

**Revit Building Curriculum**  
**Basic Level Class**  
**1 Day 8:30am – 5pm**

**Prerequisite**

- ⌚ Working knowledge of Microsoft® Windows® operating system
- ⌚ Familiarity with drafting practices

**Course Objectives**

After completing this day of instruction, teachers will understand and be able to explain:

- ⌚ The Autodesk® Revit® Building interface: Design Bar, Project Browser, menus, Toolbars, Type Selector, Views and Properties dialogs.
- ⌚ How to start a building model using Massing, and how to generate floors, walls, roofs, and curtain systems from a mass model.
- ⌚ How to sketch and edit walls, and how to use constraints.
- ⌚ How to place, load, and modify doors and windows; and how to create a simple in-place family.
- ⌚ How to place and modify stairs.
- ⌚ How to create roof objects using Extrude and Footprint.
- ⌚ How to create sections and elevations.
- ⌚ How to add tags and create schedules.
- ⌚ How to render a perspective view and create a walk-through.

**Teaching Competencies**

The ADA lessons covered in this one-day course provide the following competencies:

- Drafting and Design Technology
  - Use drawing tools and editing tools.
  - Use drawing aids and controls.
  - Demonstrate importing, exporting, and linking of drawings.
- Architectural Design Technology
  - Develop wall construction.
  - Draw doors and windows in a residential dwelling.
  - Draw stairs.
  - Draw roofs.
  - Develop elevations.
  - Develop building sections.
  - Develop equipment schedules.

- o Demonstrate rendering.
- Visualization and Animation Skills
  - o Use materials.
  - o Place lights and cameras.
  - o Render the design.
  - o Animate the design.
  - o Export to final form.