

## ENGINEERING EDUCATION SERVICES

### Revit 3D Architecture Professional

#### Course Length: 4 Weeks

Autodesk Revit Architecture software is a powerful Building Information Modeling (BIM) program that offer solution to the way architects think. The program streamlines the design process through the use of a central 3D model, enable users to create full 3D architectural project models and set them up in working drawings

#### Topics Covered

- Understanding Building Information Management and how it is applied in the Revit software
- Navigating the 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 walls, curtain walls, windows, and doors.
- Adding floors, ceilings, and roofs to the building model.
- Creating component-based and custom stairs.
- Adding component features, such as furniture and equipment.
- Setting up sheets for plotting with text, dimensions, details, tags, and schedules.
- Creating working drawing details.

#### Prerequisites

- Experience with, and a sound understanding and knowledge of architectural terminology is an advantage.

Course description shown for Autodesk Revit 2018. Topics, curriculum, and/or prerequisites may change depending on software version.



# Training Course Contents

### Chapter 1:

- 1.1 BIM and Autodesk Revit
- 1.2 Overview of the Interface
- 1.3 Starting Projects
- 1.4 Viewing Commands

### Chapter 2:

- 2.1 Using General Drawing Tools
- 2.2 Editing Elements
- 2.3 Working with Basic Modify Tools
- 2.4 Working with Additional Modify Tools

### Chapter 3:

- 3.1 Setting Up Levels
- 3.2 Creating Structural Grids
- 3.3 Adding Columns
- 3.4 Linking and Importing CAD Files
- Design Development Phase

### Chapter 4:

- 4.1 Modeling Walls
- 4.2 Modifying Walls

### Chapter 5:

- 5.1 Inserting Doors and Windows
- 5.2 Loading Door and Window Types from the Library
- 5.3 Creating Additional Door and Window Sizes

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### Chapter 6:

- 6.1 Creating Curtain Walls
- 6.2 Adding Curtain Grids
- 6.3 Working with Curtain Wall Panels
- 6.4 Attaching Mullions to Curtain Grids

### Chapter 7:

- 7.1 Setting the View Display
- 7.2 Duplicating Views
- 7.3 Adding Callout Views
- 7.4 Elevations and Sections

### Chapter 8:

- 8.1 Adding Components
- 8.2 Modifying Components

### Chapter 9:

- 9.1 Modeling Floors
- 9.2 Creating Shaft Openings
- 9.3 Creating Sloped Floors

### Chapter 10:

- 10.1 Modeling Ceilings
- 10.2 Adding Ceiling Fixtures
- 10.3 Creating Ceiling Soffits

### Chapter 11:

- 11.1 Modeling Roofs
- 11.2 Creating Roofs by Footprint
- 11.3 Establishing Work Planes
- 11.4 Creating Roofs by Extrusion

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### Chapter 12:

- 12.1 Creating Component Stairs
- 12.2 Modifying Component Stairs
- 12.3 Working with Railings
- 12.4 Sketching Custom Stairs
- 12.5 Creating Ramps

### Chapter 13:

- 13.1 Setting Up Sheets
- 13.2 Placing and Modifying Views on Sheets
- 13.3 Printing Sheets

### Chapter 14:

- 14.1 Working with Dimensions
- 14.2 Working With Text
- 14.3 Adding Detail Lines and Symbols
- 14.4 Creating Legends

### Chapter 15:

- 15.1 Adding Tags
- 15.2 Adding Rooms and Tags
- 15.3 Working with Schedules

### Chapter 16:

- 16.1 Setting Up Detail Views
- 16.2 Adding Detail Components
- 16.3 Annotating Details
- 16.4 Keynoting and Keynote Legends

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