

STUDIO SESSIONS



Introduction to Revit Fundamentals

LECTURER	Cecile Roux
DURATION	Option 1: one day a week for six weeks (Saturday, 9:30am-12:30pm) Option 2: two days a week for three weeks (Tuesday and Thursday, 6pm-9pm)
FEE	\$792
VENUE	Billy Blue College of Design, 46-52 Mountain Street, Ultimo, NSW 2007
WEBSITE	www.billyblue.edu.au
COURSE OUTLINE	In these studio sessions you will be introduced to the fundamentals of Autodesk Revit Architecture, an industry leading Building Information Modelling (BIM) program. The course is designed to take you through Revit functionality step by step so that you will be very proficient in no time, giving you the basic skills.
WHO SHOULD ATTEND	Designed for beginners wanting to learn 3D modelling skills, computer-aided design and documentation using Autodesk Revit. Architects, interior designers, interior decorators, furniture designers, industrial designers, builders and of course anyone passionate about the above are all welcome.
PREREQUISITES	No previous industry experience or knowledge is required. However, you will require basic computer knowledge (Mac / PC).
WHAT TO BRING	Pen/pencil, note pad and 4GB+ USB.
LECTURER'S BIOGRAPHY	Cecile Roux is a Sydney-based freelance Interior Designer, artist and Permanent Lecturer at Billy Blue College of Design who has extensive knowledge teaching Revit, AutoCAD and Sketch Up to Interior Design students at Billy Blue. Originally trained in music education, she graduated from Design Centre Enmore, Sydney and has recently completed a Master of Cross-Disciplinary Art and Design at COFA. She has more than 15 years of teaching experience.
AWARD	Participants will receive a certificate of completion* * 80% attendance required

Introduction to Revit Fundamentals

COURSE CONTENT

DAY 1: Getting started with Revit Family

- Getting started with Revit
- Difference between Projects and Families
- Using Revit templates
- User interface & navigation
- Modelling in Family
- 3D modelling tools (extrusion / blend / revolve / sweep / swept blend / 3D text)
- Solids and voids
- Understanding Properties

DAY 2: Basic tools, materiality & lighting settings

- Modelling lights and lighting properties
- Managing materiality for graphics and rendering purposes
- Material and subcategory
- Selecting objects
- Modifying selection settings
- Modifying tools (align / offset / mirrors / break / move / copy / rotate / trim / extend / array / scale / pin)
- Cutting / joining tools
- Paint / split face tools
- Controlling 2D graphics by using: Graphic Visibility tool

DAY 3: Getting started with Revit Project

- Project template
- Project Browser & ribbon
- Importing CAD drawing / Image
- Setting up levels and grids
- Walls structure and materiality
- Editing profile of walls
- Customising walls

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DAY 4:
Building structure
Curtain walls, doors
& windows

- Floor structure and materiality
- Editing profile of floors
- Customising floors
- Ceiling structure and materiality
- Editing profile of ceilings
- Customising ceiling
- Introducing beam system structure
- Roof structure and materiality
- Editing profile of roofs
- Customising floors
- Curtain wall systems
- Curtain wall grid
- Curtain wall mullion
- Modelling doors using Family
- Doors parameters and settings
- Modelling windows using Family
- Windows parameters and settings
- Loading Families in Projects
- Editing Families

DAY 5:
Modelling in place,
work plane, views &
rendering

- Using reference planes
- Modelling in place
- Creating sections, elevations and callouts
- Creating a 3D view and perspectives
- View extend range
- Rendering settings
- Rendering in cloud
- Adjusting exposure

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DAY 6:
Annotation & 2D
detail tools &
keynotes, legends,
titleblock, sheets &
printing

- Using detail lines
- Using regions
- Using drafting view
- Working with text annotations
- Using dimension tools
- Room tag and room separators
- Family identity data & keynotes
- Material keynote
- Creating legend
- Keynotes legend
- Loading & editing a titleblock
- Placing drawings on a sheet
- Printing and managing print settings
- Printing to PDF

COURSE OUTCOMES

The course will provide you with a great understanding of the fundamentals of Autodesk Revit Architecture. Upon completion, you will have a strong skill set allowing you to continue using the software on your own for future projects.

CONTACT

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