



Autodesk Revit 2017 Architecture Fundamentals

TRAINING DURATION

Number of Hours: 24 Number of Days: 3

ABOUT THE COURSE

Revit® Architecture Fundamentals is designed to teach the Autodesk Revit functionality as you would work with it throughout the design process. It will begin by learning about the user interface and basic drawing, editing, and viewing tools then to the design development tools including how to model walls, doors, windows, floors, ceilings, stairs and more. Lastly, the course will teach the processes that take the model to the construction documentation phase. The objective of the Autodesk Revit 2017 Architecture Fundamentals training guide is to enable students to create full 3D architectural project models and set them up in working drawings. This training guide focuses on basic tools that the majority of users need.

WHO SHOULD ATTEND

This course is designed for new users of Revit® Architecture.

PREREOUISITES

An understanding of architectural terminology is an asset. A working knowledge on how a computer works, such as its operating system and applications. Most of the topics covered in this course are based on the features from the most recent releases of Revit Architecture. For those who are not familiar with its features will require additional background prior to taking the course.

NOTES

The indicated course length is a guideline. Topics and duration may be modified by the instructor based upon the knowledge and skill level of the participants.

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TOPICS

Introduction to BIM and Autodesk Revit

BIM and Autodesk Revit Overview of the Interface Starting Projects **Viewing Commands**

Basic Sketching and Modify Tools

Using General Sketching Tools Editing Elements Working with Basic Modify Tools Working with Additional Modify Tools

Setting Up Levels and Grids

Setting Up Levels Creating Structural Grids **Adding Columns** Linking and Importing CAD Files

Modeling Walls

Modeling Walls Modifying Walls

Working with Doors and Windows

Inserting Doors and Windows Loading Door and Window Types from the Library Creating Additional Door and Window

Working with Curtain Walls

Creating Curtain Walls Adding Curtain Grids Working with Curtain Wall Panels Attaching Mullions to Curtain Grids

Working with Views

Setting the View Display **Duplicating Views** Adding Callout Views **Elevations and Sections**

Adding Components

Adding Components Modifying Components

Modeling Floors

Modeling Floors Creating Shaft Openings **Creating Sloped Floors**

Modeling Ceilings

Modeling Ceilings Adding Ceiling Fixtures **Creating Ceiling Soffits**

Modeling Roofs

Modeling Roofs Creating Roofs by Footprint **Establishing Work Planes** Creating Roofs by Extrusion

Modeling Stairs, Railings and Ramps

Creating Component Stairs Modifying Component Stairs Working with Railings Sketching Custom Stairs **Creating Ramps**

Creating Construction Documents

Setting Up Sheets Placing and Modifying Views on Sheets **Printing Sheets**

Annotating Construction **Documents**

Working with Dimensions Working with Text Adding Detail Lines and Symbols Creating Legends

Adding Tags and Schedules

Adding Tags Adding Rooms and Room Tags Working with Schedules

Creating Details

Setting Up Detail Views Adding Detail Components **Annotating Details** Keynoting and Keynote Legends

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