Revit Architecture Syllabus

Duration : 120 hrs(60 Hrs theory /60 hrs Lab)

Module 1 : Introduction to Revit Architecture

- ➤ New Features for Revit Architecture
- ➤ Building Information Modelling
- ➤ Level of Development and Level of Detail
- ➤ BIM disciplines
- ➤ BIM Workflows
- ➤ BIM Standards

Module 2 : Introduction to Autodesk Revit Architecture

- ➤ User Interface Tour o Browsers,
- ➤ Bars
- ➤ Palettes and Windows
- ➤ Revit Architecture Help

Module 3 : Introduction to Autodesk Revit Architecture

- ➤ Starting a New Architectural Project
- ➤ Navigation Tools
- ➤ Configuring Global Settings

Module 4 : Creating Walls

- ➤ Creating Architectural Walls
- ➤ Creating Architectural Walls II

Module 5 : Using Basic Building Components-I

- ➤ Adding Doors
- ➤ Adding Windows and Wall Openings

Module 6 : Using the Editing Tools

- ➤ Working with Selection Sets
- ➤ Editing Tools
- ➤ Editing Tools II
- ➤ Grouping Elements
- ➤ Retrieving Information About Elements

Module 7: Working with Datum Planes and Creating Standard Views

- ➤ Working with Levels
- ➤ Working with Grids
- ➤ Working with Reference Planes and Work Planes
- ➤ Controlling the Display of Elements
- ➤ Working with Project Views

Assignment : Working

Module 7: Using Basic Building Components-II

- ➢ Creating Floors
- ➢ Creating Roofs
- ➢ Shape Editing Tools
- ➢ Creating Ceilings
- ➢ Adding Rooms

Module 8: Using Basic Building Components-III

- ➢ Working with Components
- ➢ Adding Stairs
- ➢ Adding Railings and Ramps
- ➢ Creating Curtain Walls

Module 9: Adding Site Features

- ➢ Working With Site Features
- ➢ Property Lines and Building Pads
- ➢ Adding Site Components

Module 10: Using Massing Tools

- ➢ Understanding Massing Concepts
- ➢ Creating Massing Geometry in the Family Editor
- ➢ Editing Massing Geometry in the Family Editor
- ➢ Massing in the Conceptual Design Environment
- ➢ Creating Massing Geometry in a Project
- ➢ Creating Building Elements from Massing Geometry
- ➢ Creating Families

Module 11: Adding Annotations and Dimensions

- ➢ Adding Tags
- ➢ Room Tags o Keynotes
- ➢ Adding Symbols and Dimensions
- ➢ Dimensioning Terminology and Dimensioning Tools
- ➢ Adding Alternate Dimension Units and Spot Dimensions

Module 12: Adding Annotations and Dimensions

- ➢ Adding Tags
- ➢ Room Tags
- ➢ Keynotes o Adding Symbols and Dimensions
- ➢ Dimensioning Terminology and Dimensioning Tools
- ➢ Adding Alternate Dimension Units and Spot Dimensions

Module 13: Creating Project Details and Schedules

- ➢ Project Detailing in Autodesk Revit Architecture
- ➢ Crop Regions, Fills Patterns, and Detail Components
- ➢ Adding Text Notes o Creating Drafting Views
- ➢ Revision Clouds
- ➢ Working with Schedules

Module 14: Creating Drawing Sheets, and Plotting

- ➢ Creating Drawing Sheets
- ➢ Creating Duplicate Dependent Views
- ➢ Printing in Revit Architecture

Module 15: Creating 3D Views

- ➢ Three Dimensional (3D) Views
- ➢ Dynamically Viewing Models with Navigation Tools
- ➢ Orienting a 3D View
- ➢ Generating Perspective Views
- ➢ Using a Section Box

Module 16: . Rendering Views and Creating Walkthroughs

- ➢ Rendering in Revit Architecture
- ➢ Working with Materials
- ➢ Lights, Decals and Entourage
- ➢ Rendering Settings
- ➢ Creating a Walkthrough
- ➢ Autodesk 360 | Rendering

Module 17: . Using Advanced Features

- ➢ Creating Structural Components
- ➢ Generating Multiple Design Options
- ➢ Using Area Analysis Tools
- ➢ Masking Regions
- ➢ Creating Displaced Views
- ➢ Color Schemes
- ➢ Working with Project Phasing Tools

Module 18: . Using Advanced Features II

- ➢ Work-sharing Concepts
- ➢ Elements Families, Browsers, Generating Shadows
- ➢ Creating Solar Studies
- ➢ Working with Point Clouds
- ➢ Revit Architecture Interoperability

- Linking Building Models and Sharing Coordinates
- Working with Linked Models