



SCOPE

Scope Computers


Established

1993

Founded by : Nishat

25 Years of Experience

REVIT ARCHITECTURE SYLLABUS



Module : 1
New for Revit Architecture

- New Features for Revit Architecture.

Module : 2
Introduction to Autodesk Revit Architecture

- User Interface Tour.
- Browsers, Bars, Palettes and Windows.
- Revit Architecture Help.

Module : 3
Starting an Architectural Project

- Starting a New Architectural Project.
- Navigation Tools.
- Configuring Global Settings.

Module : 4
Starting an Architectural Project

- Creating Architectural Walls.
- Creating Architectural Walls II.

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Module : 5 Using Basic Building Components-I

- Adding Doors.
- Adding Windows and Wall Openings.

Module : 6 Using the Editing Tools

- Working with Selection Sets.
- Editing Tools.
- Editing Tools II.
- Grouping Elements.
- Retrieving Information
- About Elements.

- ## **Module : 7** Working with Datum Planes and Creating Standard Views
- Working with Levels.
 - Working with Grids.
 - Working with Reference Planes and Work Planes.
 - Controlling the Display of Elements.
 - Working with Project Views.

Module : 8 Using Basic Building Components-II

- Creating Floors.
- Creating Roofs.
- Shape Editing Tools.
- Creating Ceilings.
- Adding Rooms.

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Module : 9

Using Basic Building Components-III

- Working with Components.
- Adding Stairs.
- Adding Railings and Ramps.
- Creating Curtain Walls.

Module : 10

Adding Site Features

- Working With Site Features.
- Property Lines and Building Pads.
- Adding Site Components.

Module : 11

Using Basic Building Components-III

- Understanding Massing Concepts.
- Creating Massing Geometry in the Family Editor.
- Editing Massing Geometry in the Family Editor.
- Massing in the Conceptual Design Environment.
- Creating Massing Geometry in a Project.
- Creating Building Elements from Massing Geometry.
- Creating Families.

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Module : 12

Adding Annotations and Dimensions

- Adding Tags.
- Room Tags.
- Keynotes.
- Adding Symbols and Dimensions.
- Dimensioning Terminology and Dimensioning Tools.
- Adding Alternate Dimension
- Units and Spot Dimensions.

Module : 13

Creating Project Details and Schedules

- Project Detailing in Autodesk Revit Architecture.

- Crop Regions, Fills Patterns, and Detail Components.
- Adding Text Notes.
- Creating Drafting Views.
- Revision Clouds.
- Working with Schedules.

Module : 14

Creating Drawing Sheets, and Plotting

- Creating Drawing Sheets.
- Creating Duplicate Dependent Views.
- Printing in Revit Architecture.

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15 SCOPE 18

Module : 15 **Creating 3D Views**

- Three Dimensional (3D) Views.
- Dynamically Viewing Models with Navigation Tools.
- Orienting a 3D View.
- Generating Perspective Views.
- Using a Section Box.

Module : 16 **Rendering Views and Creating Walkthroughs**

- Rendering in Revit Architecture.
- Working with Materials.
- Lights, Decals and Entourage.
- Rendering Settings.
- Creating a Walkthrough.
- Autodesk 360/Rendering.

Module : 17 **Using Advanced Features**

- Creating Structural Components.
- Generating Multiple Design Options.
- Using Area Analysis Tools.
- Masking Regions.
- Creating Displaced Views.
- Color Schemes.
- Working with Project Phasing Tools.

Module : 18 **Using Advanced Features II**

- Work-sharing Concepts.
- Elements Families, Browsers, Generating Shadows.
- Creating Solar Studies.
- Working with Point Clouds.
- Revit Architecture Interoperability.
- Linking Building Models and
- Sharing Coordinates.
- Working with Linked Models.