

Course Description and Outlines

Revit Architecture Essentials

Architectural Engineering



Course Description

Autodesk Revit is building information modeling software for architects, structural engineers, MEP engineers, designers and contractors. It allows users to design a building and structure and its components in 3D, annotate the model with 2D drafting elements, and access building information from the building models database. Revit is 4D BIM capable with tools to plan and track various stages in the buildings lifecycle, from concept to construction and later demolition.

Course Target

In this course, participants will be introduced to the concept of Building Information Modelling (BIM) itself, as well as the basics of Autodesk Revit. Upon the completion of your Revit training course at Excellent-Way you will be geared with the knowledge to create both residential and commercial multifaceted Revit models.

Course Duration

10 Sessions x 3 Hours per Session = 30 Total Hours

Attending the Course

The course includes workshops and in-session applications for every set of points covered. Each trainee will have a chance to apply his new skills on actual project supervised by the instructor. The location is fully equipped with high end computers so you won't have to bring your laptop.

Course Outlines

Introduction

- Building Information Modeling
- Overview of the Interface
- Standard Terminology
- Starting Projects

- Viewing Commands

Basic Drawing and Editing Tools

- General Drawing Tools
- Editing Elements
- Basic Modifying Tools

Datum Elements

- Setting Up Levels
- Linking and Importing CAD Files
- Creating Structural Grids
- Adding Columns

Drawing and Modifying Walls

- Drawing Basic Walls

- Modifying Walls
- Helpful Editing Tools
- Wall Sweeps & Reveals
- Composite Walls

Doors and Windows

- Adding Doors and Windows
- Loading Door and Window Types
- Creating Additional Door and Window Sizes

Curtain Walls

- Creating Curtain Walls
- Adding Curtain Grids
- Working with Curtain Wall Panels
- Attaching Mullions to Curtain Grids

Creating Views

- Duplicating Views
- Adding Callout Views
- Setting the View Display

Floors

- Creating Floors
- Creating Shaft Opening
- Creating Sloped Floors

Components

- Adding Components
- Modifying Components

Reflected Ceiling Plans

- Creating Ceilings
- Ceiling Soffits
- Adding Ceiling Fixtures

Roofs

- Creating Roofs by Footprint
- Reference Planes and Work Planes
- Creating Roofs by Extrusion
- Cleaning Up Wall and Roof Intersections

- Creating Elevations and Sections

Vertical Circulation

Creating Assembled
Stairs Modifying
Assembled Stairs
Sketching Custom
Stairs Creating
Ramps
Working with Railings

Construction Documents

Setting Up Sheets

Placing and Modifying Views on Sheets
Printing Sheets

Annotating

Working with Dimensions & Text
Adding Detail Lines and Symbols
Adding Tags, Rooms and Room Tags
Working with Schedules
Creating Legends

Course outline is subjected to minor changes as per
class and trainees requirements.