

Autodesk Revit Architecture: Conceptual Design & Visualisation

Course Length: 1 day

As architects and designers start a project, they frequently think about the overall massing of a building or the area of the footprint. The Autodesk® Revit® software, using its powerful Building Information Modelling (BIM) engine, includes tools for creating mass elements that can be modified into many shapes. You can then apply walls, roofs, and floors to them to continue designing. You can use space planning tools to set up areas for rooms and colours to mark the different areas. For presentations, you can create, embellish, and render perspective views.

The objective of the Autodesk Revit Architecture: Conceptual Design and Visualization course is to enable users who have worked with the Autodesk Revit software to expand their knowledge in the areas of Conceptual Design, including massing studies, space planning, visualization, and rendering.

Topics Covered

- Create In-Place Conceptual Mass elements.
- Create building elements from massing studies.
- Use Rooms and Areas for space planning and analysis.
- Create perspectives, sketches, exploded views, and solar studies.
- Render views that include materials, lighting, and enhancements such as people and plants.

Prerequisites

You should be comfortable with the fundamentals of the Autodesk Revit software, as taught in the Autodesk Revit Architecture: Fundamentals course. Knowledge of basic techniques is assumed, such as: creating walls, roofs, and other objects; copying and moving objects; creating and working with views; etc.

Collaboration Tools, BIM Management, and Site and Structural Design are covered in additional courses.

Training Guide Contents

Chapter 1: Massing Studies

- 1.1 Overview of Massing Studies
- 1.2 Placing Mass Elements
- 1.3 Creating Conceptual Massing
- 1.4 Setting the Work Plane
- 1.5 Dynamic Editing for Conceptual Massing
- 1.6 Working with Profiles and Edges
- 1.7 Moving from Massing to Building

Chapter 2: Space Planning & Area Analysis

- 2.1 Space Planning
- 2.2 Area Analysis
- 2.3 Creating Colour Schemes

Chapter 3: Visualization

- 3.1 Creating Perspective Views
- 3.2 Working with Graphic Display Options
- 3.3 Adding Exploded Views
- 3.4 Setting Up Solar Studies

Chapter 4: Rendering

- 4.1 Producing Basic Renderings
- 4.2 Working with Lighting
- 4.3 Enhancing Renderings

Appendix A: Additional Tools

- A.1 Creating Materials
- A.2 Creating Walkthroughs
- A.3 Conceptual Mass Families

Appendix A: Autodesk Revit Architecture Certification Exam Objectives