
Autodesk Products Tip & Tricks

Product: NavisWorks Manage 2009
Topic: Editing Viewpoint Settings
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When working in NavisWorks Manage 2009, the need may arise to change the default Avatar or walking speed when using the navigation tools. You can easily change any of these settings by modifying the Edit Current Viewpoint Settings.

Unless changed otherwise, NavisWorks Manage will start with a default avatar to be used when working with the walk tool. In the instance below (Figure 1), the avatar is the “Dummy” avatar. This default avatar may not be the one that you would like to use for the purposes of recording an animation. It can be changed by going to Viewpoint > Edit Current Viewpoint... (Figure 2).

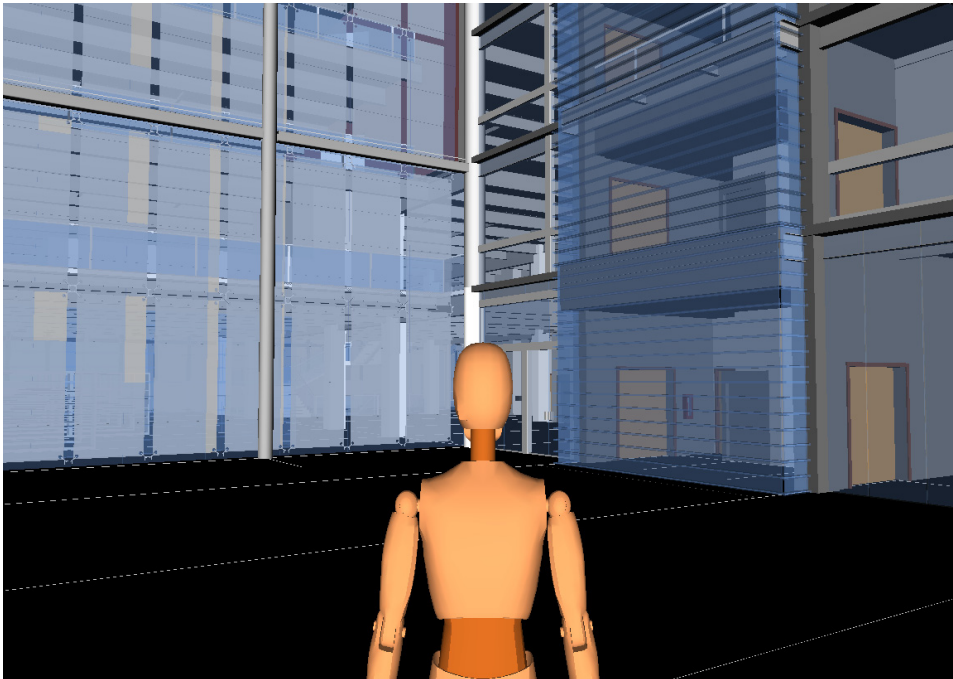


Figure 1

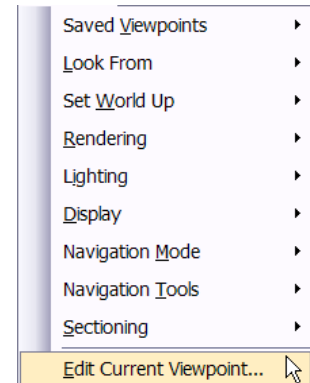


Figure 2

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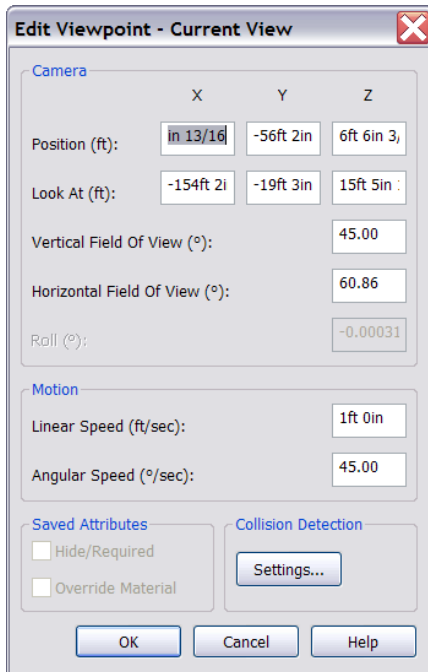


Figure 3

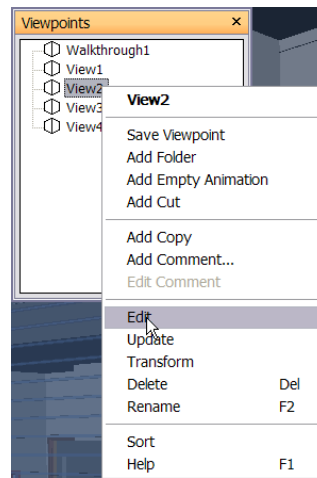
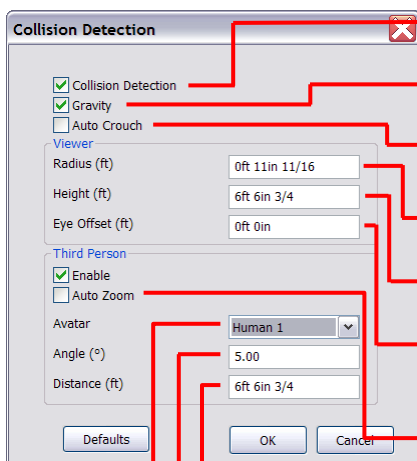


Figure 4

Once the Edit Viewpoint – Current View has been opened, click on Settings... to edit the Collision Detection Settings (Figure 3). The Collision Detection dialog will allow you to change the Third Person Avatar settings for this particular viewpoint. It is worth noting that if you have multiple viewpoints saved you can right click them in the viewpoints menu and edit their settings (Figure 4).

The Collision Detection dialog will provide you the ability to change the way that the Third Person avatar looks and behaves. The following descriptions explain the various options:



Controls whether the avatar can walk through objects such as walls. Also controls whether the avatar can walk up and down stairs when Gravity is turned on

Pulls the avatar to the ground. This setting must be turned on to walk up or down stairs.

Will automatically make the avatar crouch down if there is something at head height such as a pipe or soffit

Controls the roundness of the avatar. Making this number smaller will make the avatar appear thinner.

Controls the height of the avatar. Typically set between 5'-8" – 6'-0"

Controls the distance above the height that will be seen as eye level when using the Auto Zoom feature. This value is typically set to 0'-0".

Will automatically zoom closer to the avatar if in a small space or when an object obstructs the Third Person camera view. If required NavisWorks will switch back to First Person mode until the avatar leaves the restricted space. This is useful for doing walkthroughs/redlines in plenum spaces.

Controls the distance the camera is behind the avatar. A good rule of thumb is to start out with the same value as the Height.

Allows you to control the camera angle behind the avatar. If this value is set to 0, you will be looking directly at the avatar. If the value is set to 90 you will be looking down on the avatar.

Control the avatar's appearance