Revit Architecture Fundamentals

Days: 4

Prerequisites: An understanding of Architectural terminology is an asset.

Audience: This course is ideal for those in need of a basic understanding of Autodesk Revit software.

Description: The Autodesk® Revit software is a powerful Building Information Modeling (BIM) program that works the way architects think. The program streamlines the design process through the use of a central 3D model, where changes made in one view update across all views and on the printable sheets. This training guide is designed to teach you the Autodesk Revit functionality as you would work with it throughout the design process. You begin by learning about the user interface and basic drawing, editing, and viewing tools. Then you learn design development tools including how to model walls, doors, windows, floors, ceilings, stairs and more. Finally, you learn the processes that take the model into the construction documentation phase.

OUTLINE:

CHAPTER 1 INTRODUCTION TO BIM AND AUTODESK REVIT

- 1.1 Building Information Modeling1.2 Overview of the Interface
- 1.3 Standard Terminology
- 1.4 Starting Projects
- 1.5 Viewing Commands
- Practice 1a Open and Review a Project

CHAPTER 2 BASIC DRAWING AND MODIFY TOOLS

- Tools
- 2.2 Editing Elements
- Practice 2a Draw and Modify Elements
- 2.3 Working with Basic Modify Tools
- Practice 2b Work with Basic Modify Tools
- 2.4 Working with Additional Modify Tools
- Practice 2c Work with Additional Modify Tools

CHAPTER 3 SETTING UP LEVELS AND GRIDS

- 3.1 Setting Up Levels
- Practice 3a Set Up Levels
- 3.2 Linking and Importing CAD Files
- 3.3 Creating Structural Grids
- 3.4 Adding Columns
- Practice 3b Add Structural Grids and Columns
- Design Development Phase

CHAPTER 4 MODELING WALLS

- 4.1 Modeling Walls
- 4.2 Modifying Walls
- Practice 4a Model the Exterior Shell
- Practice 4b Add Interior Walls

CHAPTER 5 WORKING WITH DOORS AND WINDOWS

- 5.1 Inserting Doors and Windows
- Practice 5a Insert Doors and Windows
- 5.2 Loading Door and Window Types from the Library
- 5.3 Creating Additional Door and Window Sizes
- Practice 5b Load and Create Door Types

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CHAPTER 6 WORKING WITH CURTAIN WALLS

- 6.1 Creating Curtain Walls
- 6.2 Adding Curtain Grids
- Practice 6a Work with Curtain Walls
- 6.3 Working with Curtain Wall Panels
- 6.4 Attaching Mullions to Curtain Grids
- Practice 6b Add Mullions and Panels to Curtain Walls

CHAPTER 7 WORKING WITH VIEWS

- 7.1 Duplicating Views
- 7.2 Adding Callout Views
- 7.3 Setting the View Display
- Practice 7a Set Up Duplicate Views and Callouts
- Practice 7b Add Foundations and Footings
- 7.4 Elevation
- Practice 7c Create Elevations and Sections

CHAPTER 8 ADDING COMPONENTS

- 8.1 Adding Components
- 8.2 Modifying Components
- Practice 8a Add Components

CHAPTER 9 MODELING FLOORS

- 9.1 Modeling Floors
- Practice 9a Model Floors
- 9.2 Creating Shaft Openings
- 9.3 Creating Sloped Floors
- Practice 9b Add an Elevator Shaft and Slope Floors to
- Floor Drains

CHAPTER 10 MODELING CEILINGS

- 10.1 Modeling Ceilings
- 10.2 Adding Ceiling Fixtures
- Practice 10a Model Ceilings and Add Ceiling Fixtures
- 10.3 Creating Ceiling Soffits
- Practice 10b Create Ceiling Soffits

CHAPTER 11 MODELING ROOFS

- 11.1 Modeling Roofs
- 11.2 Creating Roofs by Footprint
- Practice 11a Create Roofs by Footprint
- 11.3 Reference Planes and Work Planes
- 11.4 Creating Roofs by Extrusion
- 11.5 Cleaning Up Wall and Roof Intersections
- Practice 11b Create Roofs by Extrusion

CHAPTER 12 VERTICAL CIRCULATION

- 12.1 Creating Component Stairs
- 12.2 Modifying Component Stairs
- Practice 12a Create Component Stairs
- 12.3 Working with Railings
- Practice 12b Modify and Add Railings
- 12.4 Sketching Custom Stairs
- 12.5 Creating Ramps
- Practice 12c Sketch Custom Stairs and Ramps
- Construction Documents Phase

CHAPTER 13 CREATING CONSTRUCTION DOCUMENTS

- 13.2 Placing and Modifying Views on Sheets
- Practice 13a Create Construction Documents
- 13.3 Printing Sheets

CHAPTER 14 ANNOTATING CONSTRUCTION DOCUMENTS

- 14.1 Working with Dimensions
- Practice 14a Add Dimensions
- 14.2 Working With Text
- 14.3 Adding Detail Lines and Symbols
- Practice 14b Annotate Construction Documents
- 14.4 Creating Legends
- Practice 14c Create Legends

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CHAPTER 15 ADDING TAGS AND SCHEDULES

- 15.1 Adding Tags
- Practice 15a Add Tags
- 15.2 Adding Rooms and Tags
- Practice 15b Add Rooms and Room Tags
- 15.3 Working with Schedules
- Practice 15c Work with Schedules

CHAPTER 16 CREATING DETAILS

- 16.1 Setting Up Detail Views
- 16.2 Adding Detail Components
- 16.3 Annotating Details
- Practice 16a Create a Detail Based on a CAD File
- 16.4 Keynoting and Keynote Legends
- Practice 16b Create Additional Details