

Autodesk Revit Architecture Training Course

Course Overview

Course Length: 16-Hours

- 16-Hours - 8 x 2-hour training sessions
- Remote training over MS Teams
- Sessions are recorded and download links for each session are provided for future use
- Training for up to 1-3 people
- Sessions can start within 7 days upon ordering
- Flexible sessions (i.e. consecutive or Monday, Wednesday, Friday, etc.)
- Courses are private and topics can be customised to suit
- Includes certificate of completion

The Autodesk Revit software is a powerful Building Information Modelling (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.

The objective of the Autodesk Revit Fundamentals for Architecture course is to enable you to create a full 3D architectural project model including walls, doors, windows, components, floors, ceilings, roofs, stairs, the basic tools that the majority of architectural users need. This includes how to navigate the user interface and use the basic drawing, editing, and viewing tools. The final part of the course focuses on creating construction documents.

Topics Covered

- Understanding the purpose of BIM and how it is applied in the Autodesk Revit software.
- Navigating the Autodesk Revit workspace and interface.
- Working with the basic sketching and modifying tools.
- Linking CAD and Revit files as the basis of a project.
- Creating levels and grids as datum elements for the model.
- Creating a 3D building model with walls, curtain walls, windows, and doors.
- Adding component features, such as furniture and equipment.
- Adding floors, ceilings, and roofs to the building model.
- Modelling stairs, railings, and ramps.
- Setting up sheets for plotting with text, dimensions, details, tags, and schedules.
- Creating details.

Prerequisites

An understanding of architectural terminology is an asset.

Training Guide Contents

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 Sketching and Modify Tools

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

Chapter 3: Starting Architectural Projects

- 3.1 Linking and Importing CAD Files
- 3.2 Linking in Revit Models
- 3.3 Setting Up Levels
- 3.4 Creating Structural Grids
- 3.5 Adding Columns Design

Chapter 4: Modelling Walls

- 4.1 Modelling Walls
- 4.2 Modifying Walls
- 4.3 Adding Room Elements

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

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 Modifying the View Display
- 7.2 Duplicating Views
- 7.3 Adding Callout Views
- 7.4 Creating Elevations and Sections

Chapter 8: Adding Components

- 8.1 Adding Components
- 8.2 Modifying Components

Chapter 9: Modelling Floors

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

Chapter 10: Modelling Ceilings

- 10.1 Modelling Ceilings
- 10.2 Adding Ceiling Fixtures

10.3 Creating Ceiling Soffits

Chapter 11: Modelling Roofs

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

Chapter 12: Modelling Stairs, Railings, and Ramps

- 12.1 Creating Component Stairs
- 12.2 Modifying Component Stairs
- 12.3 Working with Railings
- 12.4 Creating Ramps

Construction Documents Phase

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 Working with Schedules

Chapter 16: Creating Details

- 16.1 Setting Up Detail Views
- 16.2 Adding Detail Components
- 16.3 Annotating Details

Appendix A: Introduction to Worksets

- A.1 Introduction to Worksets

Appendix B: Additional Tools

- B.1 Reusing Selection Sets
- B.2 Editing Wall Joins
- B.3 Wall Sweeps and Reveals
- B.4 Creating Curtain Wall Types with Automatic Grids
- B.5 Enhancing Views
- B.6 Creating Dormers
- B.7 Working with Guide Grids on Sheets
- B.8 Revision Tracking
- B.9 Route Analysis
- B.10 Annotating Dependent Views
- B.11 Importing and Exporting Schedules
- B.12 Creating Building Component Schedules
- B.13 Creating a Repeating Detail
- B.14 Keynoting and Keynote Legends

Appendix C: Autodesk Revit Architecture Certification Exam Objectives