

REVIT ARCHITECTURE COURSE SYLLABUS

General Objectives:

At the end of the term, the participant will be able to design in 3D environment and coordinate the project documentation simultaneously. Learn to make changes with the least impact on time and costs.

Specific Objectives:

Produce 3D views, floor plans, elevations, and section cuts instantaneously in a semiautomatic way from the 3D model designed. You will also be able to create schedules and coordinate the changes made.

COURSE CONTENT

Introduction to Revit

- Building Information Modeling Interface
- Working with a Project
- Navigation between Views

Setting up Levels and Grids

- Creating Levels
- Importing CAD files
- Creating Structural Grids
- Adding Columns

Drawing and Modifying Walls

- Creating Exterior Shell
- Adding Interior Walls

Doors and Windows

- Adding Doors and Windows
- Loading Families
- Creating Additional Part Sizes

Curtain Walls

- Creating Curtain Walls
- Adding Curtain Grids
- Working with Curtain Wall Panels
- Adding Mullions

Creating Views

- Duplicating Views
- Adding Callout Views
- Creating Elevations
- Creating Sections

Floors

- Creating Floors
- Shaft Openings
- Sloped Floors

Reflected Ceiling Plans

- Creating Ceilings
- Soffits
- Adding Ceiling Fixtures

Roofs

- Creating Roofs
- Roofs by Footprint
- Reference Planes and Work Planes
- Roofs by Extrusion

Vertical Circulation

- Adding Stairs
- Creating Ramps
- Working with Railings

Lighting

- Lighting Fixtures
- Light Sources
- About Photometric and IES Files
- Best Practices: Lighting
- Using Lighting Fixtures in a Building Model

Terrains

- Create and modify terrains
- Create sidewalk and streets

Schedules

- Creating Schedule and Quantities
- Custom Parameters
- Modifying Schedules
- Material Takeoff
- Exporting Schedule

Construction Documents

- Setting up Sheets
- Placing and Modifying Views
- Printing Sheets

**Annotation**

- Working with Dimensions
- Working with Text
- Adding Detail Lines and Symbols

Render

- Creating a perspective
- Adjusting the point of view
- Render Options
- Rendering