



2017 Training Courses

Synchro PRO Basic Training Curriculum (2 day):

Who should attend: Planners, Schedulers, VDC teams, Project Managers, Project Controls, CAD/BIM Specialists, Service Providers

Basic Training provides two days of hands-on small group training. By the end of the training, the attendees will understand basic functions of PRO and will be able to create their own 4D models and export the sequenced images or animations for presentation. The course is designed for new users or experienced users who need a refresh course to warm up the Synchro knowledge. Attendees will all be awarded a Synchro PRO Basic Training Certificate.

Topics covered:

- Introduce User Interface
- 3D Interoperability and Import 3D Design Models
- Schedule Interoperability and Import Schedule
- Introduce Resources and Create Resources
- Create Resource Appearance Profiles
- Assign Resources to Tasks with Resource Appearance Profiles
- 3D Filters and Task Filters
- Automatching
- Import Equipment Models and Assign to Tasks
- Equipment Movement method 1: Edit as Assigned
- Equipment Movement method 2: 3D Path
- Import Site Model and Assign to Tasks
- Create Workspace and Assign to Tasks
- Synchronisation with updated model
- Schedule Baseline
- Synchronisation with updated schedule
- Build detailed work plan: model-based schedule
- Viewpoints
- Cutting Plane
- Create Animation in Animation Editor
- Output 1: Generate images
- Output 2: Export Animations
- Experience SWP
- Understand SITE / HoloLens
- Basic Training Exam

Synchro PRO Advanced Training Curriculum (2 day):

Who should attend: Planners, Schedulers, VDC teams, Project Managers, Project Controls, CAD/BIM Specialists, Service Providers- see requirements below.

Synchro Advanced Training requires that users be familiar with basic Synchro terminology and the ability to quickly navigate through the features and functions being taught in this course. The following **pre-requisites must be met before the attendees can register for the Advanced Training:**

- Completed the Basic Training Course and passed the Exam
- Had previous hands-on experience on Synchro projects, 1-month+
- Reviewed the Basic Training Exam

The two-day training course is fast track and includes advanced training exercises. Each exercise utilizes realistic project model(s) and scenarios. The course provides a comprehensive application of 4D throughout the entire project lifecycle. Attendees are encouraged to bring a project model from their current/past work to have hands-on experience and discussions with the trainers. Upon completion, we will award attendees Advanced Training Certificates. Topics include:

- 4D Standard Template:
 - o Resource Appearance Profiles for reuse
 - o Resource Status Colors for reuse
 - o Resource and Resource Cost
 - o Equipment
- BIM-based Schedule Management
 - o Advanced 3D Filter
 - o Calculated User Field(s) derived from BIM model data
 - o Automatching with multiple rules
 - o Create schedule fragnet from BIM Models
- Logistics, Spatial Coordination, and Safety Planning
 - o Advanced 3D Path:
 - Crane picks
 - Mobile crane transports
 - o Workspaces (for contractor coordination)
 - o Spatial Coordination (for safety planning)
- Resource Management and Earned Value
 - o Calculated User Fields
 - o Resource Units:
 - Script to Assign Units to Resources that are assign to Tasks
 - Resource Usage Graph
 - Resource Usage Spreadsheet
 - o Resource Cost
 - o Earned Value
- 4D Review
 - o Advanced Filtering (both 3D and Task)
 - o Critical Path Analysis
 - o Selection mode
 - o Print Gantt
 - o Schedule Health Check and Alerts
- Look ahead and Pull Planning

- Layout
- Output
- Advanced 3D and Task Filtering
- Collaborative Planning on SWP
- Field Tracking and Progress Monitoring (SITE/SWP)
- Work on your own project
- Advanced Training Exam

Taking PRO 4D Models into the Hololens (2 day)

Ever wanted to visualize your 4D BIM models with Mixed Reality? Come learn the basics of using the Synchro API, Unity, and the HoloGraphic toolkit to get your models into the Microsoft HoloLens.

This is a beginner course that will get you started with your first Unity project, and we will also learn how to use Synchro to get any 3D model into Holographic form.