

AUTODESK REVIT ARCHITECTURE FUNDAMENTALS



CSG Training Centre | Authorized Autodesk Training Centre | Certipoint Authorized Testing Centre

FOR WHOM

Architects, Draftsman, Design/Principal Architects, Interior Designer, Quantity Surveyors.

PRE-REQUISITION

Working knowledge of Windows Operating Systems.

DURATION | VERSION

3 DAY(S), Version 2022

COURSE OBJECTIVES

The Autodesk® Revit® software is a powerful Building Information Modeling (BIM) program that works the way architects think. The program streamlines the design process through the use of a central 3D model, where changes made in one view update across all views and on the printable sheets.

The objective of the Autodesk® Revit® Architecture: Fundamentals training is to enable you to create a full 3D architectural project model, including walls, doors, windows, components, floors, ceilings, roofs, and stairs, using the basic tools that the majority of architectural users need. This includes how to navigate the user interface and use the basic drawing, editing, and viewing tools. The final part of the course focuses on creating construction documents.

We also provide real live project situations solving tips by Trainers who possesses actual site experiences and live project datasets for you to work-on.

COURSE TOPICS

Introduction to BIM and Autodesk Revit

1. BIM and Autodesk Revit
2. Overview of the Interface
3. Starting Projects
4. Viewing Commands

Basic Sketching and Modify Tools

1. Using General Sketching Tools
2. Editing Elements
3. Working with Basic Modify Tools
4. Working with Additional Modify Tools

Starting Architectural Projects

1. Linking and Importing CAD Files

COURSE TOPICS

Starting Architectural Projects (cont.)

2. Linking in Revit Models
3. Setting Up Levels
4. Creating Grids
5. Adding Columns

Design Development Phase:

Modeling Walls

1. Modeling Walls
2. Modifying Walls
3. Adding Room Elements

Working with Doors and Windows

1. Inserting Doors and Windows
2. Loading Door and Window Types from the Library
3. Creating Additional Door and Window Sizes

Working with Curtain Walls

1. Creating Curtain Walls
2. Adding Curtain Wall Grids
3. Working with Curtain Wall Panels
4. Attaching Mullions to Curtain Wall Grids

Working with Views

1. Modifying the View Display
2. Duplicating Views
3. Adding Callout Views
4. Creating Elevations and Sections

Adding Components

1. Adding Components
2. Modifying Components

Modeling Floors

1. Modeling Floors
2. Creating Shaft Openings
3. Creating Sloped Floors

Modeling Ceilings

1. Modeling Ceilings
2. Adding Ceiling Fixtures
3. Creating Ceiling Soffits

Modeling Roofs

1. Modeling Roofs
2. Creating Roofs by Extrusion

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AUTODESK®
REVIT® ARCHITECTURE

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COURSE TOPICS

Modeling Stairs, Railings, and Ramps

1. Creating Component Stairs
2. Modifying Component Stairs
3. Working with Railings
4. Creating Ramps

Construction Documents Phase:

Creating Construction Documents

1. Setting Up Sheets
2. Placing and Modifying Views on Sheets
3. Printing Sheets

Annotating Construction Documents

1. Working with Dimensions
2. Working with Text
3. Adding Details Lines and Symbols
4. Creating Legends

COURSE TOPICS

Adding Tags and Schedules

1. Adding Tags
2. Working with Schedules

Creating Details

1. Setting Up Details Views
2. Adding Detail Components
3. Annotating Details