

Learning Revit Architecture 2010

Duration:

3 Days

This course covers the basics of Autodesk Revit® Architecture 2010. Users are introduced to the concepts of Building Information Modeling and the tools for parametric building design and documentation. Users begin with learning the fundamental features of Autodesk Revit Architecture, and then progress through schematic design, construction documentation, and design visualization.

Course Objectives:

To teach users the concepts of Building Information Modeling (BIM) and introduce the tools for parametric building design and documentation using Autodesk Revit Architecture 2010. Users will be able to complete their first Autodesk Revit Architecture project after completing this class.

Who Should Attend & Prerequisites:

New Autodesk Revit Architecture users or other Autodesk software users who want to learn essential elements of Autodesk Revit Architecture.. However, before using this courseware, the student should have a working knowledge of the following:

- Architectural design, drafting, or engineering principles.
- Microsoft® Windows® XP or Microsoft® Windows® 2000.



Course Outline:

Day 1

Building Information Modeling

- Building Information Modeling for Architectural Design

Revit Architecture Basics

- Exploring the User Interface
- Working with Revit Elements and Families
- Starting a Project

Starting a Design

- Creating and Modifying Levels
- Creating and Modifying Grids

The Basics of the Building Model

- Creating a Basic Floor Plan
- Adding and Modifying Walls
- Working with Compound Walls
- Using Editing Tools
- Adding and Modifying Doors
- Adding and Modifying Windows

Loading Additional Building Components

- Working with Component Families

Day 2

Viewing the Building Model

- Managing Views
- Controlling Object Visibility
- Working with Section and Elevation Views
- Creating and Modifying 3D Views

Using Dimensions and Constraints

- Working with Dimensions
- Applying and Removing Constraints

Developing the Building Model

- Creating and Modifying Floors
- Working with Ceilings
- Adding and Modifying Roofs
- Creating Curtain Walls
- Adding Stairs and Railings

Day 3

Detailing and Drafting

- Creating Callout Views
- Working with Text and Tags
- Working with Detail Views
- Working with Drafting Views

Construction Documentation

- Creating and Modifying Schedules
- Creating Rooms and Room Schedules
- Creating Legends and Keynotes

Presenting the Building Model

- Creating and Printing Drawing Sheets
- Working with Title Blocks
- Managing Revisions
- Creating Renderings
- Using Walkthroughs
- Using Sun and Shadow Settings

