

Technical Education Services



Autodesk® Revit® Architecture Fundamentals

Course Length: 4 days

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 course 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 to the construction documentation phase.

Since building projects are extremely complex, the Autodesk Revit software is also complex. The objective of the Autodesk Revit Architecture Fundamentals training course is to enable students to create full 3D architectural project models and set them up in working drawings. This training course focuses on basic tools that the majority of users need.

The main topics include:

- Understanding the purpose of Building Information Management (BIM) and how it is applied in the Autodesk Revit software.
- Navigating the Autodesk Revit workspace and interface.
- Working with the basic drawing and editing tools.
- Creating Levels and Grids as datum elements for the model.
- Creating a 3D building model with walls, curtain walls, windows, and doors.
- Adding floors, ceilings, and roofs to the building model.
- Creating component-based and custom stairs.

Course description shown for Autodesk Revit 2016. Topics, curriculum, and/or prerequisites may change depending on software version.



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- Adding component features, such as furniture and equipment.
- Setting up sheets for plotting with text, dimensions, details, tags, and schedules.
- Creating details.

Prerequisites:

An understanding of architectural terminology is an asset.

Training Course Contents

Introduction to BIM and Autodesk Revit

Chapter 1: Introduction to BIM and Autodesk Revit

- 1.1 BIM and Autodesk Revit
- 1.2 Overview of the Interface
- 1.3 Starting Projects
- 1.4 Viewing Commands

Chapter 2: Basic Drawing and Modify Tools

- 2.1 Using General Drawing Tools
- 2.2 Editing Elements
- 2.3 Working with Basic Modify Tools
- 2.4 Working with Additional Modify Tools

Chapter 3: Setting Up Levels and Grids

- 3.1 Setting Up Levels
- 3.2 Creating Structural Grids
- 3.3 Adding Columns
- 3.4 Linking and Importing CAD Files
- Design Development Phase

Chapter 4: Modeling Walls

- 4.1 Modeling Walls
- 4.2 Modifying Walls

Chapter 5: Working with Doors and Windows

- 5.1 Inserting Doors and Windows
- 5.2 Loading Door and Window Types from the Library
- 5.3 Creating Additional Door and Window Sizes

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Chapter 6: Working with Curtain Walls

- 6.1 Creating Curtain Walls
- 6.2 Adding Curtain Grids
- 6.3 Working with Curtain Wall Panels
- 6.4 Attaching Mullions to Curtain Grids

Chapter 7: Working with Views

- 7.1 Setting the View Display
- 7.2 Duplicating Views
- 7.3 Adding Callout Views
- 7.4 Elevations and Sections

Chapter 8: Adding Components

- 8.1 Adding Components
- 8.2 Modifying Components

Chapter 9: Modeling Floors

- 9.1 Modeling Floors
- 9.2 Creating Shaft Openings
- 9.3 Creating Sloped Floors

Chapter 10: Modeling Ceilings

- 10.1 Modeling Ceilings
- 10.2 Adding Ceiling Fixtures
- 10.3 Creating Ceiling Soffits

Chapter 11: Modeling Roofs

- 11.1 Modeling Roofs
- 11.2 Creating Roofs by Footprint
- 11.3 Establishing Work Planes
- 11.4 Creating Roofs by Extrusion

Chapter 12: Modeling Stairs, Railings, and Ramps

- 12.1 Creating Component Stairs
- 12.2 Modifying Component Stairs
- 12.3 Working with Railings
- 12.4 Sketching Custom Stairs
- 12.5 Creating Ramps
- Construction Documents Phase

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Chapter 13: Creating Construction Documents

- 13.1 Setting Up Sheets
- 13.2 Placing and Modifying Views on Sheets
- 13.3 Printing Sheets

Chapter 14: Annotating Construction Documents

- 14.1 Working with Dimensions
- 14.2 Working With Text
- 14.3 Adding Detail Lines and Symbols
- 14.4 Creating Legends

Chapter 15: Adding Tags and Schedules

- 15.1 Adding Tags
- 15.2 Adding Rooms and Tags
- 15.3 Working with Schedules

Chapter 16: Creating Details

- 16.1 Setting Up Detail Views
- 16.2 Adding Detail Components
- 16.3 Annotating Details
- 16.4 Keynoting and Keynote Legends

Appendix A: Introduction to Worksets

- A.1 Introduction to Worksets

Appendix B: Additional Tools

- B.1 Reusing Selection Sets
- B.2 Wall Sweeps and Reveals
- B.3 Creating Curtain Wall Types with Automatic Grids
- B.4 Enhancing Views
- B.5 Creating Dormers
- B.6 Working with Guide Grids on Sheets
- B.7 Revision Tracking
- B.8 Annotating Dependent Views
- B.9 Importing and Exporting Schedules
- B.10 Creating Building Component Schedules
- B.11 Creating a Repeating Detail

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