

## INFRAWORKS ESSENTIALS

<b>Duration:</b>	16 hours
<b>Prerequisite:</b>	Working knowledge of a Windows OS.
<b>Learning Units:</b>	Valid for 16 LU's

## OBJECTIVE

This course will instruct you on the essentials of Infracore 3D with a focus on model creation and the integration of land development, master planning, architectural studies and engineering conceptual designs.

## TOPICS INCLUDE

**EXPLORING THE INFRAWORKS ENVIRONMENT** As an introduction to this course, attendees will become familiar with the Infracore 360 environment as well as explore its unique interface. They will also become familiar with the various settings that affect the behavior of the software ranging from the model units to the numerous visual effects that enhance the overall experience of viewing data in an Infracore model.

**BUILDING A BASE MODEL** Students will learn how to aggregate and interpret geospatial data to build a 3D model of their project area using data found online as well as data created using the Infracore Model Builder. In addition, some time will be spent discussing and demonstrating how Infracore can import a large variety of data file types ranging from ground imagery to vector and raster data to Civil 3D and Revit files.

**CREATING NEW DESIGN** Attendees can further develop their models by adding features like roads, buildings, coverage areas, in order to add realism and a sense immersion to their existing model.

**ADDING DETAIL TO YOUR DESIGN** Further details like points of interest, vehicles, people, barriers and utilities can be explored and added to refine the model so that it more accurately reflects real-world existing and proposed conditions.

**WORKING WITH STYLES** Styles and style rules govern the appearance of the various objects created in the previous lessons and as such, students will receive an overview of the extensive library that comes with Infracore. Additionally they will learn how to create their own styles for any number of objects that they may create.

**PRESENTING YOUR DESIGN** Students will learn to present their models through the use of storyboards and proposals as well as become familiar with some of the other presentation related tools like snapshots, camera paths, sun&sky settings and key-framing.

**ANALYZING YOUR DESIGN** The use of visual analysis techniques and measurement tools will be explored allowing students to query information from their models.

**SHARING YOUR DESIGN** The ability to share models and the various proposals associated with that model can be accomplished through some of the cloud-based tools in Infracore 360. Students will learn how to manage these models by exploring Scenarios panel and the online Infracore model viewer.