

Course Title: Revit Architecture – Site and Structural Design

Course Code: REV-2A-SSD

Duration: 1 Day

Courseware Description

Revit Architecture's main purpose is to design buildings – walls, doors, floors, roofs, and stairs. However, architects also frequently need to add site and structural information.

Objectives

The objective of the *Autodesk Revit Architecture Site and Structural Design* course is to cover the elements and tools in Revit Architecture that are used to create topographic surfaces for site work and to add structural elements.

Upon completion of the course, students will be able to:

For Site, learn how to:

- Create topographic surfaces
- Add property lines and building pads
- Modify toposurfaces with subregions, splitting surfaces and grading the regions
- Annotate site plans and add site components
- Work with Shared Coordinates

For Structural, learn how to:

- Create structural grids and add columns
- Add foundation walls and footings
- Add beams and beam systems
- Create framing elevations and add braces
- Copy and monitor elements across disciplines
- Check Interferences

Who Should Attend

This courseware is designed for experienced users of Revit Architecture.

Prerequisites

It is recommended that students have a working knowledge of:

- Students should have completed the Revit Architecture Introduction (REV-1A) course or have equivalent experience using Revit Architecture. Architectural design, drafting, or engineering experience is highly recommended. Knowledge of basic techniques is assumed, such as creating walls, roofs, and other objects, copying and moving objects, creating and working with views, etc.
- Microsoft® Windows® 7, Vista, XP or 2000

Course Outline

Site Design

- Creating Topographical Surfaces
- Property Lines and Building Pads
- Modifying Toposurfaces
- Annotating Site Plans
- Site Components
- Shared Positioning

Structural Tools

- Structural Basics
- Foundation Plans
- Framing Plans and Beams
- Framing Elevations and Braces
- Coordinating across Disciplines