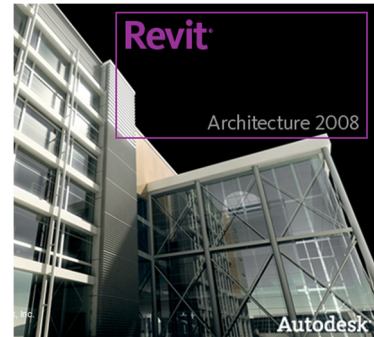# AUTODESK REVIT

OBJECTIVES
At the end of this course, the participant will be able to use the basic tools to design and model a 3D project using Autodesk Revit.

TARGET CLIENTELE
Anyone wishing to model a 3D project

PREREQUISITES
No CAD software experience is required. Nevertheless, an architectural design experience is an asset.

COURSE SYLLABUS

1. **Revit Environment**
   - Information about modeling
   - Elements of Autodesk Revit

2. **Using Autodesk Revit**
   - Common user interface and tools
   - View the template
   - Display properties

3. **Start a Drawing**
   - Start a project
   - Levels
   - Grid

4. Creating your Building
- Basic walls
- Compound walls
- Interior walls
- Doors
- Windows

5. Control Object Positioning
- Use alignments
- Use constraints

6. Building Development
- Curtain walls
- Create and modify floors
- Ceilings
- Roofs
- Create stairs and ramps

7. Building Components
- Component families
- Modify component families

8. Changing Walls
- Create special walls
- Create vertically composed walls

9. Creating Schedules
- Basic nomenclatures
- BOM components
- Control the appearance of BOMs

10. Draft and Details
- Legend bubbles
- Details
- Views of the draft

11. Present the Template
- Sections
- 3D views
- End result
- Draft sheet set
- Cartridge
- Visibility of objects

12. Projects
- Importer
- Export
- Working with project templates