

AUTODESK REVIT

BEGINNER TO INTERMEDIATE

curriculum.

01 / getting started.

- introduction to the course,
- understanding the terminology and BIM,
- how to correctly download and install the software.

02 / touring the interface.

- start screen,
- file tab, quick access toolbar & info centre,
- tabs, ribbons and panels,
- properties palette and project browser,
- status bar, view control and selection toggles,
- navigating the drawing area,
- contextual tab.

03 / introduction to walls.

- wall tool basics,
- additional wall tool drawing methods,
- options bar - wall tool,
- properties palette - wall tool.

04 / basic tools.

- align, offset & mirror,
- move, copy, rotate, trim & extend,
- split element, pin, array, scale & delete.

05 / datum elements.

- datum levels - basics,
- datum levels - continued,
- creating the grid system.

06 / major components.

- placing structural columns on the grid,
- placing architectural columns on the grid,
- placing external walls,
- placing internal walls,
- using the equality constraints,
- placing the ground floor slab,
- place a boundary footpath.

07 / minor components.

- placing doors from the type selector,
- loading doors from the library,
- creating a new door type,
- adding a wall opening,
- editing the wall profile to create an opening,
- adding a structural opening to the wall,
- placing windows.

08 / creating the next level.

- increasing top constraint,
- placing the first-floor slab,
- adding a shaft opening to the slab,
- selection filter and aligned to selected levels.

09 / vertical circulation.

- stair by component,
- stair by sketch,
- creating the project stairs,
- placing a railing,
- creating a railing.

10 / roof component.

- introduction to the roof by footprint,
- modifying roofs by footprint,
- pitched roof by footprint,
- flat roof by footprint,
- roof by extrusion and work planes.

11 / curtain walls.

- introduction to curtain walls,
- constructing a curtain wall,
- curtain wall - entrance,
- curtain wall - rear,
- curtain wall - front.

12 / reflected ceiling plan (RCP).

- introduction to reflected ceilings,
- adjusting the ceiling position,
- creating the first-floor ceiling plan,
- adding components to the ceiling,
- example of rendered ceiling components.

13 / creating a 2D callout detail.

- setting up a callout,
- masking and filled regions,
- detail components,
- repeating detail components,
- placing insulation,
- using the detail line and creating a line style,
- adding text with leaders,
- adding break lines.

14 / dimensions.

- introduction to dimensions by individual reference,
- dimension by the entire wall,
- witness lines,
- modifying a dimension.

15 / tags, schedules and legends.

- introduction to tags,
- adding information to the tags,
- placing window tags,
- placing wall tags,
- applying tags to the first floor,
- creating a room and placing room tags,
- creating a room legend,
- creating a room schedule,
- creating a door schedule,
- creating a window schedule,
- creating a door and window legend.

16 / visualisations.

- introduction to shadows and sun settings,
- creating a one-day solar study,
- introduction to rendering,
- rendering the first image,
- rendering the second image,
- introduction to walkthroughs,
- modifying a walkthrough,
- creating a walkthrough over two levels.

17 / create sheets and print.

- opening a sheet and overview of the title-block,
- setting up a sheet pt.01,
- setting up a sheet pt.02,
- adding render views and callouts to the sheet,
- loading an A2 title-block,
- duplicating views,
- page setup & printing.