# Sherlock + Navisworks™

Lightning Fast Coordination

## What is your job as a coordinator?
### Mindlessly clicking buttons?
**We didn't think so.**

The mantra behind Sherlock is to let coordinators do what they're good at and to leverage computers for the rest.

### Pricing

**Enterprise**
Email us at sales@flypaper.com

**Network**
$1,575 year per seat

**Standalone**
$105 month / $1,155 year

### Time Savings
**8.4 hours**
Each week (per user)

### Trusted by the ENR top 100

**50%**
of the top 10 use Sherlock

**42%**
of the top 50 use Sherlock

**31%**
of the top 100 use Sherlock

## Sherlock's features

### Distill
Are you sick of grouping clashes manually or using poorly designed plugins with complicated setups? Distill is the answer. Dead simple clash grouping built to maximize your team's effort.

### Heatmap
Have you ever thought "Why can't Navisworks just tell me where the most clashes are?". Heatmap is your x-ray vision across all of your clash tests. One-click to highlight the worst areas in the model. One more to tag clashes for your team to get to work.

### Orient
Are you tired of hearing "Where is that?" or "Can you give me a plan view" during coordination calls? Orient anyone to the exact pipe/conduit/duct/wall/anything you are talking about. Get back to coordinating as fast as possible.

### Rename
Rapidly rename selected clashes. Does Jo need to work on a bunch of clashes? Prefix their name with a couple clicks. Can also add extra information into the names like Area, Level, Test name, or anything else you'd like.

### DWFX
With this tool, you can easily export many selection/search set(s) to individual dwfx. files. This can be a big timesaver when exporting lots of sets for 4D animations.

### Areas
A new way to review your clashes. Automatically apply a section box around the clash to review everything in that area. The section box can be adjusted simply by dragging the faces and viewpoints can be saved with a click of a button.

### Viewpoints
Wish Navisworks could save clash viewpoints in a more useful way? With Viewpoints, you can quickly produce Orient, Isolate, and 3D views of your clashes all saved in a folder structure of your choice. Now your team has all of the information they need to get to work.

### Procore
Have you ever wanted to keep your Navisworks clash detective in sync with your Procore Coordination Issues? With a click of a button you can create coordination issues in Procore from your Navisworks clashes and then sync the changes back and forth between the two platforms.

### Free 30 day trial
Not sure yet if it's a good fit for your worklfow? Grab a free trial at **flypaper.com/sherlock/#trial** and check it out for yourself

# Testimonials

Using Sherlock is a very simple tool that saves a ton of hours for coordination. The ability to clash and group saved me tons of time and allowed me to focus my time on the actual coordination time needed. You can also use this tool to find an overview of areas that possibly could require more attention before you attend a coordination meeting. This is super useful because if the area is just a mess, you can have trades focus on this area or come up with a plan before we waste time producing a clash report.

**Construction technologist**
**Chongpao Saeyang**
UMC

Sherlock has saved me so many hours on manually grouping in Navisworks. I am not able to spend that time saved on working through critical issues. This time saving directly equates to a better product for the construction team and owner in the end. Sherlock also allow customization that allows me to adjust a necessary from project types. Not all 3D coordination projects are the same so having the customization allows me to narrow in on the sweet spot with grouping.

**VDC Manager**
**Mark Austin**

I have stories from the beginning ranging from shock to excitement. Most recently, I have seen an employee of ours with over a decade of modeling experience talk about Sherlock and how much easier it makes coordinating a model. Why we didn't have a need for me to be heavily involved in the process, we did have a 100k SF building modeled in less than 8 weeks with only fine tweaks to be made. Allowing for multiple uploads a week and ease of clash groupings encourages faster progress and takes advantage of detailers that are trying to accelerate their involvement, without our capabilities holding them back.

**Superintendents**
**Paul Thomson**
Barton Malow Builders

I am able to save a lot of time using flypaper specially with group clashes with pointclods, it is an amazing tool. If general grouping take 10 hours per day, I am able to save 2-3 hours per day of my time. The only issue I face is propagating clashes takes some time. The heatmap generated is also a cool feature and we are able to identify the hot zones in an area. Compare to other similar product for grouping clashes like iconstruct or BIM track clash grouper, sherlock is more accurate and groups the issue more effectively.

**Project Engineer**
**Anurag Sharma**
vConstruct PVT. LTD. (Subsidiary of DPR Construction)

"My goodness you guys have made our lives so easy peasy. In our workflows we had to do a lot of the manual grouping in clash detection, we would filter out all the approvable false clashes and we know this group has all the clashes we want to make focused groups of but oh my lazy bums just feel even more dizzy to group them one by one. And don't even let me start talking about grouping the clashes with Laser scans/Mesh existing conditions. You guys have made a tool which is in perfect sync to its name - ""Sherlock"". Solves our cases in a flash by putting right clashes in right groups. Then all we need to do is go into individual groups and create the viewpoints.

Oh and you guys know sky is the limit right? You introduced a new feature named ""Area"". And oh my I got chills on my back.  It was such a time consuming task when we had to filter out the clashes pertaining to just 1 Room or area. This made it just a click away. Thank you for all that you do. Keep up the Great work.

**Civil Engineer | VDC Manager**
**Gandharv Sharma**

"Everytime we used to do the clash run, it was a tedious task to sort out the GUID issues. Sherlock's distill feature is helping me save a lot of time and reducing my effort by 30%. That's a huge number.
An interesting story is when I was first introduced to this feature. I was so shocked that how effitively it resolved my issues and I was so excited that I even watched Sherlock Holmes whole TV Series again :P. Also, I see the new feature of area that has been added to the plug-in, I have nothing but high hopes regarding it as I have often been troubled by region-wise model coordination in one model. Hopefully, that is going to be a past problem now. "

**Project Lead Engineer**
**Mihir Modi**
vConstruct PVT. LTD. (Subsidiary of DPR Construction)

It makes the Navis Workflow WAY better. Clash grouping is essential. Using the old workflow, we'd end up with thousands of ungrouped clashes and need to spend hours combining & making groups for ourselves. Sherlock changed the game in a very real way. On the most recent project I used it on, it was able to group the thousands of polygons that were in a specialty light fixture that were clashing with a fire pipe, combine them, and turn it all into one clash. The initial list looked huge, but sherlock closed it quickly

**Project Engineer**
**Sam Miller**

"Use Sherlock's Group & Distill features on multiple jobs, including the Children's Hospital of Michigan at DMC & Shinola Hotel. This greatly accelerated the clash review process and increased ease of communication of common issues to Detailers working for Trade Contractors.
This has a minimum character count and there's not much more detail to share."

**Superintendents**
**Adam Pigula**
Barton Malow Builders