Autodesk Revit Architecture Certified User

Target Audience

The Autodesk Revit Certified User for Architecture exam demonstrates competency in building information modeling. The exam covers the basic use of the Revit software as well as basic architectural and design practices. An individual earning this certification has approximately 150 hours of instruction and hands-on experience with the product, has proven competency at an industry entry-level, and is ready to enter the job market.

Course Objective

The Autodesk Revit Architecture Certified User course aims to develop foundational skills in building information modeling (BIM) for architectural design and documentation. Participants will learn to create and modify 3D models, produce construction documentation, and collaborate effectively using Revit's tools and workflows. The syllabus focuses on mastering essential features such as modeling components, views, annotations, and schedules, preparing learners for the certification exam and equipping them with industry-ready expertise.

Course Outcome

1. **BIM Proficiency:** Develop skills to create, modify, and manage architectural models using Autodesk Revit.
2. **Documentation Expertise:** Learn to produce professional construction documentation, including sheets, schedules, and annotations.
3. **Industry-Ready Skills:** Gain practical knowledge for real-world architectural design and collaboration.
4. **Certification Preparedness:** Build confidence and knowledge to successfully pass the Autodesk Revit Architecture Certified User exam.

Course Outline: The course comprises **40-hours** of theory and labs and is divided into **5** different chapters. Each chapter will be followed by hands-on lab exercises to reinforce learning and gauge understanding of the topics covered.

Chapter 1. Revit Fundamentals

What is Autodesk Revit?
File Types and their Extensions
Model Elements
Datum Elements
View Specific Elements
Views, Plans & Elevations
Sections & 3D and Camera
Schedules
Sheets

Chapter 2. User Interface Review

User Interface Diagram
Application Title Bar & File Tab
Quick Access Toolbar
Architecture & Annotate Tabs
Modify & View Tabs
Modify Contextual Tab
Ribbon States
Options Bar & Properties Palette
Project Browser
View Tabs
Status Bar & Escape Key
View Control Bar, Context Menu, Canvas & Elevation Marker

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Chapter 3. Modeling

Work with Walls
Add Doors
Add Windows
Add Shaft Openings
Add Wall Openings
Add and Edit Floors
Add and Edit Ceilings
Add and Edit Roofs
Place a Component
Work with Grids
Work with Columns
Work with Stairs
Work with Ramps
Work with Railings
Place Rooms
Use Modify Tools: Align, Offset, Mirror, and Split
Use Modify Tools: Move, Copy, Rotate, Trim, and Extend
Use Modify Tools: Array, Scale, Pin/Unpin, Paste Aligned

Chapter 4. Display

Work with Levels
Create 2D Plan Views
Create Section Views
Create Elevation Views
Use Callout Views
Create Drafting Views
Create 3D & Camera Views + Renderings
Duplicate Views
Change the View Scale
Change the Detail Level of a View
Manage Visibility/Graphics Overrides for Model Categories

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Temporarily hide/isolate elements and components
Control Underlay
Manage View Range
Load Families
Duplicate, rename, and modify an existing family type
Reassign a material to an element or part of an element

Chapter 5. Documentation

Create and Modify Text
Use Tags
Use Dimensions
Create and Use Schedules
Add Detail Lines
Add Detail Components
Add Filled Regions
Add Masking Regions
Add Insulation
Create and Modify a Sheet
Place Plan Views on a Sheet