Revit Landscape Architecture

Training course outline

Revit provides everything you need to design outdoor spaces, integrating elements such as topography, planting and hardscapes.

This course teaches everything you need to design landscapes using BIM workflows.

Course summary

Teaches the creation of a terrain model, plot preparation, site remodelling and contextual massing. Sessions include:

- Creating a terrain model
- Remodelling the site
- Contextual massing
- 2D draughting and annotation
- Principles of family editing
- Creating 3D forms from 2D linework
- Autodesk material libraries.
- Creating visualisations and walkthroughs of your designs

All of the techniques taught are carried out in Revit, without a requirement for third party plugins. You must be running full Revit, not Revit LT.

Duration

Two days.

Who should attend?

This course is ideal for:

- Newcomers to Revit who want to use the application specifically for landscape design.
- Existing Revit users. The time you save by skipping the introductory sessions is spent covering more complex techniques.

Prerequisites

No prior Revit, BIM or 3D modelling knowledge is required.

In-class or live online

You can attend in-person at our centres, or participate live online from your place of work or home.

To read about our approach to online training, see armada.co.uk/liveonline.

General information

Armada is a long-standing Autodesk authorised Training Centre (ATC), and our courses are accredited by Autodesk.

Courses are hosted by Autodesk Certified Instructors (ACIs) with vast experience of using Revit professionally.

Whilst attending training at our centres, you'll have the use of a computer running licensed software to practice the techniques taught.

Refreshments and lunch are provided.

Course fees can be paid by card or bank transfer. We accept purchase orders from UK-registered companies and public sector organisations.

Course materials and certificate

You'll receive:

- A comprehensive training guide and practice files.
- An e-certificate confirming successful completion of an accredited *Revit Landscape Architecture* course.

Method of delivery

Training is designed for the busy professional, being short and intensive and combining lecture and demonstration. Practical exercises carried out under guidance help you learn the techniques taught.

You have ample opportunity to discuss specific requirements with the trainer.

After course support

Following training, you're entitled to 30 days' email support from your trainer.

Further information

See armada.co.uk/course/revitlandscaping.

Course syllabus

See over.

AUTODESK Authorised Training Centre armada

Course syllabus

Topics	Sub-topics
Introducing Revit as a BIM tool	What is BIM and what does it mean? The benefits of BIM What will BIM deliver? Industry drivers Introducing Levels of BIM
UI Tour, Project Navigation and View Creation	Introducing the menu and screen layout Interrogating the model to extract views Plans, sections and elevations Displaced views, callouts and drafting views 3D isometrics, perspectives and walkthrough movies Placement and properties of grids, levels and dimensions Introduction to basic Revit elements
Element selection and Manipulation	Object selection methods Element properties and manipulation Instance and type parameters Modifying tools, nodes and snaps
Visibility Control and Categorisation	Project-wide Settings View-specific overrides Element-specific overrides Individual line overrides
Model Development Methodology	Is BIM just about 3D? Information timeline and overload How a project develops from a base template The complexity of components Controlling graphical display
Creating a Terrain Model	Creating a topography using toposolid Linking the DWG survey data Establishing Coordinates Using survey data to create a toposolid Creating a site model Removing the CAD Link
Working with Other Disciplines	Linking Revit models for reference Shared Coordinates Model transmittal preparation
Preparing the Plot	Rotating project and true North Copying the topography and creating a toposolid Building footprints Retaining walls Gardens and paths

Topics	Sub-topics
Working with Slabs	Adding slabs Bespoke system families Adding slopes to slabs Slope defining lines Slope arrows Modifying sub-elements Adding points and split lines Pavements and patios
Kerbs and Profiles	Applying kerbs using the sweep tool Loading library profiles Creating in-place profiles
Adding Site Components	Placing stairs and ramps Adding benches, bins, bus shelters and bollards Outside lighting Creating bespoke components
Remodelling the Site	Adding /removing triangulation points Adjusting heights of triangulation points Cut and fill calculations
Contextual Massing	Geometry formation tools In-place mass forms Placing mass forms on the site
Scheduling Elements	Component schedules Material Take-off establish quantities
Hatching Regions	Applying surface patterns and Filters Filled regions Room and Area tools Area plans Colour schemes and legends
2D Draughting and Annotation	Introducing annotation tools and component categories Detail component libraries Repeating details Lines and arcs Text, tags and keynotes
Sheet Compilation and Publication	Project browser organisation WIP and Publish Creating and populating sheets Working with schedules Publishing and document management
Rendering	Autodesk libraries Applying materials and textures Developing 3D views with the camera Rendering views Creating a walkthrough Exporting the video
Principles of Family Editing	The basic process 10 stages for trouble-free family creation