



# **REVIT Level 2**

## **Session 05**

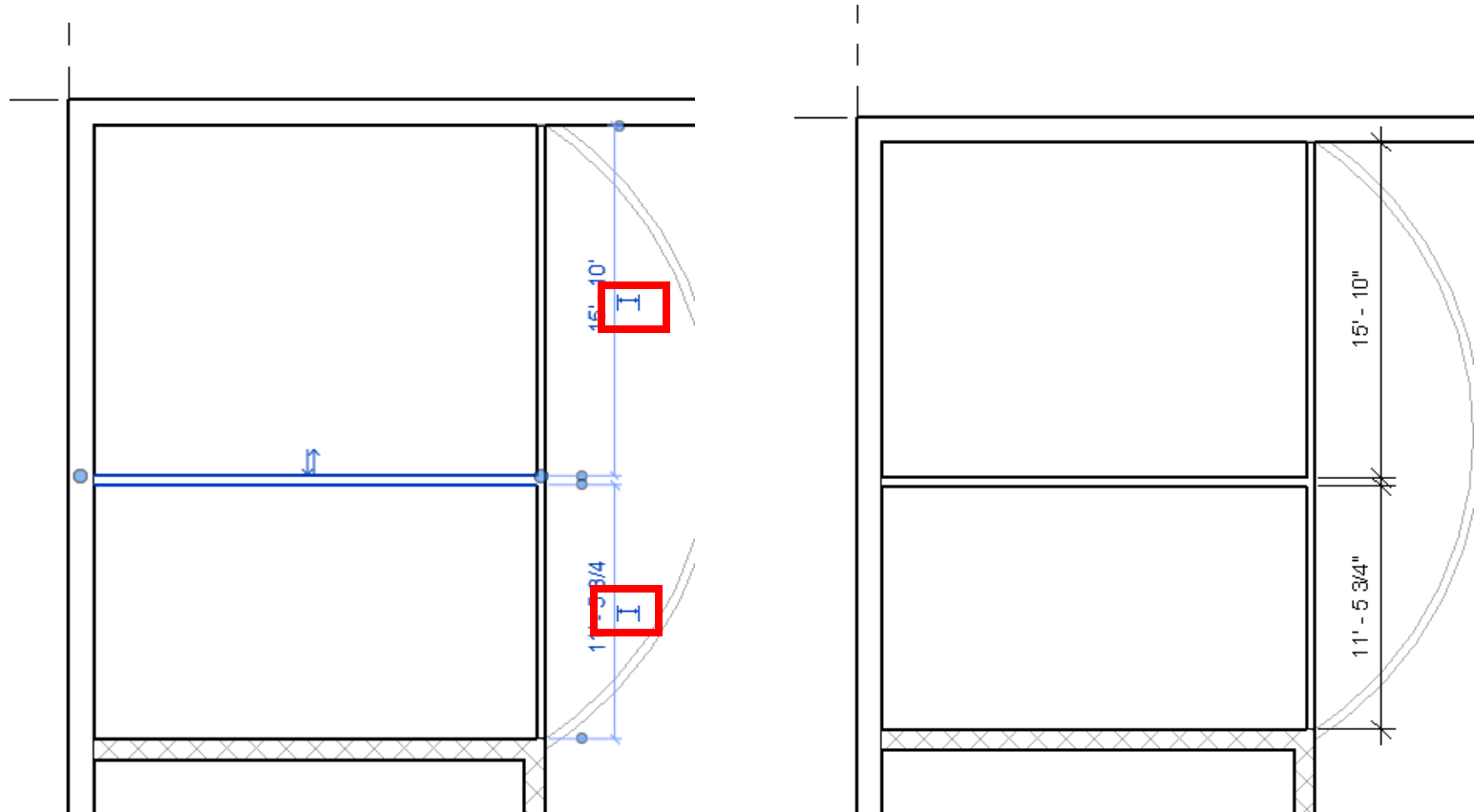
# AGENDA for today

## Generate a Working drawings

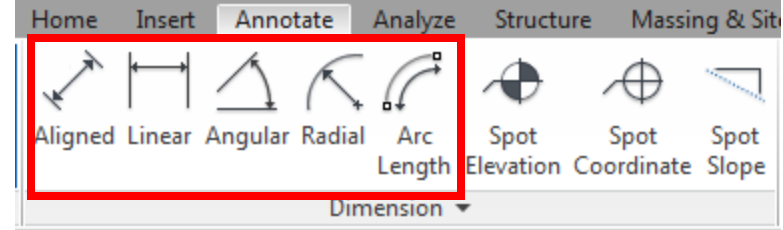
- Dimensioning
- Creating, revising and adding a title block
- Generation Building and Wall Sections
- Generating Callout details
- Adding details to details
- Adding text and notes

# Converting Temporary Dimensions to Permanent Dimensions

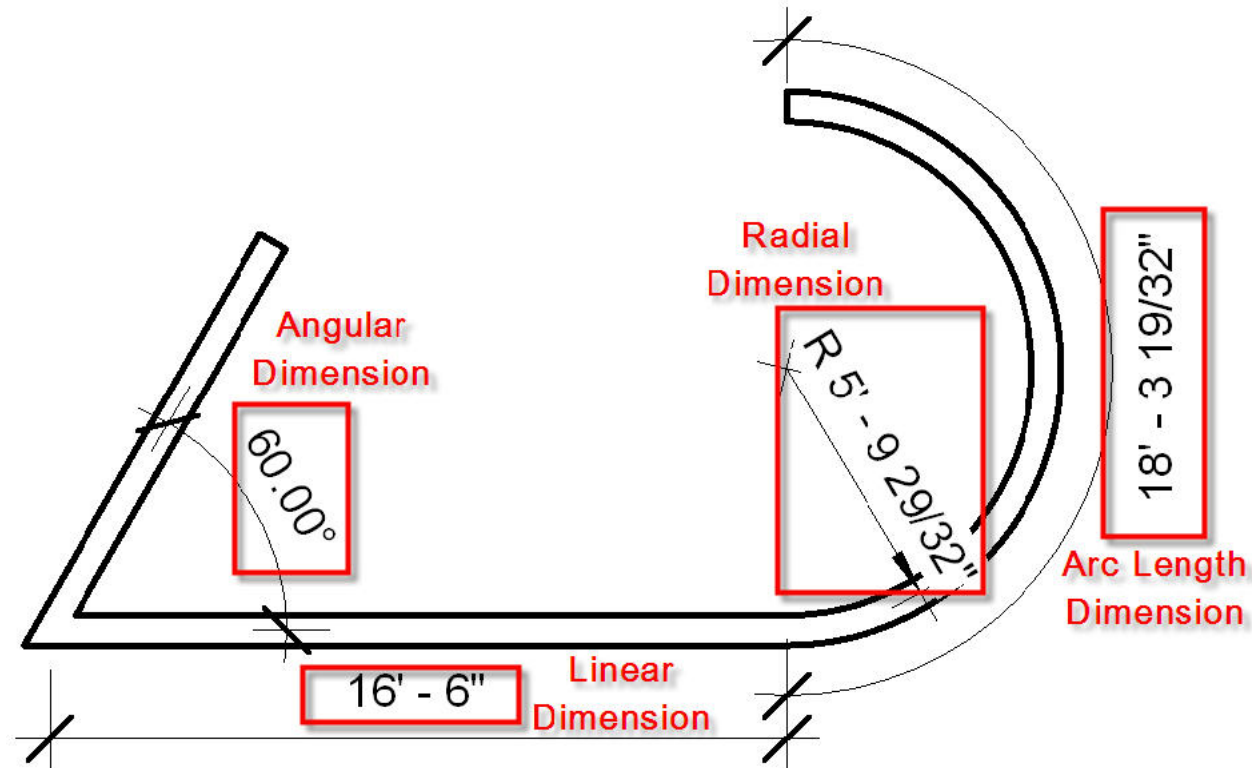
- Select a component in the drawing area.
- Click the dimension symbol that appears near the temporary dimension. You can then modify the properties of the new dimension and change its type.



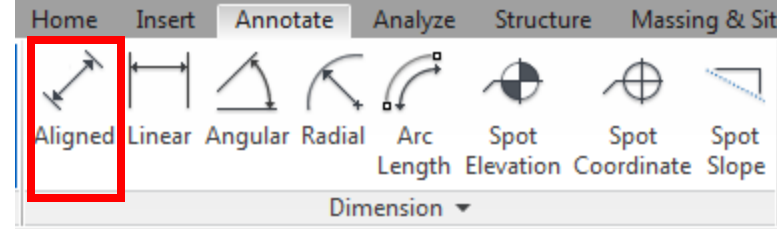
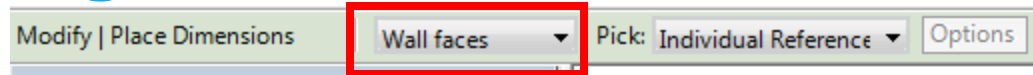
# Permanent Dimensions



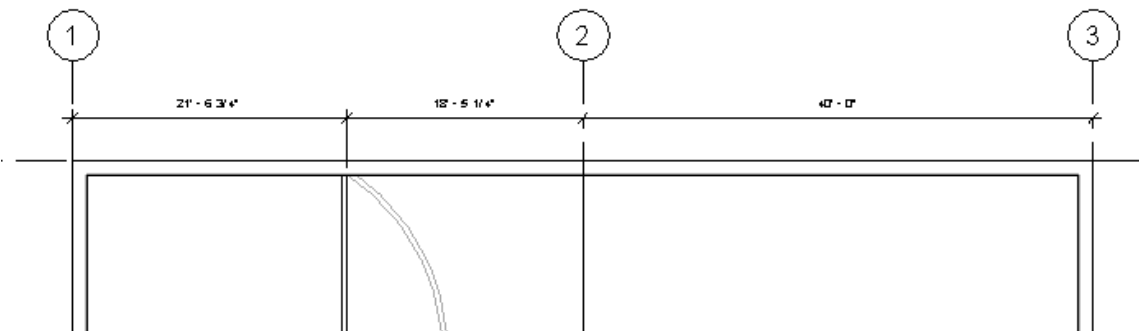
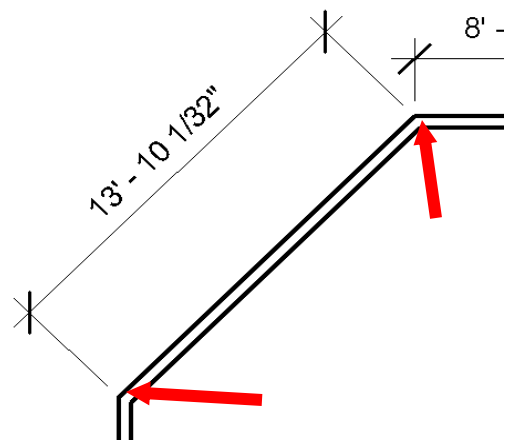
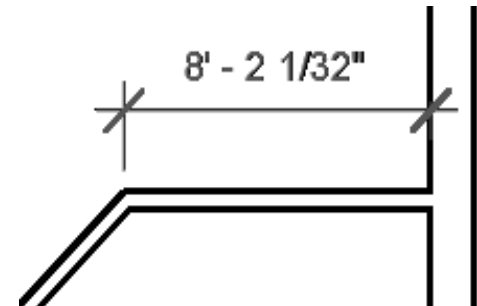
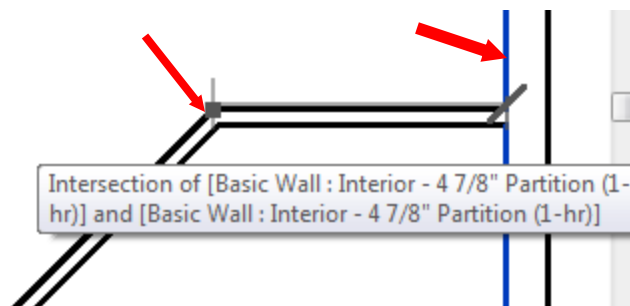
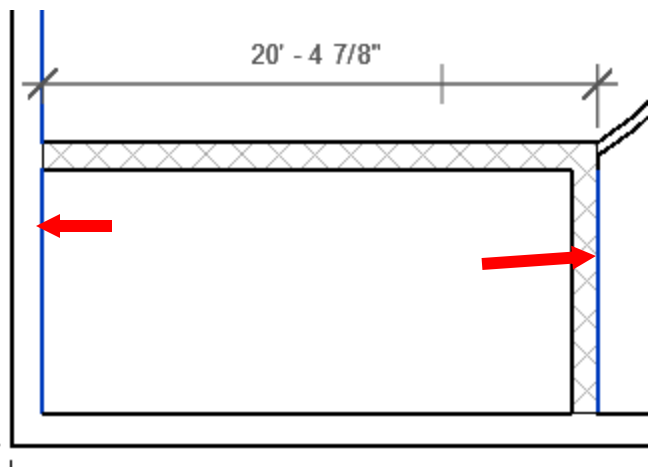
- A permanent dimension is a dimension that you specifically place.
- The Dimension tool lets you place permanent dimensions on components in your project .
- You can select from aligned, linear (horizontal or vertical projection of a component), angular, radial, or arc length permanent dimensions.



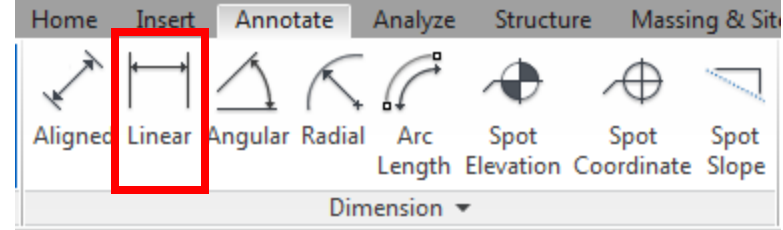
# Aligned Dimension



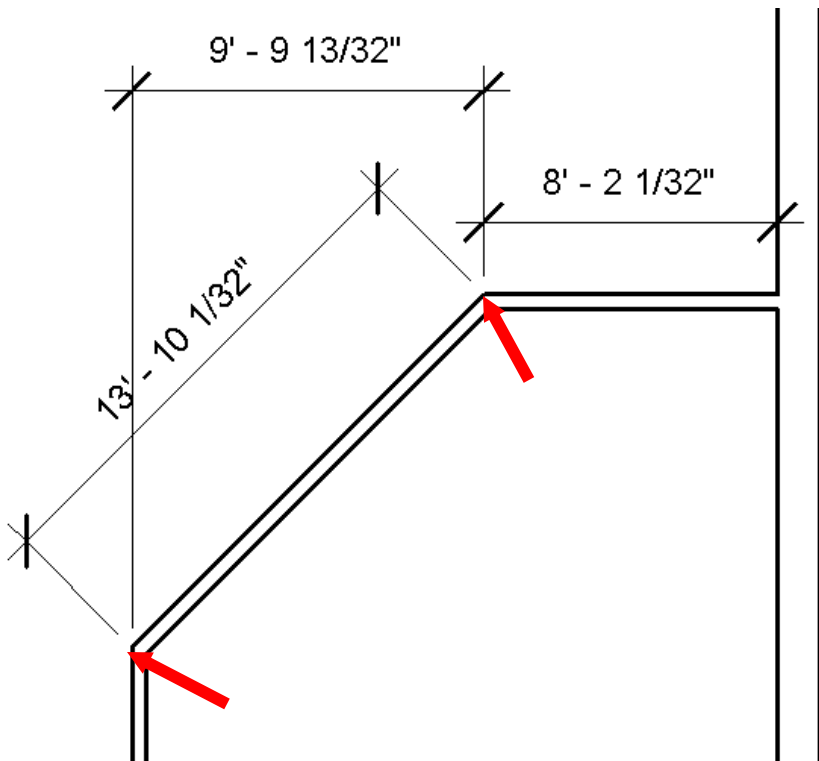
- You can place aligned dimensions between 2 or more parallel references or 2 or more points, such as wall ends.
- Press the TAB key to pick points to dimension from and to.



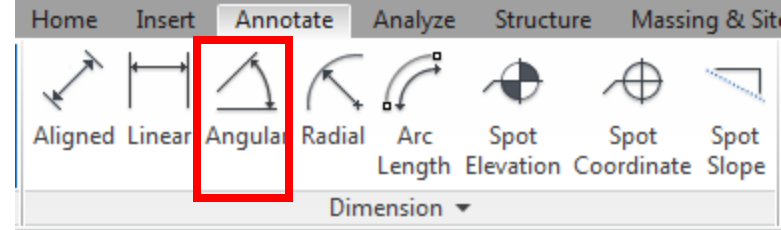
# Linear Dimension



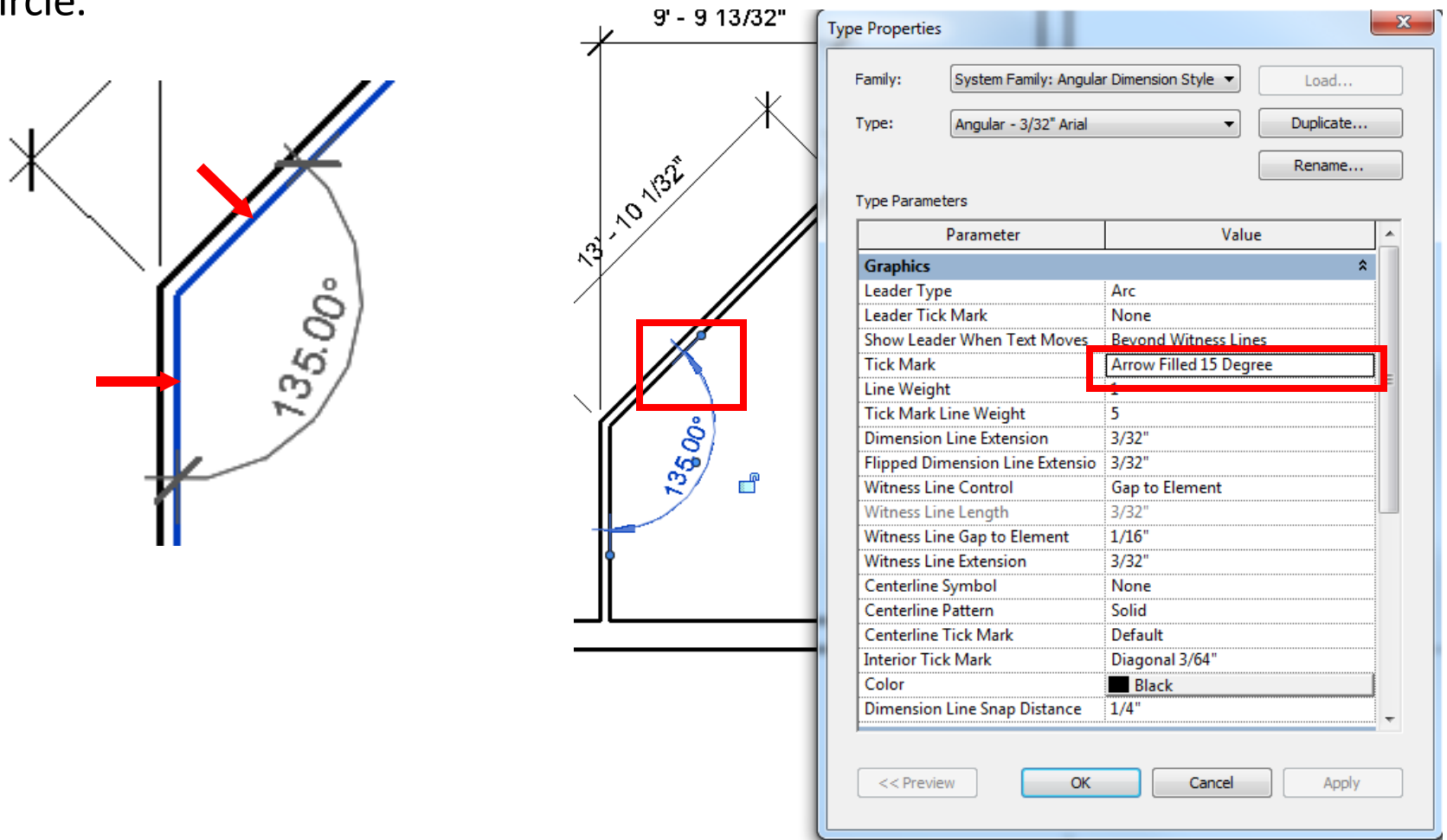
- Linear dimensions are placed between selected points. The dimensions are aligned to the horizontal or vertical axis of the view.
- You must use the TAB key to choose the start and ends of this type of dimension.



# Angular Dimension



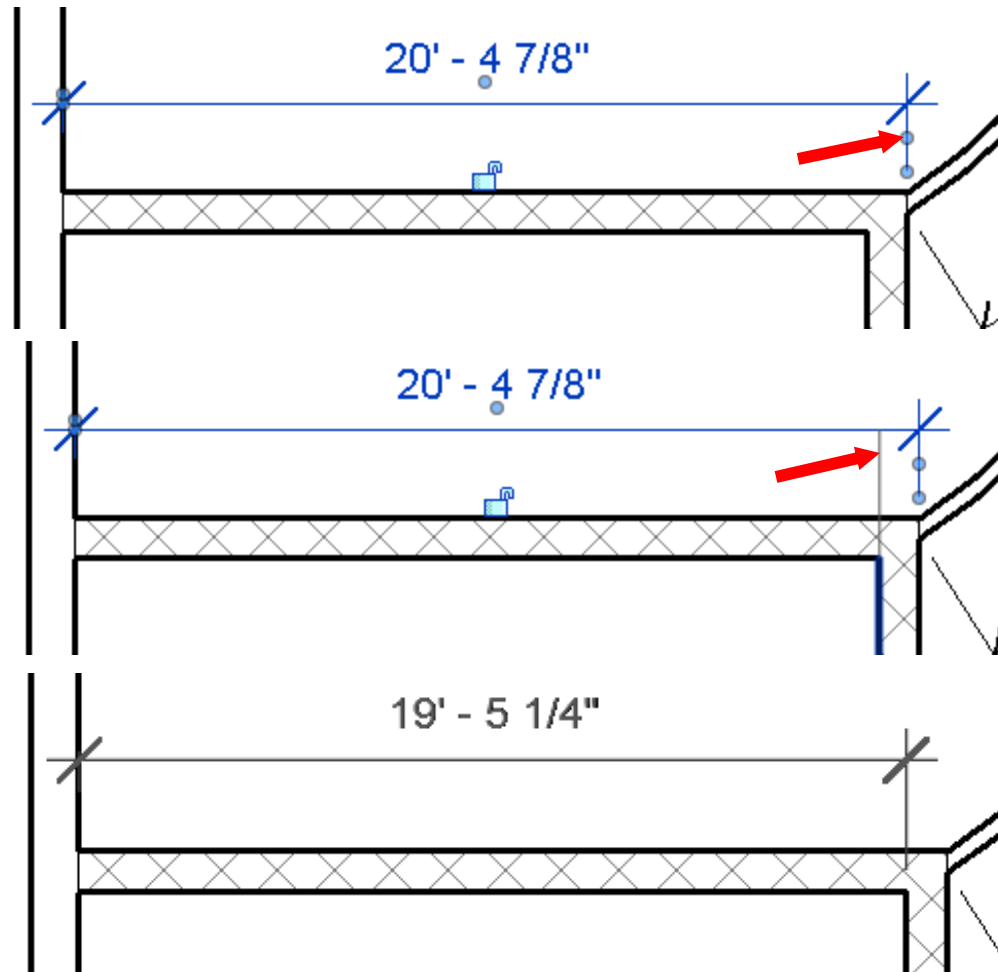
- Angular dimensions can be placed on multiple reference points sharing a common intersection. You cannot drag the dimension arc to display a full circle.





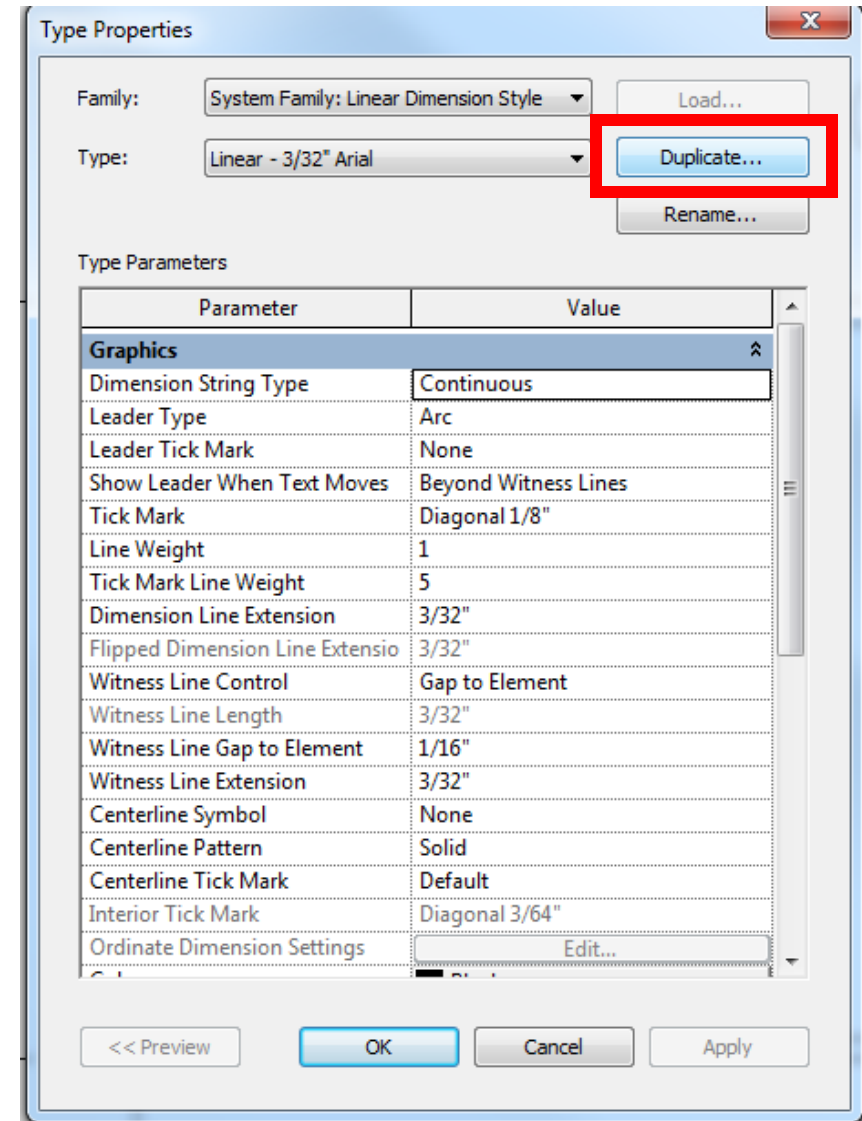
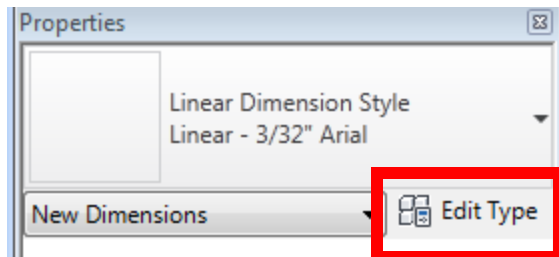
# Editing Witness line location

- You can move witness lines to new references for temporary and permanent dimensions. You can also control the gap between the witness line and the element for permanent dimensions.



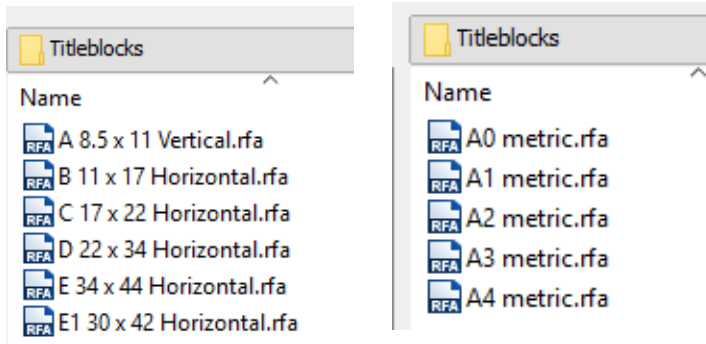
# Permanent Dimension Type Properties

- You can always control the way a dimension appears by revising its edit type.

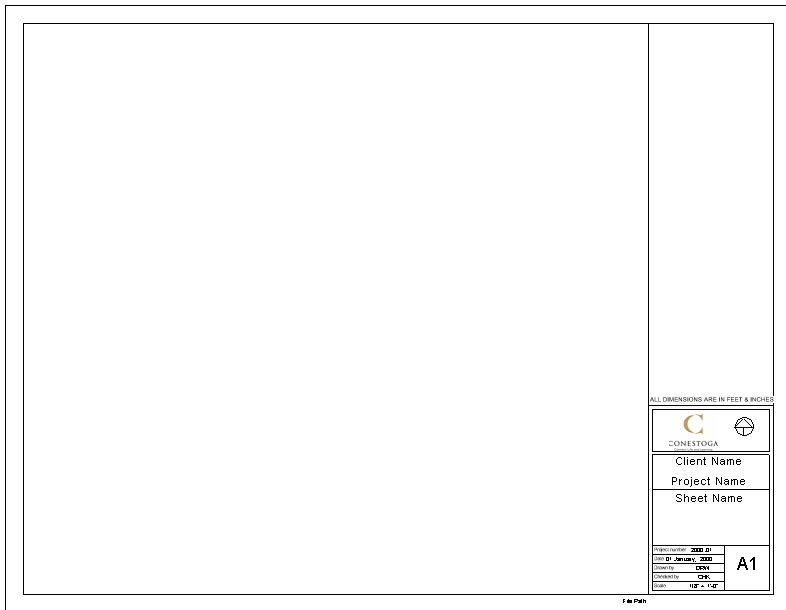




# Creating, revising and adding a title block

- Pre-existing titleblocks are available as .rfa files that taken be revised.



- You can revise their look by opening the rfa file and removing existing elements, adding new elements such as text, notes, logos, images, etc.

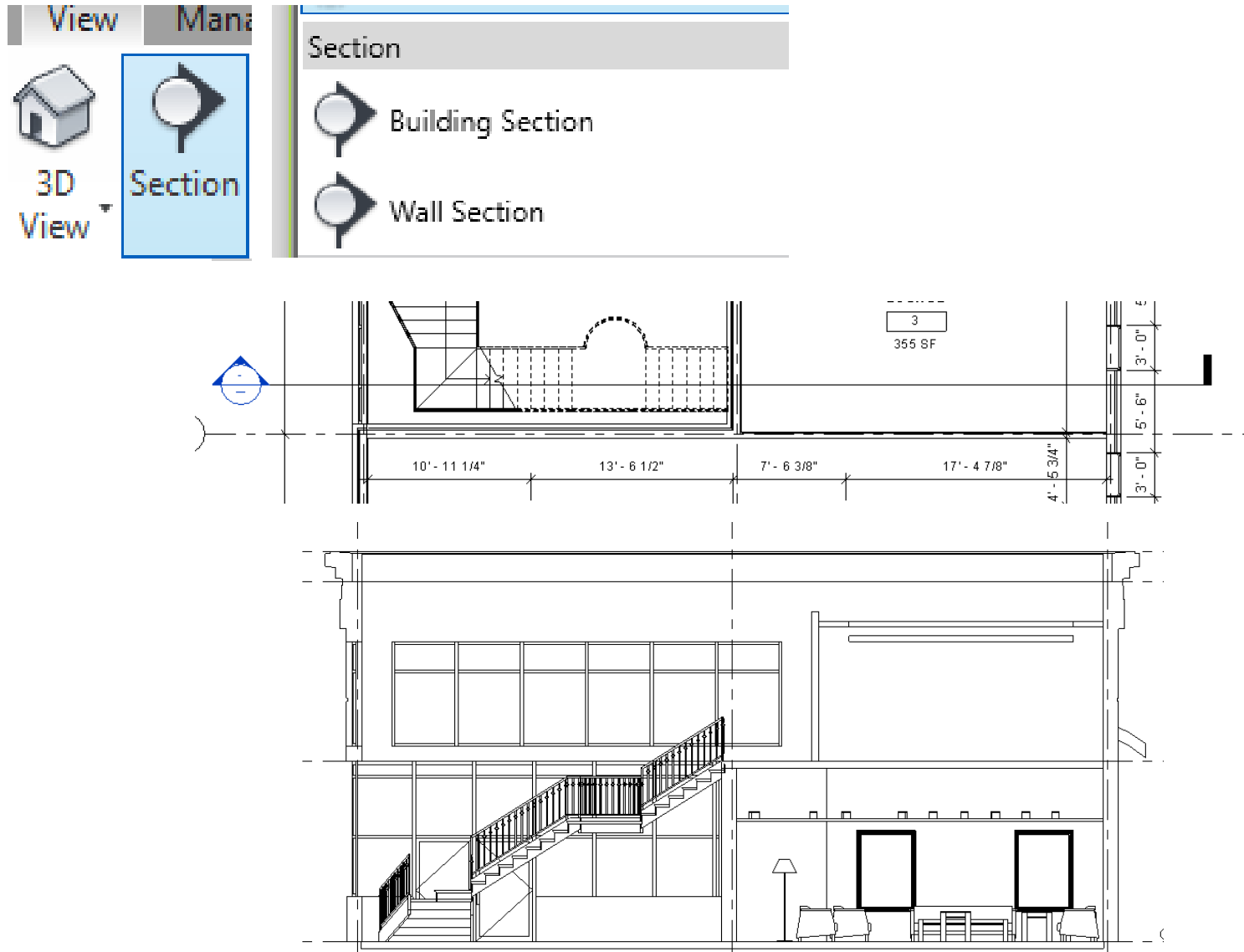


ALL DIMENSIONS ARE IN FEET & INCHES	
  CONESTOGA Connect Life and Learning	
Client Name	
Project Name	
Sheet Name	
Project number 2000.01	A1
Date 01 January, 2000	
Drawn by DRW	
Checked by CHK	
Scale 1/8" = 1'-0"	

File Path

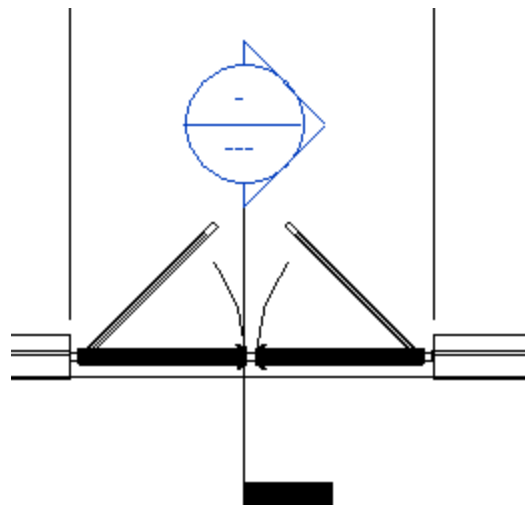
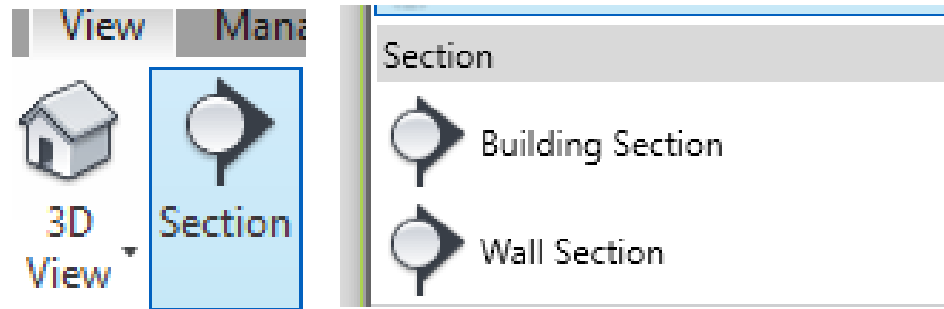
# Generating Building Sections

- Create a section line. Its that easy. Set detail level to fine for more detail.

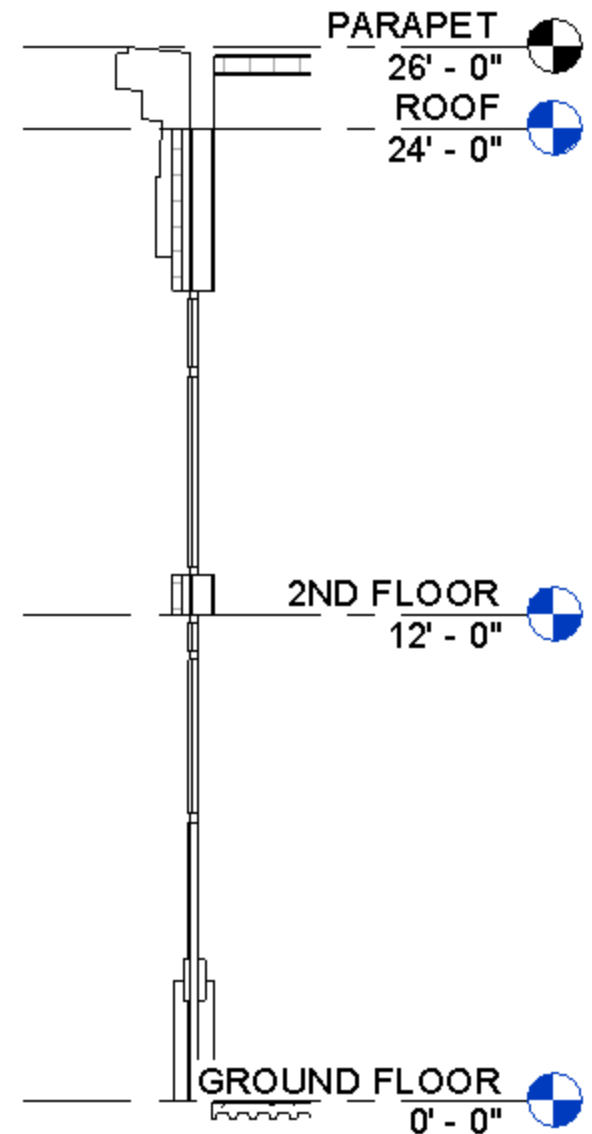


# Generating Wall Sections

- Same as a building section but only shorter.

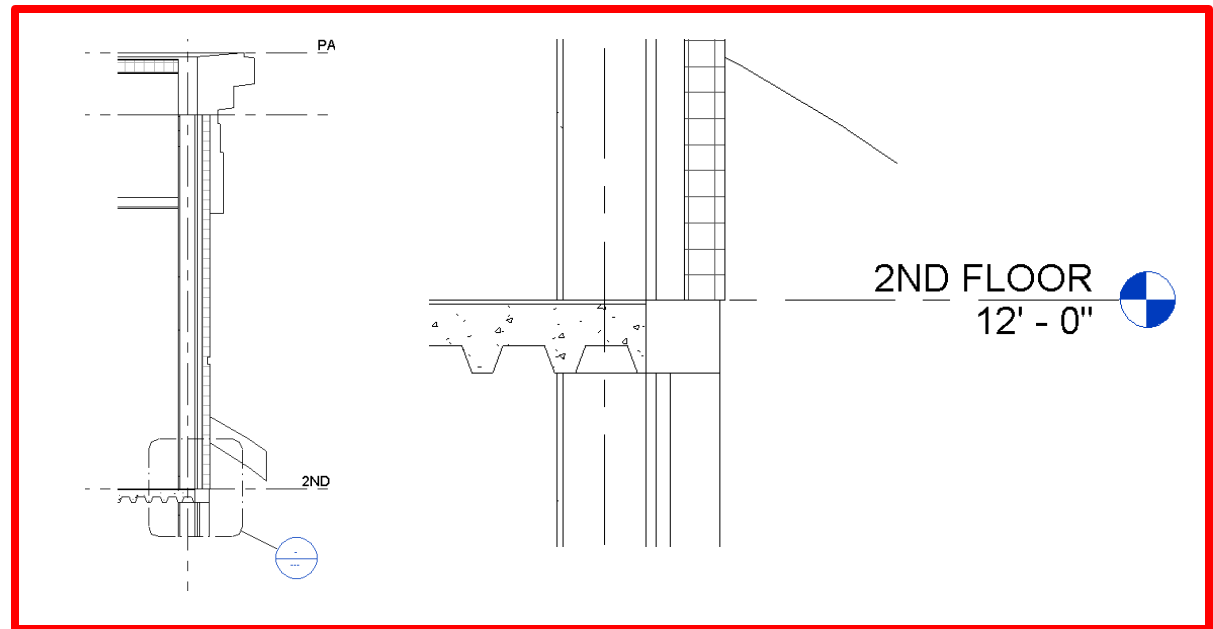
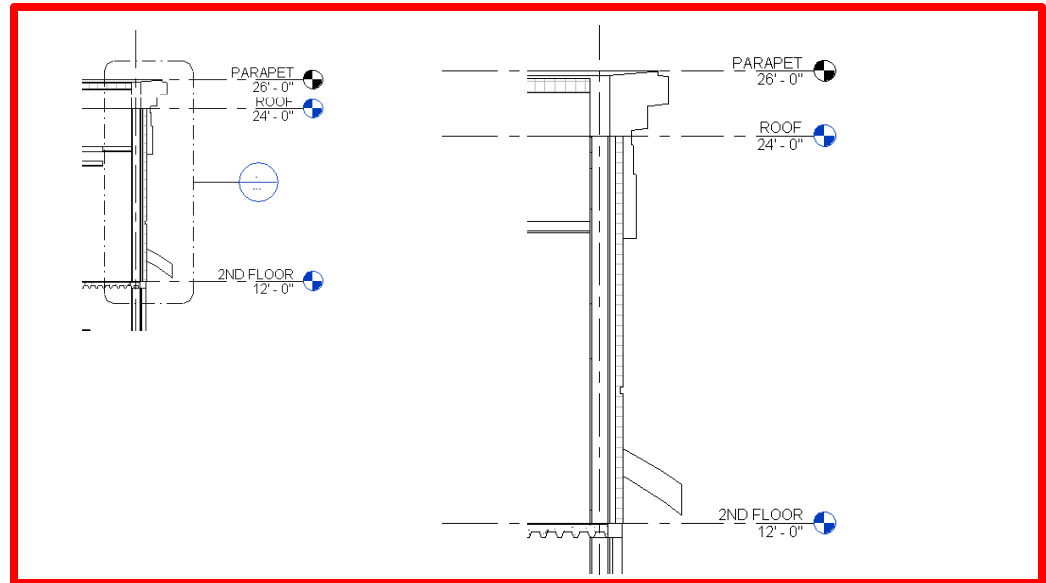
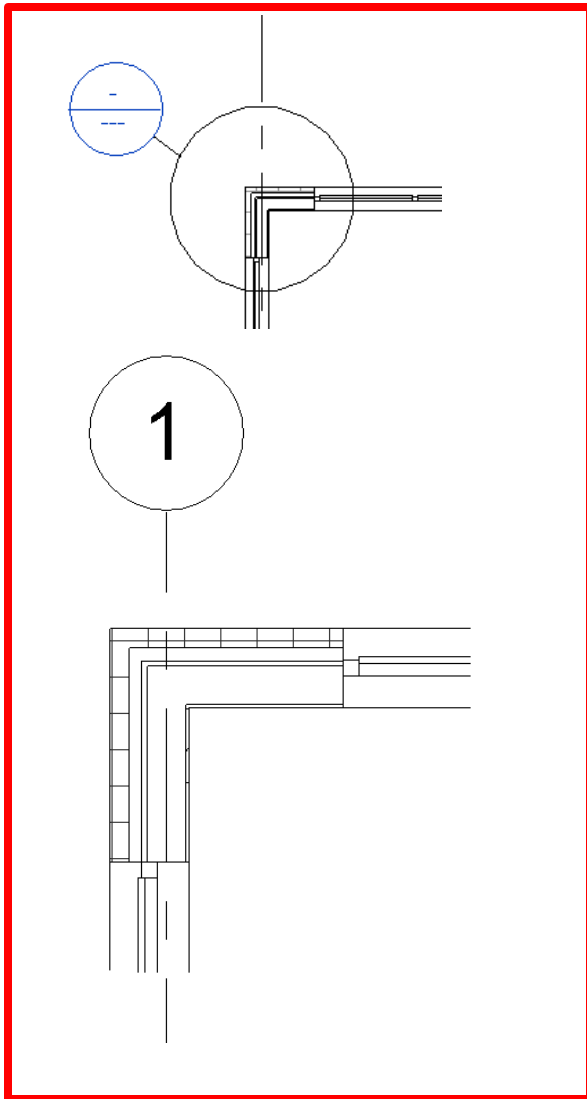


110



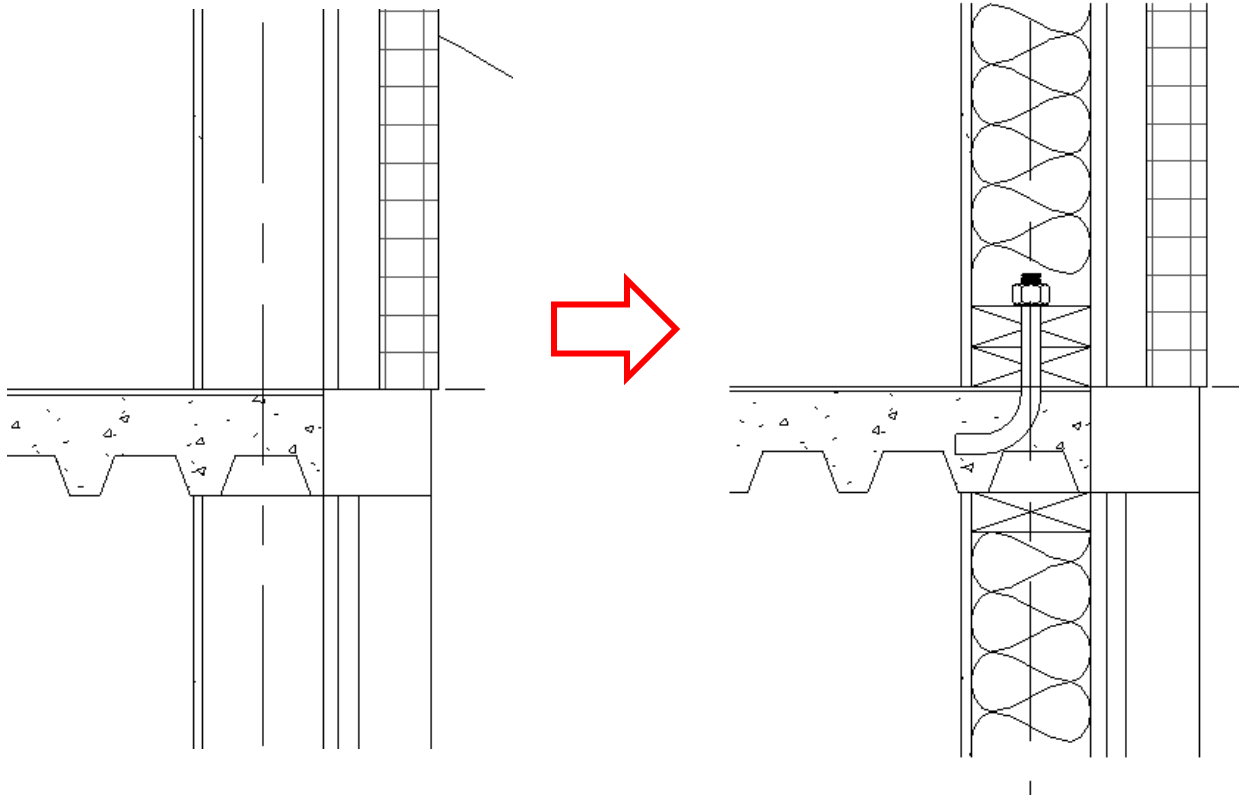
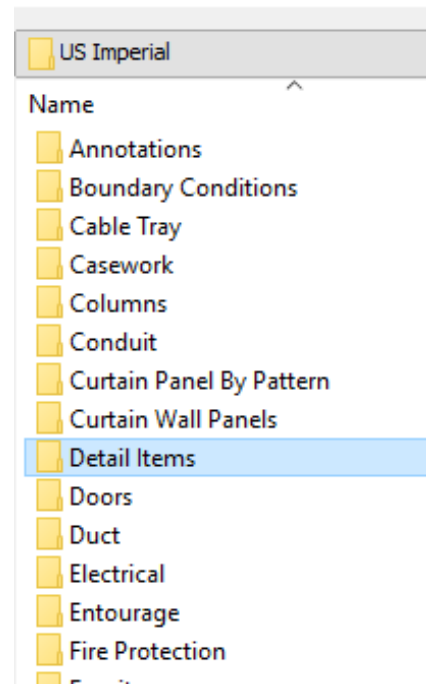
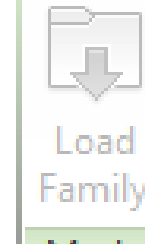
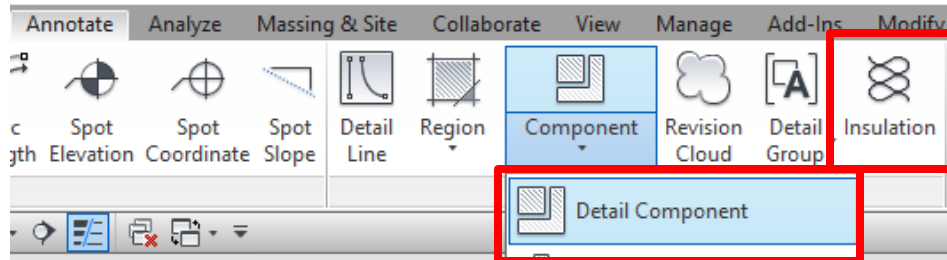
# Generating Callout details

- A call out is a closer view of an area of a floorplan or section.



# Adding details to details

- Detail can be added to callouts. They are simply 2d blocks.



# Notes and Leaders

