

REVIT ARCHITECTURE

FUNDAMENTALS

Description

This course covers the basic of Building Information Modelling using Autodesk Revit Architecture. During this course student will be taken through the building design process using all the basic commands and tools that enable you to create and edit a full 3D architectural project model as well as being introduced to presentation and documentation techniques.

Certification

An Advanced Spatial Technologies "Certificate of Completion" will be issued on completion of the course.

Objectives

On completion of this course, students will be able to demonstrate competency in commands, concepts and develop skills necessary to:

- Understand the Building Information Modelling (BIM) in Revit
- Navigate the Revit Architecture workspace and user interface
- Understand how the Revit is organized
- Work with the basic drawing and editing tools
- Create and setting all views and prepare them for creating the model
- Create a 3D building model with all building components
- Modify and adjust properties of building components and create new types
- Create details, schedules and add annotations to the views
- Create camera views and produce renders
- Present drawings on sheets for plotting

Pre-requisites

This course is designed for new users of Revit. No previous CAD experience required, but students are expected to have a sound level of computer literacy and an understanding of Architectural Design and Drafting.

Delivery Mode: 3 days (0900-1600)



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Training Course Subjects

Getting Started with Revit

Building Information Modelling in Revit
Starting Project based on Template
Navigating the Revit Architecture
workspace and interface
Using the Project Browser

Preparing the drawings for creating a Building Model

Importing CAD file
Using Properties Palette
Setting up Levels
Creating and modifying grids

Creating simple Building

Creating Generic Walls and Floors
Adding Doors and Windows
to the Building
Putting a Basic Roof by Footprint

Working with Views

Viewing the Building Model and
Managing Views
Creating Views and setting
the View Display
Duplicating Views

Developing and Modifying the Building Model

Creating a new types of Building Components
Creating Curtain Walls
Creating and Editing Stairs and Railings
Creating Roof by Extrusion
Loading additional Building Components

Object Visibility and Detailing

Controlling appearance of Objects
Creating Fill Pattern
Importing Detail Components
Adding Text and Dimensions

Construction Documentation

Creating Schedules
Adding Tags
Creating Legends

Presenting and printing the Drawing

Setting up Sheets for Plotting
Placing and modifying views on Sheets
Presenting the building model in 3D views
by creating renders

Course topics and duration may be modified by the instructor based upon the knowledge and skill level of the course participants.

