV Mapping II
- UV Layout Group
- UV Layout Group II
- UV Layout Group III

Shading and Texturing

- Working in the Hypershade Window
- Hypershade Tab Toolbar
- Exploring the Shaders
- Shader Attributes

Lighting

- Types of Lights
- Types of Lights II
- Glow and Halo Effects
- Physical Sun and Sky Effects

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Volume discounts starting at just 5 users. Contact getstarted@globaletraining.ca for more information.

Autodesk Moldflow Insight Fundamentals 2016

The Introduction to **Autodesk Moldflow Insight Fundamentals** is a 40-hour course that gives you an understanding of polymer flow and how it relates to part quality, and introduces you to Autodesk Moldflow Insight. In It's All About Flow, learn how polymers flow and how the Moldflow design philosophy is used to address polymers characteristics. In Gate Placement, find out where and why gates should be placed where they are and how Moldflow can help with gate placement. In Molding Window, discover the primary processing conditions used in injection molding and how to optimize them. In Gate and Runner Design, learn how to model and analyze the runner system for injection molding—including valve gates. In Meshing, discover the different mesh types used in Moldflow and how to create a good mesh. In Materials, familiarize yourself with specific polymer characteristics and polymer related molding defects, and learn how to find materials to use in a Moldflow analysis. In Fill and Pack Analysis, find out how to run filling and packing analyses and what results are available. In Results, discover how to result plot properties and how to manipulate them. Molding problems and results guidelines are also discussed. And finally, in Reports, learn the methods of sharing results from Moldflow to others on your team.

User's prerequisites

You don't need any previous experience with Autodesk® Moldflow® Insight to take this course.

Course Outline

It's All About Flow
- Introduction
- How Plastic Fills a Mold
- Key Mold Settings
- Moldflow Flow Concepts
- Moldflow Design Philosophy

Gate Placement
- Introduction
- Flow Concepts
- Number of Gates
- Position Gates

Molding Window
- Introduction
- Analysis Inputs
- Viewing Results

Gate and Runner Design
- Introduction
- Flow Concepts
- Gate Design
- Modeling Feed Systems
- Manual Creation
- Runner Balancing
- Valve Gates

Meshing
- Introduction
- Types of Mesh
- Importing
- Generate Mesh
- Mesh Evaluation
- Closer Inspection
- Manual Mesh Repair

Materials
- Introduction
- Material Properties
- Materials Database

Fill and Pack Analyses
- Introduction
- Fill Inputs
- Fill Results
- Pack/Hold Control
- Pack Results

Results
- Introduction
- Plot Type
- Plot Properties
- Results Display
- Basic Symptoms
- Molding Problems
- Guidelines
- Guidelines 2

Reports
- Introduction
- Create Reports
- Export Files
- Communicator

EDUCATION, GOVERNMENT AND BUSINESS ENTERPRISE LICENSING DISCOUNTS ARE AVAILABLE.

Volume discounts starting at just 5 users. Contact getstarted@globaletraining.ca for more information.

Autodesk Navisworks 2016

Autodesk Navisworks 2016 The Complete Guide is designed to give you a solid understanding of Navisworks eatures and capabilities from the basics through to advanced components.

Navisworks project review software enables architecture, engineering, and construction professionals to holistically review integrated models and data with stakeholders to gain better control over project outcomes.

To get the most out of this course, we strongly recommend you review every topic .within the course and take advantage of the different tools and activities to help to ensure you retain the important information within. We also encourage you to take all the progress tests to ensure you have retained the knowledge, and most importantly practice with the hundreds of real-world, Let Me Try examples.

User's prerequisites

You don't need any previous experience with Autodesk® Navisworks to take this course.

Course Outline

New for Navisworks 2016

- Coordination and Integration
- Integration with Autodesk AutoCAD
- Navisworks Integration with BIM360 Glue
- Quantification Updates

Introduction to Autodesk Navisworks

- The Autodesk Navisworks User Interface
- Configuring Settings
- Managing Files
- Setting Units

Exploring the Navigation Tools in Navisworks

- Using the Head-Up Display and Navigation Tools
- Cameras and Reference Views

Selecting, Controlling, and Reviewing Objects

- Selection Tools
- Selection Sets
- Measuring and Redlining
- Controlling the Visibility of Objects, Using the Gizmo, Managing Links
- The Appearance Profiler Window

Viewpoints, Sections, and Animations

- Working with Viewpoints
- Section Views, Animating Viewpoints

Timeliner

- Working with Timeliner

Working with Animator and Scripter

- Working with Animator
- Working with Scripter

Quantification

- Quantification Workbook Window

Clash Detection

- Working with Clash Detective
- Managing Clash Tests

Autodesk Rendering

- Understanding the Autodesk Rendering Window
- Mapping, Lighting, Environments and Rendering Using Autodesk Graphics

EDUCATION, GOVERNMENT AND BUSINESS ENTERPRISE LICENSING DISCOUNTS ARE AVAILABLE.

Volume discounts starting at just 5 users. Contact getstarted@globaletraining.ca for more information.

Autodesk Navisworks Manage 2016

Autodesk Navisworks Manage 2016 The Complete Guide is designed to give you a solid understanding of Navisworks Manage 2016 features and capabilities from the basics through to advanced components.

Navisworks project review software enables architecture, engineering, and construction professionals to holistically review integrated models and data with stakeholders to gain better control over project outcomes.

User's prerequisites

You don't need any previous experience with Autodesk® Navisworks to take this course.

Course Outline

New for Navisworks Manage 2016

- Coordination and Integration
- Integration with Autodesk AutoCAD 2016
- Navisworks Integration with BIM 360 Glue
- Quantification Updates

Introduction to Autodesk Navisworks

- The Autodesk Navisworks User Interface
- Configuring Settings
- Managing Files
- Setting Units

Exploring the Navigation Tools in Navisworks

- Using the Head-Up Display and Navigation Tools
- Cameras and Reference Views

Selecting, Controlling, and Reviewing Objects

- Selection Tools
- Selection Sets
- Measuring and Redlining
- Controlling the Visibility of Objects, Using the Gizmo, Managing Links
- The Appearance Profiler Window

Viewpoints, Sections, and Animations

- Working with Viewpoints
- Section Views, Animating Viewpoints

Timeliner

- Working with Timeliner

Working with Animator and Scripter

- Working with Animator
- Working with Scripter

Quantification

- Quantification Workbook Window

Clash Detection

- Working with Clash Detective
- Managing Clash Tests

Autodesk Rendering

- Understanding the Autodesk Rendering Window
- Mapping, Lighting, Environments and Rendering Using Autodesk Graphics

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Autodesk Navisworks Simulate 2016

Autodesk Navisworks Simulate 2016 The Complete Guide is designed to give you a solid understanding of Navisworks Simulate 2016 features and capabilities from the basics through to advanced components.

Navisworks project review software enables architecture, engineering, and construction professionals to holistically review integrated models and data with stakeholders to gain better control over project outcomes.

User's prerequisites

You don't need any previous experience with Autodesk® Navisworks to take this course.

Course Outline

New for Navisworks Simulate 2016

- Coordination and Integration
- Integration with Autodesk AutoCAD 2016
- Navisworks Integration with BIM 360 Glue
- Quantification Updates

Introduction to Autodesk Navisworks

- The Autodesk Navisworks User Interface
- Configuring Settings
- Managing Files
- Setting Units

Exploring the Navigation Tools in Navisworks

- Using the Head-Up Display and Navigation Tools
- Cameras and Reference Views

Selecting, Controlling, and Reviewing Objects

- Selection Tools
- Selection Sets
- Measuring and Redlining
- Controlling the Visibility of Objects, Using the Gizmo, Managing Links
- The Appearance Profiler Window

Viewpoints, Sections, and Animations

- Working with Viewpoints
- Section Views, Animating Viewpoints

Timeliner

- Working with Timeliner

Working with Animator and Scripter

- Working with Animator
- Working with Scripter

Quantification

- Quantification Workbook Window

Clash Detection

- Working with Clash Detective
- Managing Clash Tests

Autodesk Rendering

- Understanding the Autodesk Rendering Window
- Mapping, Lighting, Environments and Rendering Using Autodesk Graphics

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Autodesk Revit Advanced Concepts 2016

Autodesk Revit Advanced Concepts 2016 The Complete Guide introduces and expands on advanced Revit concepts. Concepts covered include Construction Modeling, Phases and Design Options, Site Tools and Design Analysis Presentation Views, Project and Setting Management and Conceptual Design.

To get the most out of this course, we strongly recommend you review every topic within the course, and use all the learning styles to ensure you retain the important information within. We also encourage you to take all the progress tests to ensure you have retained the knowledge, and most importantly practice with the hundreds of real world, Let Me Try examples.

User's prerequisites

You don't need any previous experience with Autodesk® Revit to take this course.

Course Outline

Construction Modeling
- Construction Modeling
- Assemblies

Phases and Design Options
- Phases and Design
- Design Options

Site Tools and Design Analysis
- Site Tools
- Energy and Sun

Presentation Views
- Presentation Views
- Using Decals and Shadows

Schedules and Tags
- Tags
- Schedules

View Graphics
- Visibility
- Overrides

Renderings and Walkthroughs
- Sun Settings
- Rendering
- Walkthroughs

Projects and Settings
- Organization
- Project Management
- Settings Management

Walls and Curtain Walls
- Curtain Walls
- Walls

Conceptual Design
- Conceptual Mass
- Forms
- Divided Paths and Surfaces
- Mass Elements

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Autodesk Revit Architecture 2016

Autodesk Revit Architecture 2016 The Complete Guide iis designed to give you a solid understanding of Revit Architecture 2015 features and capabilities from the basics through to advanced components.

You'll follow a workflow-based approach that mirrors the development of projects in the real world, learning this powerful, sophisticated building information modeling (BIM) software that has transformed the architectural design industry. It is the perfect introduction to the powerful software for architects, designers, and students.

User's prerequisites

You don't need any previous experience with Autodesk® Revit to take this course.

Course Outline

New for 2016
- New Features for Revit 2016
- New Features for Revit Architecture 2016

Introduction to Autodesk Revit Architecture 2016
- User Interface Tour
- Browsers, Bars, Palettes and Windows
- Revit Architecture 2016 Help

Starting an Architectural Project
- Starting a New Architectural Project
- Navigation Tools
- Configuring Global Settings

Creating Walls
- Creating Architectural Walls
- Creating Architectural Walls II

Using Basic Building Components-I
- Adding Doors
- Adding Window and Wall Openings

Using the Editing Tools
- Working with Selection Sets
- Editing Tools
- Editing Tools II
- Grouping Elements
- Retrieving Information about Elements

Working with Datum Planes and Creating Standard Views
- Working with Levels
- Working Grids
- Working with Reference Planes and Work Planes
- Controlling the Display of Elements
- Working with Project Views

Using Basic Building Components-II
- Creating Floors
- Creating Roofs
- Shape Editing Tools
- Creating Ceilings
- Adding Rooms

Using Basic Building Components-III
- Working with Components
- Adding Stairs
- Adding Railings and Ramps
- Creating Curtain Walls

Adding Site Features
- Working with Site Features
- Property Lines and Building Pads
- Adding Site Components

Using Massing Tools
- Understanding Massing Concepts
- Creating Massing Geometry in the Family Editor
- Editing Massing Geometry in the Family Editor
- Massing in the Conceptual Design Environment
- Creating Massing Geometry in a Project
- Creating Building Elements from Massing Geometry
- Creating Families

Adding Annotations and Dimensions
- Adding Tags
- Room Tags
- Keynotes
- Adding Symbols and Dimensions
- Dimensioning Terminology and Dimensioning Tools
- Adding Alternate Dimension Units and Spot Dimensions

Creating Project Details and Schedules
- Project Detailing in Autodesk Revit Architecture
- Crop Regions, Fill Patterns, and Detail Components
- Adding Text Notes
- Creating Drafting Views
- Revision Clouds
- Working with Schedules

Creating Drawing Sheets and Plotting
- Creating Drawing Sheets
- Creating Duplicate Dependent Views
- Printing in Revit Architecture

Creating 3D Views
- Three Dimensional (3D Views)
- Dynamically Viewing Models with Navigation Tools
- Orienting a 3D View
- Generating Perspective Views
- Using a Section Box

Rendering Views and Creating Walkthroughs
- Rendering in Revit Architecture
- Working with Materials
- Lights, Decals, and Entourage
- Rendering Settings
- Creating a Walkthrough
- Autodesk 360 | Rendering

Using Advanced Features
- Creating Structural Components
- Generating Multiple Design Options
- Using Area Analysis Tools
- Masking Regions
- Creating Displaced Views
- Color Schemes
- Working With Project Phasing Tools

Using Advanced Features II
- Workingsharing Concepts
- Elements Families, Browsers, Generating Shadows
- Creating Solar Studies
- Working with Point Clouds
- Revit Architecture Interoperability
- Linking Building Models and Sharing Coordinates
- Working with Linked Models

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Autodesk Revit Families 2016

Autodesk Revit Families 2016 The Complete Guide gives attendees a thorough introduction to creating Revit Families - from basic 2D Symbols through to complex 3D Nested Families.

In "Introduction to Revit Families", we go into some depth about the different Revit Families, what they are, and what they are used for. In the second theory section, "Family Templates", we look at all of the different Templates that come with Revit and what they are used for. When we move onto "The 2D Family Editor Environment", we look at the main commands that come with the 2D Ribbon Menu that we require to make 2D Symbols and Title Blocks. In "The 3D Family Editor Environment", we get into looking at the commands available on the 3D Ribbon Menu. Users will be introduced to Parametric Framework, the "skeleton" that is vital for creating 3D families.

Then it is onto "Creating Family Elements". Users will be introduced to all of the 3D commands that they will need for creating solids and voids, with lots of hands-on exercises to develop their skills. In the next section, "Moving beyond the Basics", users will work through hands-on exercises for a variety of advanced Revit Family features, including using parametric Materials, Nested Families, Object Styles, Shared Parameters and Reporting, Visibility Display Settings, Type Catalogs, as well as more Parameter types and tools - as well as basic MEP families.

Then users will learn about "Managing Revit Families". This section contains good tips for properly managing Revit Families.

At the end of the course there are six (6) Bonus 2D and 3D Project Exercises where users can put all of their skills together.

User's prerequisites

You don't need any previous experience with Autodesk® Revit to take this course.

Course Outline

- What is a Revit Family?
- An Introduction to Family Templates
- The 2D Menu Ribbon
- The 3D Menu Ribbon
- Reference Planes - The Skeleton of Parametric Framework
- Dimensions and Labels (Parameters)
- Family Element Commands
- More Advanced Options
- Managing Revit Families
- Bonus Project Exercises

EDUCATION, GOVERNMENT AND BUSINESS ENTERPRISE LICENSING DISCOUNTS ARE AVAILABLE.

Volume discounts starting at just 5 users. Contact getstarted@globaletraining.ca for more information.

Autodesk Revit MEP 2016

Autodesk Revit MEP 2016 The Complete Guide is designed to give you a solid understanding of Revit MEP features and capabilities from the basics through to advanced components. This course provides a detailed description of all basic and advanced concepts as well as the usage of the tools and commands of Autodesk Revit MEP 2016. It explores the processes involved in Building Information Modeling. The topics covered range from creating building components, HVAC systems, electrical systems, plumbing systems, fire protection systems to designing conceptual massing, performing HVAC heating and loading analysis, and creating rich construction documentation. Special emphasis has been laid on the concepts of space modeling and tools to create systems for all disciplines (MEP).

User's prerequisites

You don't need any previous experience with Autodesk® Revit to take this course.

Course Outline

New for 2016

- New Features for Revit 2016
- New Features for Revit MEP 2016

New for Revit MEP

- Fabrication

Introduction to Autodesk Revit MEP

- Introducing the Autodesk Revit MEP User Interface
- Understanding the Interface, Getting Help

Getting Started with an MEP Project

- Starting a New Project in Revit MEP
- Linking Revit Models and Sharing Coordinates
- The Snaps Tool, The Options Dialogue Box

Creating Datums, Project Views, and Building Envelopes

- Working with Levels
- Working with Grids
- Understanding Wall Types
- The Appearance Profiler Window

Spacing, Zones, and Cooling and Heating Load Analysis

- Creating Spaces
- Color Schemes, Working with Zones

Creating a Mechanical System

- Understanding HVAC Systems
- Generating HVAC System Layouts

Creating an Electrical System

- Understanding Electrical Systems
- Adding Power and System Devices

Creating a Plumbing System

- Understanding Plumbing Systems
- Working with Plumbing Systems

Creating a Fire Protection System

- Understanding Fire Protection Systems
- Designing the Fire Protection System

Creating Construction Documents

- Dimensioning
- Modifying Dimensions, Tags
- Creating Detail Views, Adding Sheets

Creating Families and Worksharing

- Understanding Massing Concepts
- Editing a Massing Geometry
- Creating Masses in the Conceptual Design Environment
- Worksharing Concepts

EDUCATION, GOVERNMENT AND BUSINESS ENTERPRISE LICENSING DISCOUNTS ARE AVAILABLE.

Volume discounts starting at just 5 users. Contact getstarted@globaletraining.ca for more information.

Autodesk Revit Structure 2016

Autodesk Revit Structure 2016 The Complete Guide is designed to give you a solid understanding of Revit Structure features and capabilities, from the basics through advanced and complex 3D modeling components.

This course emphasizes on physical modeling, analytical modeling, rebar modeling, and quantity scheduling. Also, the course covers the various stages involved in analyzing the model in Robot Structural Analysis software. This course is specially meant for professionals and students in structural engineering, civil engineering, and allied fields in the building industry.

User's prerequisites

You don't need any previous experience with Autodesk® Revit to take this course.

Course Outline

New for Revit Structure 2016

- Revit Multi-Disciplinary Improvements
- Revit Structure Improvements

Introduction to Autodesk Revit Structure

- Basic Concepts and Principles
- The Revit Structure User Interface
- Building Information Modeling and Revit Structure, Getting Help

Getting Started with a Structural Project

- Starting a New Structural Project
- Snaps Tool, Opening, Saving and Closing a Project
- Options Dialog Box

Setting up a Structural Project

- Creating Project Templates
- Using Levels
- Using Grids
- Working with Reference Planes

Structural Columns and Walls

- Structural Columns
- Structural Walls

Foundations, Beams, Floors, and Open Web Joists

- Understanding Foundations
- Adding Foundations
- Structural Floors
- Beams and Open Web Joists

Editing Tools

- Creating Selection Sets
- Moving and Copying
- Rotating, Mirroring and Arraying
- Additional Editing Tools, Creating Groups

Documenting Models and Creating Families

- Dimensioning
- Adding Text and Tags
- Creating Families

Standard Views, Details, and Schedules

- Standard Views
- Callout Views
- Drafting Details
- Graphical Column Schedules
- 3D Views, Sheets, Analysis, Reinforcements, and Massing

3D Views, Generating Shadows and Solar Studies

- Working with Sheets
- Understanding the Analytical Model
- Working with Analytical Models
- Adding Reinforcements, Linking Building Models
- Introducing Massing
- Editing Massing Geometry
- Creating Building Elements from Massing Geometry

Linking Revit Models with Robot Structural Analysis

- Linking Revit Models with Robot Structural Analysis

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Volume discounts starting at just 5 users. Contact getstarted@globaletraining.ca for more information.

Autodesk Showcase 2016

Autodesk Showcase 3D Visualization and Presentation software provides tools and features to create realistic renderings, which in most cases occurs real-time. Explore different designs by presenting your models in different positions, views, and with different colours, materials, and textures. As Showcase has no model creation tools of its own you can import models from a wide range of 3D modeling systems and from neutral file formats.

Autodesk Showcase The Complete Guide is specifically aimed at experienced software users looking for advanced skills instruction and introductions to more specialized software. Our on-screen instructors walk you through the processes step by step, allowing you to follow along hands-on if you wish; quickly and easily picking up the new skills you need.

User's prerequisites

You don't need any previous experience with Autodesk® Showcase to take this course.

Course Outline

Introduction to Autodesk Showcase

- Introduction to Autodesk Showcase
- Working with Data

Working with Your Models

- Working with Objects
- Using the Organizer

Scenes and the Environment

- Shots
- The Environment, Lights, and Shadows

Materials

- Applying Materials
- Editing Materials and Applying Decals

Presenting Your Scene

- Alternatives and Cross Sections
- Behaviors
- Storyboards
- Presentation Options

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Autodesk Simulation Mechanical 2016

Autodesk Simulation Mechanical The Complete Guide is designed to give you a solid understanding of Autodesk Simulation features and capabilities. Every course is designed to use all learning styles from text, audio, video, interactivity, quizzes and practical "Let Me Try" examples.

You'll follow a workflow-based approach that mirrors the development of projects in the real world, learning the steps to start a Simulation project, exporting and importing Geometry, working with equipment in the drawing, using Meshing techniques, creating and editing Joints and Contacts, and analyzing the model and producing results.

User's prerequisites

You don't need any previous experience with Autodesk® Simulation to take this course.

Course Outline

Introduction to FEA

- Introduction to FEA
- Types of Analysis and Theories of Failure
- Introduction to Autodesk Simulation Mechanical
- Introduction to Autodesk Simulation Mechanical

Getting Started With Autodesk Simulation Mechanical

- Setting the Unit System
- Important Environments of Autodesk Simulation Mechanical
- Short Cut Menus, Color Schemes and HotKeys

Importing and Exporting Geometry

- Introduction and Importing and Splitting Splitting Surfaces Of CAD Model
- Simplifying the Model Geometry Before Importing
- Importing, Saving and Exporting FEA Model
- Archiving FEA Model
- Understanding the Drawing Display TOOLS
- Changing the View Using the View Using ViewCube
- Navigating the Model using Steering Wheels and Controlling the Display of Models
- Importing the Inventor Assembly File Tutorial
- Importing a SolidWorks Assembly File Tutorial
- Importing a STEP File Tutorial

Creating and Modifying Geometry

- Creating and Modifying Geometry and Selection Methods
- Creating 2D Sketched Geometry
- Editing and Modifying Geometry

Meshing

- Generating Mesh
- Viewing the Meshing Results
- Eliminating Unmatched and Multi-Matched Feature Lines
- Generating 2D Mesh
- Unmatched and Multi-Matched Feature Lines

Meshing 2

- Creating Refine Mesh
- Editing Refinement Points

Working with Joints and Contacts

- Introduction and Creating Joints
- Creating Bolted Connection
- Working with Contacts

Defining Materials and Boundary Conditions

- Introduction and Assigning Material
- Managing Material Libraries
- Boundary Conditions Part 1
- Boundary Conditions Part 2
- Boundary Conditions Part 3
- Boundary Conditions Part 4

Performing Analysis and Viewing Results

- Introduction to Performing Analysis and Viewing Results
- Performing Analysis and Viewing Results
- Reviewing the Displacement Results
- Reviewing the Stress Results
- Reviewing the Strain Results
- Reviewing the Reaction Force Results
- Reviewing the Current Result for Nodes, Faces and a Part
- Adding Probes and Reviewing Results in Graphical Path Format
- Modifying Legend Properties and Displaying Loads and Constraint
- Creating and Generating Report

Advanced Structural Analysis

- Introduction to Advanced Structural and Dynamic Analysis
- Nonlinear Analysis

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Autodesk Vault Basic 2016

Autodesk Vault Basic 2016 The Complete Guide is designed to give you a solid understanding of Autodesk Vault 2016 features and capabilities. Vault data management software helps organize, manage, and track data creation, simulation, and documentation processes - for design, engineering, and construction teams.

You'll follow a workflow-based approach that mirrors the development of projects in the real world, learning about Working with Files, Vault Administration, and Extended Tools and Workflows.

User's prerequisites

You don't need any previous experience with Autodesk® Vault to take this course.

Course Outline

Using Autodesk Vault
- Introduction to Autodesk Vault
- Working with Files

Working with Microsoft Office
- Working with Microsoft Office

Working with AutoCAD
- Working with AutoCAD

Working with Inventor
- Working with Inventor

Working with Files
- Data Management
- Data Management (Part 2)

Vault Administration
- Vault Administration

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Autodesk Vault Professional 2016

Autodesk Vault Professional 2016 is designed to give you a solid understanding of Autodesk Vault 2016 features and capabilities. Vault data management software helps organize, manage, and track data creation, simulation, and documentation processes - for design, engineering, and construction teams.

You'll follow a workflow-based approach that mirrors the development of projects in the real world, learning about Working with Files, Vault Administration, and Extended Tools and Workflows.

User's prerequisites

You don't need any previous experience with Autodesk® Vault to take this course.

Course Outline

Using Autodesk Vault
- Introduction to Autodesk Vault
- Working with Files

Working with Microsoft Office
- Working with Microsoft Office

Working with AutoCAD
- Working with AutoCAD

Working with Inventor
- Working with Inventor

Working with Files
- Data Management
- Data Management (Part 2)

Vault Administration
- Vault Administration

Extended Tools and Workflows
- Data Management
- Additional Vault Tools

Behaviours
- Vault Behaviors
- Working with Behaviors

Behaviour Administration
- Configuring Behaviors
- Reports
- Reporting

Custom Objects
- Working with Custom Objects

Items
- The Item Master
- Files and Items
- Bills of Materials

Item Behaviours
- Item Lifecycles
- Item Administration

Change Orders
- Vault Change Orders

Sharing with Others
- Vault Web Client
- Autodesk Buzzsaw and PLM 360

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Autodesk Vault Workgroup 2016

Autodesk Vault Workgroup 2016 is designed to give you a solid understanding of Autodesk Vault 2016 features and capabilities. Vault data management software helps organize, manage, and track data creation, simulation, and documentation processes - for design, engineering, and construction teams.

You'll follow a workflow-based approach that mirrors the development of projects in the real world, learnig about Working with Files, Vault Administration, and Extended Tools and Workflows.

User's prerequisites

You don't need any previous experience with Autodesk® Vault to take this course.

Course Outline

Using Autodesk Vault
- Introduction to Autodesk Vault
- Working with Files

Working with Microsoft Office
- Working with Microsoft Office

Working with AutoCAD
- Working with AutoCAD

Working with Inventor
- Working with Inventor

Working with Files
- Data Management
- Data Management (Part 2)

Vault Administration
- Vault Administration

Extended Tools and Workflows
- Data Management
- Additional Vault Tools

Behaviours
- Vault Behaviors
- Working with Behaviors

Behaviour Administration
- Configuring Behaviors

Reports
- Reporting

Custom Objects
- Working with Custom Objects

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BIM 101 - Introduction

Building Information Modeling (BIM) is an organizational, a philosophical, and a strategic change to the construction industry. How BIM is embraced within a firm is largely left up to those interpreting this philosophy into practice. With the idea that a learner learns best through repetition, BIM 101 introduces the foundational concepts so that in subsequent courses designed for specific stakeholders we can review more specifically how that concept applies—rather than introduce the concept.

By the end of the **BIM 101 Introduction** course, you will be able to clarify BIM misconceptions by discussing why they exist and the realities of the industry, define BIM as a process, and develop and understanding of why BIM and Revit are not synonymous terms, introduce the benefits of modeling for the various stakeholders in the architecture, engineering, construction and operations industry, and present the industry standard tools previously developed to manage the BIM process within the industr

Course Outline

Getting Started

- Introduction to BIM 100 Series
- Introduction
- What makes a successful BIM?
- What is Revit?

Benefits of Modeling

- Introduction
- Benefits to Design Teams
- Benefits to Construction Document Specialists
- Benefits to Owners and Facility Managers

The BIM Process

- New Construction vs. Renovation
- BIM Project Execution Plans
- Facility BIM Development Plans

Conclusion

- Conclusion
- BIM 101 Introduction to BIM

About the Expert

Megan Johnson is an AIA registered architect and avid academic who is the BIM Director for an architecture firm in Virginia. She has trained thousands of individuals to use Revit in a BIM-savvy manner over the past ten years. She has spoken internationally and has been published several times in publications like the Journal of the National Institute of Building Sciences.

EDUCATION, GOVERNMENT AND BUSINESS ENTERPRISE LICENSING DISCOUNTS ARE AVAILABLE.

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BIM 102 - Collaborative BIM

The **BIM 102 - Collaborative BIM** course elaborates on the concepts of BIM 101 with a focus on the language of collaboration. BIM 101 introduced the concepts; BIM 102 frames those concepts within the realm of communication and collaboration. The goal of focusing on collaboration is to help prepare the learner to implement BIM in their organization or assess and improve their previous implementation.

By the end of this course, you will be able to describe how BIM enhances communication and adds more value to a project than with traditional processes, define the Levels of Development and describe how these terms support communication and collaboration, assess your own organization's template needs and develop their standards according to the National BIM Standard, and discuss the concept of Collaborative BIM and successfully integrate the concepts into projects.

Course Outline

Introduction
- Welcome to BIM 102

General Process
- Review of the Basics
- The Modeling and Collaborative Process
- Terminology

Level of Development
- What is Level of Development
- LOD Further Explained
- Managing the LOD

BIM Standards
- National BIM Standards
- Establishing Modeling Standards
- COBie and Open Data Standards
- Assessing your Organization

Collaborative BIM
- Defining Collaborative BIM
- Integrating BIM in Projects
- Avoiding Rabbit Holes and the inevitable Punt

Conclusion
- Conclusion

About the Expert

Megan Johnson is an AIA registered architect and avid academic who is the BIM Director for an architecture firm in Virginia. She has trained thousands of individuals to use Revit in a BIM-savvy manner over the past ten years. She has spoken internationally and has been published several times in publications like the Journal of the National Institute of Building Sciences.

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BIM 110 - BIM for Architects

The **BIM 110 - BIM for Architects** course is divided into two sections: the BIM-savvy architect and the Design Intent Model. This is to focus on both the interpersonal and technical skills needed—the hard and soft skills respectively. Sometimes you will find soft skills discussed when reviewing technology or hard skills discussed with reviewing interpersonal collaboration. This is what makes BIM so challenging—it's hard to separate the two concepts. A strong, BIM-savvy organization requires an understanding of both.

By the end of this course, you will be able to: describe an architect's role in the BIM process and expand on the BIM toolset skills needed by the architect, list the model development minimums of the Design Intent Model, identify how the Design Intent Model becomes the Record Model, and discuss data integration in Existing Conditions, Design Intent Models, and Record Models.

Course Outline

Getting Started

- Introduction

The BIM Savvy Architect

- Educating the Owner
- Working with the Contractor
- Model Development Minimums of Design Intent Model

The Data of the Design Intent Mode

- Reconciliation and Record Model
- Setting Up the Existing Condition
- Architects and Data

Conclusion

- Conclusion for Architects

About the Expert

Megan Johnson is an AIA registered architect and avid academic who is the BIM Director for an architecture firm in Virginia. She has trained thousands of individuals to use Revit in a BIM-savvy manner over the past ten years. She has spoken internationally and has been published several times in publications like the Journal of the National Institute of Building Sciences.

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BIM 120 - BIM for Contractors

The **BIM 120 2017-BIM for Contractors** course is divided into two sections: the BIM-savvy contractor and the Construction Model. This is to focus on both the interpersonal and technical skills needed—the hard and soft skills respectively. Sometimes you will find soft skills discussed when reviewing technology or hard skills discussed with reviewing interpersonal collaboration. This is what makes BIM so challenging—it's hard to separate the two concepts. A strong, BIM-savvy organization requires an understanding of both.

By the end of this course, you will be able to describe a contractor's role in the BIM process, define the term "Federated Model," describe the involvement of the Subcontractor in Design Assist, identify how Integrated Project Delivery and Building Information Modeling work to enhance the contractors bottom line, and list strategies for hosting a successful Lean BIM Coordination meeting.

Course Outline

Getting Started

- Introduction

The BIM Savvy Contractor

- Types of Contractors
- CM-BIM Exam
- Additional Model Uses
- Design Assist Phase

The Construction Model

- Navisworks and the Federated Model
- BIM Coordination Meetings
- Field Application and Informational Data

Conclusion

- Conclusion for Contractors

About the Expert

Megan Johnson is an AIA registered architect and avid academic who is the BIM Director for an architecture firm in Virginia. She has trained thousands of individuals to use Revit in a BIM-savvy manner over the past ten years. She has spoken internationally and has been published several times in publications like the Journal of the National Institute of Building Sciences.

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BIM 130 - BIM for MEP Engineers

BIM has been called many things: a paradigm shift, a disruptive innovation, and a new market segment. The fundamental similarity in all of these classifications is that BIM has changed the way the construction industry does business. These changes can be felt in the largest of scopes to the most granular of activities. In **BIM 130 - BIM for MEP Engineers**, we stated that most BIM projects follow the same paths, while at the same time each BIM project tends to be unique within that path. In this course, we will focus on how BIM as a paradigm shift has impacted MEP Engineering firms.

By the end of this course, you will be able to identify owner types with whom the engineer can develop Collaborative BIM relationships, identify how the integration of calculations can complicate the use of design intent models as reusable Record Models, describe an engineer's developing relationship with subcontractors during Design Assist, and define Fabrication Level Modeling as well as how it is different than design intent modeling.

Course Outline

Getting Started
- Introduction

The BIM Savvy Engineer
- Educating the Owner
- Working with the Subcontractor
- Model Development Minimums of Design Intent Models

The Design Intent Mode
- Calculations and Fabrications
- Reconciliation and Record Models
- Engineers and Data

Conclusion
- Conclusion for MEP Engineer

About the Expert

Megan Johnson is an AIA registered architect and avid academic who is the BIM Director for an architecture firm in Virginia. She has trained thousands of individuals to use Revit in a BIM-savvy manner over the past ten years. She has spoken internationally and has been published several times in publications like the Journal of the National Institute of Building Sciences.

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BIM 140 - BIM for the Owner's Team

BIM has been called many things: a paradigm shift, a disruptive innovation, and a new market segment. The fundamental similarity in all of these classifications is that BIM has changed the way the construction industry does business. These changes can be felt in the largest of scopes to the most granular of activities. In past courses, we stated that most BIM projects follow the same paths, while at the same time each BIM project tends to be unique within that path. In this course, we will focus on how BIM as a paradigm shift has impacted the owner's team.

By the end of **BIM 140 - BIM for the Owner's Team** course, you'll be able to describe the benefits of a BIM process from an owner's point of view, describe the owner's team and how a BIM Commissioner can help support their BIM goals, identify requirements of a BIM savvy RFP, the digital templates, and BIM project documents, and review the available National BIM Standards supporting the efforts of the BIM savvy owner.

Course Outline

Getting Started
- Introduction

The BIM Savvy Owner
- Benefits to Owners and Facility Managers
- Skills of the Owner's Team
- Who is on the Owner's Team?

The BIM Savvy Process
- From Contracts to Facility Maintenance
- Templates to Documents
- National Standards

Conclusion
- Conclusion for Owners

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BIM 150 - BIM for Structural Engineers

BIM has been called many things: a paradigm shift, a disruptive innovation, and a new market segment. The fundamental similarity in all of these classifications is that BIM has changed the way the construction industry does business. These changes can be felt in the largest of scopes to the most granular of activities. In the past course, we stated that most BIM projects follow the same paths—while at the same time—each BIM project tends to be unique within that path. In this course, we will focus on how BIM as a paradigm shift has impacted structural engineers.

By the end of **BIM 150 - BIM for Structural Engineers** course, you should be able to describe how the tools of 3D modeling effectively support the structural engineering practice, describe how BIM objects within a structural model are universally standardized to support a strong digital lifecycle, describe how structural engineers can strategically partner with a detailer to enhance their BIM capacities, and define concurrent engineering and explain how the process can enhance construction timelines.

Course Outline

Getting Started
- Introduction

The BIM Savvy Structural Engineer
- A Clear BIM Direction
- Model Development Minimums of Design Intent Models
- Fabrication and Detailing

The Design Intent Model
- Reconciliation and Record Models
- Structural Opportunities

Conclusion
- Conclusion for Structural Engineers

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BIM Acronyms

BIM as a concept and process has evolved, and the way AEC professionals use terminology is an important part of ensuring consistency amongst all projects. Acronyms—in the context of BIM—are complex and involved. By the end of this 1-hour mini course, you will be able to describe the importance of BIM acronyms, be familiar with a variety of BIM acronyms, and be able to use BIM acronyms in your projects to communicate more effectively.

Course Outline

BIM Acronyms

- Overview
- BIM Acronyms A - J
- BIM Acronyms K - T
- Summary

About the Author - Rebecca De Cicco

Rebecca has always had a keen interest in digital technologies and how they can radically change the way we work and interact with one another. Having studied and worked in Australia as an Architect the basis for her experience always involved managing and training teams to utilize this technology and interact with those ready and willing for change to enable a more efficient workflow.

Rebecca lived in the UK for almost 10 years and following a series of successful senior roles in varied architectural organizations, Rebecca now manages her own consultancy, Digital Node, providing advice and insight to construction professionals all over the world on advanced digital solutions on projects as well as implementation and management processes. It is with this knowledge that she can communicate, train and manage teams in a BIM environment as well as ensure her knowledge is spread throughout the industry within education and focused groups.

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BIM Fundamentals

BIM Fundamentals is a 1-hour course that will provide you with the key information required to support all stages of a Building Information Modelling (BIM) project—from design through to operation. By the end of this course, you'll be able to define BIM, describe how BIM can provide great benefits to a project, explain why it is critical to implement BIM, and list potential solutions for BIMs' greatest challenges.

Course Outline

What is BIM?

- Learning Objectives and learning outcomes
- What is BIM ?
- BIM - The Basics
- BIM - Definitions
- BIM during Design, Construction and Operation
- Client Responsibilities
- The Importance of a Whole Life Approach

Why BIM?

- Why BIM?
- BIM vs a Traditional Methods
- BIM and the future of Construction
- Skills and Opportunities
- Stakeholder Engagement

Benefits of BIM

- Benefits of BIM - Overview
- Benefits of BIM - Client Side
- Benefits of BIM - Design
- Benefits of BIM - Construction
- Benefits of BIM - Whole Life
- Benefits of BIM - In use / Asset Management
- Benefits of BIM - Buildings & Infrastructure

Challenges of BIM

- Challenges of BIM Overview
- BIM Implementation - Organisational
- BIM Implementation - Project
- BIM Costs
- Cultural Challenges
- People, Process & Technology
- Regional Differences
- A staged approach
- Skills Shortages

About the Author - Rebecca De Cicco

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BIM & Collaborative Working

The BIM and Collaborative Working course will address how the principles of collaborative working can support BIM and its related processes. Collaborative working is a critical part of BIM and can contribute to positive outcomes for either an owner or a project team by allowing transparent and open communication at all times.

By the end of this course, you'll be able to recognize the importance of collaborative working in the context of a BIM project, discuss the use of the British Standard 11000 to support an organizations collaborative working principles, and implement collaborative working within your organization.

Course Outline

BIM and Collaborative Working

- Collaborative Working Basics Principles
- Responsibilities for Collaborative Working
- BS11000 - Principles Toward Collaborative Working
- Collaborative Working and BIM

About the Author - Rebecca De Cicco

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BIM Commercials

The BIM Commercials course will discuss how the commercial nature of a project is ultimately affected when BIM becomes part of the process. Commercial risks and processes should be understood by all parties working on a project to provide an environment free of risk and ambiguity.

Course Outline

BIM Commericals

- The Commercial Impacts of BIM
- A Contractual Framework
- BIM and Professional Indemnity Insurance
- Post Occupancy Evaluation

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BIM Dimensions and Documents

BIM Dimensions and Documents course that addresses how BIM documents should be managed and used across a project, as well as the BIM dimensions, which relate to all project BIM uses. It is imperative that BIM dimensions are understood so that BIM uses can be clearly documented. By the end of this course, you'll be able to describe the BIM dimensions and how they relate to all project processes, as well as how to document and manage them over a project lifecycle.

Course Outline

BIM Dimensions & Documents

- BIM Dimensions and Uses Overview
- BIM Dimensions
- BIM Key Documentation

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BIM During An Asset Lifecycle

The BIM During An Asset Lifecycle course will describe the importance of BIM during the asset lifecycle phase of a built asset. BIM as a process can provide great benefits during the design and construc@on stages, but the main benefits can be seen well into opera@on of a facility. It is therefore crucial to ensure that the fundamental nature of how an asset is managed and func@ons during its life be addressed by the owner.

Course Outline

BIM During an Asset Lifecyle

- BIM and the Asset Lifecycle
- Client Strategic Approach Toward BIM
- Maintaining Asset Data Within the CDE
- Security and Managing Data into Operation

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BIM Global Differences

BIM Global Differences course that addresses the global impact of BIM, giving examples of three differing regions—the US, Singapore and the UK. You will learn the basics of BIM implementation in those regions and begin to understand, in context, where BIM is being developed and has further weight globally in regard to skills and project experiences. By the end of this course, you'll be able to describe the global impacts of BIM, summarize how the USA, Singapore, and the UK have implemented BIM, and explain how BIM standards are being developed.

Course Outline

Global BIM

- Learning Objectives and Learning Outcomes
- Overview
- Standards supporting BIM
- Working across differing regions
- The importance of International Standards

BIM in the USA

- Overview
- History
- Policy
- Standards

BIM in the UK

- Overview
- History
- Policy
- Standards

BIM Singapore

- Overview
- History
- Policy
- Standards

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BIM Roles and Responsiblities

The BIM Roles and Responsiblities course will support how roles and responsibilities, which align to BIM, can be procured and appointed on a BIM project. Roles that have been developed in the industry are a direct result of the development of local and international standards all supporting BIM delivery.

Course Outline

BIM Roles and Responsibilities

- Overview of Roles
- Client Driven Roles
- Supplier Roles
- Role of Information Management

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BIM Terminology

BIM Terminology course, which reviews the terminology required to understand BIM in a global context—with specific reference to terms used in the UK and U.S. Terminology is an important part of a successful BIM project as all participants must understand the basic terms and use of these terms to work effectively and intelligently together. By the end of this course, you'll be able to describe the main BIM terms and references and summarize how they can aid in the planning and management of a BIM project.

Course Outline

BIM Terminology

- BIM Terms Overview
- BIM Terminology - Strategy Stage
- BIM Terminology - Project Planning
- BIM Terminology - Operational Phase
- BIM Uses
- LOD Overview

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The Importance of Data

The Importance of Data course will describe the importance of data during all stages of a built asset lifecycle. Data is shared, managed and created across a project, and the accuracy and validity of the data is crucial for an intelligent project to be undertaken. Clearly defining the data that is required—across all stages of a project—requires planning and thought, and this course will explain how this can be achieved.

Course Outline

The Important of Data

- Data and the Construction Industry
- Owner Strategy
- Information Exchange and COBie
- Data and CDE
- Security and Management of Data into Operation

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Bluebeam Revu Fundamentals

Bluebeam Revu is an award-winning software application that allows you to create, edit, markup, and collaborate using PDFs. In this course, you'll learn how to use Bluebeam Revu's core features on a basic level. After taking this course, you will be able to create, assemble, and work with PDFs, add markups to your PDFs, save your commonly used markups and markup properties to Bluebeam's patented "Tool Chest," create, edit, and apply stamps to your PDFs, and track, sort, and filter your markups and stamps in the "Markup List."

User's prerequisites

You don't need any previous experience with Bluebeam Revu to take this course.

Course Outline

Getting Started

- What is Bluebeam Revu?
- Open/Create PDFs
- The Bluebeam Revu Interface
- Tabbed Navigation

Working with PDFs

- Accessing Files
- Search
- Document Manipulation
- Using the Thumbnails Tab
- Layers and Document Comparison

Markups

- Markup Basics
- Line Tools
- Shape Tools
- Pen Tools
- Text Tools
- Images and Snapshot
- Oddball Markups
- Using Grid and Snap
- Rotation, Snap, and Grid

Stamps

- Introduction to Stamps
- Making Your Own Stamps
- Building a Stamp Library

Tool Chest

- Introduction to the Tool Chest
- Tool Sets
- Organizing Your Tools

Markup List

- Introduction to the Markup List
- Organizing Your Columns
- Filters
- Exporting Data (Summaries)

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Volume discounts starting at just 5 users. Contact getstarted@globaletraining.ca for more information.

Bluebeam Revu Intermediate

Bluebeam Revu is more than just a simple PDF manipulation and markup tool. It has an integrated network of features designed to help with workflows at all phases of construction.

The Bluebeam Revu Fundamentals course covered the core features: PDF Creation, Markups, The Tool Chest, and The Markup List. This intermediate course will take a deeper look at these features, exploring tools like Batch PDF creation, Measurement markups, Sequences and Actions, and Custom Columns. Beyond Revu's core features, this course will also look at its document handling features, which helps streamline the organization of complex document sets, making it easier to handle revisions, hyperlinking, searching, and navigating through your sets. This course will also address Revu's Collaboration tools, which allow teams of users to work on the same document sets in real time.

User's prerequisites

You don't need any previous experience with Bluebeam Revu to take this course.

Course Outline

A Deeper Look at the Core Features

- Introduction
- PDF Creation with the Bluebeam Plugin
- Document Manipulation
- Markups
- Measurement Markups
- Tool Chest
- Markup List

Document Handling

- Hyperlinks
- Bookmarks
- Sets

Collaboration

- Bluebeam Studio
- Studio Sessions
- Studio Projects

Bluebeam Studio Administration

- Managing Users
- Administering Sessions
- Administering Projects

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Grasshopper Level 1 (Twisty Tower)

Grasshopper is a graphical algorithm editor included with Rhino's 3-D modeling tools. Although programming or scripting knowledge is not a necessity, designers are able to build both simple and complex form generators.

Grasshopper Level 1 (Twisty Tower) is for users that have no prior knowledge of Grasshopper. The course will take you through the steps to develop your understanding and knowledge of this visual scripting environment. By the end of this course, you'll be able to describe the functionality of Grasshopper, navigate the interface, generate Geometry and Primitives, and analyze buildings to obtain metric data.

User's prerequisites

You don't need any previous experience with Grasshopper to take this course.

Course Outline

Introduction

- Introduction to Grasshopper
- Interface
- Components

Build

- Base
- Move
- Rotate
- Scale
- Surface
- Baking

Analysis

- Planes & Sections
- Area & Display
- Color By Area

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Rhino Level 1

Rhino Level 1 (Beginner) course is designed to give you a solid understanding of McNeel's Rhinoceros software basic features and capabilities. This course includes video demonstrations, quizzes and practical Let Me Try exercises, and accommodates all learning styles.

Rhinoceros is a versatile 3D modeler. It is used in computer-aided design (CAD), computer-aided manufacturing (CAM), rapid prototyping, and 3D printing within various fields, including architecture, industrial design, multimedia and graphic design. You will follow a workflow-based approach that mirrors the development of projects in the real world, learning Nurbs, Lines and Points, Nurbs Surfaces, Meshes and Model Organization.

User's prerequisites

You don't need any previous experience with Rhino to take this course.

Course Outline

Introduction to Rhino

- Introduction to Rhino
- User Interface Tour
- Commands

Introduction to NURBS Lines and Points

- Points
- Line
- Polylines
- Curves

Introduction to NURBS Surfaces

- Surfaces
- Polysurface
- Solids

Meshes

- What is a Mesh?
- Complications
- Conversion

Model Organization

- What are Properties Layers>/li>
- Display
- Grouping and Block

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Rhino Level 2

Rhino Level 2 (Intermediate) course is designed to give you a solid understanding of McNeel's Rhinoceros software intermediate features and capabilities. This course includes video demonstrations, quizzes and practical Let Me Try exercises, and accommodates all learning styles.

Rhinoceros is a versatile 3D modeler. It is used in computer-aided design (CAD), computer-aided manufacturing (CAM), rapid prototyping, and 3D printing within various fields, including architecture, industrial design, multimedia and graphic design. You will follow a workflow-based approach that mirrors the development of projects in the real world, learning Extended Editing Tools, Intermediate Modelling, 3D Drawing and Presentations.

User's prerequisites

You don't need any previous experience with Rhino to take this course.

Course Outline

Extended Editing Tools

- Curves
- Surfaces
- Generic Tools
- C-Plane
- Analysis

Intermediate Modeling

- Curves
- Surfaces
- Loft
- Boolean

Views

- Viewport

3D Drawing to 2D Modelling

- Working with Layouts
- Drawing

Presentations

- Annotations
- Printing

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Rhino Level 3

Rhino Level 3 (Advance) is designed to give you a solid understanding of McNeel's Rhinoceros software advanced features and capabilities. This course includes video demonstrations, quizzes and practical Let Me Try exercises, and accommodates all learning styles.

Rhinoceros is a versatile 3D modeler. It is used in computer-aided design (CAD), computer-aided manufacturing (CAM), rapid prototyping, and 3D printing within various fields, including architecture, industrial design, multimedia and graphic design. You will follow a workflow-based approach that mirrors the development of projects in the real world, learning Advanced Modelling, Rendering, Collaboration and Customization.

User's prerequisites

You don't need any previous experience with Rhino to take this course.

Course Outline

Advanced Modelling

- Cage Editing Surface
- Editing Surfaces
- Meshes
- Curves
- Advanced Editing with Curves and Surfaces

Views

- Camera

Rendering

- Lighting
- Materials
- Texture Mapping
- Render Settings

Collaboration

- Insert
- Referenced Blocks
- Work Sessions

Customization

- Commands
- Tool Bar Layout

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Introduction to Primavera P6 Professional

In this course, you'll learn the steps to build schedules in P6—from the ground up. You'll be building your own schedules in no time! By the end of this course, you'll be able to create your first project, identify when and where to add WBS Activities, as well as how to link it all together, and build your own schedule.

User's prerequisites

You don't need any previous experience with Primavera to take this course.

Course Outline

Introduc)on to Primavera P6 Professional

- Get Started
- Create a New Project
- Activity Layouts in P6
- Add and Link Activities
- XER Files in P6
- Workshop

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Cost Management in Primavera P6 Professional

In this course, planners and schedulers will learn how to incorporate any type of cost management into their project schedules in Primavera P6. By the end of this course, you'll be able to cost-load a project schedule, summarize various cost planning techniques and cost management concepts, describe the cost paradigm and the types of costs that P6 can and can't handle, and differentiate between Resource Costs and Expense Costs and identify when to use each.

User's prerequisites

You don't need any previous experience with Primavera to take this course.

Course Outline

Cost Management in Primavera P6 Professional

- Getting Started
- Resource Rate
- Cost Expense
- Cost-Loading
- Workshop

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Essential Activity Codes in Primavera P6

In this course, you'll learn all you need to know to use Activity Codes in your P6 project. Let's say you need to filter all of the design activities in your Primavera P6 project—you need Activity Codes. Or perhaps you want to identify and track activities that belong to a subcontractor—you need Activity Codes. How about tallying costs of your subcontractors activities? Activity Codes again. By the end of this course, you'll be able to build custom codes and use them to tally costs, describe how Activity Codes help in the management of projects in Primavera P6, and use Activity Codes to code, identify, filter, and manage project data.

User's prerequisites

You don't need any previous experience with Primavera to take this course.

Course Outline

Essential Activity Codes in Primavera P6

- Getting Started
- Activity Codes
- Workshop

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Progress Updating in Primavera P6

In this course—which is an essential part of any Primavera P6 planners education—you'll learn all about progress updating in Primavera P6 and how to apply Actuals to a schedule. Progressing is a critical piece of the project lifecycle and it is critical to evaluaying your project's performance. By the end of this course, you'll be able to use Percent Complete in P6, summarize the capabilities of the Progress Spotlight tool, and build a special Layout for Progress Updates and progress each of Primavera P6s different Activity Types.

User's prerequisites

You don't need any previous experience with Primavera to take this course.

Course Outline

Progress Upda)ng in Primavera P6

- Getting Started
- Progressing Updating Concepts
- Building Layouts
- Percent Complete Types
- Spotlight Tool
- Progressing a Milestone
- Activity Progressing
- Resource & Cost-loaded Activities
- Level of Effort & WBS Summary
- Workshop

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Project Baselines in Primavera P6

Without a compass you might not know where you are going. Without a project baseline, you won't know how your project is performing. In this course, you will learn about Primavera P6's excellent baseline features. Baselines allow us to compare our projects progress with an approved plan. Whether it be approved costs, approved scope, or an approved timeline, tracking to an approved project baseline is essential to knowing how well your project is going according to plan. By the end of this course, you'll be able to capture, work with, and compare the Primavera P6 baselines and use baselines to track your project performance from start to end.

User's prerequisites

You don't need any previous experience with Primavera to take this course.

Course Outline

Project Baselines in Primavera P6

- Getting Started
- Creating a Baseline
- Project Baseline
- Building a Baseline
- Workshop

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Resource Management in Primavera P6

In this course, you will learn that Primavera P6 is not only a powerful scheduling engine, but that it's a flexible Resource Management tool as well. By the end of this course, you'll be able to summarize P6's Resource Management capabilities—from managing a resource pool to assigning work to resources, define resources for your project tools to manage your resource pool, and resource-load a schedule.

User's prerequisites

You don't need any previous experience with Primavera to take this course.

Course Outline

Resource Management in Primavera P6

- Getting Started
- Adding Resources
- Assigning Resources
- Resource Over-allocations
- Workshop

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Scheduling in Primavera P6

In this course, you'll learn all about the process of scheduling activities in Primavera P6. By the end of this course, you'll be able to describe how the Critical Path Methodology Scheduling algorithm works, work with a project deadline and explain how deadlines can affect your projects Critical Path, build calendars in P6, and use P6's Activity Constraints to adjust your projects dates around real-world events and deadlines. Happy Scheduling!

User's prerequisites

You don't need any previous experience with Primavera to take this course.

Course Outline

Scheduling in Primavera P6

- Getting Started
- Project Deadlines
- Calendars in P6
- Constraints in P6
- Activity IDs in P6
- Workshop

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Introduction to MicroStation Select Series 3

MicroStation is an architectural and engineering software package for the creation of 2D and 3D design. It is a product of Bentley Systems Inc. and is designed to work only within the Microsoft Windows Operating System.

Introduction to MicroStation Select Series 3 is a 4-hour course designed for the user with little or no knowledge of MicroStation. By the end of this course, users will be able to describe the basic use of MicroStation in the design process, recognize the value of using MicroStation standardizing tools, and identify how the use of workspaces organizes the design process and ensures the use of established CAD standards.

User's prerequisites

You don't need any previous experience with Microstation to take this course.

Course Outline

Getting Started
- Introduction to MicroStation
- The Basics
- Main Menu Bar
- Toolboxes and Tools

Creating Elements
- Creating Elements

Text
- Text

Dimensions
- Dimensions

Measuring
- Measure Tools

Cells
- Cells

Working With Existing Elements
- Working With Existing Elements
- Grouping Elements

Combining Design Data
- Combining Design Data

Printing
- Printing

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SketchUp Basics 101

SketchUp Basic is the first in a series of courses to provide comprehensive training in the use of Trimble® SketchUp software. SketchUp is a 3D modeling computer program for a wide range of drawing applications such as architectural, interior design, civil and mechanical engineering, film, and video game design.

Created in partnership with EpicBIM, SketchUp Basics covers:

- Setup (Getting Started)
- The User Interface
- Getting comfortable with the different drawing tools

For anyone just starting out with SketchUp, or for seasoned SketchUp veterans, Global eTraining's SketchUp Basics is the training you need to make sure you get the most out of SketchUp. Learn Faster. Retain More. Save Time.

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Solidworks

Solidworks is a parametric CAD software offers an easy-to-use set of tools for 3D mechanical design, and documentation. With a basic design, Solidworks is able to connect to multiple disciplines, easing the communication between designers, engineers, and producers.

Solidworks The Complete Guide is designed to give you a solid understanding of Solidworks features and capabilities from the basics through to advanced and complex 3D modeling components.

Every course is designed to use all learning styles from text, audio, video, interactivity, quizzes and practical "Let Me Try" examples. You'll follow a workflow-based approach, creating 2D drawings from 3D data, modeling parts, combining parts into assemblies, annotating drawings, using advanced assembly tools, working with sheet metal, presenting designs, and simulation.

User's prerequisites

You don't need any previous experience with Solidworks to take this course.

Course Outline

Introduction to SOLIDWORKS

- Introduction To SOLIDWORKS and Getting Started
- Menu Bar And SOLIDWORKS Menus
- Toolbar and Dimensioning Standards and Units
- Important Terms and Their Definitions
- Auto-Backup Option, Selecting Hidden Entities, Hot Keys and Color Schemes

Drawing Sketches for Solid Models

- The Sketching Environment
- New Document
- Learning Sketcher Terms and Tools
- Drawing Lines
- Drawing Circles, Arcs, Rectangles and Parallelograms
- Drawing Polygons, Splines, Slots and Sketched Points
- Drawing Elipses, Elliptical Arcs ,Curves and Deleting Sketched Entities
- Drawing Display Tools

Editing and Modifying Sketches

- Editing Sketched Entities
- Creating and Editing Patterns
- Writing Text and Modifying Sketched Entities

Adding Relations and Dimensions to Sketches

- Applying Geometric Relations to Sketches
- Design Intent and Dimensioning A Sketch
- Concept of a Fully Defined Sketch
- Deleting Overdefined Dimensions
- Opening an Existing File

Advanced Dimensioning Techniques and Base Feature Options

- Advanced Dimensioning Techniques
- Creating Base Features by Extruding and Revolving Sketches
- Dynamically Rotating the View of a Model
- Modifying the View Orientation and Restoring the Previous View
- Displaying the Drawing Area in Viewports and Display Modes of A Model
- Assigning Materials and Textures to Models

Creating Reference Geometries

- Importance of Sketching Planes
- Reference Geometry
- Creating Reference Points
- Advanced Boss/Base Options and Modeling Using the Contour Selection Method
- Creating Cut Features and Concept of the Scope Feature

Advanced Modeling Tools-I

- Holes, Rollouts and Threads
- Creating Fillets
- Select Options
- Creating Fillets Using the FilletXpert
- Creating Chamfers, Shell Features and Wraps

Advanced Modeling Tools-II

- Creating Mirror Features
- Creating Linear Pattern Features
- Creating Circular Pattern Features
- Creating Table Driven Patterns, Variable Patterns and Rib Features
- Changing the Display States

Editing Features

- Editing Features of a Model
- Features

Advanced Modeling Tools-III

- Creating Sweep Features and Cut-Sweep Features
- Creating Loft Features
- Creating 3D Sketches

Advanced Modeling Tools-IV

- Creating Dome Features and Deform Features
- Creating Fastening Features
- Creating Freeform Features
- Dimensioning a Part Using DimXpert

Assembly Modeling-I

- Assembly Modeling
- Creating Bottom-Up Assemblies and Top-Down Assemblies
- Moving and Rotating Individual Components and Assembly Visualization

Assembly Modeling-II

- Advanced Assembly Mates
- Mechanical Mates
- Creating Sub-Assemblies
- Deleting Components and Sub-Assemblies and Editing Assembly Mates
- Editing Components and Sub-Assemblies
- Creating Patterns of Components in an Assembly
- Copy a Component Along with Mates

Working with Drawing Views-I

- The Drawing Mode and Starting a Drawing Document
- Types of Views
- Generating Derived Views
- Working with Interactive Drafting in Solidworks and Editing and Modifying Drafting Views

Working with Drawing Views-II

- Adding Annotations to the Drawing Views
- Adding the Bill of Materials (BOM) to a Drawing
- Adding Balloons to the Drawing Views and Creating Magnetic Lines
- Sheets

Solidworks (cont'd)

Course Outline (cont'd)

Surface Modeling
- Surface Modeling
- Surfaces

Working with Blocks

Introduction to Blocks
Creating Mechanisms by Using Blocks

Sheet Metal Design
- Sheet Metal Design
- Creating Sheet Metal Components from a Flat Sheet
- Sheet Metal Parts and Forming Tools

Equations, Configurations, and Library Features
- Working with Equations
- Working with Configurations
- Library Features

Motion Study
- Motion Study

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Attract and Retain the Best People

You're probably already experiencing a workforce shortage both with craft labor and management. How do you compete? What keeps people happy and motivated? What makes prospective employees choose your company over other companies? What makes employees choose to stay rather than leave? We are in the middle of a workforce crisis. How do you attract and retain the very best people? The Workforce Development course explores practical ways to attract and retain the very best people and give you practical ideas to implement immediately.

Course Outline

- Workforce Development
- Introduction
- Issues in the Industry
- Solutions for the Industry
- Radical Ideas
- Attract and Retain the Best People

About the Author - Brent Darnell

Brent earned his Bachelor's in Mechanical Engineering from Georgia Tech in 1981 and began his own construction career. He was an MEP Coordinator and Senior Project Manager on complicated projects like the Brook Army Medical Center and housing for the 1996 Summer Olympic Village. Because of these first-hand experiences, Brent speaks with a deep understanding of his audience and the problems they commonly face. His passion is to transform the industry into one that is more collaborative, more relationship driven, and more fun.

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Communication Skills

Through this course, participants gain the essential basics of powerful and effective communication. They will learn the pitfalls of communication and how to communicate clearly. Participants will reap the benefits of effective communication and learn how to motivate and persuade others without resorting to the traditional command and control approach.

Course Outline

- Introduction
- It Starts with You
- Connect with Others
- Communication Tools

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Diversity and Inclusions

Everyone has biases without exceptions. This course addresses those biases, gets at the heart of the matter of diversity and inclusion and endeavors to create true behavioral shifts to create a more diverse and inclusive industry through practical tools, exercises and simulations. This course will take you beyond EEO compliance and the avoidance of lawsuits. It is our hope that ten years from now, these conversations will be irrelevant.

The **Diversity and Inclusion in the AEC Industry** course addresses our most common biases, gets at the heart of the matter of diversity and inclusion, and endeavors to create true behavioral shifts to create a more diverse and inclusive industry through practical tools, exercises and simulations. This course will take you beyond EEO compliance and the avoidance of lawsuits. It is our hope that ten years from now, these conversations will be irrelevant.

Course Outline

- Introduction
- The Business Case for Diversity and Inclusion
- Conscious and Unconscious Bias
- Practical Steps to Promote Diversity and Inclusion

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Emotional Experience Creation

Can your business sustain itself by competing on price alone? Have you cut your overhead and profit down to next to nothing and still find it hard to compete? Find out how to differentiate your company through creating a positive emotional experience instead of a reliable transaction. Find out how to tap into the intangible, emotional side of business to make your company stand out. Find out how to increase business opportunities without cutting cost. Look at case studies where companies have implemented emotional intelligence principles as a strategic initiative to improve business. You will leave with not only the principles, but also practical ideas to implement the very next day!

Course Outline

- Introduction
- The Brain and How We Buy Stuff
- Create a Positive Emotional Response
- Best Practices

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Emotional Intelligence

This foundation course focuses on the concept of emotional intelligence, how it is measured, how it can be improved, and the powerful results it has on successful projects and your company's bottom line. Enlightening and entertaining, this program shows participants their emotional profile and how to improve the areas that will benefit them the most.

Course Outline

Introduction to Emotional Intelligence in the AEC Industry

- Introduction to EI in the AEC Industry
- How Emotions Affect Your Performance

Improve

- EI Testing

Performance

- Where Am I Now?
- Where Do I Want to Be?
- How Do I Get There From Here?
- Case Studies of Improvements

Bonus Materials

- The People Profit Connection eBook - 3rd edition
- The People Profit Connection Audio book - 2nd edition
- Georgia Tech Podcast on Emotional Intelligence
- The Tao of Emotional Intelligence Book and App.

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Great Relationships

This course takes participants through each step of how to create and maintain positive business relationships. Participants will learn every aspect of effective communication from ways to introduce themselves, to that crucial first handshake. Brent shares valuable techniques such as how to remember names and the art of following-up. This program is a must for anyone who wants to learn how to effectively network and forge great relationships that will help create and drive future business.

Course Outline

- Introduction
- Internal Focus
- Connection Focus
- Encounters With Others
- How to Maintain Your Relationships

About the Author - Brent Darnell

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Innovation and Problem Solving

Technical construction people and creative thinking don't often go hand-in-hand—but they should. Creative thinking is essential to fostering innovation and leadership in every business. This is how companies will be able to face tomorrow's industry challenges. Through the use of hands-on exercises and improvisational storytelling, Brent helps teach technical-minded professionals how to improve the creative thought process in themselves and their companies and improve their leadership skills. He also covers a problem solving/design methodology from the Stanford "D" School that will enable companies to easily solve the toughest problems. This program is designed for any company that desires to inspire innovation and stay ahead of the curve in a competitive marketplace.

Course Outline

- Introduction
- Get Rid of Your Limitations
- Open Up to Possibilities
- Problem Solving
- Spark Creativity in You, Innovation in Your Company

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Presentation Skills

This course shows participants how their body, face, voice, movement, and energy affect an audience. They will learn how to use these factors to create more effective, memorable presentations and also increase their effectiveness with one-on-one encounters. This presentation also examines the power of storytelling, the use of metaphors, the basics of rhetoric (creating powerful argumentation), and the use of status. This course goes far beyond learning to create inspiring speeches. It will give participants the tools to create a powerful presence so that they can have more influence on their projects and work environments.

Course Outline

- Introduction
- How to Connect with Your Audience
- How Your Present Yourself
- The Technical Stuff
- Practice Presenting by Observing

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Safety Program Implementation

This course caters to the "highly independent" alpha males in the construction industry. Brent demonstrates how a simple focus on emotional competencies can turn your safety program around. By tapping into the emotional part of safety, your employees will naturally work safer, instead of rebelling against rules and policies. The business will reap the financial benefit of them doing so, allowing the company to build a well-respected reputation around this increasingly important metric. The issue isn't about your people knowing the safety guidelines; it's about being motivated to actually follow them. This program provides that motivation.

Course Outline

- Introduction
- Primal Safety Program: A Step by Step Guide

Bonus Materials

- Safety and The Primal Safety Program (ebook)
- Primal Safety Coloring Book (PDF)
- 52 Primal Safety Toolbox Topics

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Stress Management

Participants will discover the powerful impact stress and burnout have on precision and decision-making. This course teaches you how to identify and combat stress triggers before they manifest in the form of low productivity, absenteeism, and illness. In addition, participants will learn to use powerful recovery techniques to create a healthy work environment and increase energy and productivity.

Course Outline

- Introduction
- Symptoms and Consequences of Stress
- Activities to Offset Your Stress and Build in Recovery
- Lifestyle Choices for Less Stress and Better Health and Performance
- The Body Battery Inventory
- How to Create a Healthy, Productive Life Filled with Meaning

Bonus Materials

- Guided Meditations - MP3s

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Time Management

This course explores time management, and participants quickly learn that it has very little to do with time. We start with examining the big picture and long-term goals, then drill down, giving students powerful methods to handle all of the things that enter their world. We look at how to eliminate waste and how to handle time wasters such as emails, phone calls, drop-in visitors, and meetings. We also talk about the biggest time waster on the planet and how to avoid it.

Course Outline

- Introduction
- The Physical Side of Time Management
- The Organizational Side of Time Management
- How to Eliminate Time Wasters and Clarify Your Tasks

Bonus Materials

- Holy Cr-p Meeting Bingo

About the Author - Brent Darnell

Brent earned his Bachelor's in Mechanical Engineering from Georgia Tech in 1981 and began his own construction career. He was an MEP Coordinator and Senior Project Manager on complicated projects like the Brook Army Medical Center and housing for the 1996 Summer Olympic Village. Because of these first-hand experiences, Brent speaks with a deep understanding of his audience and the problems they commonly face. His passion is to transform the industry into one that is more collaborative, more relationship driven, and more fun.

The impact of Brent's unique programs spans the globe and his clients include Skanska, Kiewit, Balfour Beatty, Clark, Manhattan, McCarthy, Heery, Beck, Barton Malow, Batson Cook, Granite, Brasfield & Gorrie, Jacobsen Construction, the AGC, ABC, DBIA, COAA, CMAA. He is also an adjunct professor at Auburn, Penn State, and Virginia Tech, teaching emotional intelligence and people skills to their technical students.

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Training The Trainer

For any subject matter expert (SME), the day will inevitably come when they are asked to transfer that knowledge to others. This course is intended for SME's who are very knowledgeable in their field, but not well versed in best practices for training.

That required knowledge transfer may be in a live setting, or in the creation of learning content. No matter how it is presented, there are certain considerations that any prospective trainer can make - which will increase the ease of that knowledge transfer and provide a productive learning experience for the recipient.

Course Outline

Getting Started

- But I'm Not a Trainer, I'm Just Great at my Job
- But Really....Why Me?
- Bloom's Taxonomy of Training
- Bloom's Taxonomy of Educational Objectives

Learning Styles I

- The Felder-Silverman Learning Style Model
- Sensing Learners vs. Intuitive Learners
- Visual Learners vs. Verbal Learners
- Active Learners vs. Reflective Learners
- Sequential Learners vs. Global Learners

Learning Styles II

- The VARK Modalities
- Visual (V)
- Aural / Auditory (A)
- Read / Write (R)
- Kinesthetic (K)
- Multimodality - Learning Style Combinations

Instructional Approaches

- Active Learning
- Active Listening
- Cooperative Learning

Learning Cycles

- Lecture / Demonstration / Activity Learning Cycles
- Lecture
- Demonstration
- Activity Assessments

Understanding the Class

- Synchronous Vs Asynchronous Learning
- Synchronous Training
- Asynchronous Training Which is Better?
- What is Blended Learning?
- Flipping the Classroom

Preparation

- Preparing your Training Material
- Preparing yourself to Train
- Preparing the Training Space
- Preparing your Trainees
- The Trained Trainer

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Microsoft Access 2013

Microsoft® Access The Complete Guide provides training on all the essential functions of Access. This course covers introductory through advanced topics. In Unit 1 introduce students to the concept of a database and the four database objects: tables, forms, queries, and reports. Students design a database, use forms, build queries and create reports. In Unit 2 cover advanced topics related to the four objects, maintaining a database, and integrating Access with Word, Excel and Outlook. In Unit 3, students are introduced to complex forms, calculated controls, complex reports, sub-reports, database customization, splitting databases, customizing the user interface, and more.

The Microsoft® Office Complete Guide series has been designed from the ground up for Global eTraining's world-leading, online, on-demand GeT Interactive eTraining platform. With text from internationally recognized content matter experts, professional narration, video demonstrations by leading instructors, and Let Me Try exercises for users to get practical experience with the software, using downloadable datasets aligned with the presentation content.

User's prerequisites

You don't need any previous experience with Microsoft® Access to take this course.

Course Outline

Exploring Access
- Defining Access Databases
- Exploring the Access Environment
- Introducing Objects & Exiting

Designing a Database and Creating Tables
- Designing & Normalizing
- Linking Tables
- Creating Tables
- Retrieving Data

Working with Forms
- Form Design & Creation
- Modifying Form Controls
- Modifying Form Layout
- Printing & Using Help

Querying a Database
- Creating Select Queries
- Setting Query Criteria
- Sorting & Performing Calculations
- Creating Special Types of Queries

Using Reports to Display Information
- Designing Reports
- Modifying Reports
- Exploring Other Report Tools
- Printing Reports

Refining Table Design
- Creating and Modifying Relationships
- Modifying Table Structures
- Formatting A Table Datasheet Layout
- Setting Field Properties
- Setting Lookup Fields with the Lookup Wizard

Customizing Input Forms
- Creating a Main Form with a Subform
- Adding Calculations to Forms
- Setting Properties to Assist and Control Data Entry

Creating Complex Queries
- Creating and Running Action Queries
- Identifying Advanced Query Features
- Creating and Running Parameter Queries
- Creating a Calculated Field in a Query

Customizing Reports
- Customizing Reports
- Adding a Subreport to a Main Report
- Creating a Report from a Subreport
- Numbering Items in a Report
- Creating Calculated Controls on a Subreport
- Setting Page Breaks and Customizing Controls
- Analyzing Report Performance

Customizing The Database Interface and Startup Options
- Set Access Options
- Splitting a Database
- Customizing the Database Interface

Importing and Exporting Data Using Word, Excel and HTML
- Convert Access 2013 files to previous Access formats
- Attaching Files to Database Records
- Integrating Access with Word
- Integrating Access with Excel
- Displaying Access Data on the Web

Maintaining a Database
- Improving and Maintaining a Database
- Creating Macros to Improve Efficiency
- Managing Database Objects
- Analyzing and Documenting Databases
- Compacting and Repairing a Database
- Setting Database Security
- Exploring Microsoft Cloud Storage

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Microsoft Excel 2013

Microsoft® Excel The Complete Guide provides extensive, thorough training of Excel. This course covers introductory through advanced topics, and is ideal for the computer user who wants to become well versed in using Excel. Topics introduced in Unit 1 include the Ribbon interface; entering and editing data; selecting cells and ranges; printing worksheets; creating formulas and functions; formatting cell contents; inserting and deleting columns, rows, and cells; charts; and more. Unit 2 covers such topics as large worksheets and workbooks; tables; outlines; inserting clip art, pictures and SmartArt; templates; digital signatures; and more. In Unit 3, students are introduced to PivotTables and macros, financial functions, data analysis, auditing and additional functions, advanced formatting and analysis tools, collaboration, and more.

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User's prerequisites

You don't need any previous experience with Microsoft® Excel to take this course.

Course Outline

Exploring Excel
- Exploring Excel
- Exploring The Excel Program Window
- Entering Data In Excel
- Working With Numbers And Save Concepts

Editing Worksheets
- Opening Workbooks and Editing Entires
- Selecting Cells and Ranges. and Cut. Copy, and Paste
- Undo and Redo, and Clearing Cell Contents and Formats
- Using AutoFeatures
- Using AutoCorrect

Appearances of Worksheets
- Exploring the Many Views Of Excel
- Editing Workbook Properties and Managing Worksheets
- Copying/Hiding Worksheets, and Modifying Columns/Rows

Formulas and Functions
- Working With Formulas and Functions

Formatting Cell Contents
- Formatting Worksheets
- Text Control Options and Formatting Numbers
- Format Cells Dialog Box

Charting Worksheet Data
- Creating Charts
- Moving & Sizing Embedded Charts
- Exploring and Modifying Charts
- Applying Layouts
- Trendlines, Sparklines & Printing

Formatting Cell Contents, Advanced Skills
- Working with the Format Painter and Quick Styles
- Formatting with Themes
- Inserting Date Functions and Formatting
- Creating Custom Formats and Working with Conditional Formatting
- Naming Cells and Ranges

Managing Multiple-Sheet Workbooks
- Sorting Worksheet Data
- Using Flexible Worksheet Views
- Printing Multipage Worksheets
- Using Multiple Worksheets & Linking Cells and Formulas
- Using 3-D Cell References in Formulas
- Copying Worksheets
- Printing Multiple-Sheet Workbooks

Applying Advanced Functions and Data Analysis
- Creating Formulas Using Criteria IF Functions
- Using Logical Functions in Formulas
- Using Functions to Format Text
- Creating Financial Functions
- Using Data Analysis Tools

Creating Tables and Outlines
- Creating a Table
- Working with Tables
- Structured References & Enhanced Sorting and Filtering
- Using SUBTOTAL and Quick Analysis
- Using the Outline Feature and Displaying Subtotals

Utilizing Graphics and Templates
- Using Illustrations & Inserting Pictures and Clip Art
- Getting Into Shapes
- Illustrating with SmartArt and WordArt
- Using and Customizing Templates

Using LOOKUP Functions, PivotTables, and Macros
- Introducing Lookup Functions
- Creating PivotTables
- Creating PivotCharts and Macro Security
- Recording, Running and Assigning Macros

Using Advanced Formatting and Analysis Tools
- Working with Grouped Worksheets
- Consolidating Worksheet Data
- Working with Data Validation
- Circling Invalid Data
- Removing Duplicate Records
- Tracing Formulas
- Auditing Formula Errors
- Using Data Tables

Collaborating in Excel
- Creating Folders in Excel
- Inserting, Viewing, Positioning and Sizing a Comment
- Creating Hyperlinks
- Protecting Workbooks and Worksheets
- Creating Digital Signatures

Microsoft Excel 2013 (cont'd)

Course Outline (cont'd)

Sharing Workbooks

- Preparing Workbooks for Distribution
- Sharing Workbooks Without a Network
- Tracking Changes to Workbooks
- Merging Multiple Workbooks
- Emailing a Workbook
- Importing Data via a Web Query
- Collaborating with SkyDrive and Office Web Apps

Integrating Excel with Other Programs

- Maintaining Compatibility
- Converting Workbooks
- Merging with other MS Programs
- Importing External Data
- Saving Workbook Elements as a Webpage

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Microsoft Outlook 2013

Microsoft® Outlook The Complete Guide uses a step-by-step, hands-on, skills-based approach to ensure student success. Compelling case studies demonstrate the relevance of the subject matter in practical situations.Topics include: The Ribbon interface; navigating in Outlook, setting email options, sending messages, attaching files, responding to messages, creating contacts, distribution lists, and creating notes, tasks and journal entries, and archive folders. Other topics included are Calendar sharing, snapshots, meeting cancellations, To Do Bar, calendar overlays, message attachments, search folders, color categories, rules, voting buttons and meeting update controls.

The Microsoft® Office Complete Guide series has been designed from the ground up for Global eTraining's world-leading, online, on-demand GeT Interactive eTraining platform. With text from internationally recognized content matter experts, professional narration, video demonstrations by leading instructors, and Let Me Try exercises for users to get practical experience with the software, using downloadable datasets aligned with the presentation content.

User's prerequisites

You don't need any previous experience with Microsoft® Outlook to take this course.

Course Outline

Getting Started with Outlook
- Introducing Outlook
- Navigating the Outlook Window
- Accessing Help

Working with Email
- Getting Started with Outlook Email
- Sending Messages
- Handling Incoming Messages
- Organizing Messages

Working with People
- Managing People in Outlook
- Working with Contacts
- Working with Contact Groups
- Staying Connected with People

Working with the Calendar
- Exploring the Calendar
- Sharing and Publishing Calendars
- Printing Calendars
- Working with Appointments and Meetings

Working with Notes, Tasks, and Integration
- Working with Notes
- Working with Tasks
- Working with the Folder List and Categories
- Integrating with Word and Mobile Devices

Formatting Message Content with Track Changes
- Formatting Message Content
- Paragraph Formatting
- Styles
- Find & Replace

Working with Message Attachments
- Working with Message Attachments

Using Search Folders
- Using Search Folders

Customizing Outlook
- Customizing Outlook

Message Options
- Message Options

Using Color Categories
- Using Color Categories
- Message Flags

Rules
- Rules
- Junk Email
- Desktop Alerts

Meetings
- Meetings

Using Voting Buttons
- Using Voting Buttons

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Microsoft PowerPoint 2013

Microsoft® PowerPoint The Complete Guide has been designed from the ground up for Global eTraining's world-leading, online, on-demand GeT Interactive eTraining platform. With text from internationally recognized content matter experts, professional narration, video demonstrations by leading instructors, and Let Me Try exercises for users to get practical experience with the software, using downloadable datasets aligned with the presentation content.

This course covers introductory through advanced topics. Topics introduced in Unit 1 include the Ribbon interface, document themes, bulleted lists, outlines, formatting text, printing presentations, transitions, clip art and graphics, charts, slide show delivery, and more. Unit 2 covers such topics as editing presentations, handouts, creating hyperlinks, multimedia and sound, tables, themes and slide masters, and more. In Unit 3, students are introduced to presentation connection techniques, online collaboration, cloud computing, transporting presentations, and more.

User's prerequisites

You don't need any previous experience with Microsoft® PowerPoint to take this course.

Course Outline

Creating and Delivering a Presentation
- Starting PowerPoint
- Document Themes
- Creating a Basic Presentation
- Delivering the Slide Show and Getting Help

Designing the Presentation
- Working with Slides and Outlines
- Integration and Formatting
- Format Painter and Slide Sorter
- Organizing and Printing

Adding Graphics, Animation, and Sound
- Online Pictures
- Adding Other Graphics
- Transitions, Animation and Sound Effects

Inserting Charts
- Inserting Charts
- Working with External Excel Documents
- Creating SmartArt Diagrams

Preparing a Presentation
- Preparing a Presentation
- Editing Your Presentation
- Printing Handouts
- Using Hyperlinks in Presentations
- Using the Slide Show Toolbar

Adding Multimedia to Presentations
- Adding Multimedia to Presentations
- Using Audio in Presentations
- Creating Slide Show Timings
- Using Video in Presentations

Using Tables in Presentations
- Using Tables in Presentations
- Customizing Tables

Customizing Themes and Slide Masters
- Customizing Themes and Slide Masters
- Using Slide Masters
- Using Action Buttons

Connecting and Broadcasting Presentations
- Connecting Presentations
- Broadcasting Presentations

Collaborating with Others Online
- Collaborating Online
- Sharing Files
- Working with Comments and Merging Presentations
- Using SkyDrive, Office Web Apps, and Reference Tools

Transporting Presentations
- Transporting the Presentation
- Preparing the Meeting Room
- Following the Presentation Setup Checklist
- Preparing for Success
- Targeting Your Audience

Integrating with Other Office Programs
- Maintaining Compatibility with Previous Versions of Office
- Working with Word, Excel, and Outlook Integration

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Microsoft Project 2013

Microsoft® Project The omplete Guide has been designed from the ground up for Global eTraining's world-leading, online, on-demand GeT Interactive eTraining platform. With text from internationally recognized content matter experts, professional narration, video demonstrations by leading instructors, and Let Me Try exercises for users to get practical experience with the software, using downloadable datasets aligned with the presentation content.

This course covers introductory through advanced topics. Students are introduced to what a project is, resources,task list, tracking progress, task durations, task dependencies, project statistics, managing resources, taskrelationships, project baselines, grouping and filtering tasks, and more.

User's prerequisites

You don't need any previous experience with Microsoft® Project to take this course.

Course Outline

Beginning a New Project: Creating a Task List and Assigning Resources

- What Is a Project?
- Resources in Microsoft Project
- Managing the Task List

Task Durations and Dependencies

- Calendars in Microsoft Project
- Task Scheduling: Manual vs. Automatic
- Task Durations
- Project Milestones
- Task Dependencies and Linking Tasks
- More on Task Dependencies
- The Resource Information Dialog Box

Managing and Assigning Resources

- Checking the Project Statistics
- Defining and Refining Resource Capacity
- Assigning Work Resources to Tasks
- Adding and Removing Resources to Tasks
- Managing Resource Costs
- Fine-tuning Working Time for Resources

Finalizing the Project Plan

- Defining Cost and Material Resources
- Entering Task and Resource Documentation
- Printing Reports and Views
- Creating a Project Baseline

Tracking Progress in the Project Plan

- Tracking Progress as Scheduled
- Tracking Progress by Percentage Completed
- Tracking Progress by Entering Actual Values
- Comparing Actual Values to the Project
- Tracking and Detail Gantt Views

Refining Details for Assignments and Tasks

- Modifying Task Relationships
- Creating Recurring Tasks
- Changing the Task Type
- Changing Task Assignments
- Adjusting Task Costs with Variable Cost Rates
- Allocating Cost and Material Resources to Tasks
- Identifying Over- and Under-allocated Resources

Refining and Reorganizing the Project Plan

- Examining Resource Allocations Over Time
- Manually Resolve Over-allocations
- Checking Statistics for Total Cost and Finish Date
- Sorting Tasks and Resources
- Grouping Tasks and Resources
- Filtering Tasks and Resources
- Customizing and Saving Tables
- Customizing and Saving Views

Updating and Viewing the Project Status

- Setting the Elements of a Project Baseline
- Tracking Actual and Outstanding Work
- Updating Baselines
- Entering Actual Costs Manually
- Rescheduling Unfinished Work
- Identifying Slipping Tasks
- Scrutinizing Resource Costs and Their Impact
- Creating Views to Pinpoint Project Variance

Troubleshooting and Communicating the Project Plan

- Assigning Overtime Hours
- Troubleshooting Time and Scheduling Issues
- Troubleshooting Task and Resource Cost Issues
- Formatting and Printing the Gantt Chart View, Timeline, and Network Diagram
- Printing Simple Views and Standard Reports
- Customizing Views and Reports
- Creating Visual Reports in Excel and Visio

Customizing Project

- Using Project Templates
- Customizing the Quick Access Toolbar and Project Ribbons
- Copying Customizations to the Global Project Template
- Recording and Editing Macros in Project
- Copying Project Data to Other Programs
- Opening Other File Types in Project
- Saving Project Files as Other File Type

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Microsoft Publisher 2013

Microsoft® Publisher The Complete Guide has been designed from the ground up for Global eTraining's world-leading, online, on-demand GeT Interactive eTraining platform. With text from internationally recognized content matter experts, professional narration, video demonstrations by leading instructors, and Let Me Try exercises for users to get practical experience with the software, using downloadable datasets aligned with the presentation content.

This course covers introductory topics. Students are introduced to text boxes, picture boxes, picture effects, shapes,lines and arrows, blocks, styling, drawing and design objects, tables, mailing , editting and more.

User's prerequisites

You don't need any previous experience with Microsoft® Publisher to take this course.

Course Outline

Introducing Microsoft Publisher

- Getting Started with Publisher
- Publisher Setup
- Exploring Publisher

Text Boxes

- Working with Text Boxes
- Styling

Picture Boxes

- Working with Pictures
- Picture Styles and Effects
- Pictures and Text

Drawing and Design Objects

- Shapes, Lines and Arrows
- Blocks

Tables

- Creating Tables
- Table Design

Mailings

- Understanding Mailings
- Setting Up Mailings

Finalizing Your Project

- Editing

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Microsoft Word 2013

Microsoft® Word Complete Guide provides extensive, thorough training of Microsoft® Word. This course covers introductory through advanced topics, and is ideal for the computer user who wants to become well versed in using Microsoft Word. Topics introduced in Unit 1 include the Ribbon interface, working with text, printing, using proofreading tools, creating bulleted and numbered lists, tables and forms, and more. Unit 2 covers such topics as newsletter columns, WordArt and clip art, document themes, styles, picture editing, and Mail Merge. In Unit 3, students are introduced to footnotes and endnotes, headers and footers, templates, tables of contents and indexes, Track Changes, macros, digital signatures, customization options, and more.

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User's prerequisites

You don't need any previous experience with Microsoft® Word to take this course.

Course Outline

Introducing Word Basics

- Starting Word
- Working with the Word Interface
- Saving and Exiting

Creating and Editing Business Letters

- Inserting Text
- Editing Text

Creating a Memorandum and a Press Release

- Typing a Memorandum
- Page Breaks & Proofreading
- Formatting & Using Find and Replace
- Navigating & Saving

Creating a Simple Report

- Formatting Reports
- Indenting Text and Using Custom Tab Stops
- Using Numbered and Bulleted Lists
- Formatting
- Reference Tools

Working with Tables

- Tables
- Selecting Data & Cells
- Formatting & Sorting
- Performing Calculations & Sizing

Creating a Research Paper

- Research Paper Styles
- Bibliographies and Captions
- Working with Templates

Using Mail Merge

- Introducing Mail Merge
- Working with the Data Source
- Main Documents and Merging
- Merging Envelopes and Labels

Creating a Newsletter

- Section Breaks and Word Art
- Inserting Media
- Columns and Building Blocks
- Themes, Styles and Views

Creating a Promotional Brochure and a Form

- Working with Shapes
- Working with SmartArt
- Formatting & Working With Forms

Organizing Long Documents

- Creating a Table of Contents
- Working with Multiple Headers and Footers
- Creating an Index
- Adding Cross-References
- Managing Long Documents

Collaborating in Word

- Using a Highlighter
- Tracking Changes to Documents
- Reviewing Tracked Changes
- Saving and Sending Files
- Reviewing Changes from Multiple Reviewers
- Using AutoSave and AutoRecover
- Introducing SkyDrive and Office Web Apps

Sharing and Securing Content in Backstage View

- Preparing Documents for Sharing
- Controlling Document Access
- Attaching Digital Signatures to Documents

Personalizing Word

- Customizing Word Options
- Using Document Properties
- Automating Word Tasks Using Macros
- Using the VBA Editor to Edit Macros

Integrating Word with Excel, PowerPoint, and the Web

- Embedding and Linking Excel Objects
- Using Excel as a Mail Merge Data Source
- Creating Web Pages from Word Documents

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Adobe Acrobat DC

Getting Started With Adobe Acrobat DC provides an understanding of viewing, creating, editing, and performing other actions with PDFs. This course focuses on creating PDFs from other sources, editing the content once converted, commenting on others work, and other methods of collaboration including utilizing the Adobe Document Cloud. Additionally, this course provides an introduction to Forms—a method of converting paper forms into a means of completing the form electronically from a wide range of devices.

User's prerequisites

You don't need any previous experience with Adobet® Acrobat to take this course.

Course Outline

Getting Started with Adobe Acrobat

- Learning the Basics
- Getting Around a PDF

Building PDFs

- Creating PDFs
- Editing Pages

Working With PDFs

- Edit the PDF
- Working With Scans

Collaboration

- Adding Markups and Comments
- PDF Export

Doing More With Your PDFs

- Data Protection and Optimization
- Forms

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Adobe Illustrator CC Level 1

Adobe Illustrator CC Level 1 course covers all the fundamental concepts and tools found in the Adobe program. It will allow you to provide design solutions for your company, clients, and yourself. To start, you will identify core concepts and familiarize yourself with the workspace and basic tools. Then, you'll create custom drawings and format them. You'll also learn how to organize objects and work with text. By the end of this course, you will be able to navigate the Illustrator environment, create and modify illustrations, and manage objects with layers and libraries.

User's prerequisites

You don't need any previous experience with Adobet® Illustrator to take this course.

Course Outline

Introduction
- About Illustrator

Understanding the Workspace
- Workspace Fundamentals
- Working with Panels and Windows
- Using and Creating Workspaces

Working with Documents
- Creating New Documents and Saving Files
- Artboards and Navigation

Basic Drawing
- Working with a Drawing
- Line Tools
- Shape Tools
- Drawing for the Screen

Modifying Your Drawing
- Strokes
- Modify Paths
- Reflect and Rotate
- Pen and Pencil

Working with Text
- Text
- Text Styles

Managing Objects
- Align, Distribute, and Group
- Layers
- Creative Cloud Libraries

Formatting
- Colors and Swatches
- Gradients
- Patterns
- Masking

Brushes
- Calligraphic and Bristle Brushes
- Scatter and Art
- Pattern Brushes
- Blob Brush

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Adobe Illustrator CC Level 2

Adobe Illustrator CC Level 2 covers advanced techniques and tools found within the program and will help you enhance and manage your drawings, as well as create more intricate drawings. The course begins with tools that will help you mange existing artwork. Then, you'll learn how to create special effects and graphs and work with data files inside of Illustrator. Lastly, you'll familiarize with the different ways you can share your artwork with others. By the end of this course, you'll be able to manipulate and reuse shapes using the Shape Builder, Symbols, and Recolor Artwork feature, create special effects such as drawings with perspective and 3D drawings, work with graphs and variable data, and output your files for print or the web.

User's prerequisites

You don't need any previous experience with Adobet® Illustrator to take this course.

Course Outline

Create Complex Drawings

- Pathfinder and Shapebuilder
- Symbols
- Recolor Artwork
- Live Paint
- Image Trace
- Gradient Meshes

Special Effects

- Perspective Drawings
- Appearance Panel
- Effects
- 3D Effect
- Graphic Styles

Data and Automation

- Graphs
- Scripts
- Variables
- Using Actions
- Create an Action

Outputting Your File

- Printing
- Exporting
- CSS

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Adobe InDesign CC Level 1

Adobe InDesign CC Level 1 is the industry-standard for desktop publishing to create graphics-rich documents for print and electronic publishing. InDesign is part of the Adobe Creative Cloud, a suite of graphics programs that is strictly a subscription service. In this 15-hour introductory course, you will learn many time-saving techniques to create multi-page documents, which include both images and graphics. After taking this course, you will be able to identify the components that make up the InDesign workspace and draw shapes, create and flow text, format text, and place and manage images and graphics.

User's prerequisites

You don't need any previous experience with Adobet® Illustrator to take this course.

Course Outline

Introduction to InDesign Level 1

- Introduction

Getting to Know the Workspace

- A Tour of InDesign
- Work with the Application Bar
- Discover the Control Panel
- Explore Panels
- Manage Rulers
- Using Tools
- Enter Values in Fields

Moving Around in InDesign

- Zoom and Scroll
- Navigate Pages

Getting Started

- Create New Documents
- Open, Save and Close Documents
- Manage Document Pages
- Work with Guides and Grids
- Create Default Settings
- Discover Undo/Revert and Crash Recovery

Creating and Editing Objects

- Manipulate Objects
- Adjust Appearance
- Create Shapes
- Work with Text Frames
- Explore Images and Graphics
- Manage Links
- Discover Align and Distribute
- Use Transform
- Apply Color

Typography

- Format Characters
- Format Paragraphs

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Adobe Photoshop CC Level 1

As part of the Creative Cloud, **Adobe Photoshop** can be used to edit images one at a time or in large batches or create digital "paintings" that appear to be drawn by hand. In this 15-hour introductory course, you will familiarize with the Photoshop interface and many of the tools. You will learn about layers, selections, basic photo retouching, saving images, Adobe Camera Raw, and adding text to images.

User's prerequisites

You don't need any previous experience with Adobet® IPhotoshop to take this course.

Course Outline

Introduction
- About Photoshop
- Adobe Bridge
- Open Images

Exploring the Interface
- Workspace Basics
- Working with Panels

Using the Tools
- Move, Zoom, Pan
- The Options Bar
- Options to Undo

Image Basics
- Image Size & Resolutions
- The Canvas
- Image Sources

Introduction to Layers
- Layers Explained
- Layer Properties
- Adjustment Layers

Retouching Basics
- Retouching Tools
- Content Aware Tools
- Final Output

Making Selections
- The Section Tools
- Working with Selections
- Select and Mask

Photo Fixes
- Quick Fixes
- Faces
- How to Blur
- Color Corrections

Saving Images
- Saving for Print
- Saving for Web
- Creative Cloud Libraries

Camera Raw
- Opening & Developing Raw Images

Creative Type
- Type Options
- The Character Panel
- Type of Text

EDUCATION, GOVERNMENT AND BUSINESS ENTERPRISE LICENSING DISCOUNTS ARE AVAILABLE.

Volume discounts starting at just 5 users. Contact getstarted@globaletraining.ca for more information.

Competitive Advantages

eTraining by Training Experts: Global eTraining is based upon 30 years of interactive asynchronous technical training experience in a college setting with thousands of successful students every year. No other providers of online training materials for Autodesk software have comparable training expertise. Global eTraining was created by Digital School, an Authorized Training Center and College licensed with the Province of Alberta, Canada. Canada, and specifically Alberta, continually rate at the top of the charts for education standards internationally.

Seamless flow of multiple learning styles: Global eTraining's expertise is demonstrated within the courseware by the seamless flow of multiple learning styles. It is a misconception that a checklist of audio + video + quiz = an equivalent training product. Global eTraining understands when to use the appropriate learning style for each learning objective.

Global eTraining is two-way interactive training, where the learner is involved, engaged and in control. One-way, passive training – such as video tutorials or online textbooks, has several limitations including engagement time, attention span, retention levels and ability to repeat a skill in a project scenario.

Custom Learning Plans: Global eTraining is able administer an assessment of users software skills, then generate a custom learning plan that links to the required eTraining content, so users can focus on the areas that require improvement and reduce their skill gaps. This ensures the most relevant training for each person and no time or money wasted on redundant training. With completion of a post-assessment, the skill improvement of each employee can be measured, which can be used for ROI calculations.

Ease of administration and robust reporting: Global eTraining uses a Learning Management System (LMS) with the optimum balance of robust reporting and ease of administration. Most online training material providers do not use a sophisticated LMS and therefore have little to no reporting functionality available. Those who do have an LMS with some reporting available, do not have the ability to scale reports from a high-level view to detailed information and are not able to allow company-specific views or reports through a custom administration portal, making reporting both tedious and restrictive. Global eTraining has scalable reports specifically available to each company and each department.

Driving use and adoption through the Instructor Help Desk: Global eTraining's objective is for users to engage with and learn from the courses. We actively track usage and adoption and work with the organization to communicate the offering, the benefits and the methodology. Our proactive Instructor Help Desk means that a learner is never stuck on their own, providing a social element of a real person available to help.

Highest Value – Best product at the best price: Enterprise license pricing, available for larger organizations, provides a low entry point for all-in access to the entire Course Library.

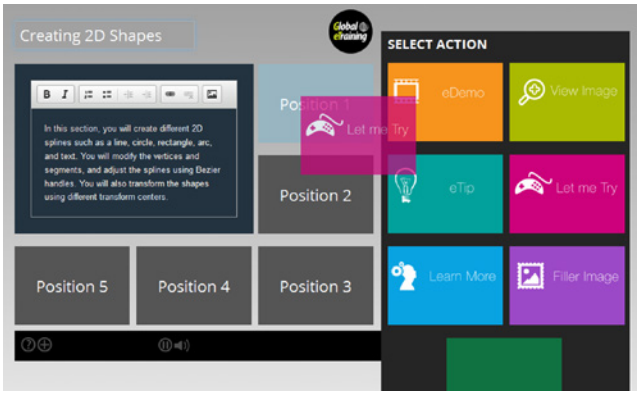
Build Your Own Courseware

The Generator
Power Up Your Training

Easy as 1-2-3

1. Develop
2. Publish
3. Deliver

The Generator is an easy to use and effective interactive course building tool. Our system puts proven learning templates within easy reach of subject-matter experts with intuitive drag and drop functionality. Generate video, audio, text, images, interactivity, practical exercises and quizzes for engagement of all learning styles. You can even publish your course in multiple languages.



About Global eTraining

The Founders

Steve Wenzel
Board of Directors

For Steve, the challenge of designing and commercializing the world's most advanced technical training platform is all in a day's work. Steve works closely with the GeT global reseller network and applies his engineering background to build efficient processes throughout the company. He's continually looking ahead to design the next big thing for education technology because as he says "You simply can't rapid prototype a textbook...". Steve has a Masters of Biomedical Engineering and is a kite-surfer.

Susan Brattberg
Chief Customer Officer

Susan is a hands-on CCO. Right now, she is probably globe-trotting to a conference or to meet with a valued customer. For over a decade, Susan has been a trusted corporate training advisor to top executives at global corporations, prestigious universities, and government agencies. A Director for the Canada BIM council, Susan says, "BIM is 90% Sociology and 10% Technology". She has a B.A in Organizational Dynamics and an Executive MBA and is a yogi.

Holly Brattberg
Chief Financial Officer

Holly is in her comfort-zone when challenges are big and ideas are bigger. Named one of Canada's Top Young Entrepreneurs, Holly is a creative problem solver and deal maker. Her system: "for mass innovation, follow the scientific method." A ground-breaking thinker in education, Holly's instructional design expertise has been implemented by companies of all sizes, academic institutions and governments. Holly has a BSc. in Biomechanics and an Executive MBA and is a snowboarder.

Jacqui Wenzel
Chief Technical Officer

Jacqui brings insight into how students learn and retain information that's built the foundation for GeT 's success – "People learn better when they're having fun!" Applying her academic background to her daily work, her honours dissertation was on cognitive learning techniques and teaching methodologies. Jacqui is light years ahead of the industry, designing 21st century training. Her global team of project managers and subject matter experts run like clockwork. Jacqui has an Honours Science Degree in Educational Psychology and is a cross-fitter.

The Company

Global eTraining is an award-winning Canadian-based provider of interactive online training solutions with over 25 years of experience in developing and delivering exceptional computer-based learning. We are a strategic training partner to some of the world's largest and most diverse multinational design, construction and software organizations, government bodies and educational institutions, and the global leader in designing training for the 21st Century.

The History

Stemming from a family enterprise with deep roots in the business of education, Global eTraining was launched in 2010. The proud recipient of the 2014 CODiE Award for Best Corporate Training / Workforce Development Solution, GeT has quickly made its mark on the education technology industry.

Over the past 5 years, GeT has sold a million courses to learners in 139 countries.

Global eTraining is truly - globally training.

"Global eTraining collaborated with us to create a custom BIM Standards course that was commissioned by the Australia government and is being delivered to Architecture, Engineering and Construction firms throughout Australia. We are pleased with the customer service and expertise of the Global eTraining team and recommend their course development and delivery services."

Shane Morris - A2K Technologies, Australia

"I believe Global eTraining demonstrates a superior skill set in instructional design as well as multimedia design and development."

Reva Bond Ramsden - Academic Chair: Architectural Technologies, SAIT Polytechnic School of Construction

"One of the key benefits of the course structure is the modular nature which means it can readily be slipped in over a lunch hour or after work and the multi-device compatibility makes it easier to kill the odd 30 minutes with some productive training when on the move."

Mike Aldous - Mott MacDonald

"Do it, it's painless, worthwhile, you can only benefit. Learn something new or update existing skills, show your team you're interested in team and personal growth."

David Siddons - WorleyParsons

'I loved the layout and overall look of the pages and lessons. The colors were appealing and helped keep my interest as well as the simplistic theme. The different methods of teaching were great!'

Patrick Nye - Olympia High School

"We've really been pleased with the quality of the instruction. Our Virtual Construction department has really benefited from it and I've personally done the Revit and Civil 3D courses and been really impressed."

Drew Teal - Construction Modeling Manager, PCL Construction Management Inc., Canada

globaletraining.ca | 1-877-414-0200 | getstarted@globaletraining.ca