

Revit MEP New User Training

3-day class

This course covers the concepts of creating 3D parametric models of building systems. It will introduce you to the user interface and basic HVAC, electrical, and plumbing/piping aspects of the software. By the end of the course, you will be familiar with the tools necessary to create and work with a parametric model by taking you through an MEP project from linking an architectural model to construction documents.

• Introduction to BIM and Autodesk Revit

- BIM and Autodesk Revit
- Overview of the Interface
- Starting Projects and Basic Viewing Commands

• Starting an MEP Project

- Project Templates
- Linking/Importing Revit and CAD files
- Modifying Linked/Imported files
- Setting Up Levels
- Creating Grids

Working with Views

- Project Browser
- Duplicating Views
- Setting the View Display
- Adding Callout Views
- Creating Elevations and sections

Revit Families

- Loading and Modifying Components
- Placing Components
- Working with Duct Components
- Working with Electrical Components
- Working with Plumbing Components

Basic Sketching and Modify Tools

- Drawing Ducts, Pipes, Cable Trays, and Conduits
- General Sketching Tools
- Selecting and Editing Elements
- Working with Basic Modify Tools

Coordinating Linked Models

- Copy/Monitor Elements
- Batch Copying Fixtures

Spaces

- Preparing a Model for Spaces
- Adding and Working with Spaces
- Exporting for Energy Analysis

Basic Systems Tools

- Connecting Components
- Creating Systems Overview

HVAC Systems

- Adding Ducts and Pipes
- Modifying Ducts and Pipes

Plumbing Systems

- Adding and Connecting Plumbing Pipes
- Modifying Plumbing Pipes
- Adding Fire Protection Systems

Advanced Systems for HVAC and Plumbing

- Creating and Modifying Systems
- Creating Automatic Layouts
- Testing Systems

• Electrical Systems

- Creating Electrical Circuits
- Set Up Panel Schedules
- Cable Trays and Conduit
- Testing Electrical Layouts

• Creating Construction Documents

- Setting up Sheets
- Placing & Modifying Views on Sheets
- Printing Sheets

Working with Annotations

- Working with Dimensions & Text
- Creating Legends

Adding Tags and Schedules

- Adding Tags
- Working with Schedules

Creating Details

- Setting up Detail Views
- Adding Detail Components
- Annotating Details

