Abbey COLLEGE AUSTRALIA

ADELAIDE CAMPUS

FREE PRACTICAL WORKSHOP GUIDE

Revit Starter Guide

Build a coordinated model, not just a drawing

LEARN. PRACTISE. BUILD CONFIDENCE.

A beginner-friendly resource to use before and after class.

CRICOS: 02658G | RTO: 91136

START HERE

Understand the BIM mindset

Revit is built around a coordinated building information model. When you change a model element, related views can update because plans, elevations, sections and schedules are different ways of viewing the same project information.

Model elements Walls, doors, windows, floors and roofs represent building components rather than disconnected lines.	**Views** Plans, elevations, sections, 3D views and schedules display project information for different purposes.
Parameters Dimensions, materials, levels and other data help define how elements behave and appear.	**Coordination** A well-structured model reduces repeated work and supports clearer documentation.

A practical workflow

- Choose the correct project template and confirm units.
- Set up levels and grids before adding major building elements.
- Model the building logically: walls, openings, floors and key components.
- Use constraints and dimensions carefully so design intent remains clear.
- Create views for specific communication tasks instead of duplicating work.
- Place views on sheets and review annotations before issuing documents.

BIM habit

Before editing an element, ask whether the change belongs to this instance, every element of the same type, or the wider project setup. This prevents unintended changes.

CORE TOOLKIT

Tools worth learning first

A strong foundation comes from understanding how elements relate to levels, views, types and constraints.

COMMAND	WHAT IT DOES	TRY THIS
WALL (WA)	Creates architectural walls linked to levels and constraints.	Draw the perimeter of a small room.
DOOR (DR)	Places hosted door families into walls.	Add an entry door and adjust its type.
WINDOW (WN)	Places hosted window families into walls.	Add a window and change sill height.
FLOOR	Creates a horizontal element from a closed boundary.	Sketch a floor inside your wall boundary.
ALIGN (AL)	Aligns one reference with another and can lock it.	Align a wall or opening to a grid.
MOVE (MV)	Relocates selected elements precisely.	Adjust furniture or an opening.
COPY (CO)	Creates another instance of an element.	Repeat windows at a consistent spacing.
SECTION	Creates a live section view through the model.	Cut a section through the room.
3D VIEW	Displays the model in three dimensions.	Orbit around the model to check geometry.
TAG	Labels model elements using their stored data.	Tag a door or room.

Navigation essentials

- Mouse wheel: zoom in and out.
- Press and hold the mouse wheel: pan.
- Shift + mouse wheel: orbit in a 3D view.
- Use the Project Browser to switch between plans, elevations, sections, sheets and schedules.

GUIDED PRACTICE

Mini project: model a simple room

Use this exercise to see how Revit elements and views work together. Keep the model simple and focus on clean relationships.

01 Set up

Start from an architectural template. Confirm metric units and inspect the default levels.

02 Create references

Confirm Level 1 and Level 2, then place simple grids if required.

03 Add walls

Create a 4000 x 3000 mm room and check base and top constraints.

04 Add openings

Place one door and one window. Adjust type properties rather than drawing openings manually.

05 Create the floor

Sketch a closed floor boundary and finish the edit mode.

06 Add information

Place a room, room tag and a few key dimensions.

07 Create views

Generate a section and open a 3D view to inspect the model from multiple directions.

08 Make a sheet

Place a plan and section on a sheet, then check titles, scale and readability.

Self-check

- If you move a wall, do your plan and 3D view both reflect the change?
- Are doors and windows hosted correctly in walls?
- Can you explain the difference between an element instance and its type?

WORKSHOP DAY

Arrive ready to model

This workshop is designed to introduce coordinated modelling and documentation through a guided, beginner-friendly activity.

Your workshop at a glance

When	Where
Wednesdays at 5:30 pm	Abbey College Adelaide Level 11, 118 King William Street, Adelaide SA 5000
Facilitator	**What to bring**
Camilo - Revit Workshop Facilitator	Laptop, charger and mouse. Bring your questions and any simple project you want to discuss.

Before you arrive

- Make sure your laptop starts correctly and has enough battery and storage for Revit practice files.
- If you already have Autodesk software installed, open it once before class and confirm it loads correctly.
- Bring a mouse if possible. Drafting and modelling are much easier with a mouse than with a trackpad.
- Arrive 10 minutes early so you can settle in and connect to the classroom setup.

After the workshop

- Repeat the room model and try one change to test view coordination.
- Export one plan, one section and one 3D view for a simple portfolio page.
- Write down the difference between modelling an element and drawing a line.

Keep learning	Questions
Visit the workshop page for updates and future sessions: study.abbeycollege.edu.au/workshops	Email marketing.adelaide@abbeycollege.edu.au Phone (08) 8120 3888

Important note

This is a general introductory resource for a free, non-accredited workshop. Software availability, licensing and device compatibility remain the participant's responsibility. Workshop content may be adjusted to suit the experience level of attendees.