Revit Architecture from Zero to Hero

Course details

Description

Revit® software is specifically built for Building Information Modeling (BIM), empowering design and construction professionals to bring ideas from concept to construction with a coordinated and consistent model-based approach. Revit is a single application that includes features for architectural design, MEP and structural engineering, and construction.

Revit software works the way architects and designers think, so you can develop higher-quality, more accurate architectural designs. You can use tools built to support Building Information Modeling (BIM) workflows, capture and analyze concepts, and maintain your vision through design, documentation, and construction.

Revit software helps you get better construction insight from design models. Any change that you make to your design model is automatically updated throughout your documentation.

Resourcing, Textbooks and reading material:

We recommend the following resources:

- Mastering Autodesk Revit Architecture
- Autodesk Revit Architecture Essentials

Web resources:

- www.autodesk.com/products/autodesk-revit family/overview
- http://seek.autodesk.com/
- http://help.autodesk.com/view/RVT/2023/ENU/

Prerequisites:

- No Experience required in any software.

Certificates:

- Certificate from Revitec Academy
- Certificate from Autodesk

Audience:

- Architecture Engineers or Draftsmen
- Architecture Students and Fresh Graduate
- Fine Arts Architecture Department

Attendance:

40% Assignments
60%
To pass the course and receive both Autodesk certificate & Revitec Academy certificate you should:

- Attending at least 80% of course hours.
- Score more than 70% as a total score

COURSE OUTLINE:

This Course Including the Following:

CHAPTER 01 - START PROJECT:
- Introduction-Part 1
- Introduction-Part 2
- Draw
- Modify
- Import CAD File
- Import Image
- Datum Grid
- Datum Level

CHAPTER 02 - WALLS
- Basic Wall-Part 1
- Basic Wall-Part 2
- Staked Wall
- Selection + 3D View
- Curtain Wall - Grids
- Curtain Wall-Panel
- Curtain Wall-Mullion

CHAPTER 03 - BUILD + OPENING
- Floor
- Ceiling
- Roof -By Footprint
- Roof-By Extrusion
- Roof-Shape Editing
- Opening
- Skylight
- Family Concept
- Loaded Families

CHAPTER 04 - CIRCULATION
- Stair-By Component
- Stair-By Sketch
- Ramp
- Railing

CHAPTER 05 - UPGRADE MODEL + WORKING
- Upgrade Model-Elements-Part 1
- Upgrade Model-Elements-Part 2
- Upgrade Model-Layers
- Working-Part 1
- Working-Part 2

CHAPTER 06 - SITE + LANDSCAPE
- Landscape
- Site Components

CHAPTER 07 - GRAPHICS
- Coloring Plans
- Visibility and Graphics
- Graphic Display Option
- View Templates

CHAPTER 08 - PRESENTATION
- Materials
- Camera
- Render
- Sheets

CHAPTER 09 - EXPORT _ PRINT
- Export to Image
- Export to CAD
- Print (Export to PDF)

CHAPTER 10 - DESIGN OPTION _ PHASES
- Design Option
- Project Phases

CHAPTER 11 - ADVANCED MODELING IN-PLACE
- Model in Place (Solid Form)
- Model in Place (Void Form)
- Model in Place-Tutorials Part 1
- Model in Place-Tutorials Part 2
- Create Table in Place

CHAPTER 12 - ADVANCED MASS MODELING
- Place Mass
- In Place Mass