

Autodesk Revit Architectural Basics: Architectural Design and Documentation

Target Audience

This course is designed for architects, architectural designers, interior designers, and construction professionals who want to learn Autodesk Revit Architecture from the ground up. It is also well-suited for students enrolled in architecture, civil engineering, or construction management programs, as well as CAD users and drafters who are transitioning from traditional 2D tools to a modern BIM-based workflow.

Course Objective

To equip participants with the foundational knowledge and practical skills required to use Autodesk Revit Architecture confidently in a professional setting. This course focuses on building a complete understanding of the Revit environment, enabling learners to create accurate architectural models, produce construction documentation, manage project families and components, and deliver compelling visual presentations using rendering and camera tools.

Course Outcome

Upon completing this course, participants will be able to set up and navigate Revit Architecture projects with confidence, create detailed floor plans, elevations, and section views, place and customise walls, doors, windows, and architectural components, utilise room and area tools for space planning, manage and modify families and custom components, annotate drawings with dimensions and tags, compile professional sheet sets with schedules, and produce high-quality rendered views for client presentations.



Course Outline: The course comprises **24-hours** of theory and demonstrations and is divided into **7** different chapters. Each chapter is designed with practical examples and guided exercises to reinforce learning and ensure a strong understanding of architectural BIM design and documentation concepts.

Chapter 1: Introduction to Revit Architecture

- What is Revit Architecture?
- Benefits of Using Revit for Architecture
- Interface Walkthrough and Project Browser Overview
- **Practice Exercises**

Chapter 2: Revit Architecture Basics

- Setting Up a New Project (Templates, Units, and Project Settings)
- Working with Grids and Levels
- Placing Walls, Doors, and Windows
- **Practice Exercises**

Chapter 3: Creating Floor Plans

- Drawing Walls and Partitions
- Room and Area Tools for Space Planning
- Customizing Floor Plan Views (Detail Level, Visibility/Graphics)
- **Practice Exercises**

Chapter 4: Elevations and Sections

- Creating Interior and Exterior Elevations
- Working with Building and Wall Section Views
- Annotating Elevations and Sections (Text, Symbols, Keynotes)
- **Practice Exercises**



Chapter 5: Families and Components

- Loading Pre-built Families from the Revit Library
- Creating Custom Families Using the Family Editor
- Modifying and Managing Existing Families
- **Practice Exercises**

Chapter 6: Annotation and Documentation

- Adding Dimensions (Aligned, Angular, Radial)
- Tagging Architectural Elements (Rooms, Doors, Windows)
- Creating Sheets and Arranging Views on Title Blocks
- Building Schedules for Rooms, Doors, and Windows
- **Practice Exercises**

Chapter 7: Rendering and Presentation

- Applying Materials and Surface Finishes
- Setting Up Artificial and Natural Lighting
- Placing and Configuring 3D Cameras
- Creating and Exporting Rendered Views and Walkthroughs
- **Practice Exercises**

