

Revit Architecture Fundamentals

This comprehensive Revit training course covers the essential skills required to use Autodesk Revit to design and share information between BIM Project teams. You will learn how to draw and modify Architectural elements in 3D using the toolsets. We will also show you how to extract information and data from the Building Information Model to create schedules and basic take-offs.

Course Modules

- *Introducing Revit as a BIM tool*
- *UI Tour, Project Navigation and View Creation*
- *Element Selection and Manipulation*
- *Visibility Control and Categorisation*
- *Model Development Methodology*
- *Wall Creation and Manipulation*
- *Floors, Roofs and Ceilings*
- *Window, Door and Component Use*
- *System Family Editing*
- *Basic Schedules and Legends*
- *Geometry Formation and In-Place Families*
- *Massing Tools and the Building Maker*
- *Stairs, Ramps and Railings*
- *Basic Curtain Walls*
- *Room Data and Colour-Fill*
- *2D Draughting and Annotation*
- *Sheet Compilation and Publication*
- *Basic Subdivision and Collaboration*
- *Introduction to the Principles of Family Editing*

Prerequisites

An understanding of Architectural terminology is recommended. Previous CAD knowledge would be beneficial but is not essential.

Course Duration

3 days

Next Steps

BIM and Digital Construction Fundamentals