Autodesk Revit Interior Design 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

This Autodesk Revit Fundamentals for Interior Design course is designed to teach interior designers the BIM tools in Autodesk Revit used to model walls, floors, ceilings, and levels, place families for interior layouts, support space planning, manage materials, create schedules, produce renderings, and prepare construction drawings. The course builds core skills from the ground up so participants can confidently navigate Revit and develop interior design projects more independently.

Topics Covered

- Introduction to BIM and how Revit fits into the interior design process
- Revit interface, file types, navigation, and core modelling tools
- Levels, grids, linked CAD/Revit files, and architectural columns
- Walls, floors, ceilings, curtain walls, doors, windows, and component families
- Views, display settings, visual overrides, annotation, and detailing
- Space planning using rooms, areas, and colour fill plans
- Materials, schedules, deliverables, and project documentation for consultants and clients

Prerequisites

An understanding of interior design terminology is an asset. A basic understanding of computer functions and the Windows operating system will also help participants get the most from the course.

Training Guide Contents

Chapter 1: Introduction to Autodesk Revit

- Explain BIM and how Revit fits into the BIM process
- Describe the various user interface components and areas
- Define each of the Revit file types
- Navigate around a project model

Chapter 2: Modelling Tools and Modify Options

- Define and use Revit tools and keyboard commands to create a 3D model
- Work with Revit families and types
- Draft using nodes, snaps, and other drawing aids
- Modify existing content using various modifying tools
- Use various selection tools to filter for elements and information

Chapter 3: Levels and Grids

- Create and modify levels and grids
- Link CAD files into a project
- Link Revit models into a project
- Place architectural columns

Chapter 4: Walls

- Create, modify, and define new wall types for use in projects
- Comprehend instance and type property information
- Demonstrate how to use the modify wall options

Chapter 5: Placing Families: Punched Openings and Components

- Add doors and windows
- Add component families
- Create and modify new or existing Revit family types for project use

Chapter 6: Views, Display Options and Settings

- Create, modify, and define various types of views in the project
- Modify visual overrides for elements within a view

Chapter 7: Floors

- Create and define new floor types
- Modify existing floor types
- Define floor contours and slope definitions

Chapter 8: Ceilings

- Create and define new ceiling types
- Modify existing ceiling types
- Define ceiling grids and modify spacing and rotation

Chapter 9: Curtain Walls

- Define curtain walls and understand best use of the tools
- Apply, modify, and create curtain wall grids, mullions, and panels
- Use curtain walls to create storefronts within the model

Chapter 10: Annotation: Documents & Deliverables

- Use text, dimensions, detail items, and tags to create project deliverables
- Establish project construction information

Chapter 11: Detailing in Revit

- Create drafting views for use with detail creation
- Add views and utilise AutoCAD information for coordination
- Define legends for Revit and understand best use of them
- Create multiple legend types for various uses

Chapter 12: Space Planning

- Add and arrange rooms into new layouts
- Analyse space locations in design
- Define area elements for project programming
- Create and refine colour fill plans for clarification

Chapter 13: Materials as Finishes

- Navigate the Materials Browser
- Organise and assign materials to content
- Update specified project-specific materials
- Organise the materials library
- Build custom project materials
- Share a custom materials library

Chapter 14: Schedules

- Organise rooms into schedules
- Build component lists to refine content
- Access and allocate finishes to component materials

Chapter 15: Lighting, Rendering and Presentations

- Create camera views for rendering and presentation views
- Create lighting schemes with standard and custom lighting components
- Apply lighting groups to projects
- Manage rendering via the dialogue window

Chapter 16: Sheets

- Comprehend sheet use, creation, and manipulation
- Add views and content to sheets
- Prepare sheets for size and scale
- Add project-specific content
- Print in Revit