

- Exploring user interface
- REVIT Architecture basics
- Creating and modifying levels
- Creating and modifying walls.
- About element properties
- About component families
- Adding and modifying floors, doors, windows.
- Adding and modifying roofs (soffit, footprint, extrusion) and creating openings.
- Presenting the building plan, filled region, color legend and using text and dimensions.
- Adding and modifying stairs, railing, ramps. Import and export. Revision & test.
- Using materials, textures and creating renderings. Creating exterior view (Topo surface, sub-region, building pad, etc
- Creating interior views (use of lights and ceilings etc.) Revision and test.
- Massing and its applications. Sheet layout, detailing and drafting.
- Construction documentation. Revision and test.
- Using walkthroughs. Using sun and shadow settings, managing images.
- Brushing up and time for model. Revision & test.
- Adding and modifying curtain walls. Using editing commands.

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