

REVIT ARCHITECTURE

ESSENTIALS

OVERVIEW

This course is designed for new Autodesk Revit Architecture users or other Autodesk software users who want to learn the essential elements of Autodesk Revit Architecture.

Our Autodesk Certified Instructor will teach students the concepts of Building Information Modeling and introduce the tools for parametric building design and documentation using Autodesk Revit Architecture. Users will be able to complete their first Autodesk Revit Architecture project after completing this course.

SPECIFICS

Duration: 4 Days

Hours: 9 am - 4 pm (including lunch hour)

Cost: \$1695/person (includes training materials)

Prerequisites: No previous CAD experience necessary.

Working knowledge of:

- Architectural design, drafting, or engineering experience
- Microsoft® Windows®

* This course is based on Autodesk® Official Training Guide (AOTG).

TOPICS COVERED

Building Information Modeling

- Building Information Modeling for Architectural Design

Revit Architecture Basics

- Exploring the User Interface
- Working with Revit Elements and Families
- Starting a Project

Starting a Design

- Creating and Modifying Levels
- Creating and Modifying Grids

The Basics of the Building Model

- Creating a Basic Floor Plan
- Adding and Modifying Walls
- Working with Compound Walls Using Editing Tools
- Adding and Modifying Doors
- Adding and Modifying Windows

Loading Additional Building Components

- Working with Component Families

Viewing the Building Model

- Managing Views
- Controlling Object Visibility
- Working with Section and Elevation Views
- Creating and Modifying 3D Views

Using Dimensions and Constraints

- Working with Dimensions
- Applying and Removing Constraints

Developing the Building Model

- Creating and Modifying Floors
- Working with Ceilings
- Adding and Modifying Roofs
- Creating Curtain Walls
- Adding Stairs and Railings

Detailing and Drafting

- Creating Callout Views
- Working with Text and Tags
- Working with Detail Views
- Working with Drafting Views

Construction Documentation

- Creating and Modifying Schedules
- Creating Rooms and Room Schedules
- Creating Legends and Keynotes

Presenting the Building Model

- Working with Drawing Sheets
- Working with Titleblocks
- Managing Revisions
- Creating Renderings
- Using Walkthroughs
- Using Sun and Shadow Settings