

AutoCAD Revit Architecture Essentials

Courseware Description

Students use Revit® Architecture to learn about building information modeling and the tools for parametric building design and documentation. Students begin the three-day course by learning the fundamental features of Revit Architecture, and then progressing through schematic design and construction documentation, before finishing with design visualization. Students should be able to complete their first Revit Architecture project after completing this course.

This courseware offers both imperial and metric hands-on exercises representing real-world design scenarios.

Suggested Course Duration:	3 days
Pages:	416
Trial CD:	Yes
Onscreen Exercises Included?	Yes

Objectives

The primary objective of this courseware is to teach students the concepts of building information modeling and introduce the tools for parametric building design and documentation using Revit Architecture.

After completing this course, students will be able to:

- Describe the benefits of building information modeling.
- Use the fundamental features of Revit Architecture.
- Use the parametric 3D design tools to design projects.
- Create detailing and drafting views.
- Create construction documentation.
- Use the presentation tools for design visualization.

Who Should Attend

This courseware is designed for new users of Revit Architecture.

Prerequisites

No previous CAD experience is necessary. However, before using this courseware, the student should have a working knowledge of the following:

- Architectural design, drafting, or engineering principles.
- Microsoft® Windows® XP or Microsoft® Windows® 2000.



Course Outline

Day 1

Building Information Modeling

- Building Information Modeling

Revit Architecture Basics

- Exploring the User Interface
- Working with Revit Elements and Families
- Starting a Project

Starting a Design

- Creating a Basic Floor Plan
- Creating and Modifying Levels
- Working with Grids

The Basics of the Building Model

- Adding and Modifying Walls
- Working with Compound and Vertically Compound Walls
- Using Editing Commands
- Working with Doors
- Adding and Modifying Windows

Loading Additional Building Components

- Adding and Modifying Component Families

Day 2

Viewing the Building Model

- Managing Views
- Controlling Object Visibility
- Working with Section and Elevation Views
- Creating and Modifying 3D Views

Using Dimensions and Constraints

- Working with Dimensions
- Applying and Removing Constraints

Developing the Building Model

- Creating and Modifying Floors
- Adding and Modifying Ceilings
- Adding and Modifying Roofs
- Creating Curtain Walls
- Adding Stairs and Railings

Day 3

Detailing and Drafting

- Creating Callout Views
- Working with Text and Tags
- Working with Detail Views
- Working with Drafting Views

Construction Documentation

- Creating and Modifying Schedules
- Creating Rooms and Room Schedules
- Creating Legends and Keynotes

Presenting the Building Model

- Creating and Printing Drawing Sheets
- Working with Title Blocks
- Managing Revisions
- Creating Renderings
- Using Walkthroughs
- Using Sun and Shadow Settings

