

Basic Level Course

AUTODESK® REVIT ARCHITECTURE ESSENTIALS

CREATE MORE ACCURATE AND OPTIMISED DESIGNS

Revit uses intelligent building components such as floors, walls, doors, windows, stairways, etc, rather than simple objects like lines, circles and arcs that represent building components, as in traditional CAD systems. Each component is linked through a high-performance change engine, allowing a single change in any model view to be propagated throughout all views, both parametrically and bi-directionally. Use Revit for every phase of your project, from concept to visualization. With BIM tools, capture and communicate concepts and precise design intent.

Course Overview

This course will cover an overview of Revit concepts, user interface, project set-up, designing with digital building components, producing drawing sheets, and detailing and documenting the project. The main objective is to teach the concepts of Building Information Modelling (BIM) and introduce the tools for parametric building design and documentation using Revit. This course will provide the trainee with a solid foundation in Building Information Modelling (BIM) using Autodesk's Revit Architecture. Throughout the course, the trainee will be shown how to create 3D architectural models, from schematic design through to construction documentation.

Recommended experience level

No previous experience required.

Modality

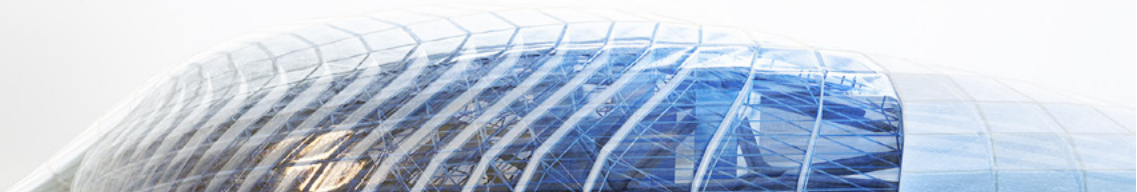
3 Days course (18 hours), delivered in our training facilities in Sandyford, or can be delivered on site.

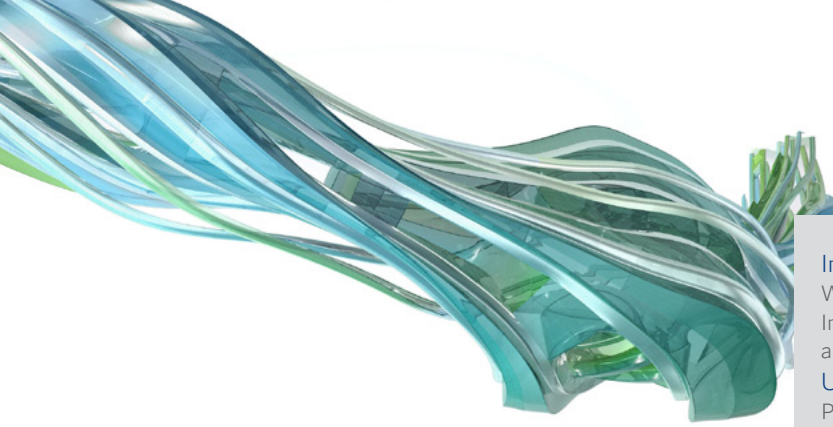
Material

Training Book and Revit files are provided by us.

Certificate

At the end of the course you will have the skills to start your first Revit project, in addition as Autodesk® Authorized Training Centre (ATC®) you will receive an official certificate from Autodesk at the end of the course. This course was designed to meet your learning needs with professional instructors, relevant content, authorized courseware, and evaluation by Autodesk.





Revit Architecture Essentials Modules

About Training in ArcDox

ArcDox are unique in Ireland as the only working practise that is also an Autodesk Authorised Training Centre. Our Autodesk Certified Trainers, are also professionally qualified users, working with BIM on a daily basis.

We can provide a range of training options, whether at our dedicated training facilities in Dublin, or On-Site training at your company or for your project teams. We are also developing a range of Online, and Blended Training courses which are underpinned by ArcDox's expertise and support services.



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Introducing Revit as a BIM tool

What will BIM deliver? / Industry drivers/Introducing Levels of BIM Implications on team and workflow; fee and deliverables; contract and insurance issues

UI Tour, Project Navigation and View Creation

Plans, sections and elevations
Displaced views, callouts and drafting views
3D isometrics, perspectives and walkthrough movies

Element Selection and Manipulation

Element properties and manipulation
Instance and Type parameters / Modify tools, Nodes and Snaps

Visibility Control and Categorisation

Project-Wide Settings / View Specific Overrides
Element Specific Overrides / Individual Line Overrides

Model Development Methodology

Is BIM just about 3D? / Information timeline and overload
How a project develops from a base template
The complexity of components / Controlling graphical display

Wall Creation and Manipulation

Wall types / Working with levels / Attaching walls
Editing wall shapes / Set-out information

Floors, Roofs and Ceilings

Sketching rules / Relating slabs to walls and supporting framework
Controlling slopes / Basic roof design and examples

Window, Door and Component Use

Family terminology / Component placement / Element hosting

System Family Editing

Understanding properties such as function, and wrapping of layers
Creating and utilising a system family library

Basic Schedules and Legends

Generation of tabular interrogations of the model
Style schedules / Legends

Geometry Formation and In-Place Families

Interactive session on the creation and manipulation of basic solid and void forms; Extrusion, Blend, Revolve, Sweep, Swept Blend

Massing Tools and the Building Maker

In-place massing and form manipulation
Using the building maker tools / Contextual modelling
Terrain modelling / Surrounding buildings and features

Stairs, Ramps and Railings

Basic stair creation / Non-standard and multi-storey stairs
Characteristics of simple ramps/Hosted and stand-alone handrailing

Basic Curtain Walls

Fundamental principles and sub-element identification
Logic-driven curtain walling / Advanced panel and mullion design
Curtain system tools for more complex shapes

Room Data and Colour-Fill

Tagging and scheduling of rooms / Area plans
Colour schemes and legends

2D Draughting and Annotation

Detail component libraries / Repeating details
Lines and arcs / Text, Tags and keynotes

Basic Subdivision and Collaboration

Model management/ Project team collaboration techniques
Transmittal and model issue protocols
Basics of large-model sub-division

Sheet Compilation and Publication

Project browser organisation – WIP and Publish
Creating and populating sheets / Publishing document management

Introduction to the Principles of Family Editing

The basic process / 10 stages for trouble-free family creation