

Revit 2018: Intermediate – 2 days**Course Overview**

After you have mastered how to use the software and utilise the provided library, this 2-day course will teach you how to create custom Types, Families and Materials to create your own personal library.

You will learn how to manipulate components and create bespoke detail components, apply phasing to your project and creating what is known as a Design Option which allows you create multiple design variations in the main model.

You will then cover the remaining aspects of the software such as the projects location, altering the Visualisations, importing & linking CAD files and Collaborating on a single model.

Course Objectives

- Creating your own library of Material, Types and Families
- Manipulating Components into Sub-components
- Creating bespoke Detail Components
- Applying Phasing to the project
- Adding multiple Design Options to the Model
- Placing the Model in new geographical location
- Being able to import & link files, such as a DWG
- Collaborating as a team on a single model

Prerequisites

Students should either have attended the 3-day introduction class, have a minimum of 40 hours experience or have a good working knowledge of the program.

If there are any topics from the beginners class which the student hasn't covered, they would need to attend the beginners class.

Exercises

This course is instructor led, involving the utilisation of examples and exercises in a workshop environment.

Topics**Creating Types from Families**

- Creating custom wall, floor and roof types
- Understanding the Type Properties and Edit Assembly
- Understanding the Assembly Function, Core Boundaries and Material
- Adding profile Sweeps, Reveals and Wraps to walls

Material Browser

- Creating a new material from scratch
- Applying the new material to a Component

Stacked Walls

- Placing a Stacked Wall
- Modifying a Stacked Wall
- Picking Primary Host for a Window component

Subcomponents

- Create parts
- Applying Shape Handles
- Separating subcomponents of compound objects
- Dividing Parts into custom shapes

Detail Components

- Model In-Place
- Setting Work Planes
- Creating a Form
- Applying a Material to the Form

Creating a Family Part I

- Getting familiar with Family templates
- Creating a Family from scratch
- Using Reference Planes and Parameters

Creating a Family Part I (continued)

- Creating Forms by Extrusion, Sweep, Blend and Revolve
- Creating Types from the new Family
- Applying a Material to the Family

Creating a Family Part II

- Creating custom Door, Window and Wall Tags
- Adding Fields to the Tags to extract data from the Model

Phasing

- Using Existing Phase and New Construction Phase
- Demolish Components

Design Options

- Create an Option Set with Options
- Make a Primary Option
- Accepting the Primary Option

Project Location

- Set the Projects Location
- Adjust True North
- Set Project North
- Placing the Project Base Point
- Placing the Project Survey Point

Visualisation / Graphic display options

- Hiding objects in views
- Visibility/Graphics Overrides
- Graphic Display Options
- Cut Planes
- View Range

Drafting View

- Make a Detailed Drafting view

Model Text

- Place Model text on any face or reference plane

Importing & linking files

- Revit files
- DWG and DWF files
- Image files

Collaboration

- Working as a team on a single model
- Setting up work sets
- Setting up a central model
- Loading a local copy
- Synchronisation with the central model
- Ownership and permissions