



REVIT ARCHITECTURE ESSENTIAL TRAINING

Objectives

After completing this training, you will be able to:

- ✓ Describe building information modeling methodology and its benefits.
- ✓ Use different parts of the Revit Architecture user interface and work with different types of architectural elements and families.
- ✓ Use the different views listed in the Project Browser, control the visibility and graphical Representation of objects in architecture model, and work with elevation, section, and 3D views.
- ✓ Set up a project and transfer standards between projects, add and modify levels in project model, create and modify grids.
- ✓ Work with architectural components:
 - Grids and Levels
 - Wall
 - Floors
 - Roof
 - Ceiling
 - Staircase
 - Railing
 - Revit Model Family
- ✓ Work with documentation components:
 - Text
 - Tag
 - Titleblock
 - Room
 - Colourfill
 - Schedules
- ✓ Work with detail views, add 3D and 2D elements and detail components.
- ✓ Work with sheets and titleblocks, print sheets, and export Revit architecture content to CAD formats.

Pre-requisites

This guide is designed for new users of Revit Architecture. It is recommended that you have a working knowledge of:

- Basic Architectural, Engineering and design skills.
- Microsoft® Windows® 7, Microsoft® Windows® 8 or Microsoft® Windows®10.

TRAINING PROGRAMME DAY 1

Chapter 1: Building Information Modeling

- Lesson: Building Information Modeling for Architectural.
- Understanding Revit element hierarchy.

Chapter 2: Revit Architecture Basics

- The Revit Architecture User Interface.
- The Ribbon framework.
- Guidelines for using the user interface.
- Using common modify tools.

Chapter 3: Viewing the model.

- About Views
- View Properties
- Guidelines for Working with Views
- About Controlling Object Visibility
- View Templates
- Using Filters
- Guidelines for Controlling Object Visibility
- About Elevation and Section Views
- Guidelines for Working with Elevation and Section Views
- About 3D Views
- Perspective view
- About Cameras
- Creating and Modifying Camera Views
- Axonometric view

Chapter 4: Starting a new project.

- About Projects
- Creating Project Templates
- Guidelines for Creating Project Template Files
- About Levels
- Adding and Modifying Levels
- Guidelines for Adding and Modifying Levels
- About Grids
- Methods of Creating and Modifying Grid Lines
- Guidelines for Creating and Modifying Grids

Chapter 5: Walls and Curtain walls.

- Creating generic walls
- Sketching walls
- Hosting element in walls
- Modifying walls
- Editing walls
- Creating curtain walls
- Adding curtain grids, mullions and panel
- Modifying curtain walls
- Editing curtain walls structure

Chapter 6: Floors and Roofs

- About floor elements
- Process of adding a floor element
- Sketching floors
- Editing Floors
- About roofs
- Process of sketching roofs
- Roof modification and example
- About Ceiling elements
- Creating ceiling
- Editing ceiling

Chapter 7: Stairs and Railing

- About stairs and railing
- Process for creating a staircase by component
- Process for creating a staircase by sketch
- Creating the generic railing

Chapter 8: Adding Families

- Adding families
- Loading families
- Placing families
- Editing families in project

Chapter 9: Rooms and Color fill plans

- Tagging spaces with room tags
- Room tags
- Room Boundaries
- Room separation line
- Generating color fill rooms plan

Chapter 10: Creating Plan Annotation and Schedules

- About Temporary Dimensions
- About Permanent Dimensions
- About Spot Dimension Symbols
- Guidelines for Adding Dimensions
- Exercise: Add Dimensions and Spot Symbols
- About Text
- Setting Text Placement Parameters
- About Legends
- Guidelines for Creating Legends
- About Schedules
- Working with Schedules
- Guidelines for Working with Schedules

Chapter 11: Creating construction documentation

- About Sheets and Titleblocks
- About Revision Tracking
- Process of Creating Sheets by Using Customized
- Titleblocks
- Creating Revision Clouds
- Print settings
- Print setup setting
- Guidelines for printing sheets
- Setting for exporting content
- Process of exporting views to CAD formats
- Guidelines for exporting content to CAD
- Formats