

Autodesk Revit Architecture Fundamentals

This course is designed to teach you the Autodesk Revit functionality as you would work with it throughout the design process. You begin by learning about the user interface and basic drawing, editing, and viewing tools. Then you learn design development tools including how to model walls, doors, windows, floors, ceilings, stairs and more. Finally, you learn the processes that take the model to the construction documentation phase.

Since building projects are extremely complex, the Autodesk Revit software is also complex. The objective of the Autodesk® Revit® Architecture: Fundamentals student guide is to enable students to create full 3D architectural project models and set them up in working drawings. This student guide focuses on basic tools that the majority of users need.

Topics Covered:

- Understanding the purpose of Building Information Management (BIM) and how it is applied in the Autodesk Revit software.
- Navigating the Autodesk Revit workspace and interface.
- Working with the basic drawing and editing tools.
- Creating Levels and Grids as datum elements for the model.
- Creating a 3D building model with walls, curtain walls, windows, and doors.
- Adding floors, ceilings, and roofs to the building model.
- Creating component-based and custom stairs.
- Adding component features, such as furniture and equipment.
- Setting up sheets for plotting with text, dimensions, details, tags, and schedules.
- Creating details.

Prerequisites:

An understanding of architectural terminology is an asset.