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COURSE TITLE: **REVIT ARCHITECTURE ADVANCED 2019**

BIM MANAGEMENT: TEMPLATE AND FAMILY CREATION

Chapter 1 Creating Custom Templates

- 1.1 Preparing Project Templates
- 1.2 Customizing Annotation Types
- 1.3 Creating Title Blocks
- 1.4 View Templates

Chapter 2 Schedules

- 2.1 Introduction to Schedules
- 2.2 Creating Building Component Schedules
- 2.3 Modifying Schedules Appearance
- 2.4 Creating Key Schedules
- 2.5 Advanced Schedule Options
- 2.6 Creating Material Takeoff Schedules

Chapter 3 Custom System Families

- 3.1 Creating Wall, Roof, Floor, and Ceiling Types
- 3.2 Vertically Compound Walls
- 3.3 Stacked and Embedded Walls
- 3.4 Creating MEP System Families

Chapter 4 Component Family Concepts

- 4.1 Creating Component Families
- 4.2 Creating and Parametric Framework
- 4.3 Creating Family Elements
- 4.4 Creating Family Types

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Chapter 5 Advanced Family Techniques

5.1 Additional Tools for Families

5.2 Visibility Display Settings

Chapter 6 Additional Family Types

6.1 Creating In – Place Families

6.2 Creating Profiles

6.3 Creating Annotation Families

6.4 Working with Project and Shared Parameters

Chapter 7 Creating Architectural Specific Families

7.1 Creating Custom Doors and Windows

7.2 Creating Angled Cornices and Copings

7.3 Creating Custom Railings

7.4 Families for Railings, Balusters, and Panels

Chapter 8 Creating MEP Specific Families

Chapter 9 Creating Structural Specific Families

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CONCEPTUAL DESIGN & VISUALIZATION

Chapter 1 Massing Studies

- 1.1 Overview of Massing Studies
- 1.2 Placing Mass Elements
- 1.3 Creating Conceptual Massing
- 1.4 Creating Mass Forms
- 1.5 Dynamic Editing for Conceptual Massing
- 1.6 Working with Profiles and Edges
- 1.7 Moving From Massing to Building

Chapter 2 Space planning & Area Analysis

- 2.1 Space Planning
- 2.2 Area Analysis
- 2.3 Creating Colour Schemes

Chapter 3 Visualization

- 3.1 Creating Perspective Views
- 3.2 Producing Sketches
- 3.3 Adding Exploded Views
- 3.4 Setting Up Solar Studies

Chapter 4 Rendering

- 4.1 Producing Basic Renderings
- 4.2 Working with Lighting
- 4.3 Enhancing Renderings

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COLLABORATION TOOLS

Chapter 1 Phasing, Design Options, and Groups

- 1.1 Project Phasing
- 1.2 Design Options
- 1.3 Working with Groups

Chapter 2 Linking Models

- 2.1 Linking Models
- 2.2 Views and Linked Models
- 2.3 Copying and Monitoring Elements
- 2.4 Coordinating Linked Projects

Chapter 3 Importing and Exporting

- 3.1 Importing and Linking Vector Files
- 3.2 Modifying Imported Files
- 3.3 Importing Raster Image Files
- 3.4 Exporting Files
- 3.5 Exporting for Energy Analysis