





AUTODESK REVIT MEP ADVANCED



FOR WHOM

MEP Designers, MEP Drafters, MEP Professionals

PRE-REQUISITION

Revit MEP Fundamentals 2019 or relevant.
Working knowledge of Windows Operating Systems.
Working knowledge of MEP design and terminology (recommended).

DURATION | VERSION

2 DAY(S), Version 2022

COURSE OBJECTIVES

The Training is intended to introduce learners to the more advanced techniques and concepts beyond what was learned in the Autodesk Revit MEP Fundamentals course. It is intended to broaden learners knowledge and maximize the use of the Autodesk Revit MEP software. This training offers detailed information and practical exercises regarding libraries creation, including hosted, non-hosted creations, connectors and parametric capabilities.

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

COURSE TOPICS

Creating Custom Templates

- Preparing Project Templates
- 2. Customizing Annotation Types
- 3. Creating Title Blocks
- 4. Setting Up View Filters

Creating Schedules

- Introduction to Schedules
- Creating Building Component Schedules
- 3. Modifying Schedule Appearance
- Additional Schedule Types
- 5. Advanced Schedule Options
- Working with Project Parameters

COURSE TOPICS

Introduction to Revit Families

- 1. Custom System Families
- 2. Creating MEP System Families

Component Family Concepts

- Creating Component Families
- 2. Creating the Parametric Framework
- 3. Creating Family Elements
- 4. Creating Family Types

Advanced Family Techniques

- 1. Additional Tools for Families
- 2. Visibility Display Settings

Additional Family Types

- 1. Creating 2D Families
- 2. Creating In-Place Families
- 3. Working with Shared Parameters

Creating MEP-Specific Families

- 1. Upgrade an Architectural Plumbing Fixture to MEP
- 2. Upgrade an Architectural Lighting Fixture to MEP
- 3. Create a Data Device with Annotation Parameters
- 4. Create a Pipe Fitting Flange (Advanced)

Additional Management Tools

- General Settings
- Creating Object Styles
- 3. Creating Fill Patterns
- 4. Creating Materials
- Settings for Mechanical Projects
- Additional Schedule Types
- 7. Basic User Interface Customization