

Revit Basic Training- Agenda

BIMWize
Revit Programs
7/9/22

Standard Revit Training

Duration: 18 hrs

Prerequisite:

- Understanding of Architectural Design and construction document process.
- Comfortable to work with Microsoft windows.

Type: Live Online classes

More Info: Info@bimwize.com

Description

The Autodesk Revit software is a powerful Building Information Modeling (BIM) program that works the way architects think. If you want to explore the different aspects of Revit and enhance your skills in this field irrespective of your current experience level, then you are exactly where you need to be.

The objective of the Autodesk Revit Fundamentals for Architecture course is to enable you to create a full 3D architectural project model including walls, doors, windows, components, floors, ceilings, roofs, stairs, the basic tools that most architectural users need. By the end of this course, you will be proficient in implementing the acquired skills as well as attempting more challenging problems.

The topics in this Autodesk Revit training course are:

- Understanding the purpose of Building Information Modeling (BIM) and how it is applied in the Autodesk Revit Software.
- Navigating the Autodesk Revit workspace and interface.
- Working with the basic drawing and editing tools.
- Creating levels and grids as datum elements for the model.
- Creating a 3D building model with wall, windows, and doors.
- Adding floors, ceiling, roofs, staircase to the building model.
- Adding component features such as furniture and equipment.
- Creating details.
- Setting up sheets for plotting with text, dimensions, details, tags and schedules.
- Collaborate on the project.

Training Topics

Chapter 1

1. Introduction

- Setting Up Discipline Specific Interface
- Set Template File Locations
- BIM and Revit
- Building Information Modeling
- Working on one model with many views
- Understanding Revit Elements Hierarchy and Type
- Editing elements within the Revit hierarchy

2. Setting Up a Project

- Creating a new project from a template
- Creating and configuring a new project
- Geolocation
- Adding levels
- Adding grids
- Adding columns
- Refining a layout with temporary dimensions

Chapter 2

3. Modeling Basics

- Adding and Locating walls
- Wall properties, types and joins
- Creating wall sweeps and reveals
- Using snaps
- Using the modify tools
- Adding doors and Windows
- Adding Rooms
- Adding fixtures and other components
- Using constraints
- Editing families in project
- Adding Topography and Building pad

4. Sketch based modeling components

- Creating floors
- Creating ceilings
- Creating roofs
- Creating openings

5. Links, Imports and Groups

- Understanding file format
- Linking AutoCAD DWG files
- CAD Link and Import Tips
- Creating Groups
- Importing pdf

Chapter 3

6. Staircase

- Adding stairs
- Editing Stairs
- Adding extensions to railings

7. Curtain Walls

- Adding curtain walls
- Adding curtain grids, mullions, and panels

Chapter 4

8. Annotation and Details

- Adding text and dimensions
- Text formatting
- Adding symbols
- Adding legend views
- Creating a detail callout
- Using arrays to parametrically duplicate objects

9. Schedules and Tags

- Tags
- Adding schedule views
- Modifying schedule views

10. Sheet, Plotting and Publishing

- Adding a new sheet
- Create a sheet index
- Working with placeholder sheets
- Exporting to AutoCAD
- Plotting and creating a PDF