



REVIT ARCHITECTURE ESSENTIAL TRAINING

Objectives

The main objective of this course is to teach trainees the basic commands and tools necessary for modelling a basic 3D architecture model. After completing this course, trainees will be able to:

- ✓ Describe building information modeling methodology and its benefits.
- ✓ Use different parts of the Revit Architecture user interface and work with different types of architectural elements and families.
- ✓ Use the different views listed in the Project Browser, control the visibility and graphical representation of objects in the architecture model, and work with elevation, section, and 3D views.
- ✓ Set up a project and transfer standards between projects, add and modify levels in the project model, create and modify grids.
- ✓ Work with architectural components:
 - Grids and Levels
 - Wall
 - Floors
 - Roof
 - Ceiling
 - Staircase
 - Railing
 - Revit Model Family
- ✓ Work with documentation components:
 - Text
 - Tag
 - Titleblock
 - Room
 - Colourfill
 - Schedules
- ✓ Work with detail views, add 3D and 2D elements and detail components.
- ✓ Work with sheets and titleblocks, print sheets, and export Revit architecture content to CAD formats.

Training Programme Day 1

Chapter	Topic	Duration	Time
Chapter 1	Building Information Modelling <ul style="list-style-type: none"> • Building Information Modelling for Architectural • Understanding Revit element hierarchy 	1 -Hour	9.00 AM - 10.00 AM
Chapter 2	Revit User Interface <ul style="list-style-type: none"> • Revit Element Hierarchy • Properties Palette • Visibility • Graphic Representations • View Templates 	3-Hour	10.00 AM- 1.00 PM
Chapter 3	Using Common Modify Tools <ul style="list-style-type: none"> • Copying Elements • Rotating and Mirroring Elements • Arraying Element • Splitting Lines and Walls • Trimming or Extending Lines and Walls 	1-Hour	2.00PM – 3.00 PM
Chapter 4	Viewing The Model <ul style="list-style-type: none"> • View Properties • Elevations • Sections • 3D Sections • Perspective View • Walkthrough • Rendering 	2-Hour	3.00 PM- 5.00 PM

Training Programme Day 2

Chapter	Topic	Duration	Time
Chapter 5	Starting a new project <ul style="list-style-type: none"> • About Projects • Creating Project Templates • Guidelines for Creating Project Template Files • About Levels • Adding and Modifying Levels • Guidelines for Adding and Modifying Levels • About Grids • Methods of Creating and Modifying Grid Lines • Guidelines for Creating and Modifying Grids 	1-Hour	9.00 AM - 10.00 AM
Chapter 6	Walls and Curtains Walls <ul style="list-style-type: none"> • Creating generic walls • Sketching walls • Hosting element in walls • Modifying walls • Editing walls • Creating curtain walls • Adding curtain grids, mullions and panel • Modifying curtain walls • Editing curtain walls structure 	3-Hour	10.00 AM- 1.00 PM
Chapter 7	Floors and Roofs <ul style="list-style-type: none"> • About floor elements • Process of adding a floor element • Sketching floors • Editing Floors • About roofs • Process of sketching roofs • Roof modification and example • About Ceiling elements • Creating ceiling • Editing ceiling 	1-Hour	2.00 PM - 3.00 PM
Chapter 8	Stairs and Railing <ul style="list-style-type: none"> • About stairs and railing • Process for creating a staircase by component • Process for creating a staircase by sketch • Creating the generic railing 	2-Hour	3.00 PM – 5.00 PM

Training Programme Day 3

Chapter	Topic	Duration	Time
Chapter 9	Adding Families <ul style="list-style-type: none"> • Adding families • Loading families • Placing families • Editing families in project 	1-Hour	9.00 AM – 10.00 AM
Chapter 10	Rooms and Color fill plans <ul style="list-style-type: none"> • Tagging spaces with room tags • Room tags • Room Boundaries • Room separation line • Generating color fill rooms plan 	1-Hour	10.00 AM – 11.00 PM
Chapter 11	Creating Plan Annotation and Schedules <ul style="list-style-type: none"> • About Temporary Dimensions • About Permanent Dimensions • About Spot Dimension Symbols • Guidelines for Adding Dimensions • About Text • Setting Text Placement Parameters • About Legends • Guidelines for Creating Legends • About Schedules • Working with Schedules • Guidelines for Working with Schedules 	2-Hour	11.00 PM – 1.00 PM
Chapter 12	Creating Construction documentation <ul style="list-style-type: none"> • About Sheets and Titleblocks • About Revision Tracking • Process of Creating Sheets by Using Customized Titleblocks • Creating Revision Clouds • Print settings • Print setup setting • Guidelines for printing sheets • Setting for exporting content • Process of exporting views to CAD formats • Guidelines for exporting content to CAD • Formats 	3-Hour	2.00PM – 5.00 PM