SLOG SOLUTIONS PRIVATE LIMITED
TECHNOLOGY: REVIT
DURATION: MODULE 1 (4 WEEKS)
MODULE 1 + 2 (6 WEEKS)

MODULE 1:

BUILDING INFORMATION MODELING:

- Building Information Modeling For Architectural Design

REVIT ARCHITECTURE BASICS:

- Exploring the User Interface
- Working with Revit Elements and Families
- Starting a Project
- Fundamental of Massing Studies
- Creating / Modifying Topographic Surface

THE BASICS OF THE BUILDING MODEL:

- Creating and Modifying Levels, Grids
- Adding Columns
- Creating a Basic Floor Plan
- Adding and Modifying Walls
- Using Editing Tools
- Adding and Modifying Doors, Windows

VIEWING THE BUILDING MODEL

- Managing Views
- Controlling Object Visibility
- Working with Section and Elevation

- Creating and Modifying 3D Views
- Using Dimensions and Constraints

DEVELOPING THE BUILDING MODEL:

- Creating and Modifying Floors
- Working with Ceilings
- Creating Openings
- Adding and Modifying Roofs
- Creating / Editing Curtain Walls
- Adding Stairs, Railings and Ramps

WORKING WITH FAMILIES:

- Understanding Family Editor
- Creating / Editing Family Component
- Working with Component Families

DETAILING YOUR DESIGN:

- Creating Callout Views
- Working with Text and Tags
- Working with Detail Views
- Working with Drafting Views

DOCUMENTING / ANNOTATING YOUR DESIGN:

- Creating and Modifying Schedules
- Creating Rooms / Area Tags

PRESENTING THE BUILDING MODEL:

- Working with Drawing Sheets, Titleblocks
- Managing Revisions
- Creating Renderings

- Using Walkthroughs
- Using Sun and Shadow Settings
- Creating DWF files

IMPORTING AND EXPORTING FILES:

- Importing and Using External Files
- Exporting to External Files

MODULE 2:

CONCEPTUAL DESIGN:

- Working with Mass Shapes
- Converting Mass Shapes to Building Components
- Creating Advanced Components
- Creating and Using In-Place Families
- Creating and Modifying Parametric Families
- Creating Nested Families
- Working with Component Groups

ADVANCED RENDERING:

- Creating Realistic Presentations
- Creating Rendered Interior Scenes