

Revit Architecture Essentials Bootcamp

This instructor-led bootcamp provides a focused introduction to Autodesk Revit for architectural design, emphasizing project setup, building model development, and construction documentation workflows. Participants learn how to create and organize a coordinated building model, develop core architectural elements, and produce construction documents through hands-on practice exercises aligned with real-world project workflows.

Learning Objectives:

- Navigate the Revit interface and manage project files
- Set up projects using linked files, levels, grids, and views
- Use sketching, modify tools, families, and components
- Model core architectural elements and building systems
- Create coordinated views, sheets, annotations, tags, schedules, and details
- Produce a basic architectural construction document set

Course Length: 16 Hours

Day 1: Introduction and Project Setup

- 1.1 Open and Review a Project
- 1.2 Start a Project and Link Files
- 1.3 Set Up Levels
- 1.4 Add Grids
- 1.5 Duplicate Views and Set the View Display
- 1.6 Add Callout Views
- 1.7 Create Elevations and Sections
- 1.8 Load Components
- 1.9 Sketch and Edit Elements
- 1.10 Work with Basic Modify Tools
- 1.11 Work with Additional Modify Tools

Day 2: Building Model Development

- 2.1 Add Columns
- 2.2 Model the Exterior Shell
- 2.3 Add Interior Walls
- 2.4 Model Additional Walls
- 2.5 Add Room Elements
- 2.6 Add Doors and Windows
- 2.7 Work with Curtain Walls
- 2.8 Add Mullions and Panels to Curtain Walls

Day 3: Floors, Ceilings, Roofs, and Circulation

- 3.1 Model Floors
- 3.2 Create Shaft Openings and Sloped Floors
- 3.3 Model Ceilings and Add Ceiling Fixtures
- 3.4 Create Ceiling Soffits
- 3.5 Create Roofs by Footprint
- 3.6 Create Roofs by Extrusion
- 3.7 Create Component Stairs
- 3.8 Modify Component Stairs
- 3.9 Work with Railings
- 3.10 Create Ramps

Day 4: Construction Documentation

- 4.1 Set Up Sheets
- 4.2 Work with Dimensions
- 4.3 Work with Text
- 4.4 Add Detail Lines and Symbols
- 4.5 Create Legends
- 4.6 Add Tags
- 4.7 Work with Schedules
- 4.8 Create a Detail Based on a Section Callout
- 4.9 Create a Detail in a Drafting View