

REVIT

One to One



real animation works (Ltd)
Turn your Imagination Into reality

Chester House
Unit 2.11-Kennington Park
Business Centre
1-3 Brixton Road, SW9 6DE
info@realanimationworks.com
0208 698 3587, 0207 720 2581, 0797 032 5184



Training provided by
certified professionals

1.

Starting a Project

Creating a new project and the importance of template.
Understanding project settings and scales
Adding levels
Adding grids
Adding columns

2.

Modeling Basics

Adding walls
Using snaps
Wall properties and wall types
Using the modify tools
Adding doors and windows
Using constraints
See : Autodesk Seek and Revit City websites

3.

Links, Imports, and Groups
Working with DWG files
Creating topography from a DWG link

Understanding CAD inserts

Using import tips
Creating a group
Working with Revit links
Managing links

4.

Sketch-Based Modeling Components

Working with floors
Working with roofs
Adding openings
Working with stairs
Working with railings
Working with ceilings

5.

Complex Walls
Creating a custom basic wall type
Adding curtain walls
Adding curtain grids and mullions

6.

Visibility and Graphic Controls
Using object styles
Working with visibility/graphic overrides
Using Hide/Isolate
Understanding view range
Using the Line work
Using cutaway views

7.

Rooms
Adding rooms
Controlling room numbering
Understanding room bounding elements

8.

Schedules and Tags
Understanding tags
Adding schedules
Modifying schedules
Creating a key schedule

9.

Annotation and Details
Adding text
Adding dimensions
Adding symbols
Adding legend views
Creating a detail callout
Using detail components
Adding filled and masking regions

10.

The Basics of Families
Understanding families
Using reference planes, parameters, and constraints
Adding solid geometry
Adding void geometry
Completing the family

11.

Sheets, Plotting, and Publishing
Adding sheets
Exporting to AutoCAD and JPG

Final Major project

AUTODESK
REVIT

