



Curriculum Of Revit Architecture

Duration: 6 Weeks

MODULE 1: BUILDING INFORMATION MODELING

- Building Information Modelling for Architectural Design

MODULE 2: REVIT ARCHITECTURE BASICS

- Exploring the User Interface
- Working with Revit Elements and Families
- Starting a Project
- Fundamental of Massing Studies
- Creating/Modifying Topographic surface

MODULE 3: THE BASICS OF THE BUILDING MODEL

- Creating and Modifying Levels, Grids
- Adding Columns
- Creating a Basic Floor Plan
- Adding and Modifying Walls
- Using Editing Tools Adding and Modifying Doors, Windows

MODULE 4: VIEWING THE BUILDING MODEL

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

MODULE 5: DEVELOPING THE BUILDING MODEL

- Creating and Modifying Floors
- Working with Ceilings
- Creating Openings
- Adding and Modifying Roofs
- Creating/Editing Curtain Walls
- Adding Stairs, Railings and Ramps

MODULE 6: WORKING WITH FAMILIES

- Understanding Family Editor
- Creating/Editing Family Component
- Working with Component Families

MODULE 7: DETAILING YOUR DESIGN

- Creating Callout Views



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

MODULE 8: DOCUMENTING/ANNOTATING YOUR DESIGN

- Creating and Modifying Schedules
- Creating Rooms/Area Tags

MODULE 9: PRESENTING THE BUILDING MODEL

- Working with Drawing Sheets, Title blocks
- Managing Revisions
- Creating Renderings
- Using Walkthroughs
- Using Sun and Shadow Settings
- Creating DWF files

MODULE 10: IMPORTING AND EXPORTING FILES

- Importing and Using External Files
- Exporting to External Files

MODULE 11: CONCEPTUAL DESIGN

- Working with Mass Shapes
- Converting Mass Shapes to Building Components
- Creating Advanced Components
- Creating and Using In-Place Families
- Creating and Modifying Parametric Families
- Creating Nested Families
- Working with Component Groups

MODULE 12: ADVANCED RENDERING

- Creating Realistic Presentations
- Creating Rendered Interior Scenes