Interior Design Using Autodesk Revit

Target Audience

This course is designed for aspiring interior designers, architects, and design professionals who want to leverage Autodesk Revit for creating precise, efficient, and visually compelling interior designs. It is suitable for beginners and intermediate users seeking to enhance their digital design capabilities.

Course Objective

The objective of this course is to equip learners with the skills to create detailed interior design models, apply realistic materials and textures, and generate professional-quality 2D and 3D renderings using Autodesk Revit.

Course Outcome

- Understand the fundamentals of Autodesk Revit and its application in interior design workflows.
- Develop detailed interior layouts, including furniture, fixtures, and finishes, with precision.
- Create realistic materials, textures, and lighting to produce high-quality renders of interior spaces.
- Generate detailed documentation, including floor plans, elevations, and schedules, for interior design projects.

Course Outline: The course comprises **40-hours** of theory and labs and is divided into **19** different chapters. Each chapter will be followed by hands-on lab exercises to reinforce learning and gauge understanding of the topics covered.

Chapter 1. Getting Started with Autodesk Revit

What is Revit?
Overview of the Revit User Interface
Open, Save and Close a Revit Project
Creating a New Project
Using Revit's Help System
Introduction to Autodesk Drive

Chapter 2. Model Navigation

Using Zoom and Pan to View Your Drawings
Creating 2D Sections
Navigating the 3D Model

Chapter 3. Quick Start: Small Office

Walls, Grids and Dimensions
Doors
Windows
Roof
Annotation, Room Tags & Schedules
Printing

Chapter 4. Revit Materials

Introduction to Using Materials in Revit
A Detailed Look at Revit Materials
Revit Materials Concepts Applied – Part 1
Revit Materials Concepts Applied – Part 2
Revit Materials and Custom Parameters

Chapter 5. Programming

Introduction to Schedules
Law Office Space Program
Developing Bubble Diagrams

Chapter 6. Floor Plans

Walls
Rooms
Floor Plan Development
Placing Room Elements in the Model

Chapter 7. Curtain Wall

Curtain Wall
Developing the Interior Fenestrations

Chapter 8. Stairs and Railings

Introduction to Stairs
Introduction to Railings
Modeling the Stairs

Chapter 9. Ceilings

Introduction to Revit Ceilings
Modeling Ceilings

Chapter 10. Break Room and Work Room

Tagging
Shared Parameters
Casework Content
Work Room
Lunch Room

Chapter 11. Toilet Room Design

Toilet Room Layout Introduction
Toilet Room Layout
Toilet Room Wall Finishes
Level 2 Private Toilet Rooms

Chapter 12. Floors

Introduction to Revit Floors
Modeling Floor Finishes – Carpet
Modeling Floor Finishes – Ceramic Tile, Sheet Goods, Etc.

Chapter 13. Custom Reception Desk and Sign

Creating a Custom Reception Desk
Lobby Wall Sign
Controlling the Graphical Representation of Elements

Chapter 14. Furniture, Groups and Design Options

Furniture Content
Furniture Placement
Design Options

Chapter 15. Detailing

Introduction to Detailing
Exercises
Live Detail – Reception Desk

Chapter 16. Schedules

Room Finish Schedule
Furniture Schedule
Floor Finish Schedule

Chapter 17. Lighting and Rendering

Lighting Design
Creating a Rendering of the Lobby
Rendering an Isometric in Section
Creating another Interior Rendering
Adding People to the Rendering

Rendering Tips and Tricks

Chapter 18. Sheets and Revisions

Creating Sheets
Creating a Sheet Index
Presentation Boards
Printing a Set of Drawings
Managing Construction Phase Revisions

Chapter 19. Introduction to Phasing and Worksharing

Introduction to Phasing
Introduction to Worksharing
Phasing Exercise
Worksharing Exercise