

Revit Structure – Essentials

With Revit Structure, engineers and designers can integrate a multi-material physical model with an independently editable analytical model for structural analysis, design, and documentation. Parametric change management technology coordinates all aspects of the model, keeping data, views, and documentation in sync and up-to-date.

After completing this course, students will be able to set up a new building information model, work with basic structural elements (columns, walls, frames, beams, slabs, roofs, foundations), create section, elevation and detail views; add annotations, including symbols, dimensions, legends, and schedules; and share designs by plotting finished drawings and exporting the model to popular CAD formats.

Who should attend?

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

Prerequisites

No prerequisites for this course. Structural 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 Structure

- Exploring the User Interface
- Basic Editing Commands
- Working with Views

Starting a Project

- Using the Structural Template
- Adding Level & Grids

Coordinating Your Work

- Linking an AutoCAD Underlay
- Copy/Monitor Architectural Revit File

Working with Families

- Understanding Figures & the Figure Database
- Creating & Editing Figures

Beginning the 3D Model

- Adding Columns & Walls
- Adding Foundations
- Adding Framing

Completing the 3D Model

- Adding Floors
- Adding Bracing
- Adding Shafts & Openings

Revit Structure – Essentials [CONTINUED]

Detailing & Drafting

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

Creating Schedules

- Working with Basic Schedules
- Working with Graphical Column Schedules
- Controlling the Appearance of Schedules

Presenting the Building Model

- Working with 3D Views
- Controlling Object Visibility
- Working with Title Blocks

Sharing the Model

- Printing
- Exporting Content
- Working with Project Templates