

## REVIT ARCHITECTURE ADVANCED

<b>Credits:</b>	Valid for 16 AIA hours/LUs
<b>Prerequisite:</b>	Working knowledge of Revit Architecture Fundamentals
<b>Available Times:</b>	2 days, 9:00am-5:00pm; 4 mornings, 9:00am-1:00pm; 4 late afternoons, 3:00pm-7:00pm or 4 evenings, 6:00pm-10:00pm

### OBJECTIVE

In this class we will explore the family editor within Revit Architecture. The attendees will learn how to use families in a project, concepts of parametric design and family creation, and best practices to use when creating families.

### TOPICS INCLUDE

**UNDERSTANDING FAMILY TYPES** This section will familiarize attendees with the concept of building elements, including the different types of families, and an introduction to the design environment for creating families.

**LOADABLE FAMILIES OVERVIEW** Attendees will learn how to create building components that would usually be purchased, delivered and installed in and around a building, such as windows, doors, casework, fixtures, furniture, and planting.

**WORKING WITH SYSTEM FAMILIES** In this section, students will be taught how to create system families, such as a custom wall, which exist only in the Revit Architecture project environment, and cannot be loaded or created externally, like loadable families.

**CREATING DETAIL COMPONENT FAMILIES** The central point of this section will be to instruct attendees on how to create detail component families, for example a window sill, that can be used for detailing a full window component family.

**MODIFYING A DOOR FAMILY** In this section users will learn how to create a custom door family based on a flush exterior door from the Revit Imperial Library. The following techniques will be reviewed: creating symbolic lines, adding parameters, creating solid geometry, assigning materials and defining family types.

**CREATING FURNITURE** This portion of the class will focus on creating a new bookcase family from a Revit Family Template. We will begin by creating a family skeleton and parameters, adding shelves and doors, finishing off by reviewing how to control visibility and creating a type catalog.

**BUILDING A COMPLEX WINDOW FAMILY** The section will instruct students on how to create a complex window family from a basic template using nesting standard families to be displayed and scheduled.

**BEST PRACTICES** This final segment of the class will review recommendations for Revit family creation in the context of optimized building information modeling and maintenance.

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