

Date: 01-02-2019

Curriculum for Software Programs in Civil Engineering

Program Name: Revit Architecture and structure

Duration: 30Hr

Overview

This software helps architecture, engineering and construction of high-quality buildings and infrastructure form a civil engineer. The Revit work environment allows users to manipulate whole buildings or assemblies (in the project environment) or individual 3D shapes (in the family editor environment).

Syllabus

Basics

Sketching and Modify Tools
Using General Sketching Tools
Editing Elements
Working with Basic Modify Tools
Working with Additional Modify Tools

Setting Up Levels and Grids

Setting Up Levels
Creating Structural Grids
Adding Columns
Linking and Importing CAD Files
Manipulation Tools

Modeling Walls

Modeling Walls, Modifying Walls

Working with Doors and Windows

Inserting Doors and Windows • Loading Door and Window Types from the Library • Creating Additional Door and Window Sizes

Modeling Floors

Modeling Floors • Creating Shaft Openings

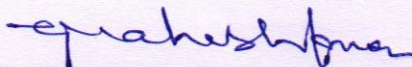
Modeling Stairs, Railings, and Ramps

Creating Component Stairs • Modifying Component Stairs • Working with Railings • Creating Ramps

Assessment:


Students should obtain:


Min 80% of attendance
Min 80% Participation in practice session
Power point Presentation of the assigned drawing


(Dr. G Mahesh Kumar)

HOD
HOD

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