



## Revit Architecture

### 1. Building Information Modelling

- Building Information Modeling for Architectural Design
- About Building Information Modeling
- About Bidirectional Associativity

### 2. Revit Architecture Basics

- Exploring the User Interface
- Working with Revit Elements and Families
- Starting a Project

### 3. Starting a Design

- Creating and Modifying Levels & Grids

### 4. The Basics of the Building Model

- Creating a Basic Floor Plan
- Adding and Modifying Walls
- Working with Compound Walls
- Using Editing Tools
- Adding and Modifying Doors
- Adding and Modifying Windows

### 5. Loading Additional Building

#### Components

- Working with Component Families

### 6. Viewing the Building Model

- Managing Views
- Controlling Object Visibility
- Working with Section and Elevation Views

- Creating and Modifying 3D Views

### 7. Using Dimensions and

#### Constraints

- Working with Dimensions
- Applying and Removing Constraints

### 8. Developing the Building Model

- Creating and Modifying Floors
- Working with Ceilings
- Adding and Modifying Roofs
- Creating Curtain Walls
- Adding Stairs and Railings

### 9. Detailing and Drafting

- Creating Callout Views
- Working with Text and Tags
- Working with Detail Views
- Working with Drafting Views

### 10. Construction Documentation

- Creating and Modifying Schedules
- Creating Rooms and Room Schedules
- Creating Legends and Keynotes

### 11. Presenting the Building Model

- Working with Drawing Sheets
- Working with Titleblocks
- Managing Revisions
- Creating Renderings
- Using Walkthroughs
- Using Sun and Shadow Settings