COURSE NAME: **e – Learning on Application of Revit.**
Course Duration: 24 Hours

SL No	Content
1	• Introduction to CAD/CAE/CAM. • Introduction to Introducing Revit as a BIM Tool Level 2 BIM & Revit Impact of PAS 1192 on Revit.
2	•Introduction of User Interface Tour, Project Navigation and View Creation Introducing the menu and screen layout Establishing a Project. • Project Units. • Building Position &Orientation. • Placement and Properties of Grids and Levels.
3	Element Selection and Manipulation. • Object Selection Methods. • Nodes and Snaps. • Revit Hierarchy – System,Component,In PlaceFamilies. • Element properties – Type & Instance.
4	Visibility & Graphic Control • Project-Wide Control Settings • View Specific Overrides • Element Specific Overrides • View Templates
5	WALLS • Drawing Walls. • Modifying Walls – Temporary Dims, Controls, Joins. • Editing Tools – Trim, Split, Align, Mirror etc • Editing Wall Shapes
6	BASIC CURTIN WALLS • Fundamental principles and sub-element identification • Working with Curtain Wall Panels

	FLOORS, ROOFS & CEILINGS • Sketching rules • Relating slabs to walls and supporting framework • Controlling slopes • Roof Design – Footprint or Extruded
7	SYSTEM FAMILY EDITING • Principles Model Development Methodology • Material Layer Function & Wrapping • Sharing System Families • Edit a Wall System Family STAIRS RAMPS & RAILINGS • Stair by component and by sketch • Hosted and standalone railings
8	WINDOW, DOOR & COMPONENT USE • Family terminology • Component placement • Element hosting • The Family Editor – The Basics
9	SITE DESIGN • Creating Top surfaces • Site Components – Planting etc. • Building Pads • Site Model & Building Model Link – The Shared Position
10	WORKSHARING • Concept of Multiple Users – One Model • Using Work sets& permissions • Detach Model from Central File
11	LINKING MODELS • Linking Revit and CAD Files • Monitoring and Coordinating Linked Project MASSING TOOLS & THE BUILDING MAKER • Introduction to In-place massing • Mass Floor Areas
12	ROOM DATA & COLOUR-FILL • Room definition and boundary elements • Tagging and meta-data • Room area and volume

	• Colour schemes and legends
13	**2D DRAFTING & ANNOTATION** • Introducing annotation tools and component categories • Detail component libraries • Repeating details • Lines and arcs • Dimensions, text, Tags and keynotes
14	**SCHEDULES & LEGENDS** • Generation of tabular interrogations of the model • Schedule Filtering, Grouping, Calcs • Legends - A Symbolic Table
15	**SHEET COMPILATION & PUBLICATION** • Creating and populating sheets • Title blocks & Parameters • Printing and Publishing • Assignment Question