

# REVIT

## LEVEL 3



**Duration:** 10 Modules/ 20 hours

**Prerequisites:** Revit Level 3

**Recognized Certification:** Yes

**Course material:** provided

**Pedagogical means:**

- Distance learning
- Demonstrations
- Training material included

**Skills acquired at the end of the training:**

- Create 3d custom Components
- Mass Modelling to create buildings
- Create Toposolids and Site plans
- Generate renderings using the Cloud
- Generate Walkthrough
- Using design options within a project
- Learning to collaborate on projects with multiple users

## DESCRIPTION

Revit level 3 is an intermediate to advanced level course where we create custom items such as furniture as well as building structure. Also covered in this course is the concepts of design options and file sharing. An advanced project will then be created as a final project.

## PROGRAMME

### Module 1: Creating custom 3d components Part 1

- Create 3d custom families
  - Work planes
  - Create 3d custom families using solid modeling commands such as:
    - Extrusion
    - Blend
    - Revolve
    - Sweep
    - Voids

### Module 2: Creating custom 3d components Part 2

- Adding Parameters to components
  - Material Parameters
  - Length Parameters

### Module 3: Mass Modelling

- Massing
- Solid Forms by Extrusions
- Solid Forms by Lofts
- Joining Masses together
- Applying walls , floors and roofs to faces of a massing model
- Editing a mass
- Using Work planes
- Solid Forms by Revolves
- Solid Forms by Swept Blends



### Module 4: Creating Site elements

- Inserting AutoCAD site plans into Revit
- Property lines
- True North vs Project North
- Creating a TopoSolid Using Points from a CAD file
- Splitting a Toposolid
- Labelling Contours
- Adding Parking Components
- Adding Site Components

### Module 5: Walkthroughs and Renderings

- Creating a walkthrough
- Render to the cloud

### Module 6: Design options/ Inserting files

- Design Options
- Inserting files

### Module 7: Collaborating Files

- Introducing Worksharing Concepts
- Understanding Work Sharing Terminology
- Enabling Worksharing in a Project File
- Creating the Central Model
- Creating a Local Model
- Creating Worksets
- Saving Local, Saving to Central, and Reload Latest
- Owning Worksets vs Borrowing Elements
- Closing Workshared Files without Saving

### Module 8: Creating and using Template files

- Setting up formats
- Saving and using custom template files

### Module 9/ 10: Creating a Custom Building design

- Advanced Custom Project
- Presentation drawing package

### QUESTIONS & ANSWERS

