



Creative City

CAD/BIM/3D Visualization Learning Centre



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We understand that your budget for training has to be wisely invested, getting you the best possible value for your money. We understand you need assurance that you'll acquire the skills that let you work more efficiently, more creatively, and with the maximum possible speed.

Be rest assured. You'll get all of that... and more!

Arch. David
Chief Facilitator
Creative City

Revit Training

Revit Architecture 2015

Course Summary

Revit Architecture – This course teaches you to master the use of Revit's BIM platform which works the way architects think. From Preliminary Design through Design Development, and into Construction Documents, the program streamlines the design process with a central 3D model. Changes made in one view update across all views and on the printable sheets. This offers you increased efficiency of up to 500% from traditional CAD software such as AutoCAD. The ability to use Revit Architecture is a necessary skill for the modern architect.



Course Duration

32 lecture hours spread across 2 months

Course Prerequisite

No previous CAD experience is required

Course Outline

Revit Architecture


The Revit World

The Revit Architecture Interface
The Project Browser
File Types and Families

Creating a Model

Placing Walls
Using Reference Planes
Adding Interior Walls
Editing Wall Joins
Placing Doors and Windows

... advancing exceptional design skills!



Creating Views

- Creating Levels
- Creating and Modifying Building Sections
- Creating Detail Sections
- Creating Callouts
- Creating and Modifying a Camera View
- Creating an Elevation

Working with the Revit Tools

- The Basic Edit Commands
- The Array Command
- The Mirror Command
- The Align Tool
- The Split Element Command
- The Trim Command
- The Offset Command
- Copy/Paste
- Creating the Plans

Dimensioning and Annotating

- Dimensioning
- Using Dimensions as a Layout Tool
- Placing Text and Annotations

Floors

- Placing a Floor Slab
- Building a Floor by Layers
- Splitting the Floor Materials
- Creating Shaft Openings

Roofs

- Placing Roofs by Footprint
- Creating a Sloping Roof
- Creating Roofs by Extrusion
- Adding a Roof Dormer

Structural Items

- Adding Structural Grids
- Adding Structural Columns
- Using Structural Framing
- Understanding Foundation Systems
- Adding Structural Footings
- Using Structural Views

Ceilings and Interiors

- Creating Ceilings
- Creating Ceiling Openings and Soffits
- Adding Interior Design
- Adding Alternate Floor Materials

Stairs, Ramps, and Railings

- Creating Stairs by Using the Rise/Run Function
- Creating a Winding Staircase
- Creating a Custom Railing System
- Creating Custom Stairs
- Adding Ramps

Schedules and Tags

- Creating Schedules
- Adding Tags

Detailing

- Working with Line Weights
- Drafting on Top of the Detail
- Adding Notes
- Creating Blank Drafting Views

Creating Sheets and Printing

- Creating and Populating Sheets
- Modifying a Viewport
- Addressing Project Parameters
- Generating a Cover Sheet
- Printing from Revit Architecture

Creating Rooms and Area Plans

- Creating Rooms
- Adding a Room Schedule
- Adding a Color-Fill Plan
- Creating an Area Plan

Advanced Wall Topics

- Creating Compound Walls
- Adding Wall Sweeps
- Creating Stacked Walls
- Creating Curtain Walls
- Adding a Wall to a Massing Object

... advancing exceptional design skills!



Creating Families

Creating a Basic Family
Using a Complex Family to Create an Arched Door
Creating an In-Place Family

Site and Topography

Adding a Site within Revit
Splitting the Surface
Creating Sub regions
Adding Site Components
Adding Building Pads to Displace Earth
Adding a Property Line
Creating a Toposurface by Instance

Rendering and Presentation

Creating an Exterior Rendering
Creating an Interior Rendering
Creating Walkthroughs & Animations

