

Beginner Revit Tutorial

Revit 2023



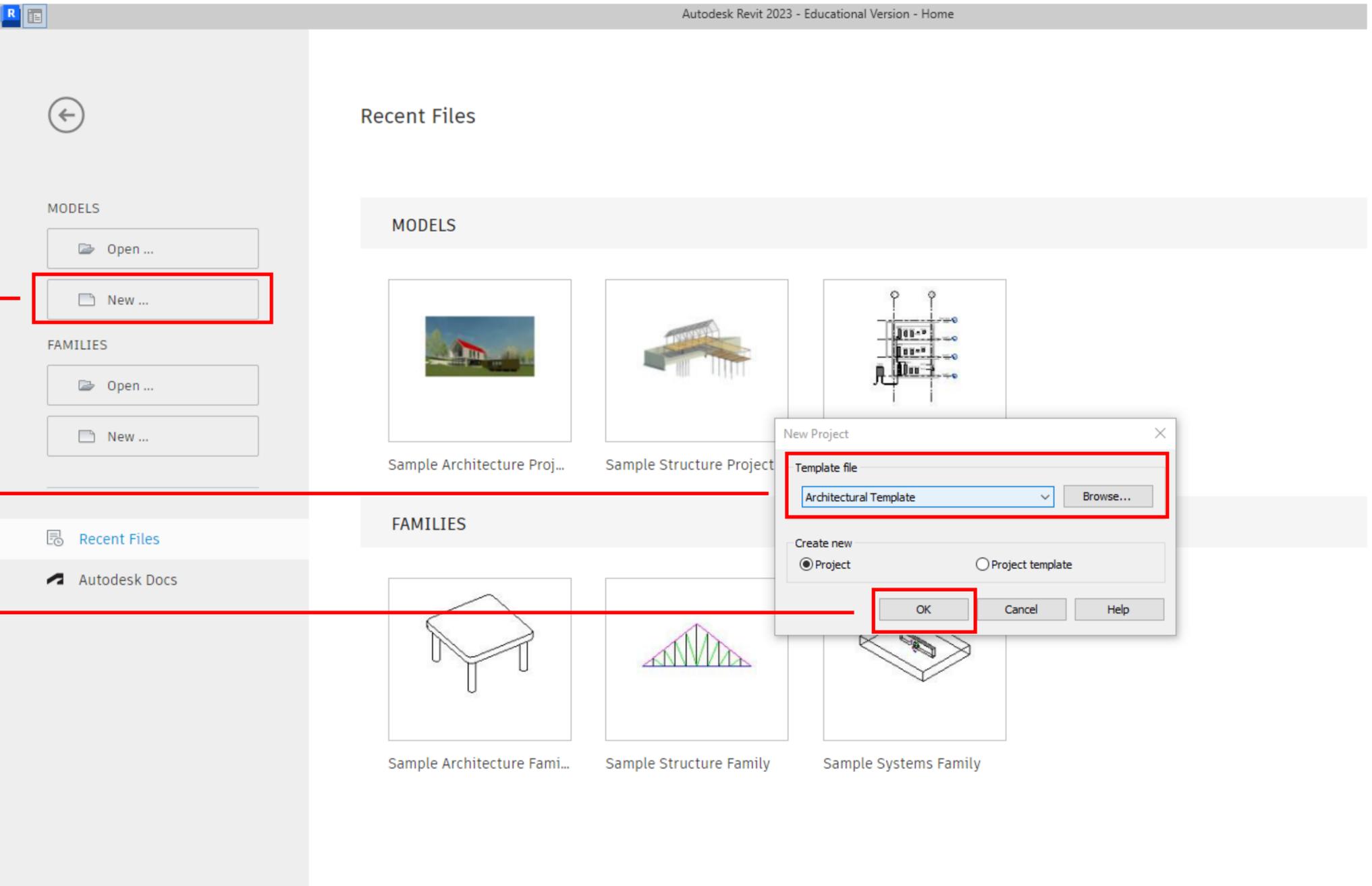
AUTODESK
Revit 2023



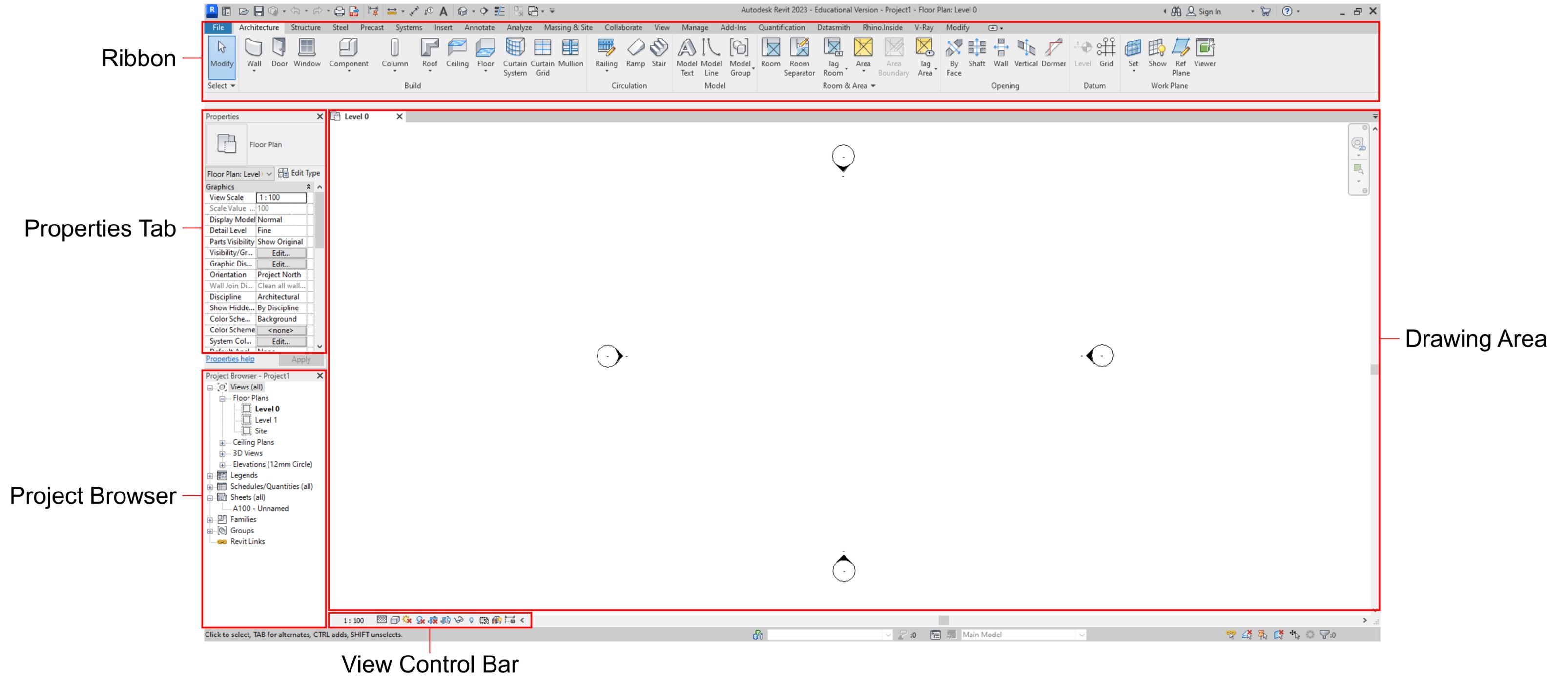
To create a New Project, click on “**New...**”

Then a window should pop up,
under “**Template file**” there should be a
drop down menu and we want to select
‘Architectural Template.’

Then click **OK**, and it should open a new project



GENERAL USER INTERFACE



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Ribbon - The ribbon displays when you create or open a file. It provides all the tools necessary to create a project or family. All the tools are grouped into different categories.

Properties Tab - The Properties tab is where you can view and modify the parameters and properties of the different elements in the project.

Project Browser - The Project Browser shows all the different views, schedules, sheets, groups, and other parts in your current project.

View Control Bar - The View Control Bar has different display options and functions for the current view in the Drawing Area

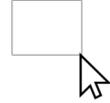
Drawing Area - The Drawing Area displays the selected view, sheet or schedule.

GENERAL MOUSE CONTROLS

LMB

The LMB is used to select and move different elements

Create a selection box - HOLD LMB + Move mouse



Add Elements to a Selection - **HOLD Shift + PRESS LMB**

(If you hold down Shift, a little minus sign will appear above the mouse. So if you hold down Shift, you can deselect objects from a current selection.)



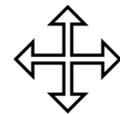
Remove Elements from a selection - **HOLD Ctrl + PRESS LMB**

(If you hold down CTRL, a little plus sign will appear above the mouse. So if you hold down CTRL and start selecting objects they will be added to the current selection.)



MMB

Drag/Pan View - **HOLD MMB + Move Mouse**

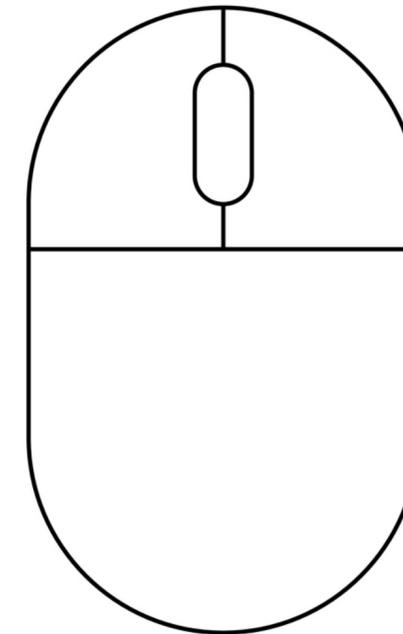


Orbit View in 3D View - HOLD Shift + HOLD MMB + **Move Mouse**
you can orbit the view



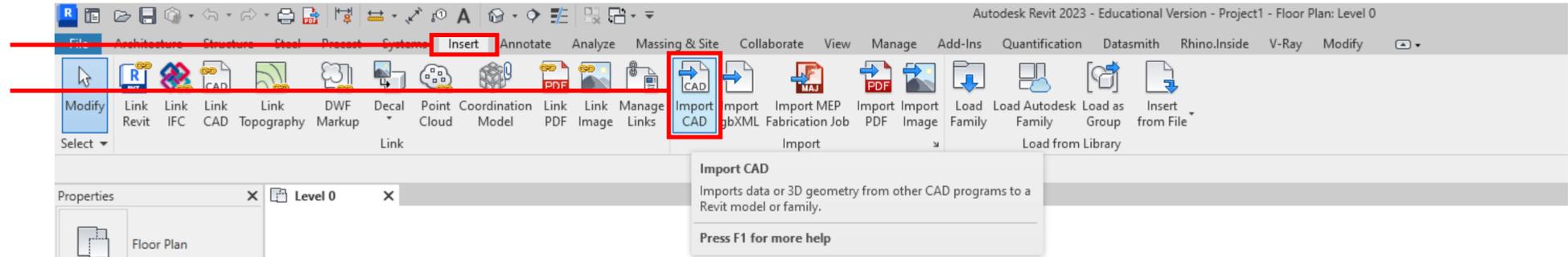
LMB (Left Mouse Button)

MMB (Middle Mouse Button)

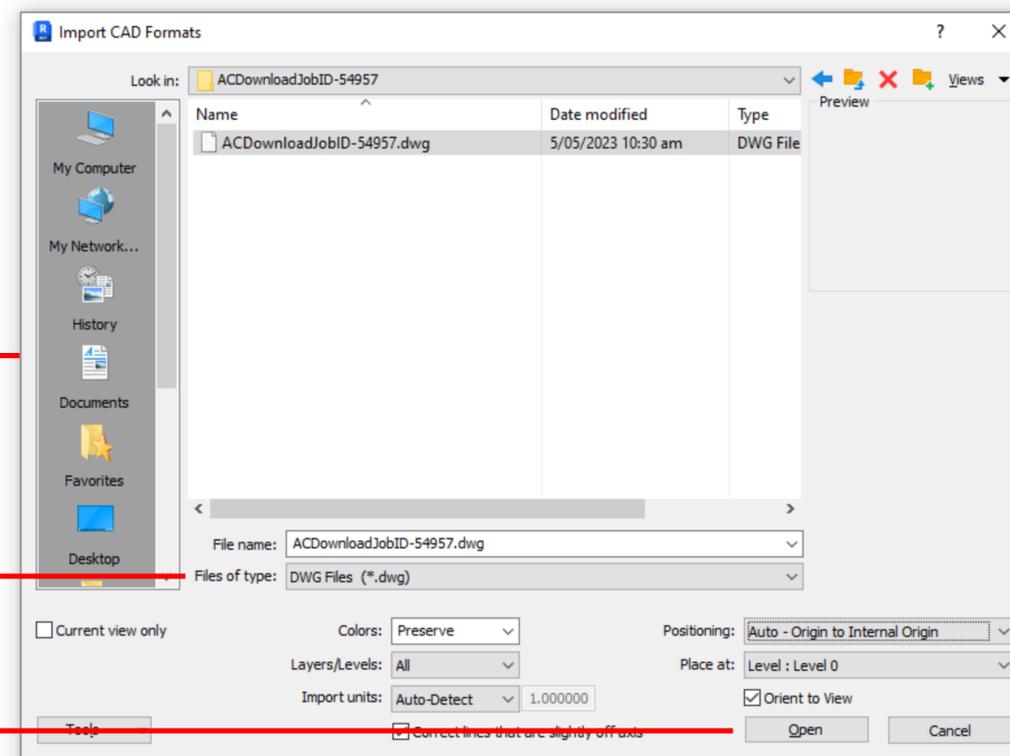


RMB (Right Mouse Button)

To import the contour .dwg file, we first want to go to the **Insert** tab, then click on **Import CAD**

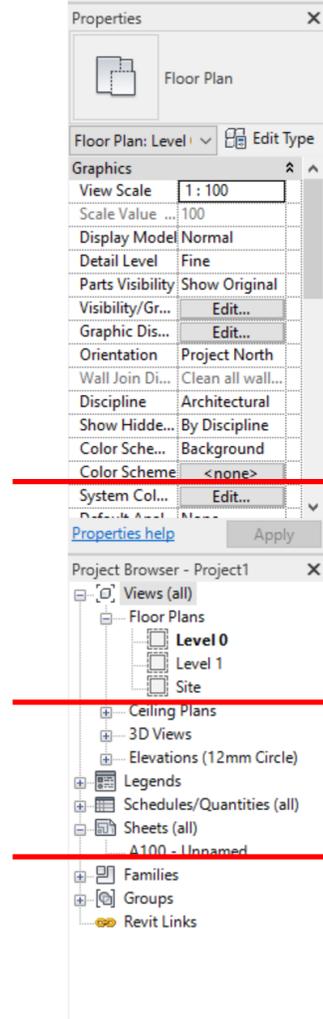


A new window should pop up, Navigate to the '.dwg' file and select it

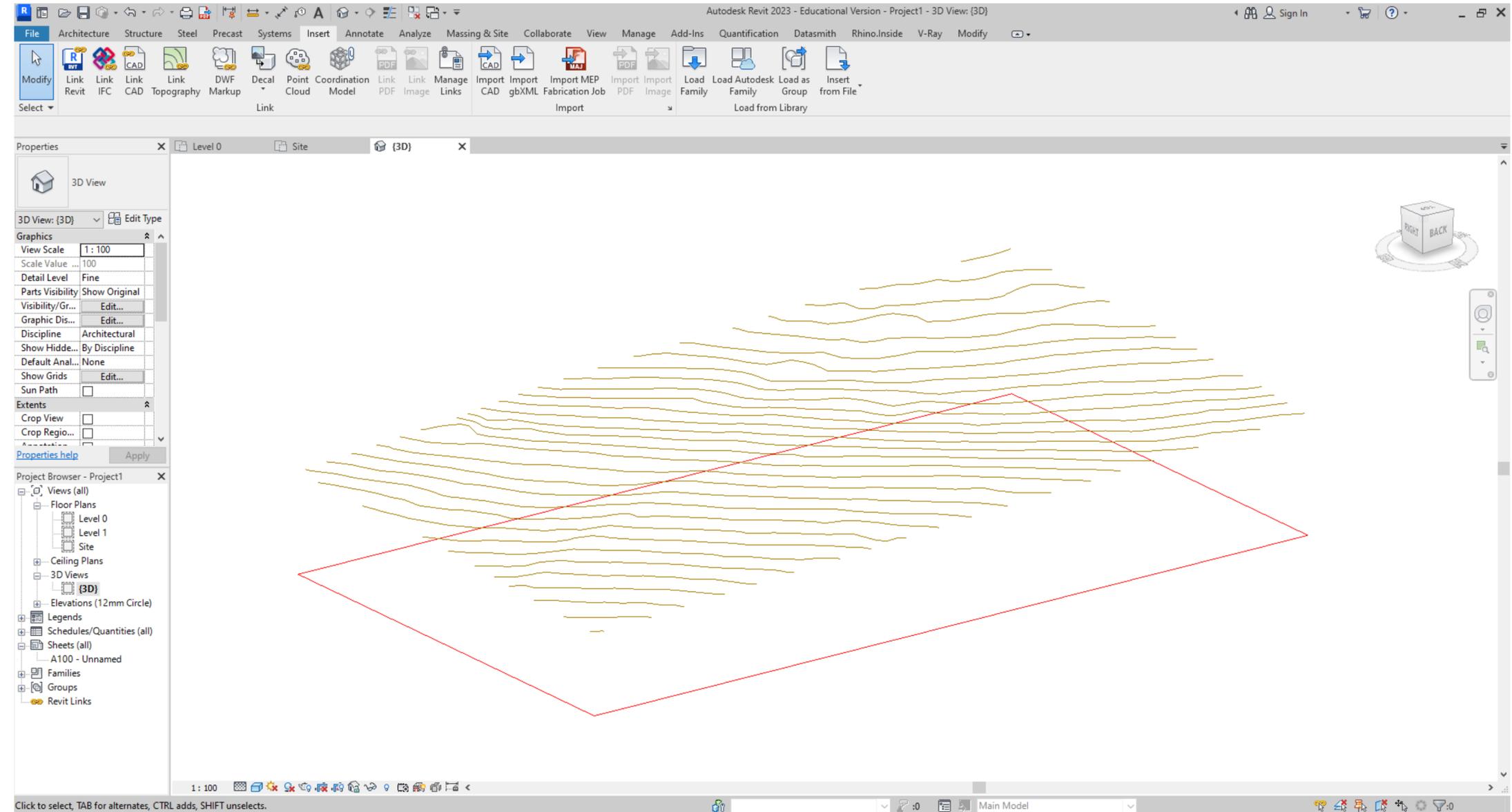


Make sure in the “Files of type:” section you have “DWG Files (*.dwg)” selected

Then click “Open”

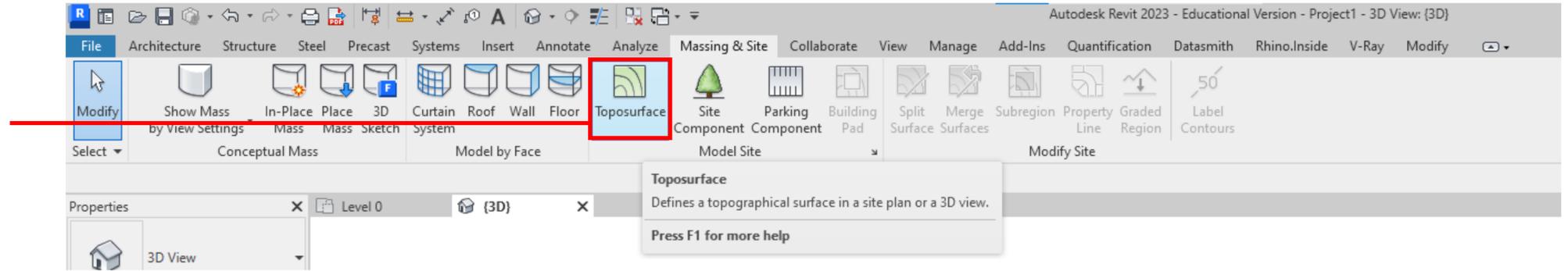


Make sure in the “Files of type:” section you have “DWG Files (*.dwg)” selected

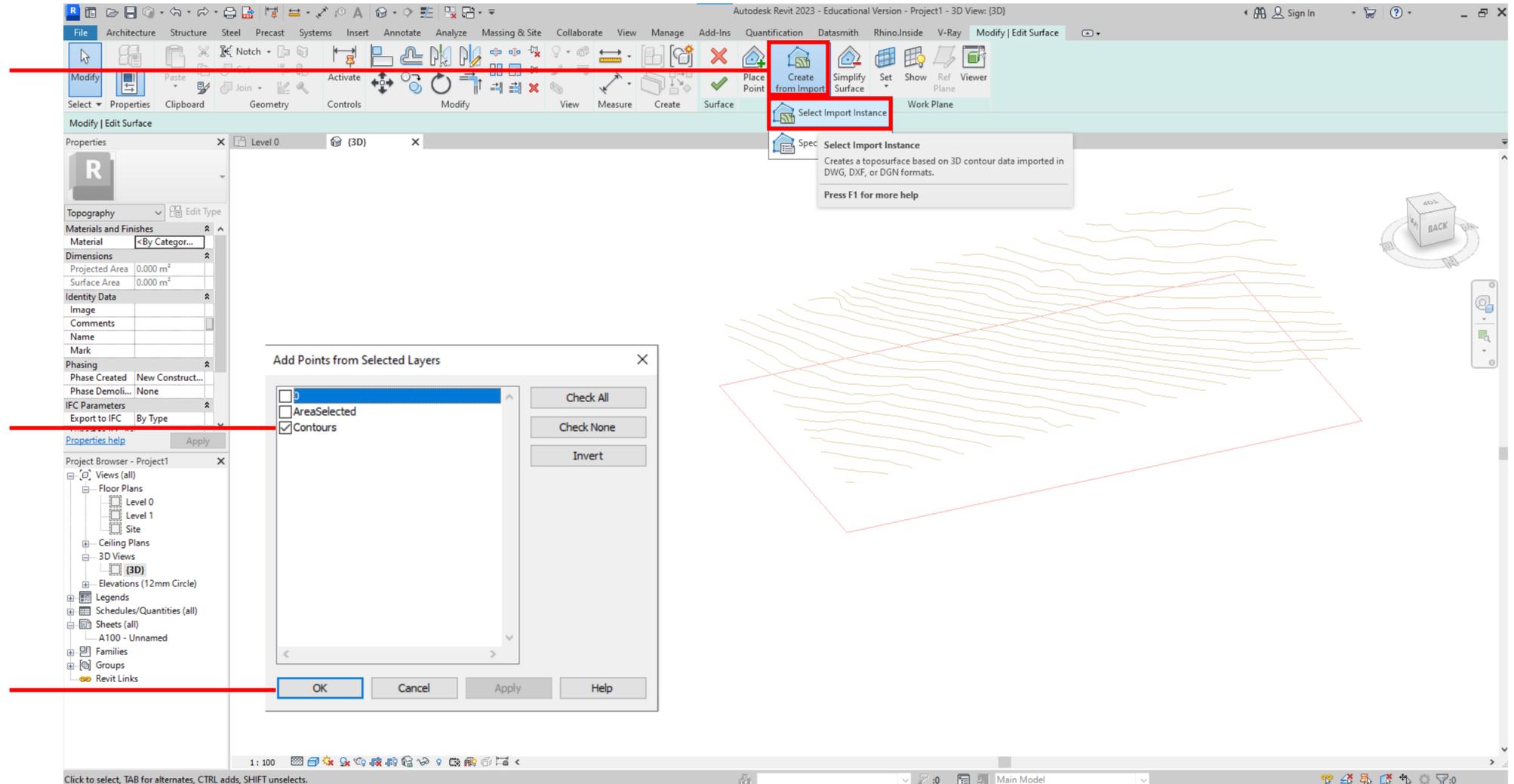


TOPOSURFACE

To make your site topography start with selecting **Toposurface**



In the modify tab **Create from import > Select Import Instance**



Select the **Contours** layer from the pop up window

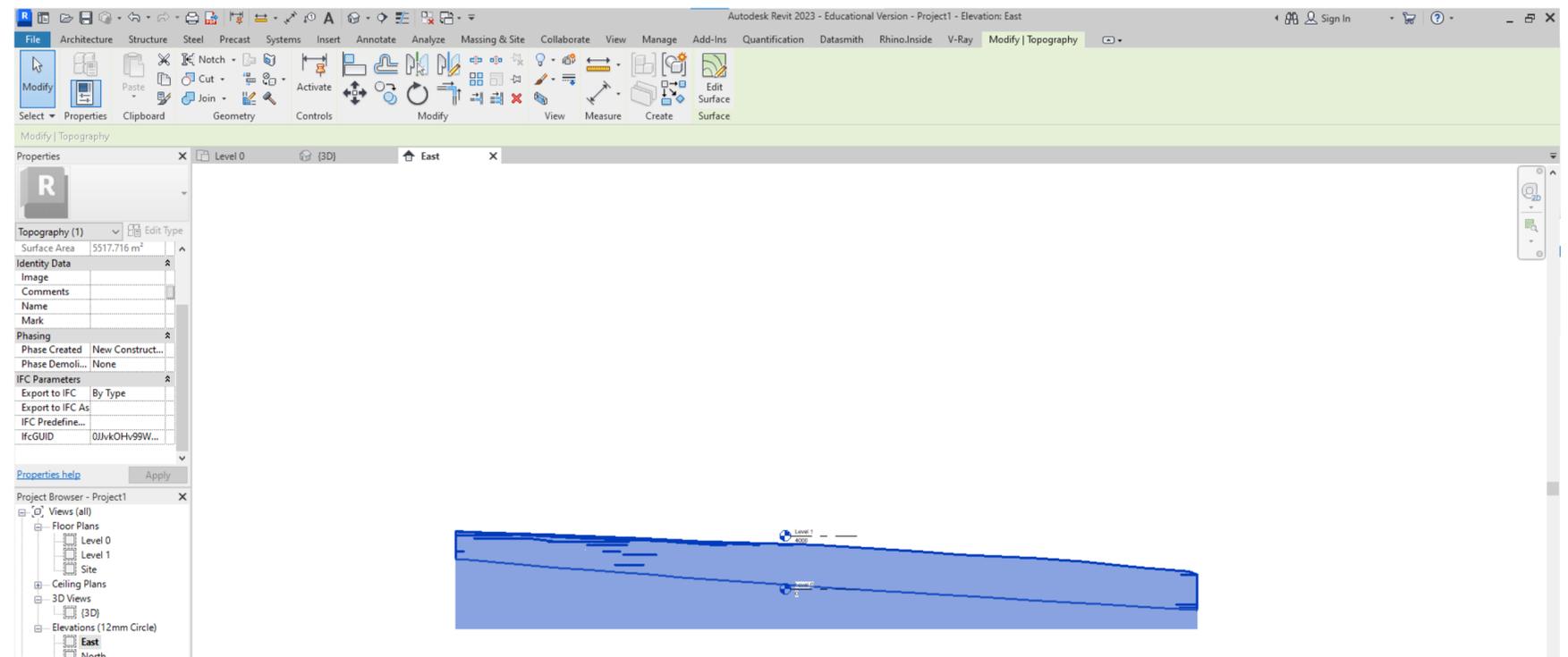
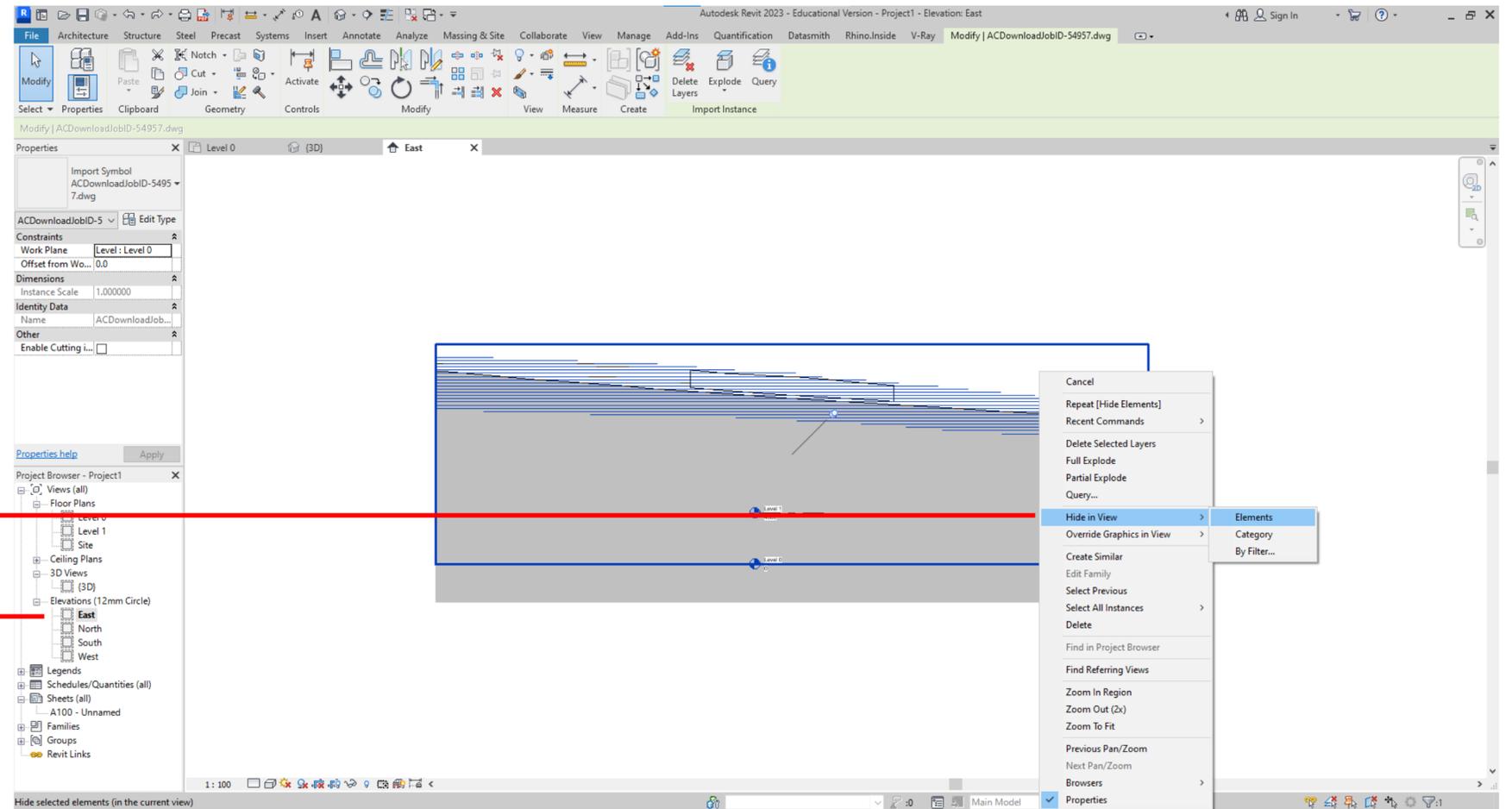
Once the you hit **OK** the topography will be generated

Then hit the tick button to complete the surface



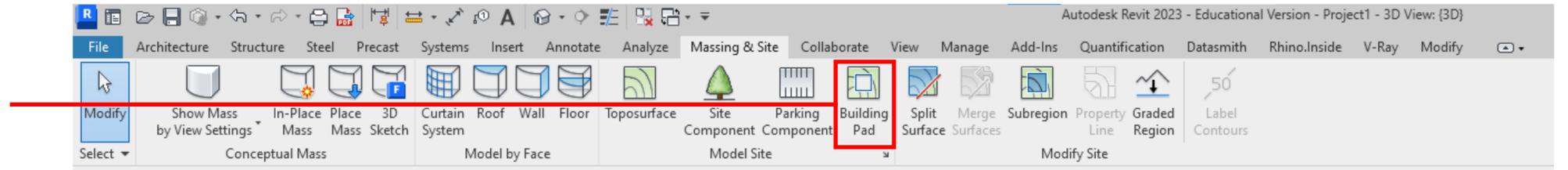
*You can hide imported lines to avoid selection by right clicking the lines and selecting **Hide in View > elements**

Under a elevation view drag the topography down to meet the base floor level

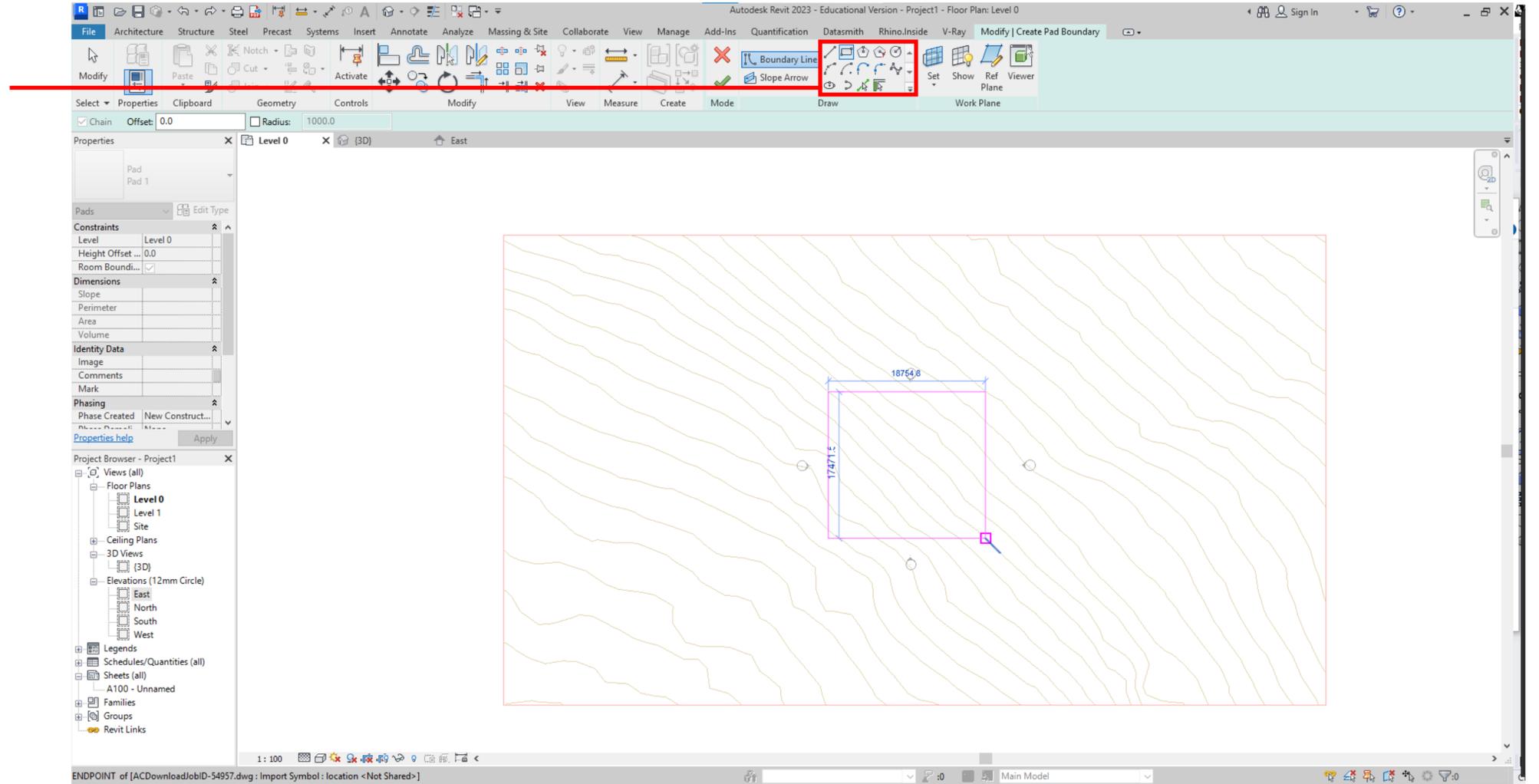


BUILDING PAD

With a Toposurface you can now create a **building pad** for the project to sit on the site.



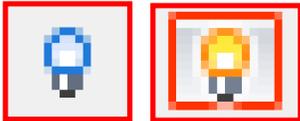
In your base **Floorplan view** sketch out the **Building pad** dimensions using the **Draw** tools



Then hit the tick button to complete

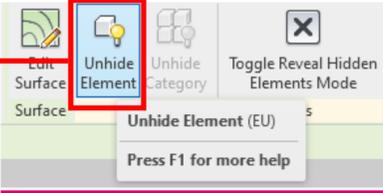
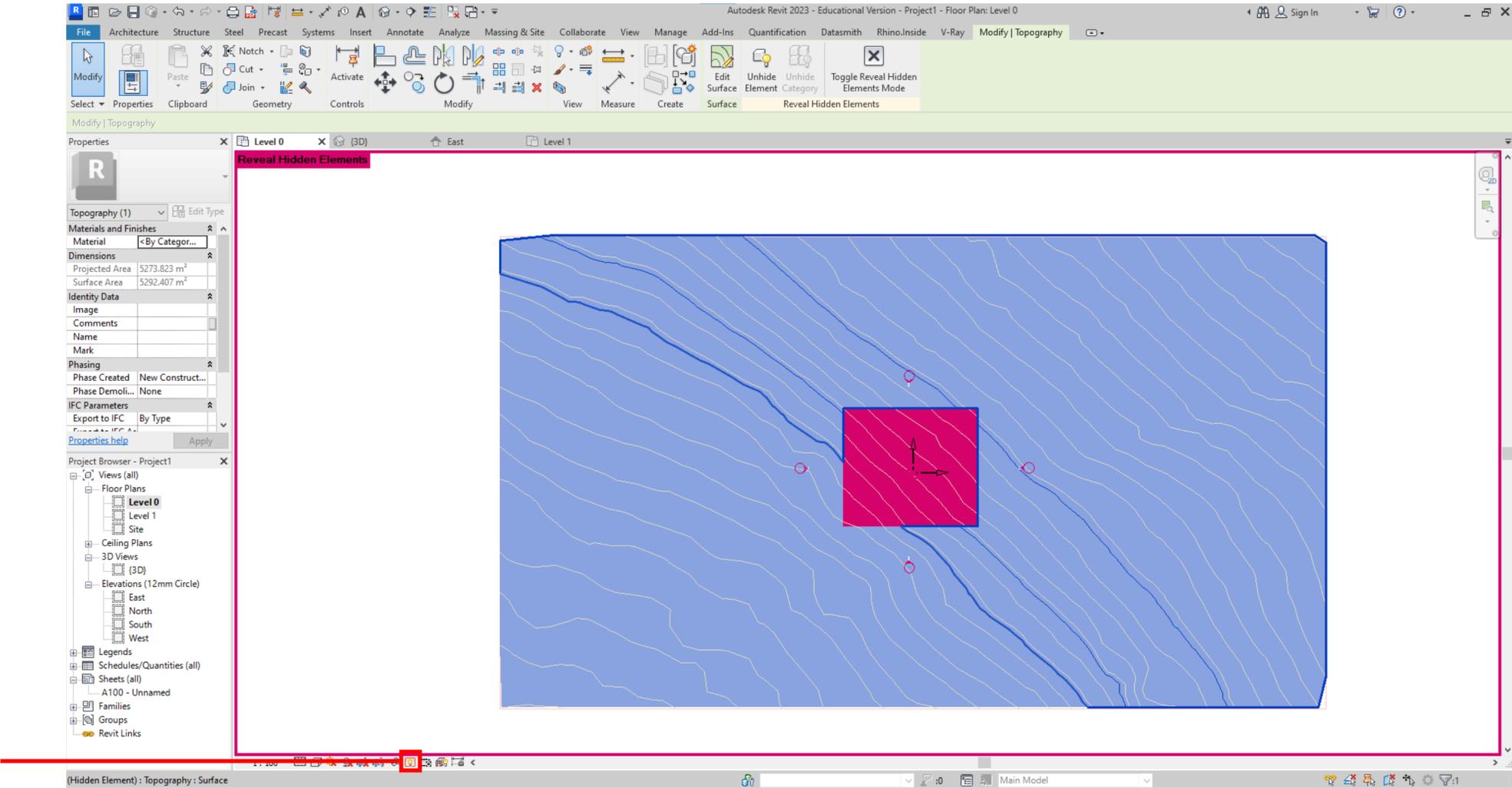


REVEAL HIDDEN ELEMENTS

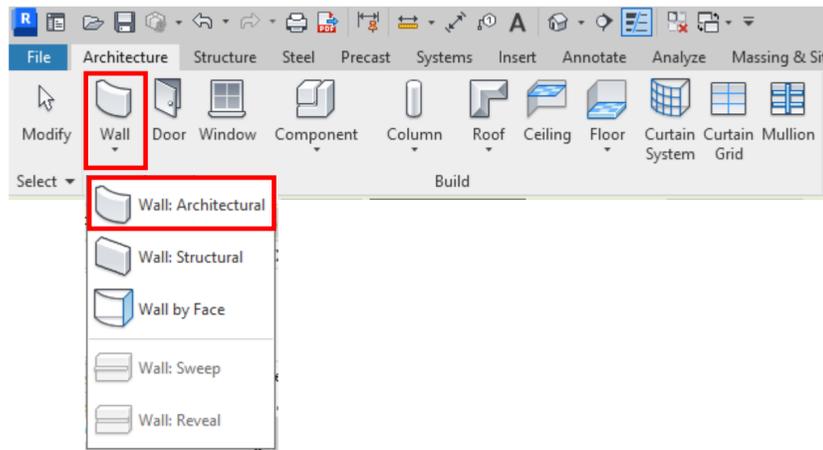


If you find the toposurface hidden in the view you can **Reveal Hidden Elements** using the light bulb button.

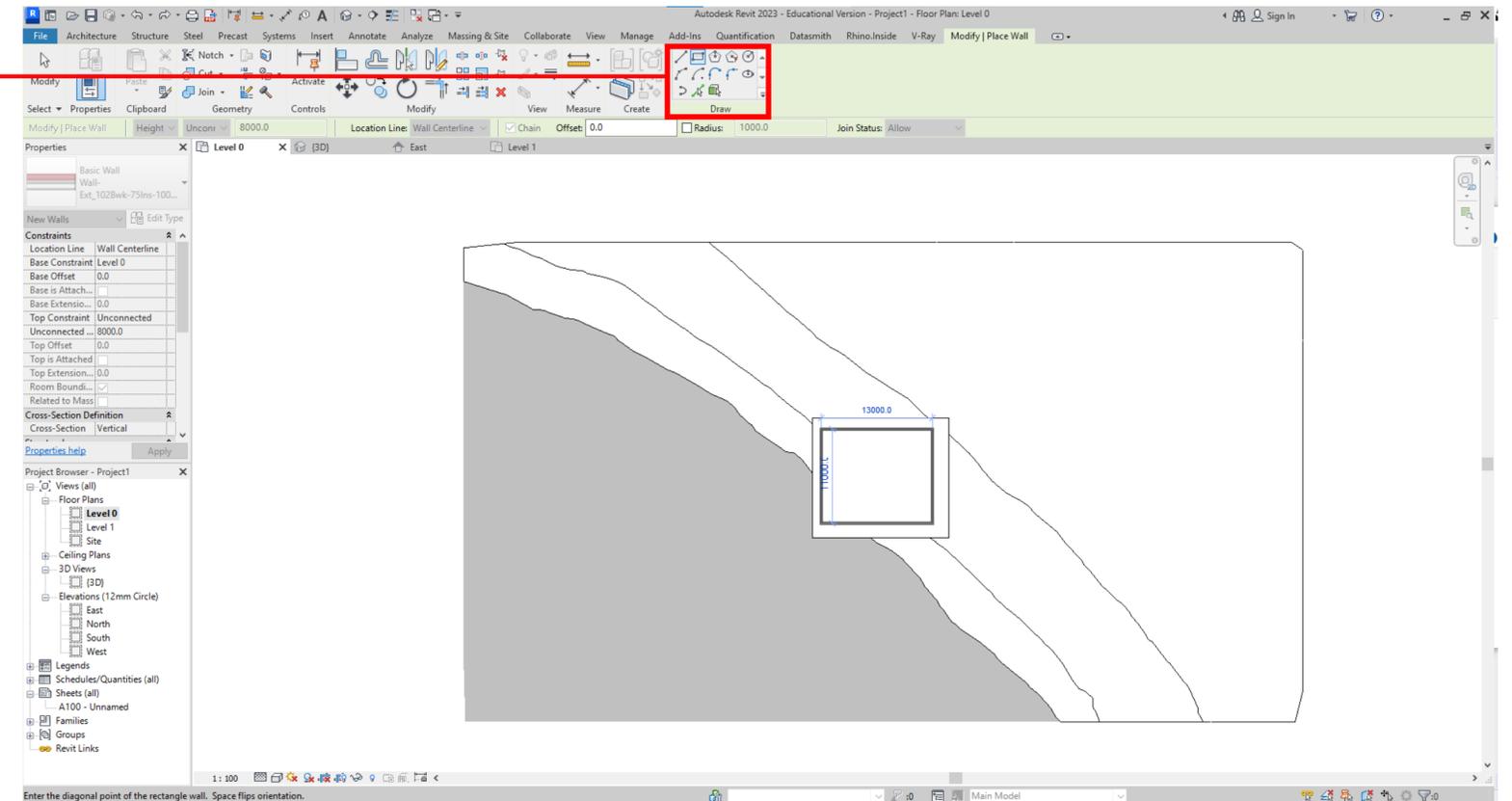
*All objects in hot pink are hidden elements. To unhide select the **hidden element** and click **Unhide Element**



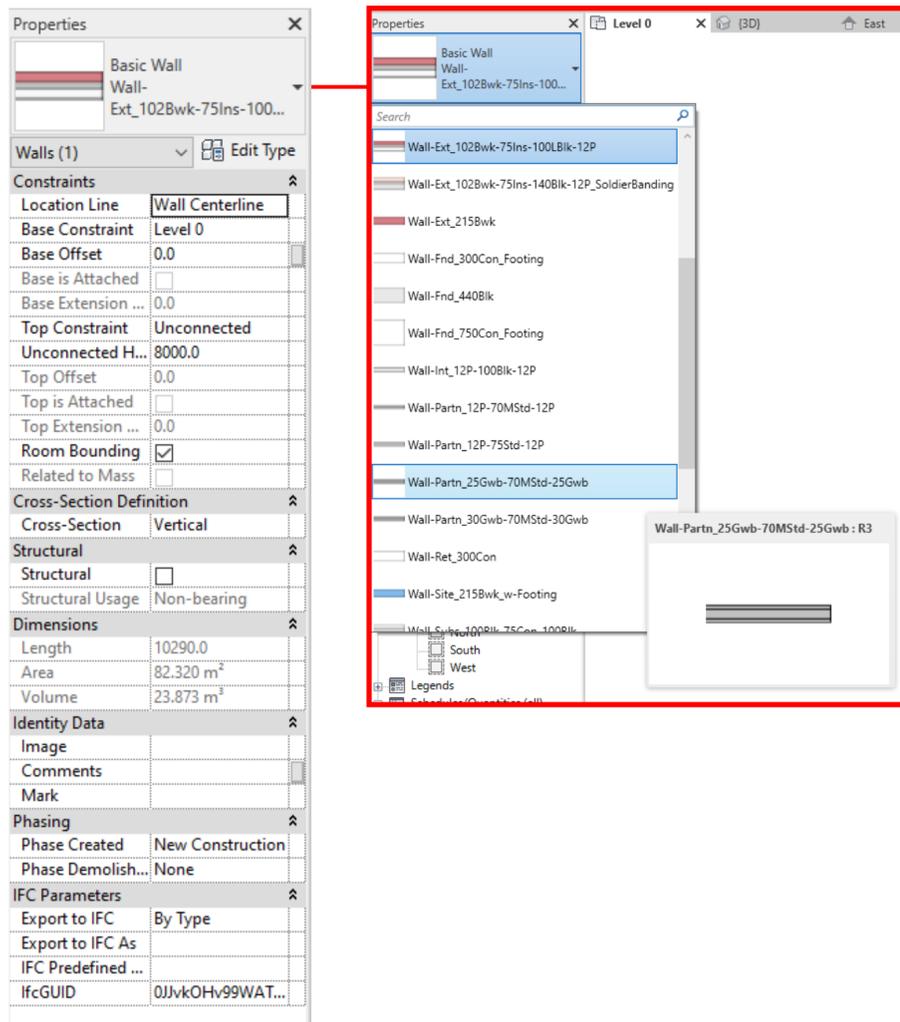
WALLS



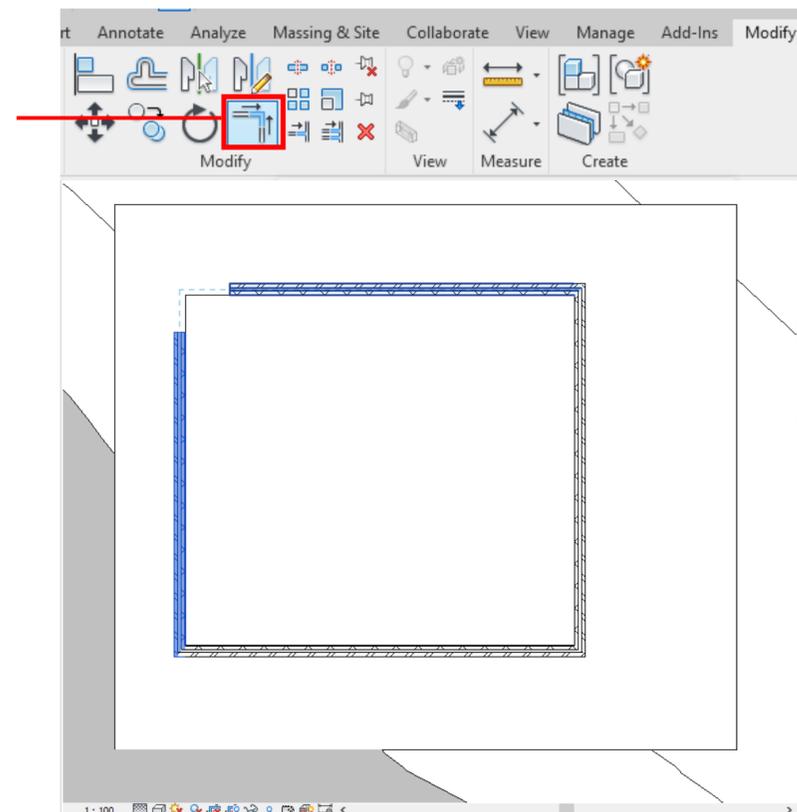
Create a wall with the **Wall tool**
> **Wall: Architectural**
Draw the walls in a **Floor Plan view** using the drawing tools.



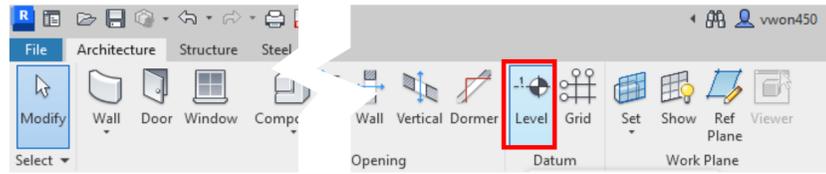
Changing the wall type



Tip -You can connect walls using the **Trim/Extend corner tool** If you've drawn walls or lines that aren't quite meeting this is a fast way to connect them.



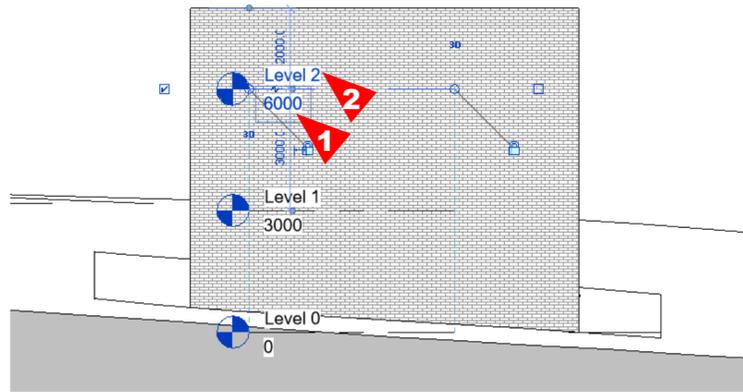
LEVELS



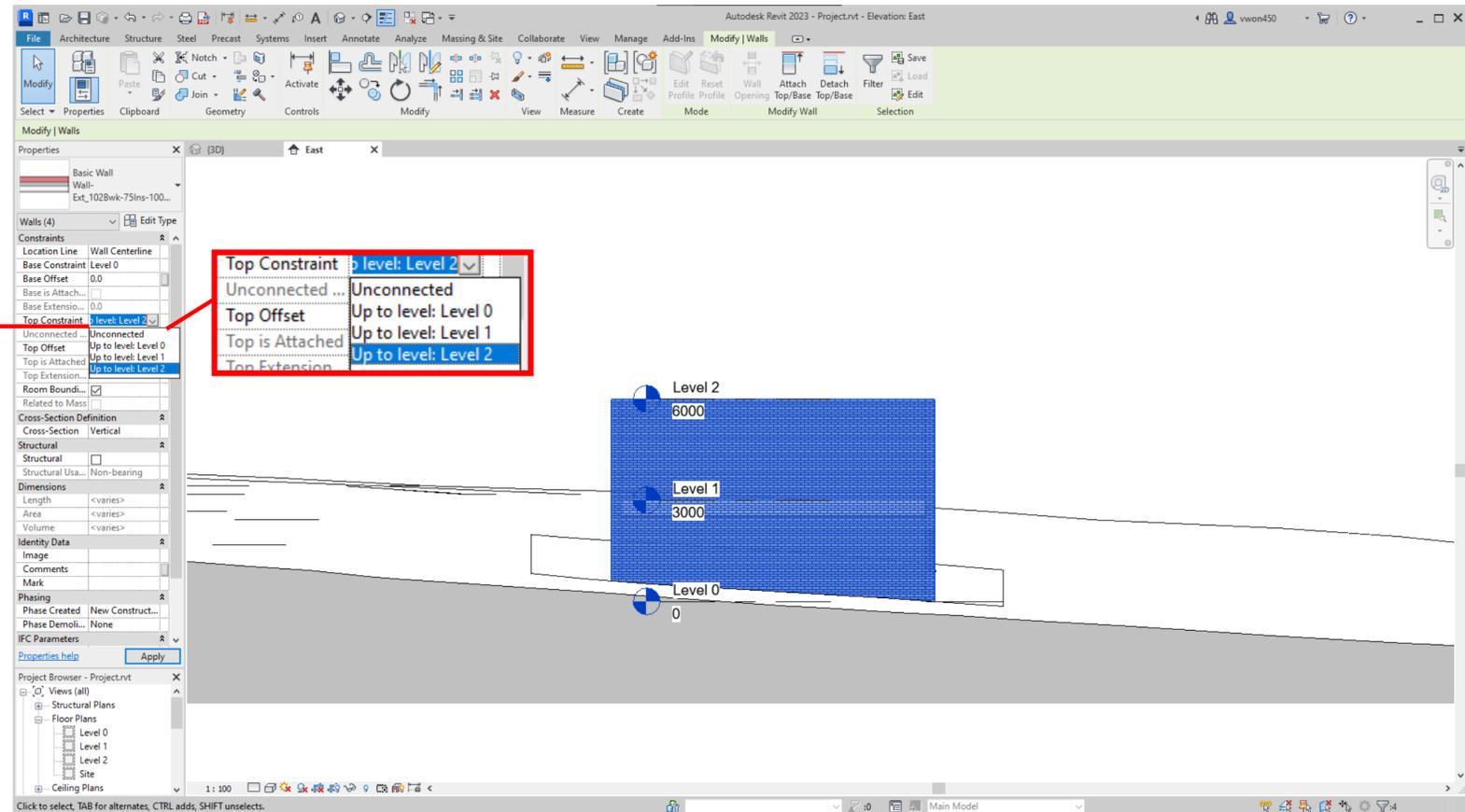
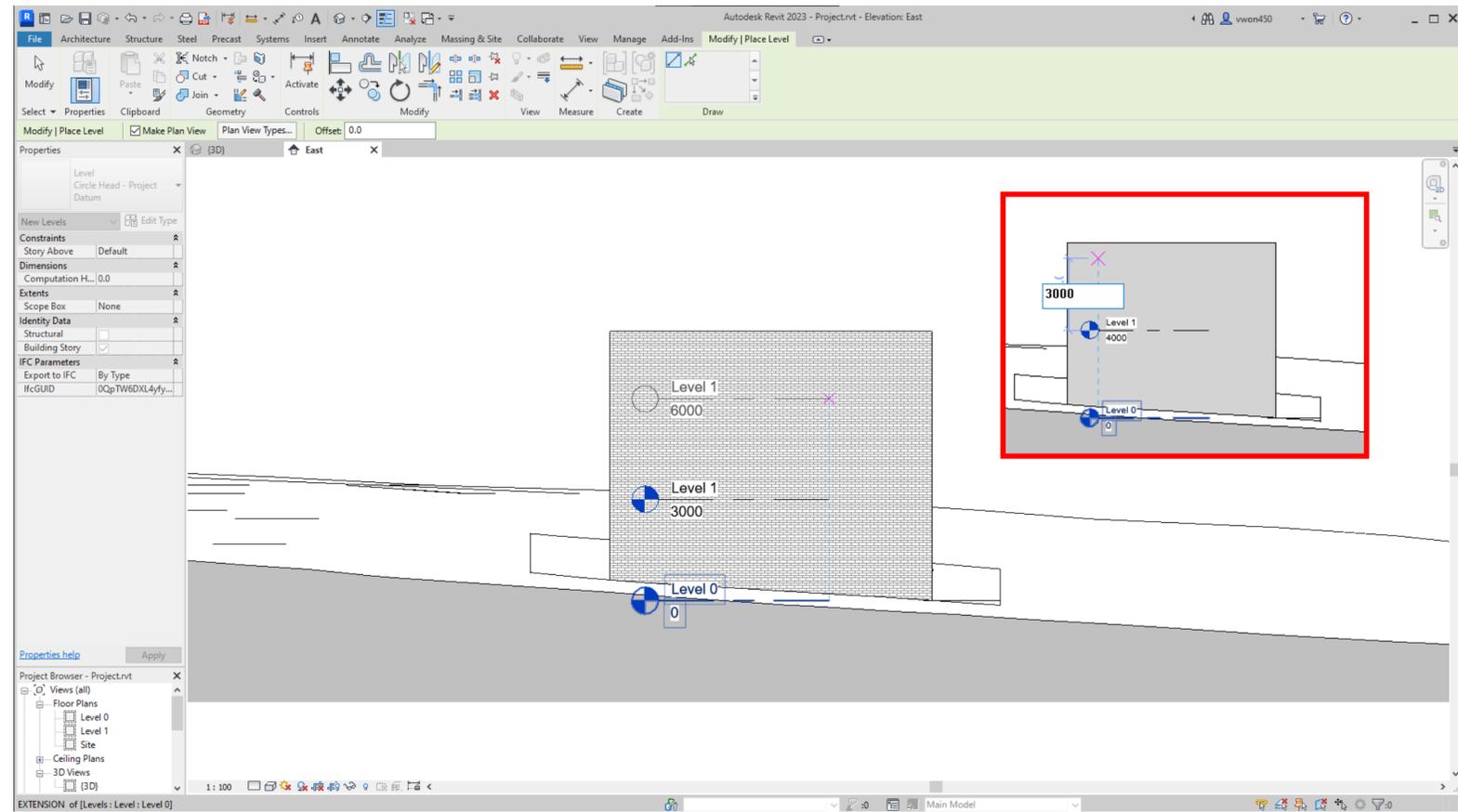
Create a new level in a **elevation** view by selecting the **Level** tool and dragging a new line or **hover and type** the height of your next level eg.3000.

Editing options

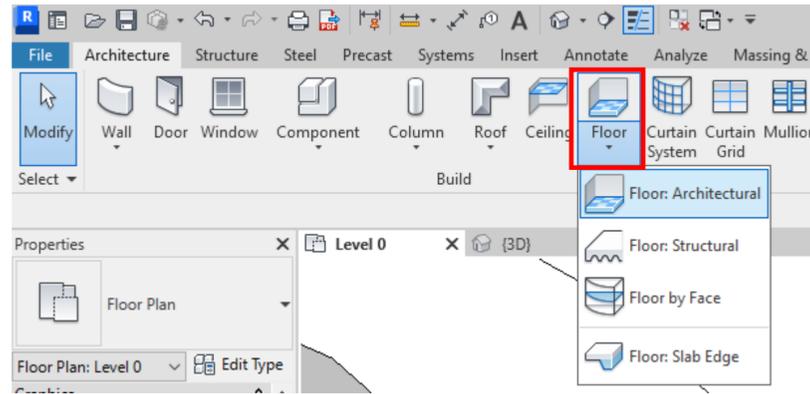
1. Double click to edit height
Or drag up or down
2. Double click to rename
eg. Ground Floor



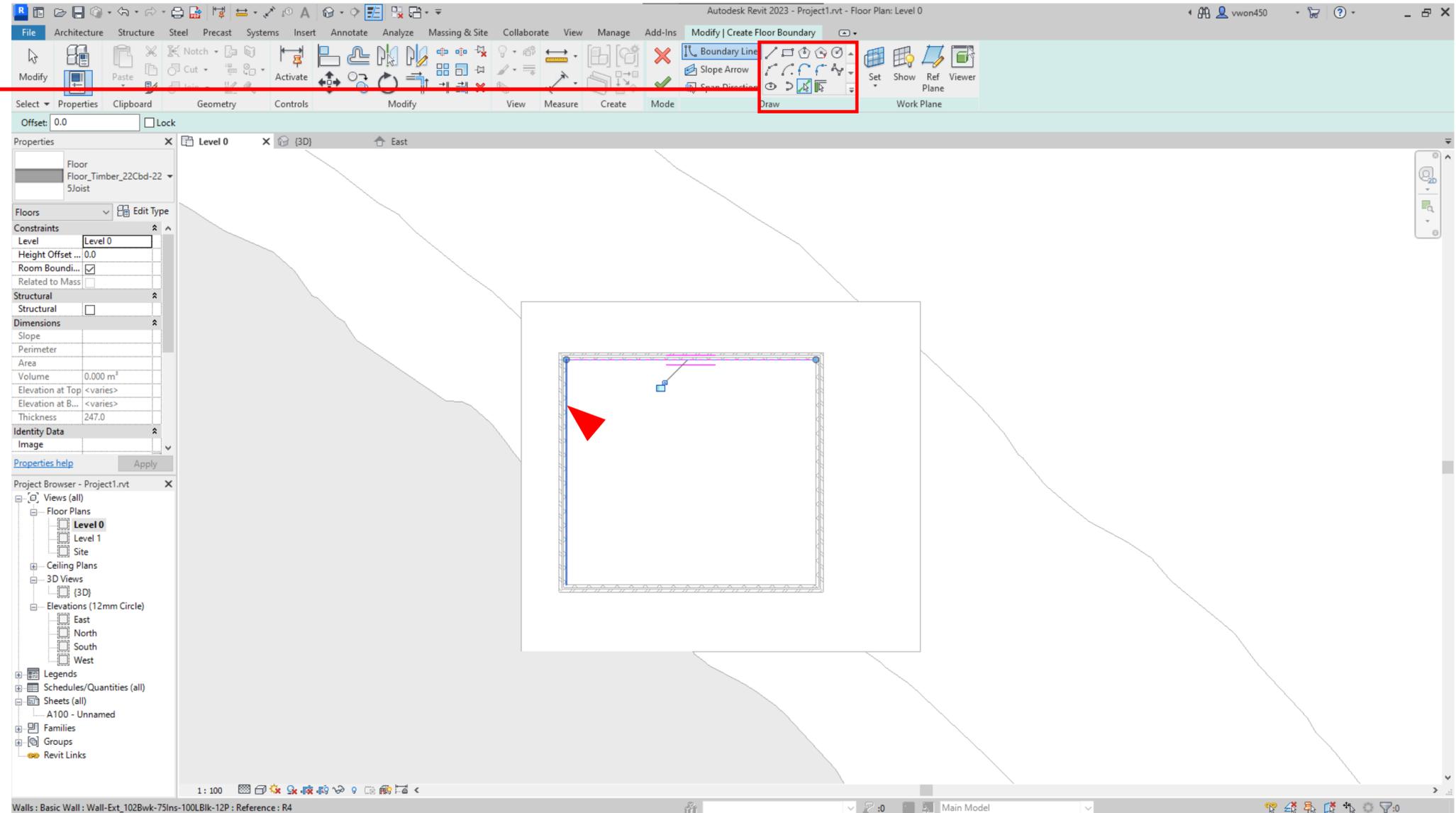
With levels you can attach walls or elements to a level by editing its **Constraint**.



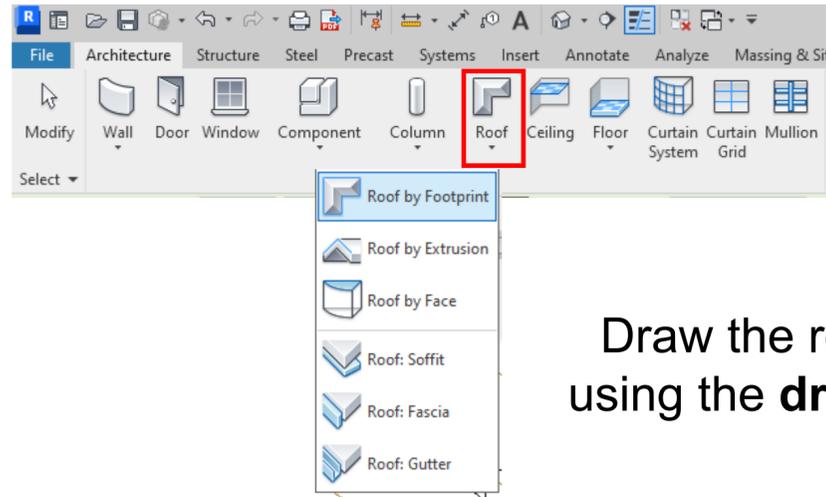
FLOORS



Using the **pick line** tool you can select the interior sides of the wall to form the shape of your floor.

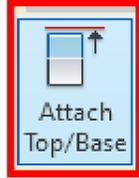
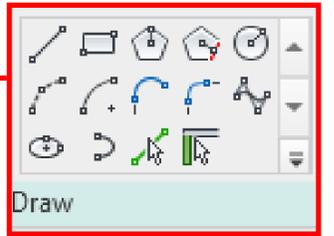
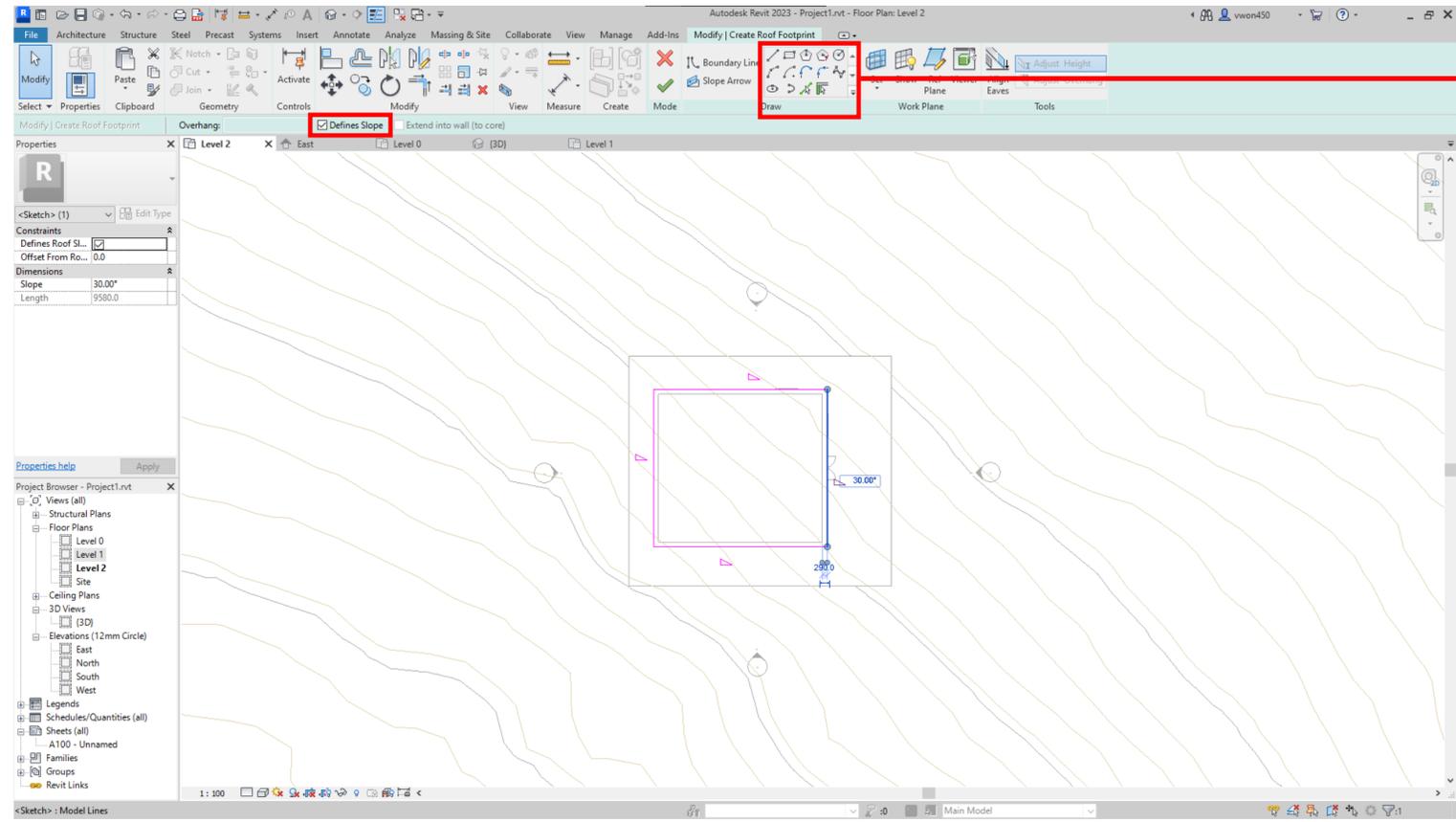
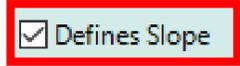


ROOFS

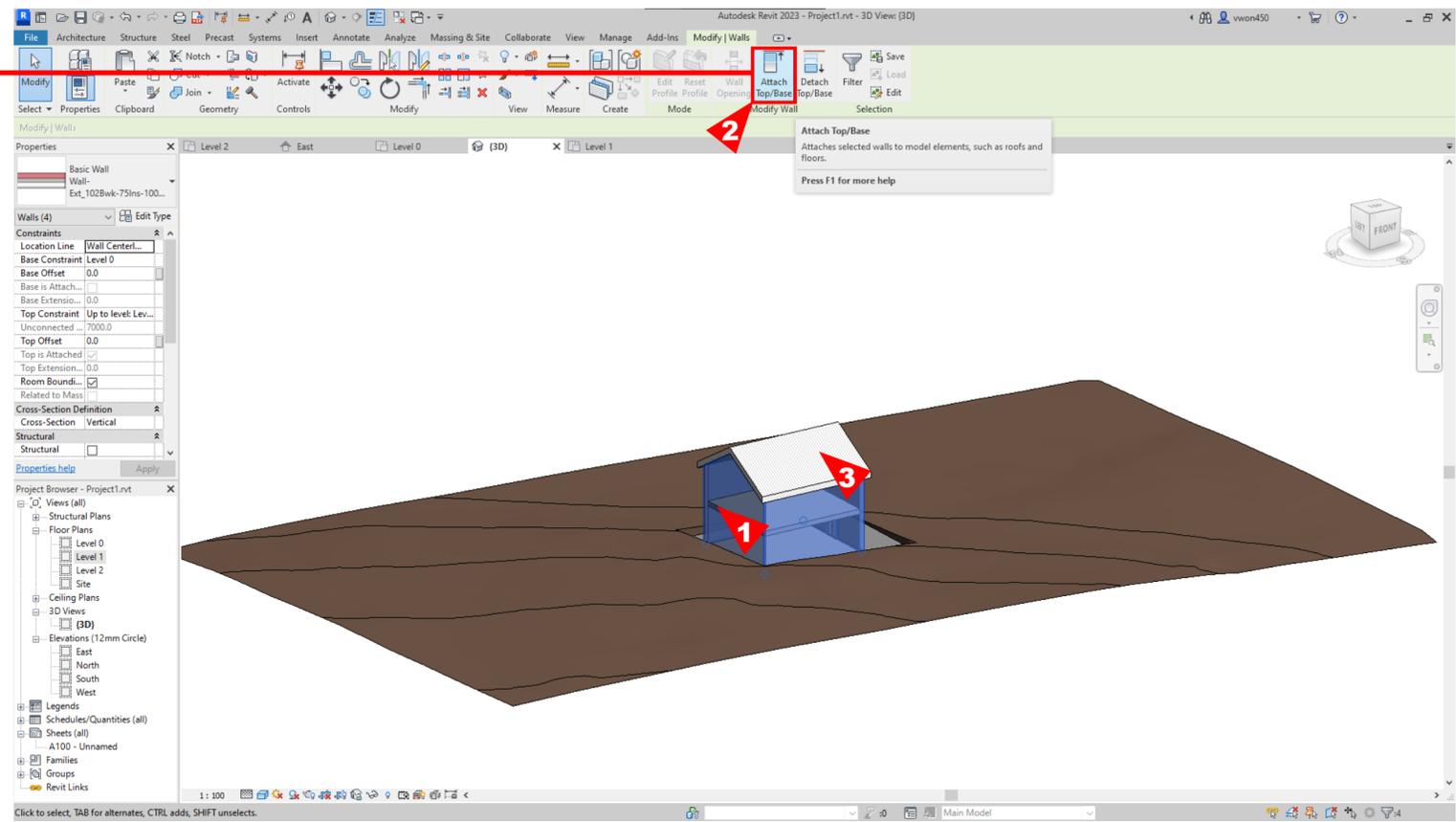


Draw the roof foot print using the **drawing tools**

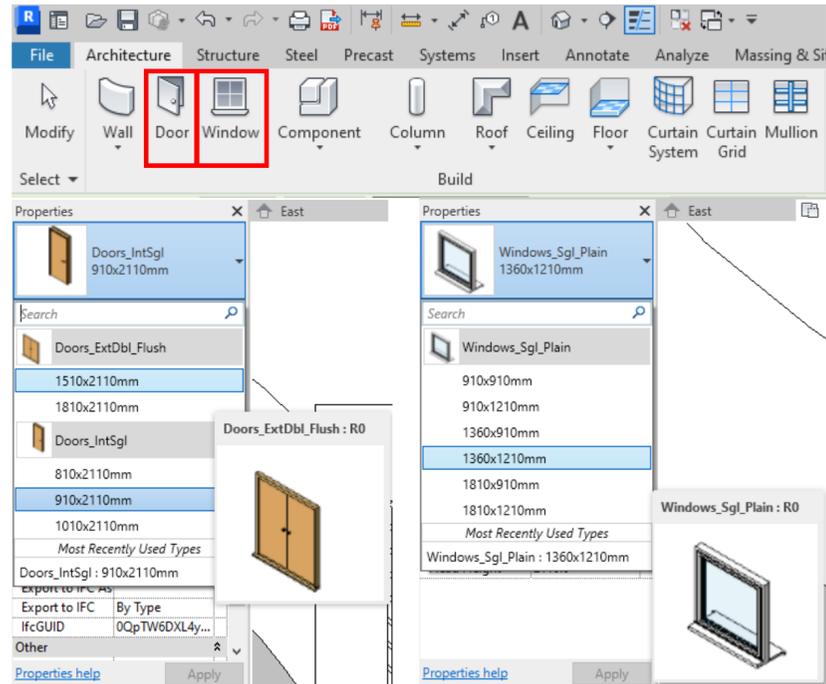
To remove slopes select the roof line and unticking define slope.



In your 3D view you can attach your walls to the roof by selecting the **walls** and pressing **Attach Top/Base**. Then select the **roof** to attach



DOORS & WINDOWS

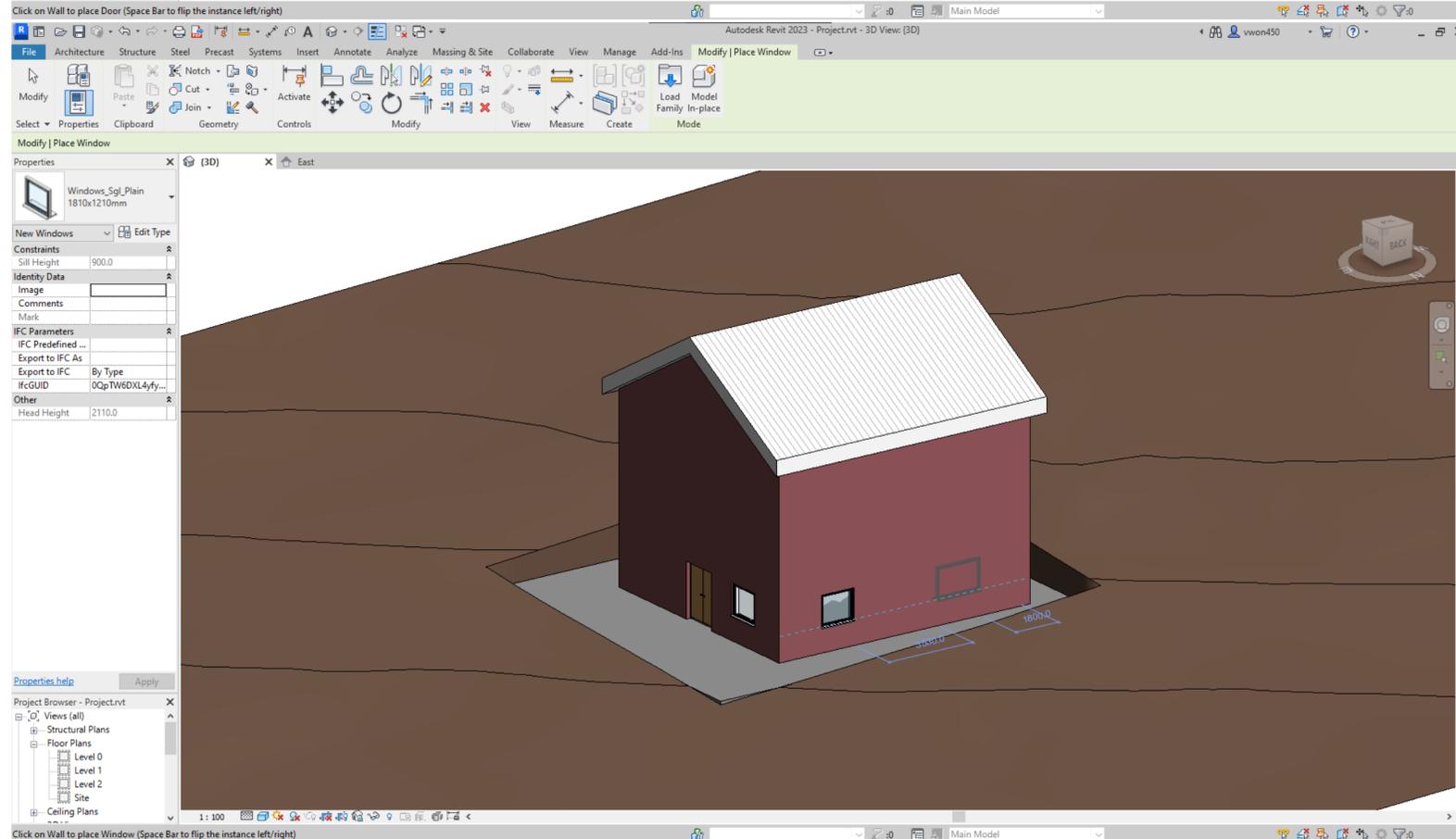
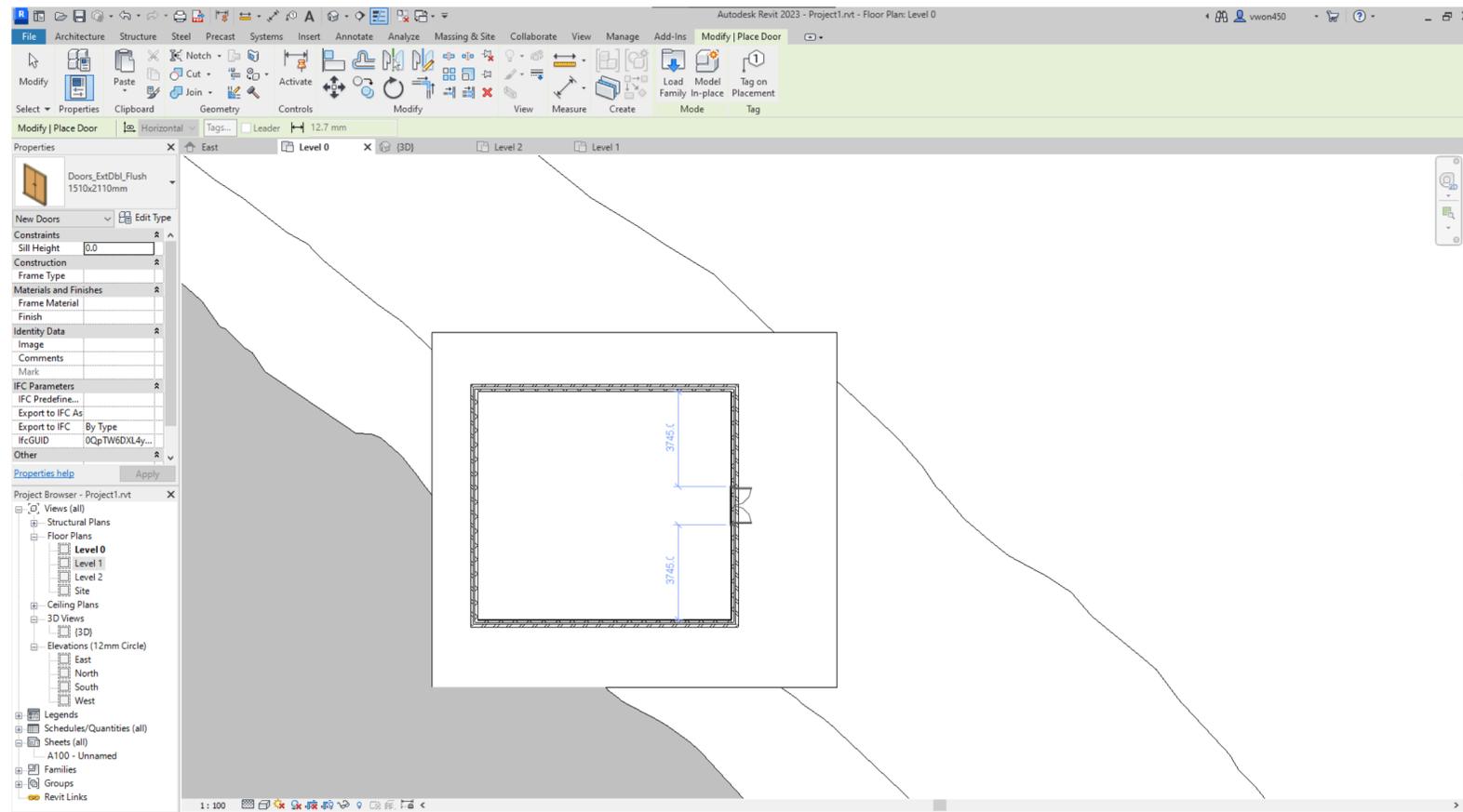


*Drop down for more options

*Make sure that there is a wall to attach doors and windows.

In floorplan view select your door or window and place them on the wall.

Or you can stick them on in 3D view.



VIEW GRAPHIC DISPLAY OPTIONS

To change the view style select the cube in the left bottom corner for graphic options.

