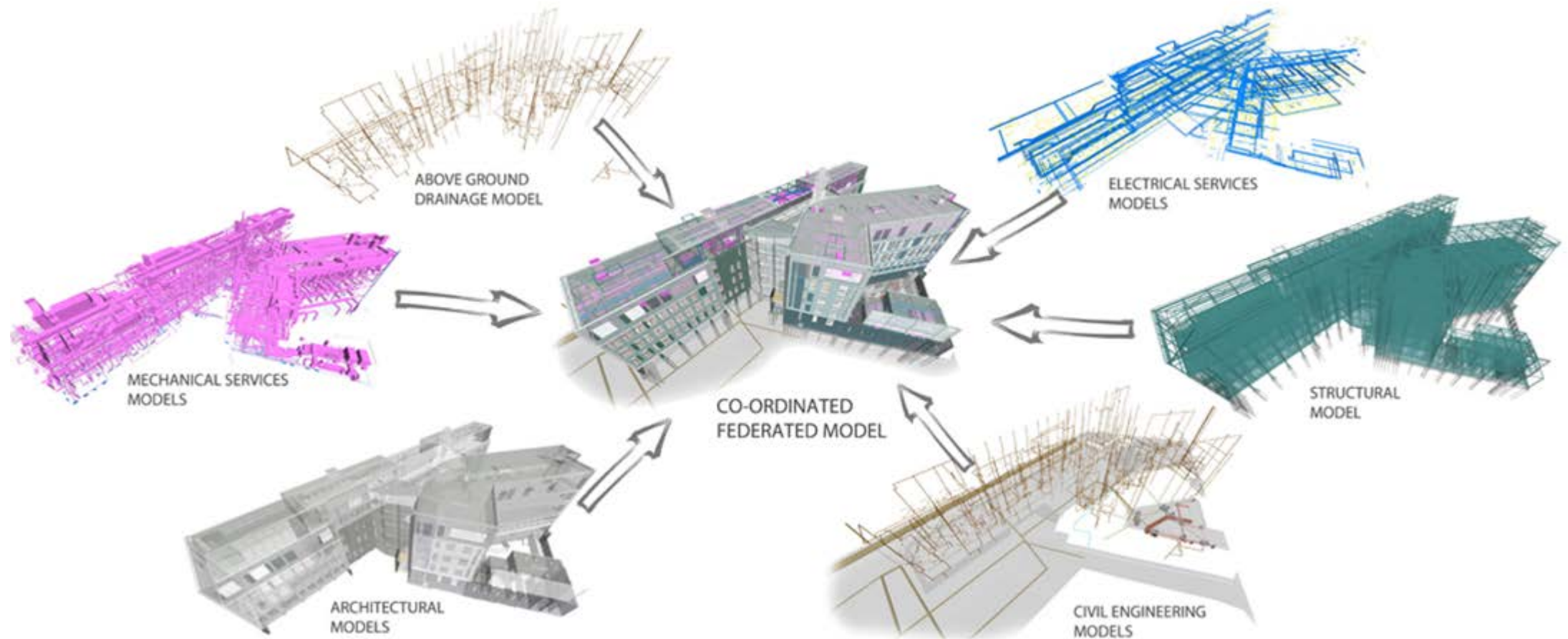


Working with Digital Technologies & BIM

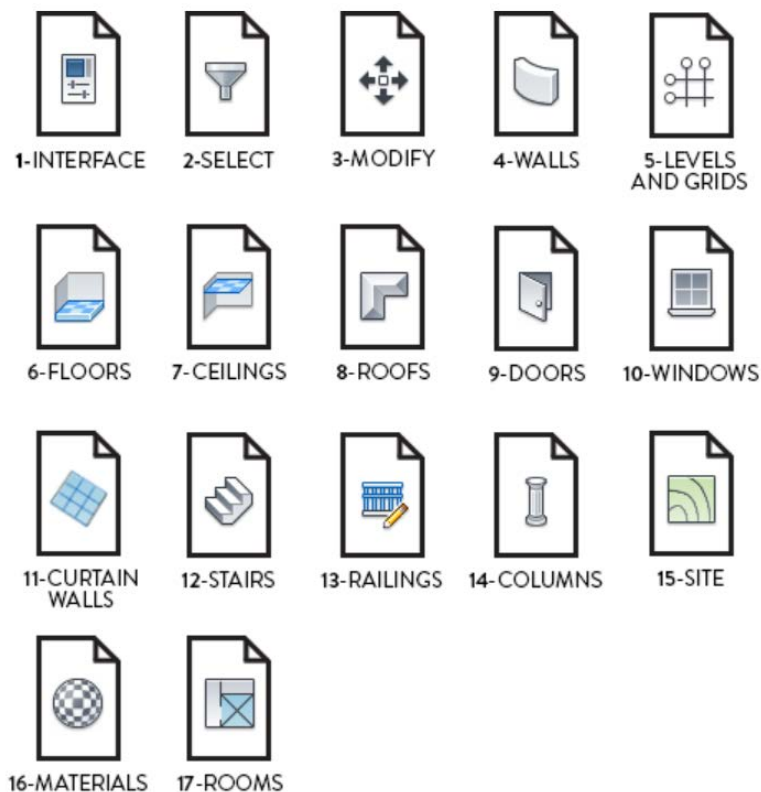




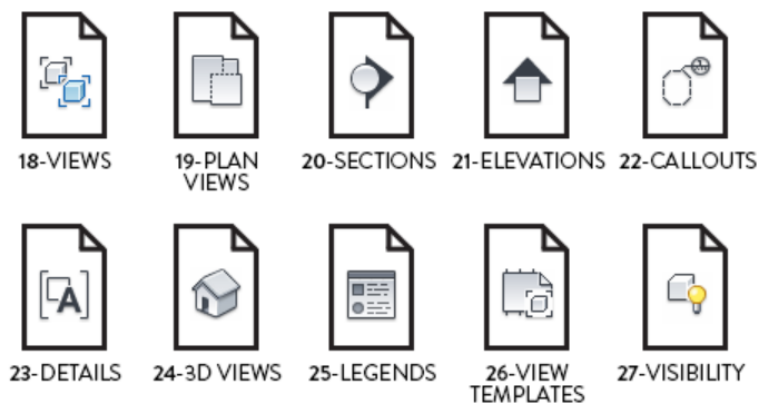
AUTODESK®
REVIT®

AUTODESK® REVIT® the basics

PART 1: MODEL



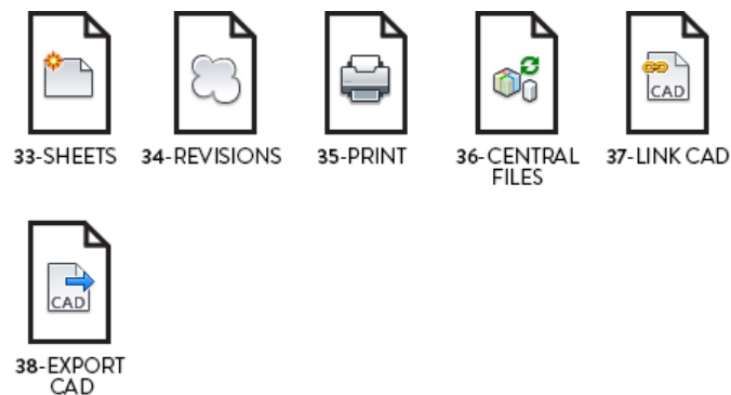
PART 2: VIEWS



PART 3: ANNOTATE



PART 4: PUBLISH AND COLLABORATE



PART 5: ADVANCED TOOLS

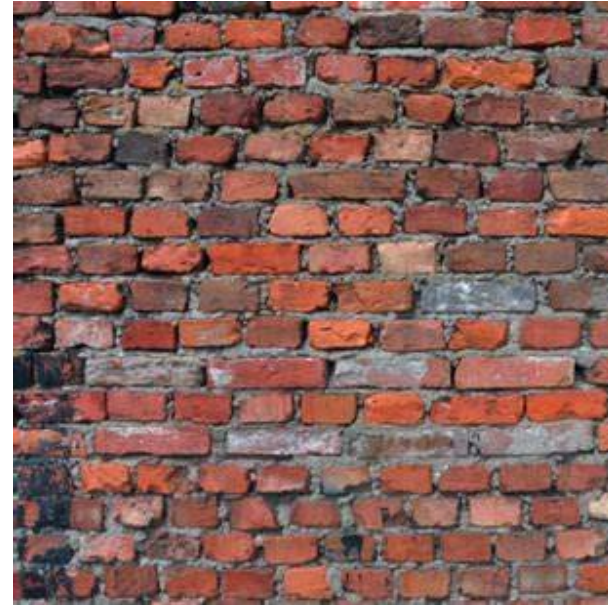
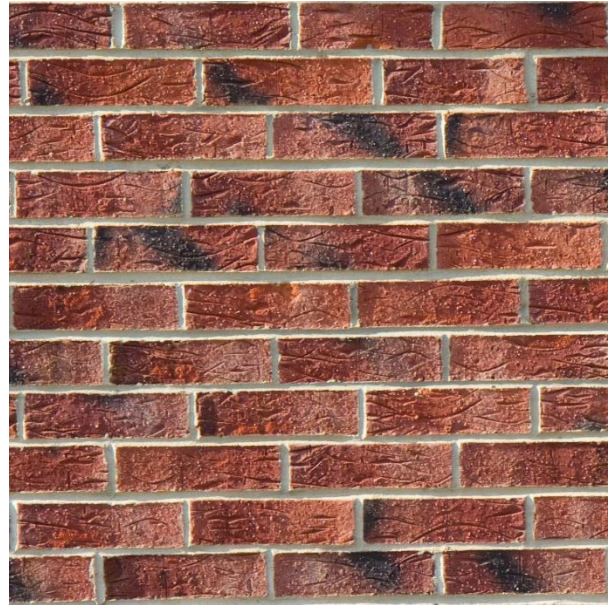


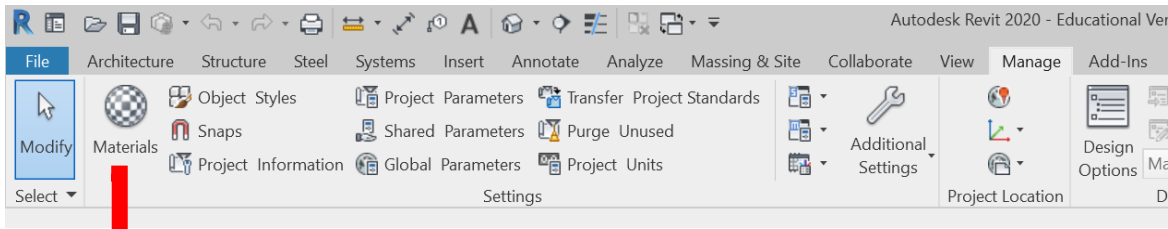
<https://revitpure.com/basics>

<https://academy.autodesk.com/>

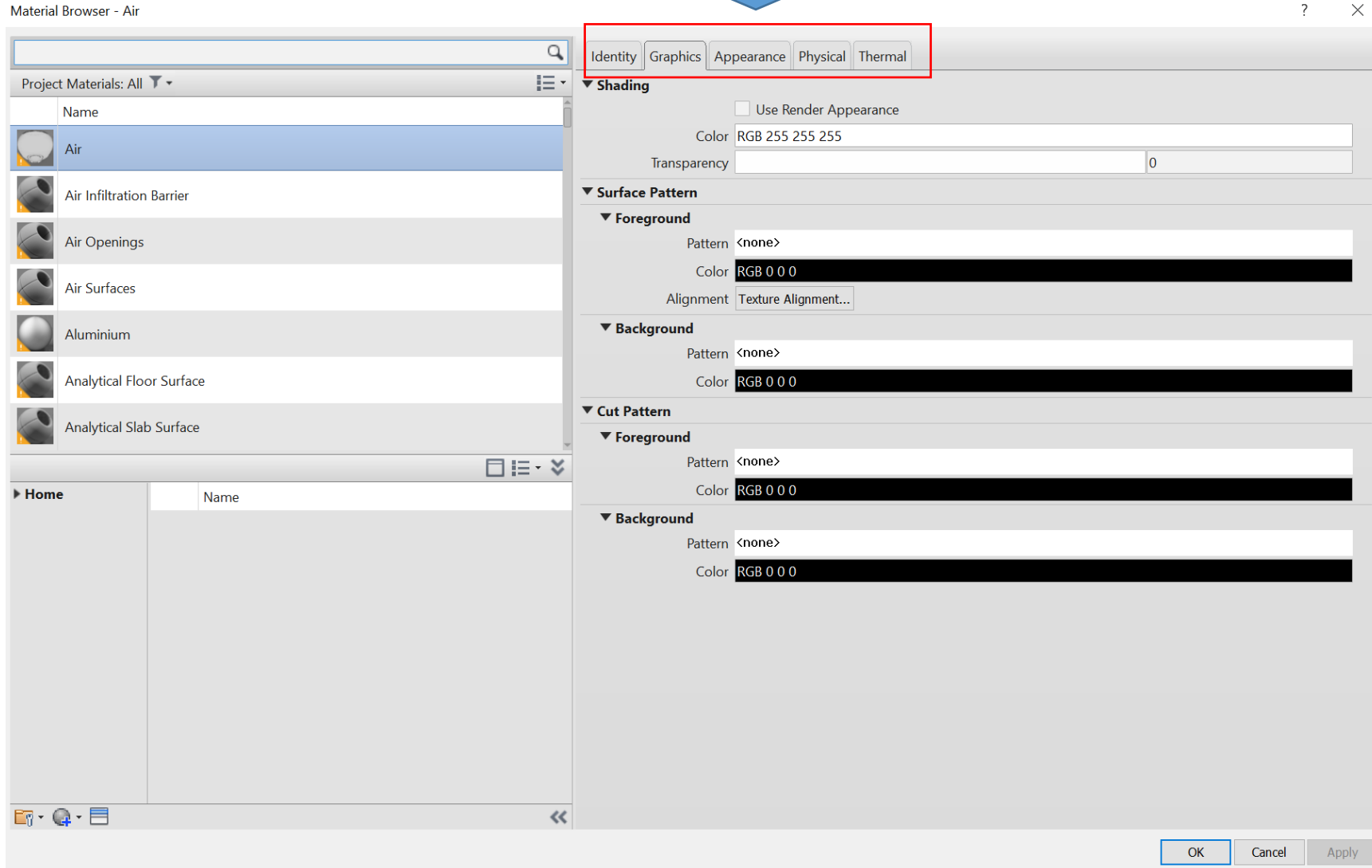


16-MATERIALS





Properties of the Material



Materials
Loaded within
the project



16-MATERIALS

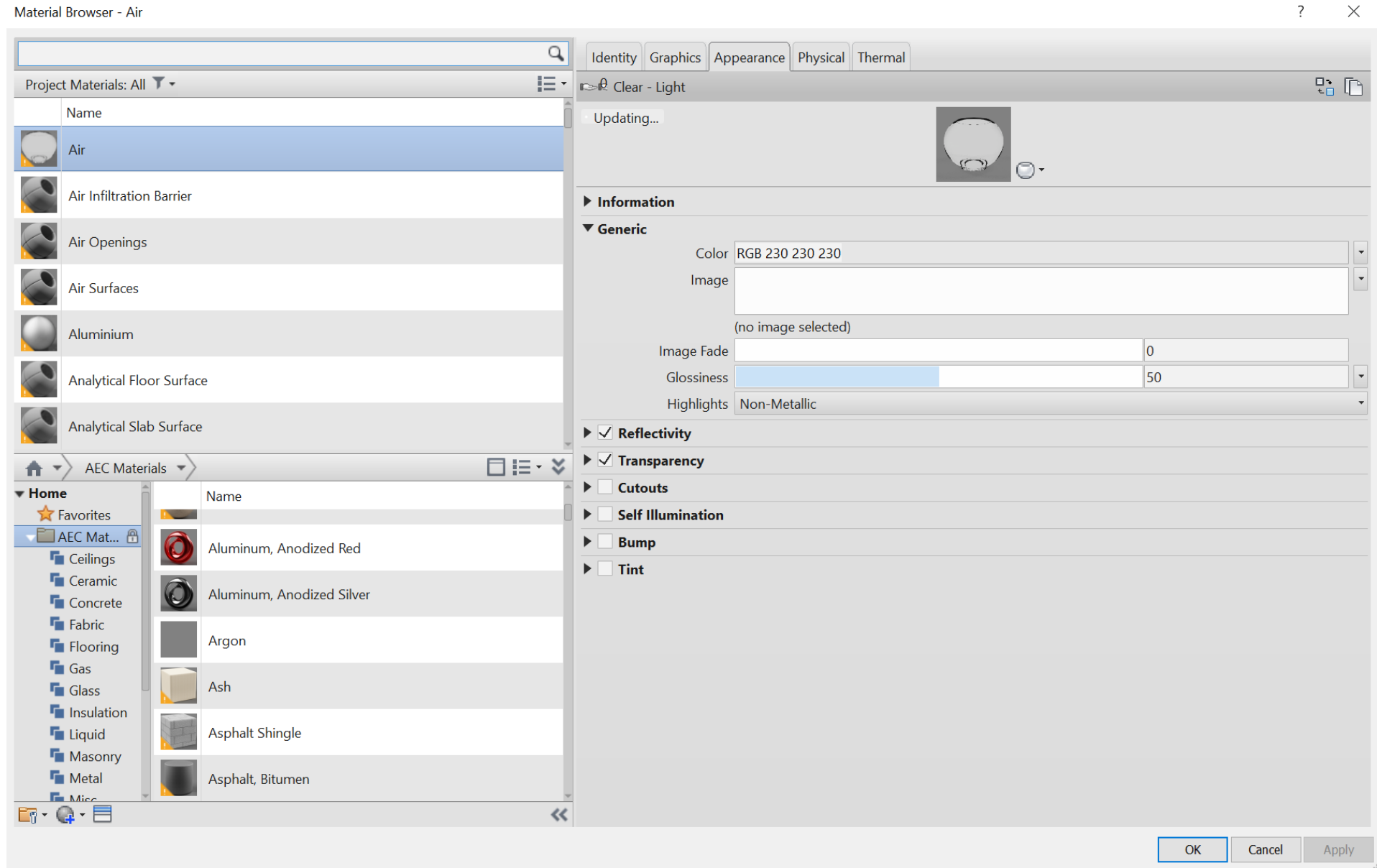


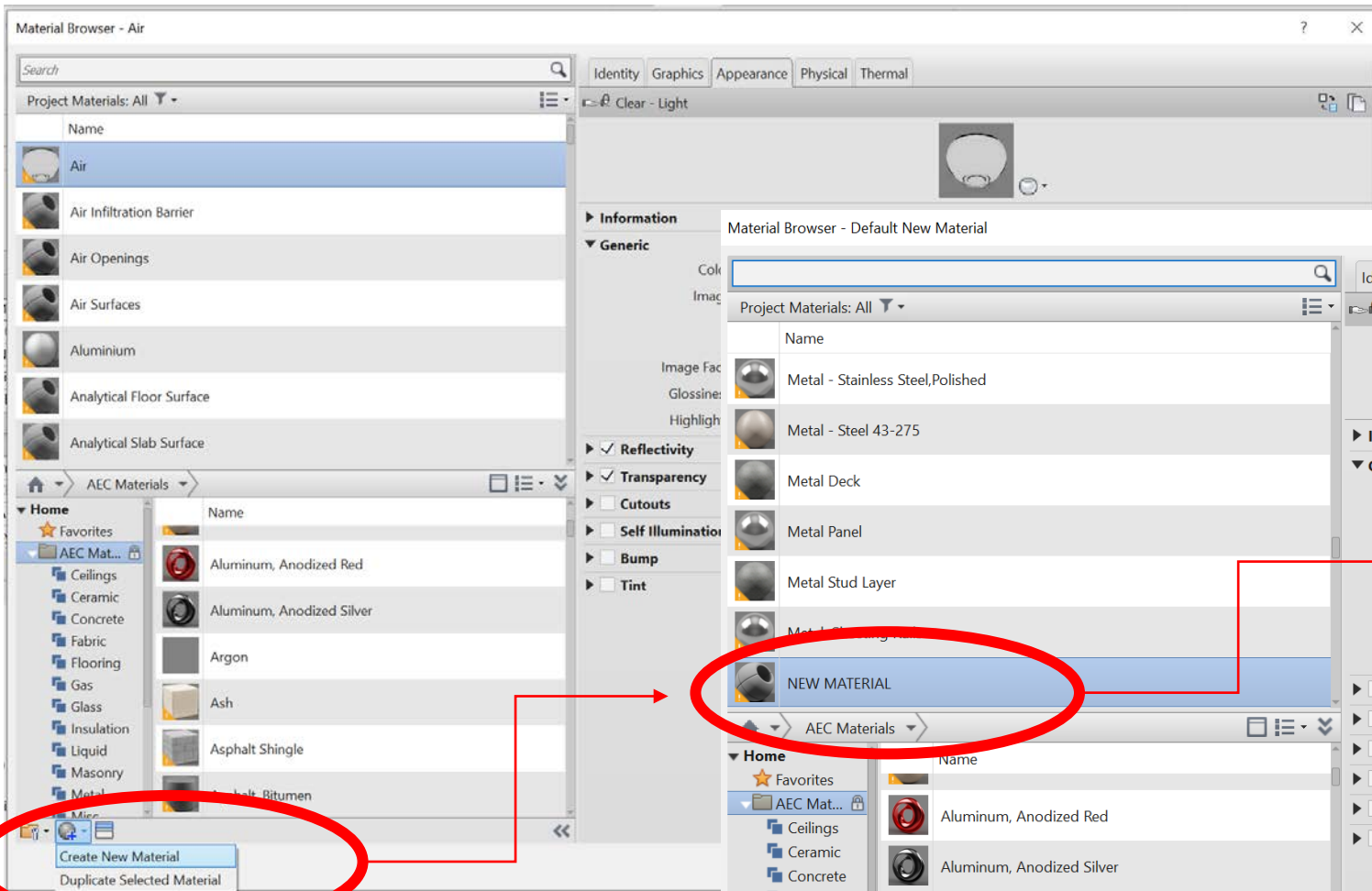
16-MATERIALS

Open the Home
Menu to view
AEC Materials
Library



Additional
Materials can be
loaded in to the
project.

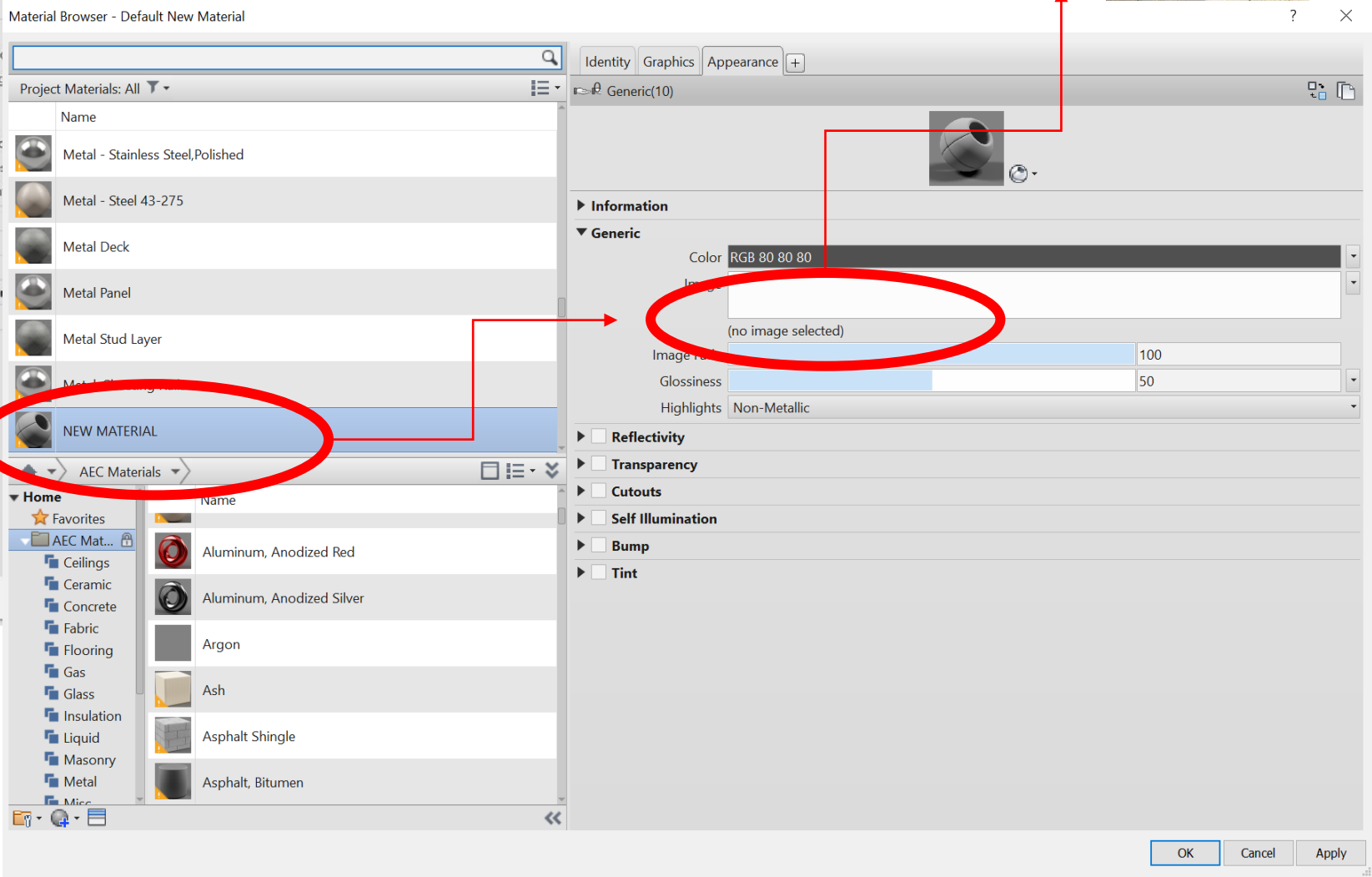
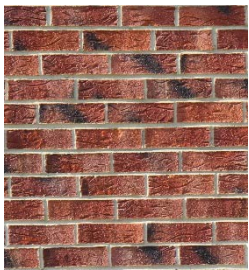




Create a New Material and Rename it.
Images for the material can be added



Load your
own image of
the material





Materials can then be applied to 'Families' such as Walls / Roofs / Floors / Windows etc.

Edit Assembly

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18-VIEWS



19-PLAN
VIEWS



20-SECTIONS



21-ELEVATIONS



22-CALLOUTS



23-DETAILS



24-3D VIEWS



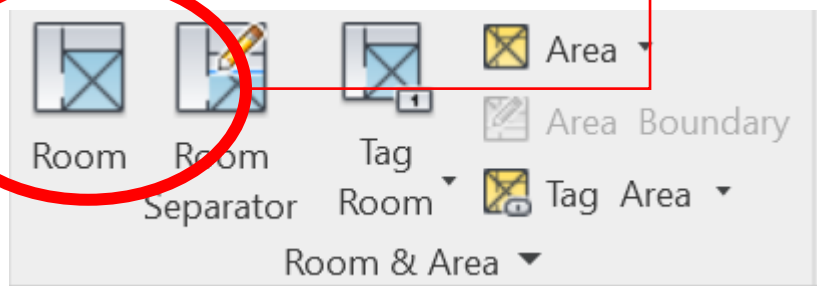
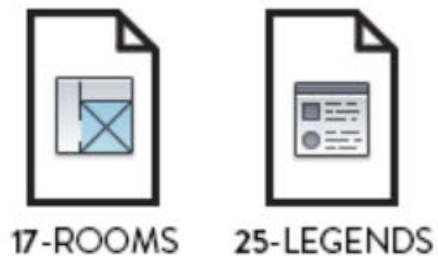
25-LEGENDS



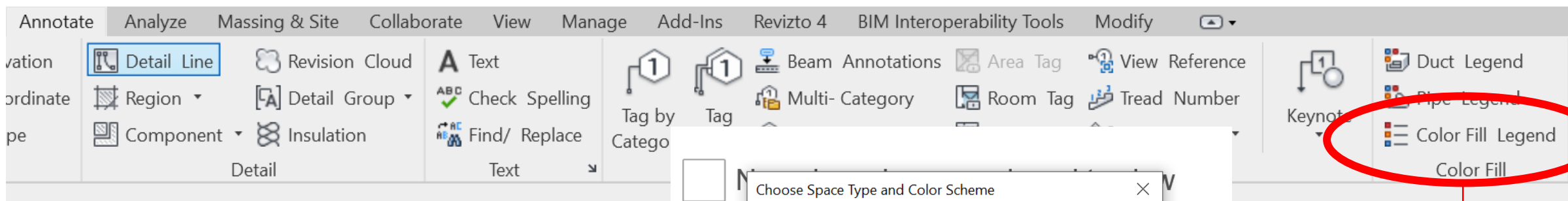
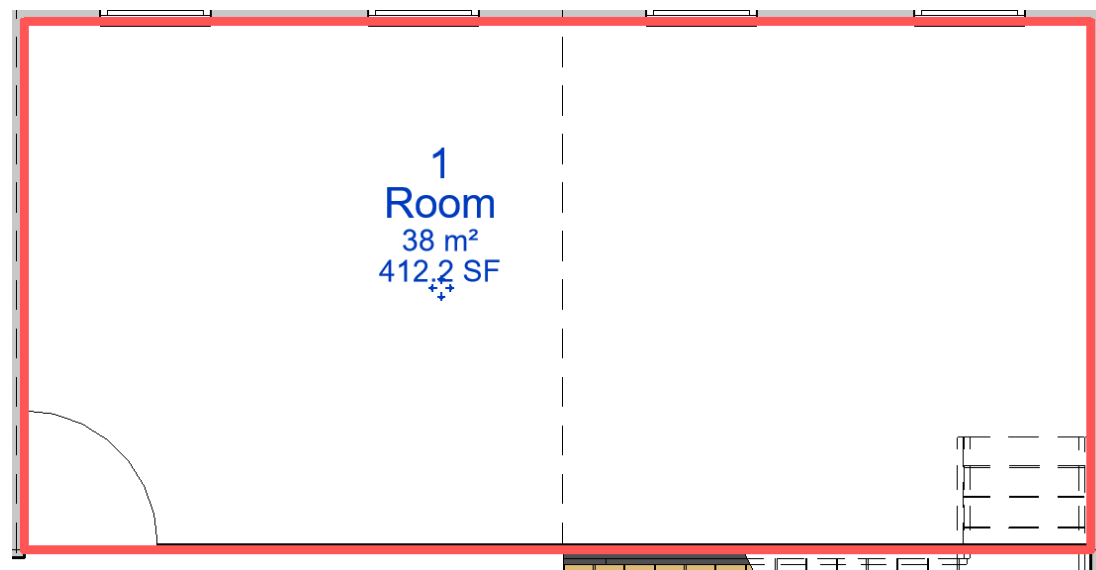
26-VIEW
TEMPLATES



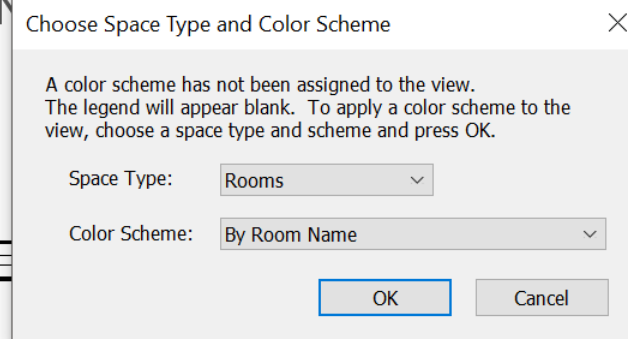
27-VISIBILITY



Add rooms to your Plan from the Architecture Menu



Add a colour fill legend to your Plan from the Annotate Menu



Visibility Properties



26-VIEW
TEMPLATES



27-VISIBILITY

Properties

Floor Plan

Floor Plan: Level 0 Edit Type

Graphics

View Scale	1 : 100
Scale Value 1:	100
Display Model	Normal
Detail Level	Fine
Parts Visibility	Show Original
Visibility/Graphics Ov...	Edit...
Graphic Display Opti...	Edit...
Orientation	Project North
Wall Join Display	Clean all wall joins
Discipline	Architectural
Show Hidden Lines	By Discipline

[Properties help](#) Apply

Visibility/Graphic Overrides for Floor Plan: Level 0

Model Categories Annotation Categories Analytical Model Categories Imported Categories Filters

☒ Show model categories in this view

Filter list: <show all>

If a category is unchecked, it will not be visible.

Visibility	Projection/Surface			Cut		Halftone	Detail Level
	Lines	Patterns	Transparency	Lines	Patterns		
☒ Air Terminals	Override...		Override...			☐	By View
☒ Areas						☐	By View
☒ Cable Tray Fittings						☐	By View
☒ Cable Trays						☐	By View
☒ Casework						☐	By View
☒ Ceilings						☐	By View
☒ Columns						☐	By View
☒ Communication Devices						☐	By View
☒ Conduit Fittings						☐	By View
☒ Conduits						☐	By View
☒ Curtain Panels						☐	By View
☒ Curtain Systems						☐	By View
☒ Curtain Wall Mullions						☐	By View
☒ Data Devices						☐	By View
☒ Detail Items						☐	By View
☒ Doors						☐	By View
☒ Duct Accessories						☐	By View
☒ Duct Fittings						☐	By View
☒ Duct Insulations						☐	By View

All None Invert Expand All

Categories that are not overridden are drawn according to Object Style settings. Object Styles...

Override Host Layers
☐ Cut Line Styles Edit...

OK Cancel Apply Help

Graphic Display Options

▼ Model Display

Style: Hidden Line

☒ Show Edges

☐ Smooth lines with anti-aliasing

Transparency: 0

Silhouettes: <none>

▼ Shadows

☒ Cast Shadows

☐ Show Ambient Shadows

▼ Sketchy Lines

☐ Enable Sketchy Lines

Jitter: 0

Extension: 0

▼ Depth Cueing

☐ Show Depth

Fade Start/End Location:

0 100

Near Far

Fade Limit (%): 0

Light Dark

▼ Lighting

Scheme: Exterior: Sun only

Sun Setting: Sunlight from Top Right

Artificial Lights: Artificial Lights...

Sun: 30

Ambient Light: 0

Shadows: 50

► Photographic Exposure

▼ Background

Background: Gradient

Sky Color: RGB 189-209-208

Horizon Color: RGB 242-242-242

Ground Color: RGB 173-168-155

Save as View Template...

[How do these settings affect view graphics?](#)

OK Cancel Apply

Change transparency / emphasise lines

Cast shadows and add ambient shadows to view

Shows sketchy lines

Adding Depth and Fade to view

Adjusting lighting and intensity of light

Add a generic background to view

Boat House

Create a new project

Download the OSMAP
from Moodle

Insert the OSMAP

Create Project North.

Set up Levels

Prepare Model:

Add Grids

Boat house with Glazed Office

Add Columns

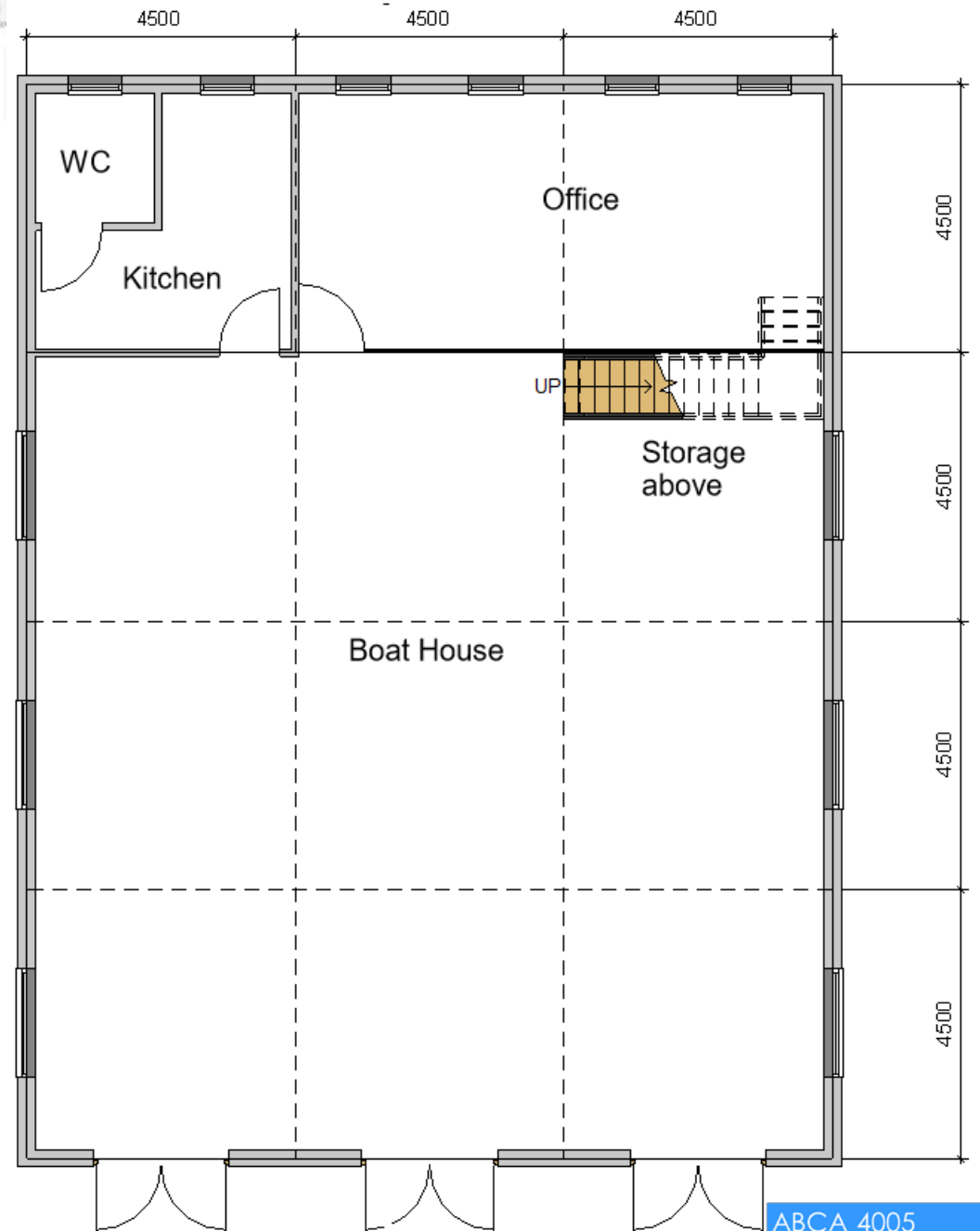
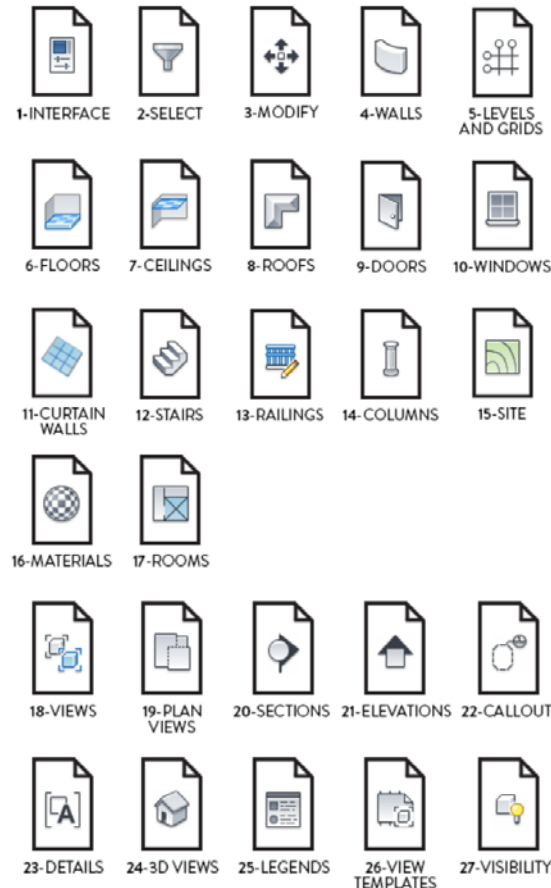
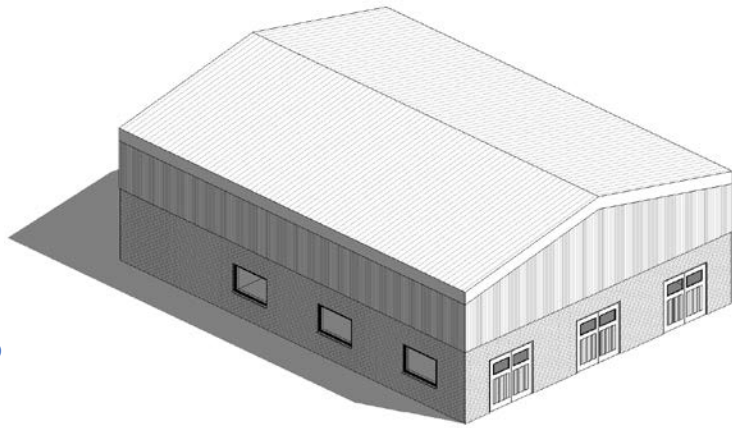
*Brickwork to First Floor and
Timber Cladding to upper areas*

Add windows doors and Rooms

*Add Sections / Elevations and
Callout details*

Set up 3D camera views & render

Add Site Topography



PART 3: ANNOTATE



28-LINES



29-TAGS



30-TEXT

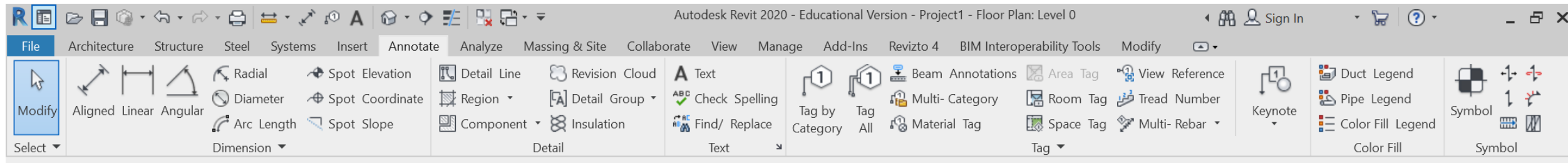


31-REGIONS



32-DIMEN
-SIONS

Annotate menu



Dimensions

Details Text

Tags

Legends

Regions
Details Lines
Detailed Component
Insulation
Revision Clouds

Rooms
Windows
Doors
Spaces

Colour fill
By Room
By Department

Symbols

North Points

PART 4: PUBLISH AND COLLABORATE



33-SHEETS



34-REVISIONS



35-PRINT



36-CENTRAL
FILES



37-LINK CAD



38-EXPORT
CAD

PART 5: ADVANCED TOOLS



39-SCHEDULES



40-PHASES



41-WORKSETS



42-GROUPS



43-MODEL
IN-PLACE



44-FAMILIES



45-DESIGN
OPTIONS