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Altri autori (Persone)	HathornTobias Reist HathornTessa
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Nota di contenuto	Autodesk® Revit® Architecture 2014: Essentials; Copyright; About the Authors; Acknowledgments; Contents at a Glance; Contents; Foreword; Introduction; Who Should Read This Book; What You Will Learn; What You Will See; What You Need; What Is Covered in This Book; The Essentials Series; Contacting the Authors; Chapter 1: Introducing the Autodesk Revit Architecture Interface; Understanding the Interface; Properties Palette; Project Browser; Status Bar; View Control Bar; ViewCube; Options Bar; Understanding the Interface Workflow; Creating a Simple Layout; Using Filter, Mirror, and Trim/Extend Adjusting Datums Changing Element Types; Using Common Modifying Tools; Using Dimensions for Modifying Designs; Aligning Elements; Rotating, Grouping, and Arraying; Aligned Copying and Group Editing; The Essentials and Beyond; Chapter 2: Walls and Curtain Walls; Understanding Wall Types and Parameters; Basic Walls; Stacked Walls; Curtain Wall Types; Creating Numerous Wall Configurations; Sketching Walls; Picking Walls; Hosting Elements in Walls; Modifying Walls; Instance Parameters; Editing Profiles; Attaching and Detaching the Top and Base; Resetting Profiles; Cutting Openings; Splitting Walls

Swapping Walls Creating Curtain Walls; Curtain Grids; Adding Mullions; Embedding Curtain Walls; Modifying Curtain Walls; Editing the Elevation Profile; Adding and Modifying Grids and Mullions; Unpinning and Toggling Mullions; Modifying Curtain-Grid Segments; Modifying Curtain Panels; Going Beyond the Basics; The Essentials and Beyond; Chapter 3: Floors, Roofs, and Ceilings; Creating Floors; Sketching; Editing the Boundary; Creating Sloped Arrows and Floors; Creating Sloped Floors via Shape Editing; Creating Openings by Sketching; Creating Openings with Shafts; Picking Walls; Laying Out Roofs Picking Walls Creating Slope Arrows; Creating Extruded Roofs; Adding Ceilings; Creating Automatic Ceilings; Sketching Ceilings; Dealing with Bulkhead Conditions; Adding Lights and Rotating the Grid; Changing the Ceiling; Sloping the Ceiling; The Essentials and Beyond; Chapter 4: Stairs, Ramps, and Railings; Creating Stair Configurations; Creating the Generic Railing; Creating Your Design Stair; Creating a Straight-Run Stair; Creating a Straight-Run Stair with Landing; Creating Multistory Runs; Setting the Host Function for Railings; Designing Ramps; Creating a Straight-Run Ramp Editing Boundary Conditions Building Railings for Level and Sloped Conditions; Using the Set Host Function; Editing the Top Rail; From Basics to Creative Art; The Essentials and Beyond; Chapter 5: Adding Families; Understanding the Model Hierarchy; Assigning Families to Categories; Working with System Families; Loading System Families; Placing System Families; Working with Component Families; Loading Component Families; Using Hosted Families; Using Face-Based Families; Using In-Place Component Families; Finding Content; The Essentials and Beyond; Chapter 6: Modifying Families Editing View Display and Detail Level

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## Sommario/riassunto

Quickly learn essential Revit Architecture tools and techniques Autodesk Revit Architecture is the powerful, sophisticated building information modeling (BIM) software that has transformed the architectural design industry. This Autodesk Official Press guide is the perfect introduction to the powerful software for architects, designers, and students. Three Revit experts provide concise explanations, real-world examples, and plenty of hands-on exercises and tutorials. You'll soon master the basics and then find yourself using the software confidently, productively, and effectively.

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