Autodesk Revit Landscape 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 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

The Autodesk® Revit® software is a powerful Building Information Modelling (BIM) program that has enabled countless firms to incorporate the BIM workflow into their designs. As a key component of this workflow, Autodesk Revit allows landscape architecture firms to produce powerfully intelligent designs. The Autodesk® Revit® for Landscape Architecture training course has been designed to assist you in learning some of the key features of Autodesk Revit software.

The course focuses on how to create and document full 3D project models for an urban environment as well as how to use the internal topography tools and the Site Designer add-in extension.

The course begins with laying out the user interface and describing the basic drawing, editing, and viewing tools. Then, it provides instructions on how to create topographical surfaces and modify the topography using Autodesk Revit tools and Site Designer tools. This is followed by modelling hardscapes using walls, floors, and stairs, and adding components such as trees, site furniture and planting areas. Finally, the training course concludes with explaining the processes involved in taking the model to the construction documentation phase.

Topics Covered

- 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.
- Starting a project based on Autodesk Revit models.
- Creating and modifying basic topography.
- Using Site Designer tools to modify topography with soft terrain features, sidewalks and kerbs.
- Adding retaining walls, hardscape, stairs and other building elements.
- Placing components for plantings, furniture, and lighting.
- 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