

## Revit Architecture – Essentials

Using tools specifically built to support Building Information Modeling workflows, Autodesk® Revit® software, helps you capture and analyze concepts and maintain your vision through design, documentation, and construction.

At the end of this course, students will be able to successfully complete a project using Revit Architecture. Students will learn how to: set up a new building information model; create a basic floor plan; work with basic architectural elements (walls, doors, windows, floors, ceilings, roofs, curtain walls, stairs and railings); create section and elevation views; add annotations including dimensions, text, tags, schedules, legends, and keynotes; and share designs by plotting finished drawings, managing revisions, and creating visualizations like walkthroughs and renderings.

### Who should attend?

New Autodesk Revit Architecture users or other Autodesk software users who want to learn essential elements of Autodesk Revit Architecture.

### Prerequisites

No prerequisites for this course. Architectural design, drafting or engineering experience is recommended. However, no previous CAD experience is necessary. Students should have a working knowledge of the Microsoft Windows environment.

### Questions?

Please call us at 800-336-3375.

### Course Outline

#### Getting Started

- Building Information Modeling (BIM)
- Common Terms

#### Using Autodesk Revit Architecture

- Exploring the User Interface
- Starting a Project

#### The Basics of the Building Model

- Working with Levels & Grids
- Getting Started with Walls
- Working with Generic & Compound Walls
- Adding Doors & Windows

#### Using Dimensions & Constraints

- Placing Dimensions
- Working with Constraints

#### Developing the Building Model

- Creating Curtain Walls

#### Using Building Components

- Loading Component Families
- Modifying Component Families

#### Developing the Building Model

- Creating & Modifying Floors
- Adding Ceilings
- Working with Roofs
- Working with Stairs & Railings
- Creating & Managing Parts and Assemblies

---

## Revit Architecture – Essentials [CONTINUED]

---

### Creating Schedules

- Working with Basic Schedules
- Working with Materials & Schedules
- Controlling the Appearance of Schedules

### Detailing & Drafting

- Working with Section Views
- Creating Callout Views
- Annotations
- Detailing
- Working with Drafting Views
- Locking and Annotating 3D Views
- Managing Views in the Project Browser

### Presenting the Building Model

- Working with 3D Views
- Controlling Object Visibility
- Working with Title Blocks
- Getting Started with Rendering

### Sharing the Model

- Importing & Exporting Content
- Printing
- Working with Project Templates
- Setting Up & Understanding Worksharing

### If Time Allows

- Site Basics
- Point Clouds & Legends
- Phasing & Design Options
- Massing for Design & Analysis