BOOK PURPOSE AND OBJECTIVES

You can divide this book into two halves. The first thirteen chapters cover the basics of Revit Architecture 2024. The second half, from Chapter 14 to Chapter 25, covers the intermediate and advanced features of the software. This book demonstrates in very simple step-by-step procedures how to create a building model from scratch using all the tools the software offers.

At the completion of this book, the reader will be able to:

- Identify the difference between CAD & BIM
- Identify the different parts of Revit interface
- Draw and modify in Revit
- Prepare a new project
- Add and manipulate walls
- Insert doors and windows
- Create and manipulate curtain walls
- Create floors and roofs
- Add components and ceilings
- Add stairs, ramps, and railings
- Create views
- Create dimensions, text, and legends
- Visualize a model
- Create sheets and print them
- Create phases, design options, and path of travel
- Create and control toposurfaces
- Create Rooms and Areas
- Tag and create details
- Create Links, Import, and Export

- Create Masses, customize walls, floors, roofs, and ceiling families
- Create families
- Customize doors, windows, and railings
- Deal with worksets