

COURSE DESCRIPTION

The Revit Architecture Essentials training course is designed to teach you the Revit functionality as you would work with it in the design process. Begin by learning about the user interface and the Revit commands for design development, followed by those available for construction documentation. Since building projects themselves tend to be extremely complex, Revit Architecture is a necessarily a complex program. The objective of the Revit Architecture Essentials training course is to enable students to create full 3D architectural project models and set them up in working drawings. This training course focuses on basic tools that the majority of users need to work with Revit Architecture.

TARGET GROUP

The course aim to user who are currently or planning to work with Architectural , MEP engineers, structural engineers, and Construction Developer Industry .

COURSE DURATION

Full Time: 3 Days

CAREER PATH

- 3D Modeller, BIM Technician, 3D Visualizer, Project Technical Draughtperson, 3D CAD Draughtperson, 3D CAD Designer.

LEARNING OBJECTIVES

By the end of the course, participants should be able to:

- ✓ Describe building information modeling methodology and its benefits.
- ✓ Set up a project and transfer standards between projects, add and modify levels in project model, create and modify grids.
- ✓ Add dimension and spot dimension symbol, work with text and tags.
- ✓ Work with detail views, add 3D and 2D elements and detail components.

COURSE PRE-REQUISITES

- Architectural design, drafting, or engineering experience is recommended.
- A working knowledge of Microsoft® Windows® 7, Microsoft® Windows® Vista, Microsoft® Windows® XP, or Microsoft® Windows® 2000.

CERTIFICATE

MTTC Certificate of Completion will be issued to participants with full attendance record upon completion of training.

COURSE CONTENT

DAY 1

Building Information Modeling

- Building Information Modeling (BIM)
- Understanding Revit element hierarchy

Using Autodesk Revit Architecture

- The Ribbon framework.
- Using common modify tools
- Interface and Common Tools
- Viewing the Building Model
- Working with Building Elements

Starting a Design

- for Conceptual Design with building maker
- Working with Levels & Column Grids

Creating a Building

- Working with Compound Walls
- Working with Interior Walls
- Working with Vertically Compound Walls
- Working with Doors & Windows

DAY 2

Using Building Components

- Working & modifying Component Families

Developing the Building Model

- Working with Curtain Walls
- Working with Floors
- Working with Ceilings

- Working with Roofs
- Working with Stairs and Railings

Conceptual Design

- Working with Massing Shapes
- Converting Massing Shapes to Building

Creating Schedules

- Working with Basic Schedules
- Working with Room Schedules
- Controlling the Appearance of Schedules

Using Dimension and Constraints

- Working with Constraints

DAY 3

Drafting and Detailing

- Working with Callouts
- Detailing of drafting
- Working with Drafting View

Presenting the Building Model

- Working with Section Views
- Working with 3D Views
- Getting Started with Rendering
- Working with Drawing Sheets
- Working with Title Blocks
- Controlling Object Visibility
- Material Assignment
- Interior Rendering
- Exterior Rendering
- Walkthrough

Sheet, Plotting & Publishing

- Importing & Exporting Content
- Working with Project Templates
- Completing design draft