

## Revit 2015 – Advanced Family Creation

**Total Hours: 8**

All of the elements that you add to your Revit projects – from the structural members, HVAC parts, roofs, windows, and doors that you use to assemble a building model, to the callouts, fixtures, tags, and detail components that you use to document it – are created with families.

This course was designed for people who may have some background in family creation, but are looking to expand their knowledge on particular family topics. The topics for this class will be chosen from the list below. The complete list is approximately 12-14 hours of training.

### Topics to be selected from the following list:

System Families	Ensure Overhead Plan Display
In Place Families	Visibility Settings
Stand Alone Families	Symbolic Lines
Simple Annotation Family	Subcategories
Room Tag Family	Line weight and Styles
Basic Model Family	Adding a Flip Control
Constraints, Parameters, Reference Planes,	Shared Families
Simple Geometry	Formulas
Adding Complexity to a Family	Build a Parametric Array
Family Types	Add Formulas to Parameters
Material Parameters	IF Formulas
Editing Existing Materials	Electrical Connectors
Creating Custom Materials	Duct Connectors
Create In-Place Families	Pipe Connectors
2D Furniture Families	Conduit Connectors
2D Detail families	Embedding Details in Families
Profiles	Creating a Door Swing
Reference Planes	Reference Lines
Reference Planes Hierarchy	Angular Parameters
When to use Reference Lines	Nesting Door Families
Visibility Parameters	Creating a Door Swing
Shared Families	Stairs
Create and Use a Profile Family	Stair Components
Extrude & Blend	Arrays in Families
Revolve	Title Block Creation
Sweep	Custom Revision Schedules in Title Blocks
Swept Blend	Key Plans with Visibility Switches
Void Families	Nested Part Options

Other family topics can be added if needed

### Prerequisites:

Students should be comfortable with the fundamentals of Revit as taught in the *Revit Fundamentals* course. Knowledge of basic techniques is assumed, such as creating walls, roofs, and other objects, copying and moving objects, and creating and working with views, etc.