Autodesk Revit Fundamentals for Interior Design

Course Length: 3 days

In this course we will be covering the fundamental concepts necessary for Architects and Interior Designers to begin designing in Revit. We cover a broad spectrum of concepts starting from the ground up, providing students the essential tools to be independently comfortable navigating and laying out an entire design. Topics will include all the various tools to design custom Walls to Floors and other Components, Generating Tags, Sheets and Schedules, as well as learning the majority of the application tools within the Revit BIM environment.

Upon completion of the course, students will be able to:

- Open, create, and save Revit files
- Navigate through and control graphics within Revit views
- Create a simple model from design development through construction documents.
- Implement the usage of rooms and areas for space planning
- Create custom schedules to organize project content
- Utilize custom Revit elements to create specified project content
- Customize and modify view displays for required visual display
- Apply project documentation for detailing and description
- Supply deliverables to project consultants and clients

Prerequisites

- An understanding of interior design terminology is an asset.
- An understanding of basic computer functions and the Windows 10 operating system.

Training Guide Contents

Chapter 1: Introduction to Autodesk Revit

- Explain BIM and how Revit fits into the BIM process
- Describe the various User Interface components and areas
- Define each of the Revit file types
- Navigate around a project model

Chapter 2: Modelling Tools and Modify Options

- Define and use Revit tools and keyboard commands to create a 3D model
- Work with Revit Families and Types
- Draft using nodes, snaps, and other drawings aids
- Modify existing content using various modifying tools
- Use various selection tools to filter for elements and information

Chapter 3: Levels and Grids

- Create and Modify Levels and Grids
- Link CAD files into a project
- Link Revit Model's into a project
- Place Architectural Column's

Chapter 4: Walls

- Create, modify, and define new wall types for use in projects
- Comprehend Instance and Type property information
- Demonstrate how to use the Modify wall options

Chapter 5: Placing Families: Punched Openings and Components

- Add Doors and Windows
- Add Component Families
- Create and Modify new or existing Revit family types for project use

Chapter 6: Views, Display Options and Settings

- Create, modify and define various types of views in the project
- Modify Visual Overrides for elements within a view

Chapter 7: Floors

- Create and define new Floor Types
- Modify existing Floor Types
- Define floor contours and slope definitions

Chapter 8: Ceilings

- Create and define new Ceiling Types
- Modify existing Ceiling Types
- Define Ceiling grid and modify spacing and rotation

Chapter 9: Curtain Walls

- Define Curtain Walls and understand best use of the tools
- Apply, modify, and create curtain wall grids, mullions, and panels
- Use Curtain Walls to create Storefronts within the model

Chapter 10: Annotation: Documents & Deliverables

- Use text, dimensions, detail items, and tags to create project deliverables
- Establish project construction information

Chapter 11: Detailing in Revit

- Create drafting views for use with detail creation
- Add Views and utilize AutoCAD information for coordination
- Define legends for Revit and understand best use of them
- Create multiple legend types for various uses

Chapter 12: Space Planning

- Add and arrange Room's into new layout
- Analyse Space locations in design
- Define Area elements for project programming
- Create and Refine colour fill plans for clarification

Chapter 13: Materials as Finishes

- Navigate Materials Browser
- Organize and assign materials to content
- Update specified project specific materials
- Organize Materials Library
- Build custom project materials
- Share custom materials library

Chapter 14: Schedules

- Organize rooms into schedules
- Build component lists to refine content
- Access and allocate finishes to component materials

Chapter 15: Lighting, Rendering and Presentations

- Create camera views for rendering and presentation views
- Create lighting scheme with standard and custom lighting components
- Apply lighting groups to projects
- Manage Rendering via dialogue window

Chapter 16: Sheets

- Comprehend sheet use, creation, and manipulation
- Add views and content to sheets
- Prepare sheets for size and scale
- Add project-specific content
- Print in Revit