

ADDRESS:

Head Office:

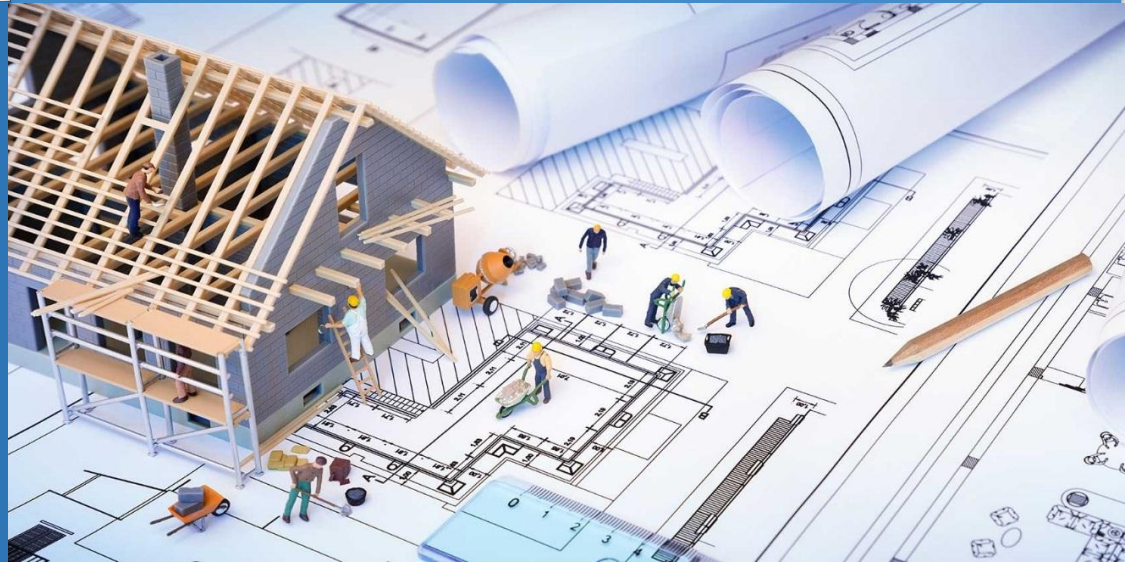
M-12, OLD DLF
Colony, Sec-14,
Near-SBI Bank,
Gurugram – 122001
(Haryana)

Branch Office:

Building No – 578/2,
Gopal Nagar,
Near Auto Stand,
Beside OBC Bank
New Railway Road
Gurugram-122001
(Haryana)

Contact

7827180534
9911459630



Revit User Interface

Wall Basic & Drawing Area

Creating Views & Drawings

2D & 3D Grids

Ceiling, Roof & Floor Plan

Revit Architecture Projects

 www.facebook.com/TCAGURGAON.IN/

 tcagurugram@gmail.com

 <https://twitter.com/GurgaonTca>

 <http://www.tcagurgaon.in>

DAY-1

- BIM Concept Overview
- Introduction to Revit & User Interface.
- Revit File Types.
- Overview of how to start a Revit Project.
- Level creation.
- How to create a Wall, to place doors & windows.

DAY-2

- Overview of Wall types
- Editing & modifying Basic Wall.
- Type & Instance properties overview.

DAY-3

- Wall opening, Sweep & Reveal.
- Wall profile editing.

DAY-4

- Overview of Modify & Editing tools.
(Moving and Copying Objects, Rotating Objects, Creating Linear and Radial Arrays, Mirroring Objects, Aligning Objects, Splitting Walls and Lines, Offsetting Objects, Trimming and Extending)

DAY-5

- Working with Doors & Windows.
- Creation of new Doors & Windows Types.

DAY-6

- About Temporary, Listening & Permanent Dimension.
- Placing Dimensions.
- Constraining of Dimensions.
- Placing Text.

DAY-7

- Overview of Component.
- Loading of Components & placement.
- Overview of Grid Plan.
- About Architectural & Structural Columns.

DAY-8

- Creation of Floor.
- Defining floor types.
- Defining & Editing of Floor.
- Overview of Floor Slab Edge.

DAY-9

- Creation of Roof.
- Overview of different Roof types.
(Footprint, Extrusion, Soffit)
- Overview of Fascia & Gutter.

DAY-10

- Overview of Ceiling.
- Editing & modifying of ceiling.

DAY-11

- Overview of Curtain Wall.
- Overview of Curtain Grid, Curtain Wall Panels & Mullion.
- Procedure for attaching Curtain Grid & Mullion.

DAY-12

- Overview of Vertically Compound Wall.
- Process of creating Vertically Compound Wall.

DAY-13

- About Stairs & Ramp.
- Types of Stairs & Ramps.
- Creating Stairs & Ramps.
- Guidelines for creating Stairs & Ramps.

DAY-14

- Overview of Railing.
- Guidelines for the creation of Railing.
- Editing & modifying Railing types.

DAY-15

- Creating Callout View & Section Views.
- Creating & editing views.
- Working with Elevation & Section views.
- Visibility settings for views.

DAY-16

- Working with Detail & Drafting Views.
- Process of saving & reusing Detail & Drafting View.
- Guidelines for saving & reusing Detail & Drafting View.

DAY-17

- Creating Rooms & Area.
- Adding Rooms tag.
- Creating Room Area Color Legend.

DAY-18

- Overview of Schedule & Quantity.
- Understanding properties of Schedule & Quantity.
- Modifying Schedule Fields.
- Quantity takeoff.

DAY-19

- Creating Component Legend.

DAY-20

- Practice day.

DAY-21

- Creating Camera & understanding Perspective View.
- Creating Walkthrough.

DAY-22

- Overview of Drawing Sheets.
- Process of Previewing & Printing/Plotting of Sheet & Views.
- Guidelines for working with Drawing Sheets.

DAY-23

- Concept of Importing/Linking of Revit & DWG files.
- Understanding Export of Revit views to other CAD formats.
- Exporting of Revit 3D view to 3ds MAX.

DAY-24

- Working with Title blocks.
- Creating and Updating Title blocks.
- Guidelines for creating & updating Title blocks.

DAY-25

- Project.

DAY-26 & 27

- Overview of Toposurface.
- Creating Sub Region.
- Creating Building Pad.
- Grading of Toposurface.
- Placing Parking Components.
- Labeling of Toposurface Contours.

DAY-28

- Overview of Sun & Shadow settings.
- Applying of Sun & Shadow.
- Guidelines for using Sun & Shadow.

DAY-29

- Overview of Render Settings dialog box.
- Guidelines for creating Rendering.

DAY-30 & 34

- Understanding Massing Concept.
- Placing Mass Family.
- Creating In-Place Mass.
- Solid Form.
(Extrusion, Revolve, Blend, Sweep, Swept Blend)
- Void Form.
(Extrusion, Revolve, Blend, Sweep, Swept Blend)
- Creating Wall by face.
- Creating Floor by face.
- Creating Roof by face.
- Updating of Mass.

DAY-35

- Practice Session.

DAY-36 to 40

- Introduction to Families.
- Process to create different types of Families.
- Creating Parametric Dimensions, Display settings.
- Guidelines to create Families.

DAY-41 to 45

- Project Creation.
- Project Submission.