

Autodesk Revit Essentials Training Course

Course Overview

Course Length: 8-Hours

- 8-Hours – 4 x 2-hour training sessions
- Remote training over MS Teams
- Sessions are recorded and download links for each session are provide 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

This Autodesk Revit Essentials course provides a practical introduction to Building Information Modelling workflows for architectural projects. Participants will learn how to navigate the Revit interface, set up projects correctly, model core building elements, manage views, and produce clear construction documentation. The training is designed for beginners who want hands-on, job-ready skills that can be applied immediately to real-world design and documentation tasks.

Topics Covered

- Introduction to BIM concepts and the Autodesk Revit workspace
- Project setup, templates, levels, grids, and linked files
- Sketching, editing, and modifying model elements efficiently
- Creating and editing walls, doors, windows, curtain walls, and components
- Working with views, elevations, sections, and callouts
- Modelling floors, ceilings, roofs, stairs, railings, and ramps
- Preparing construction documentation with dimensions, tags, schedules, legends, and sheets

Prerequisites

No prior Revit experience is required. A basic understanding of architectural terminology, construction drawings, and general computer skills will help participants get the most from the course.

Training Guide Contents

Chapter 1: Introduction to BIM and Autodesk Revit

- BIM and Autodesk Revit Overview
- Revit Interface and Navigation
- Starting Projects and Viewing Commands

Chapter 2: Sketching and Modify Tools

- General Sketching Tools

- Editing and Modify Tools

Chapter 3: Starting Architectural Projects

- Linking CAD and Revit Files
- Setting Up Levels and Structural Grids
- Adding Columns

Chapter 4: Modelling Architectural Elements

- Modelling and Modifying Walls
- Adding Doors and Windows
- Working with Curtain Walls

Chapter 5: Working with Views and Components

- Modifying and Duplicating Views
- Creating Elevations, Sections, and Callouts
- Adding and Modifying Components

Chapter 6: Floors, Ceilings, and Roofs

- Modelling Floors and Openings
- Creating Ceilings and Ceiling Fixtures
- Creating Roofs by Footprint and Extrusion

Chapter 7: Stairs, Railings, and Ramps

- Creating and Modifying Stairs
- Working with Railings and Ramps

Chapter 8: Construction Documentation

- Setting Up Sheets and Views
- Dimensions, Text, and Annotation Tools
- Tags, Schedules, and Legends
- Creating Detail Views and Components