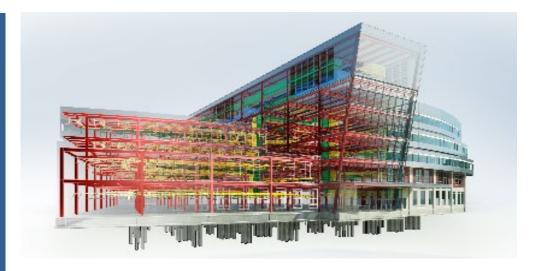
Revit Certified User exam

Exam guide



Armada is an Autodesk Certification Centre offering exams that lead to industry-recognised qualifications.

For Revit (architectural design), we offer an Autodesk Certified User (ACU) exam



Exam summary and preparation

Entry level exam to validate your knowledge of:

- Key techniques for architectural design in Revit
- Building Information Modelling (BIM)
- Basic architectural and design practices.

Recognised by industry as proof of competency using Revit.

Qualification: Autodesk Certified User (ACU) in Revit.

Sat online, from your place of work or home. Length of exam: 50 minutes.

Requirements

It is expected that all candidates have a general understanding of:

- The Revit user interface
- Revit's key features and capabilities
- Building design workflows
- Viewing and navigating a Revit model
- Architectural 3D modelling principles, and basic modelling techniques in Revit
- Revit's core architecture and annotation tools
- Navigate views using the project browser
- The help system within Revit
- Basic drafting standards.

For a list of the topics and features you're likely to be tested in, see over.

Recommended preparation

- Attend Revit Essentials training.
- 150 hours' post-course, hands-on experience using Revit for architectural design.

Certificate and benefits

Successful candidates receive:

- An e-certificate (PDF) from Autodesk confirming your Revit-certified status.
- An official Autodesk-Certified badge that you can use to market your skills, e.g. on your business cards, in your email signature, on your website, etc.

Practice test

A practice test is available that reflects the questions you're likely to be asked in your Revit ACU exam.

Further info, dates, times, price See armada.co.uk/exams/revit.





Exam Outline



Modelling

Work with walls

Place and modify basic walls

Define the wall location line

Apply wall constraints

Base and top

Attach a wall to a floor or roof

Add doors, windows, and openings

Select and place the appropriate types

Place at the appropriate level and orientation

Sill height and head height

Cut openings in building elements

Shaft and wall

Add and edit floors, ceilings, and roofs

Place and modify floors

- Specify boundary lines
- Use the draw tools

Place and modify ceilings

• Automatic or sketch

Place and modify roofs

- Roof by footprint
- Specify a slope using the Define Slope option
- Specify an overhang

Use the draw tools

- Line, rectangle, start-end-radius arc, pick lines, pick walls
- Understand boundary lines
- Understand chain selection
- Use the Extend into Wall option
- Escape, Shift, Alt, Tab, and PageUp

Place a component

Work with grids and columns

Position grid lines

Change the grid name (bubble value)

Place and modify architectural columns on a grid

Work with stairs, ramps, and railings

Place straight stairs

Create a run and/or landing

Place ramps

• Sketch a run or boundary

Place and edit railings

- Create a railing by sketch
- Place a railing on a stair or ramp
- Edit a railing path

Place rooms

Place a room with or without a tag

Rename the room

Identify and set whether an element is room bounding

Create room separation lines

Use modify tools

Move, copy, or rotate elements

Trim or extend elements

• Trim/extend to corner, single element, or multiple elements

Align or offset elements

Mirror elements

• Pick axis or draw axis

Split an element with or without a gap

Create a linear or circular array of elements

Resize elements

Scale

Pin/unpin elements

• Use Copy and Paste Aligned Tools from the clipboard

Display

Use levels to define the height or story within a building

Add a level with or without a corresponding plan view

Edit a level in a view

Create and modify views

Create 2D plan views

Floor and ceiling plans

Create section and elevation views

Use call-out views

• Detail and reference views

Create drafting views

Create 3D views

• Turn on and modify the boundary of a section box

Create camera views

Modify view boundaries

• Apply a crop region to control the display of a view

Duplicate views

• Duplicate, Duplicate with Detailing, Duplicate as Dependent

Control view display

Set view properties

- View scale, detail level, visual style, temporary view properties
- Hide or isolate elements or categories in a view
- Reveal hidden elements

Control underlay

Manage view range

Configure family types

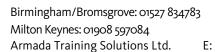
Load families

Understand system, loadable, and in-place families

Duplicate, rename, and modify an existing family type

- Width or height parameter values
- Wall layer thickness

Reassign a material to an element or part of an element



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Exam Outline



Documentation

Create and modify text

Place or modify text or model text

• Resize or rotate a text box

Assign the text type

Duplicate, rename, and modify an existing family type

• Text font and text size

Add a leader

Set text alignment

Horizontal and vertical justification

Add tags

Tag by Category

Tag All

Room tags

Edit a door or room number in the tag

Use dimensions

Place dimensions

• Linear, aligned, angular, radial, and diameter

Utilize dimensional constraints

- Toggle dimension equality
- Lock a dimension

Apply dimension types

Edit the witness lines

Create and use schedules

Create schedules

• Door and window schedules

Configure schedules

- Fields, filters, and sorting/grouping
- Itemize every instance (or not)

Enter and modify schedule data

Add 2D annotation detail elements to views

- Detail lines
- Detail components
- Filled or masking region iv. Insulation

Create and arrange sheet composition

Place and adjust a view on a sheet

- Change the size of the view
- Adjust view title and extension line
- Activate/deactivate a view

Enter information on a title block





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