



## REVIT ARCHITECTURE

### 1. Core Concepts

- a) Introducing building information modeling (BIM)
- b) Working in one model with many views
- c) Understanding Revit element hierarchy

### 2. Getting Comfortable with Revit Environment

- a) Understanding the different versions of Revit
- b) Exploring the application menu
- c) Exploring the application menu
- d) Understanding context ribbons
- e) Using the Properties palette
- f) Navigating views: Zooming, panning
- g) The basics of selecting and modifying

### 3. Starting a Project

- a) Creating a new project from a template
- b) Accessing a multi-user project with work sharing
- c) Configuring project settings
- d) Adding levels
- e) Adding levels
- f) Refining a layout with temporary dimensions
- g) Adding columns
- h) Adding walls
- i) Using snaps

#### 4. Modelling Basics

- a) Exploring wall properties and types
- b) Locating walls
- c) Using the modify tools
- d) Adding doors and windows
- e) Using constraints
- f) Adding plumbing fixtures and other components

#### 5. Links, Imports, and Groups

- a) Linking AutoCAD DWG files
- b) Creating topography from a DWG link
- c) Understanding CAD inserts
- d) Creating a group
- e) Creating Revit links
- f) Rotating and aligning a Revit
- g) Managing links
- h) Adding walls
- i) Using snaps

#### 6. Sketch-Based Modelling Components

- a) Working with floors
- b) Working with footprint roofs
- c) Working with extrusion roofs
- d) Attaching walls to roofs

- e) Attaching walls to roofs
- f) Adding openings
- g) Working with stairs
- h) Adding railings to stairs
- i) Adding railings to stairs

## 7. Complex walls

- a) Creating a custom basic wall type
- b) Adding Curtain walls
- c) Adding curtain grids, Mullions, and panels
- d) Creating wall sweeps and reveals
- e) Exploring model lines

## 8. Visibility and Graphics Control

- a) Working with visibility and graphic overrides
- b) Using view templates
- c) Hiding and isolating objects in a model
- d) Understanding view range

## 9. Schedules and Tags

- a) Understanding tags
- b) Adding schedule views
- c) Modifying schedule views
- d) Creating a key schedule

## 10. Annotation and Details

- a) Adding text
- b) Adding dimensions
- c) Adding symbols
- d) Adding legend views

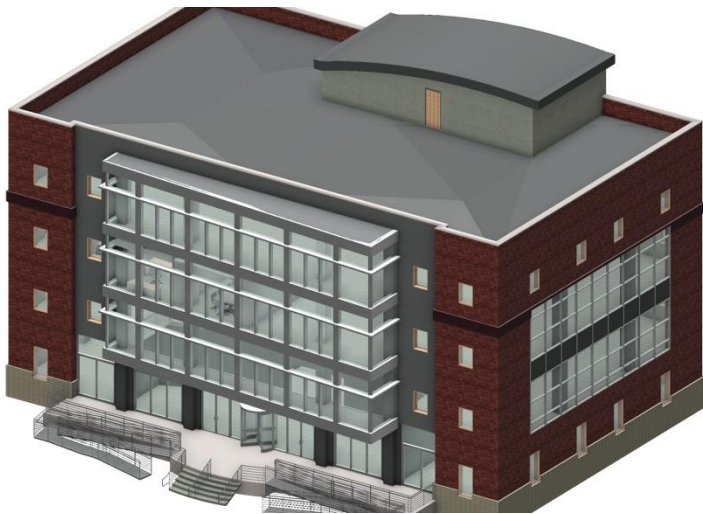
- e) Creating a detail callout
- f) Using arrays to duplicate objects parametrically
- g) Adding filled and masking regions

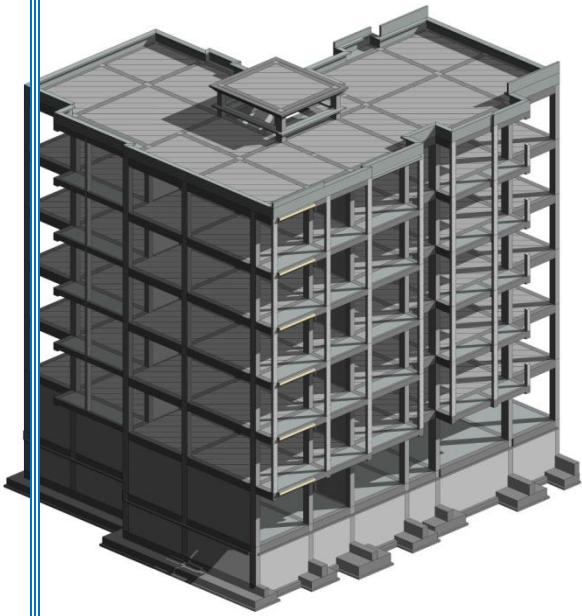
## 11. Basic Families Creation

- a) Understanding families
- b) Creating a new family from a template
- c) Using reference planes, parameters, and constraints
- d) Adding solid geometry
- e) Cutting holes using void geometry
- f) Adding blends
- g) Completing the family

## 12. Sheets, Plotting, and Publishing

- a) Adding sheets
- b) Outputting sheets to a DWF file
- c) Exporting to AutoCAD
- d) Plotting and creating a PDF
- e) Live Architecture projects





## ARCHITECTURE

## STRUCTURE

### REVIT STRUCTURE

#### 1.Introduction Of Structure

- a) Types of Footings
- b) Columns
- c) Beams
- d) Slab
- e) RCC
- f) PCC

#### 2.Revit structure

- a) Concrete Structure
  - 1. Foundation Installation
  - 2. Columns Installation
  - 3. Beams Installations

4. Slab Installations
5. RCC Installation in concrete structure
6. Live Concrete structure Project

b) Steel Structure

1. Steel Columns installation
2. Steel Beams Installation
3. Trusses Installation
4. Braces
5. Beam systems
6. Steel detailing
7. Steel Connections
8. Steel menu
9. Live steel structure project

c) Openings

1. Shaft openings
2. Wall openings
3. Face openings
4. Dormer

### 3.Schedules and Tags

- a) Understanding tags
- b) Adding schedule views
- c) Modifying schedule views
- d) Creating a key schedule

### 4. Annotation and Details

- a) Adding text

- b) Adding dimensions
- c) Adding symbols
- d) Adding legend views
- e) Creating a detail callout
- f) Using arrays to duplicate objects parametrically
- g) Adding filled and masking regions

## 5. Sheets, Plotting, and Publishing

- a) Adding sheets
- b) Outputting sheets to a DWF file
- c) Exporting to AutoCAD
- d) Plotting and creating a PDF