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.

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AUTODESK Certified User

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

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