

Revit

Course Description

Autodesk Revit Architecture The Complete Guide is designed to give you a solid understanding of Revit Architecture, its features, and capabilities, from the basics through to the most advanced and complex topics. This course covers Creating Walls, Adding Site Features, Using Massing Tools, Rendering and Walkthroughs, and Using Advanced Features.

Autodesk Revit allows professionals to optimize building performance and share model data with engineers and contractors. It is software for architectural design, MEP, and structural engineering, and a solution for collaborative BIM; its powerful tools let you use the intelligent model-based process to plan, design, construct, and manage buildings and infrastructure.

Instructional Methodology

This course is a self-guided offline course. Students have 30 days to complete the curriculum but may work at their own pace throughout the course. Lessons are presented in written format, video format and have a hands-on assignment at the end of each learning module.

Course Content

1. Introduction to Revit Architecture
 - a. User Interface
 - b. Options and Help
 - c. Starting an Architectural Project
2. Starting a New Architectural Project
 - a. Navigation Tools
3. Creating Walls
 - a. Creating Architectural Walls
 - b. Creating Architectural Walls II

Course Content, cont.

1. Using Basic Building Components I
 - a. Adding Doors
 - b. Adding Window and Wall Openings
2. Using the Editing Tools
 - a. Working with Selection Sets
 - b. Editing Tools
 - c. Editing Tools II
 - d. Grouping
 - e. Retrieving Information about Elements
3. Datum Planes and Creating Standard Views
 - a. Working with Reference Planes
 - b. Working with Levels
 - c. Working with Grids
 - d. Working with Project Views
4. Using Basic Building Components II
 - a. Creating Floors
 - b. Creating Roofs
 - c. Shape Editing Tools
 - d. Creating Ceilings
 - e. Adding Rooms
5. Using Basic Building Components III
 - a. Working with Components
 - b. Adding Stairs
 - c. Adding Railings and Ramps
 - d. Creating Curtain Walls
6. Adding Site Features
 - a. Working with Site Features
 - b. Property Lines and Building Pads
 - c. Adding Site Components
7. Using Massing Tools
 - a. Understanding Massing ConceptsCreating Massing Geometry
 - b. in the Family Editor
 - c. Creating Families
8. Adding Annotations and Dimensions
 - a. Adding Tags
 - b. Keynotes
9. Creating Project Details and Schedules
 - a. Project Detailing
 - b. Adding Text Notes
 - c. Working with Schedules

Course Content, cont.

10. Creating Drawing Sheets and Plotting
 - a. Creating Drawing Sheets
 - b. Creating Duplicate Dependent Views
11. Creating 3D Views
 - a. Three Dimensional Views
12. From Rendering to Walkthroughs
 - a. Working with Materials
 - b. Rendering in Revit Architecture
 - c. Creating a Walkthrough
13. Using Advanced Features I
 - a. Creating Structural Components
 - b. Using Area Analysis Tools
14. Using Advanced Features II
 - a. Worksharing Concepts
 - b. Working with Linked Models
 - c. Project Standards and Browsers
 - d. Revit Architecture Interoperability