Revit Standards
from Autodesk

The following is a Revit Standards checklist of possible items that you may want to include in your templates. This list does not include all possible items, but it does represent many of the possible items you can place in your template file.

If you need help with Revit training or implementation, feel free to give us a call at CADtech Seminars or visit our web site at autocadtraining.com or CADuniveristy.com

Drawing Sheets - similar to cartooning a project, but include only the most commonly used sheets, such as Cover Page, Schedules, Details, etc.

Line Styles - set up standard line styles and remove unnecessary ones.

Line Weights - set up standard line weights and remove unnecessary ones.

Line Patterns - set up standard line patterns and remove unnecessary ones.

Text Styles - set up standard text styles and remove unnecessary ones.

Dimension Styles - set up standard dimension styles and remove unnecessary ones.

Title Blocks - load standard title block, including addendum.

Wall Types - set up standard, and include some generic types for design. You will not need all types, just the most commonly used ones.

Roof Types - set up standard.

Floor Types - set up standard.

Ceiling Types - set up standard.

Browser Organization - set how the views and sheets are organized. This is often based on custom parameters.

Parameters - determine and add all necessary parameters for objects.

Door Families - create and add most commonly used families.

Window Families - create and add most commonly used families.

Keynotes - preset values if your office uses keynote data.

Schedule Keys - define necessary schedule keys, such as hardware or finish types.

Schedules - create most commonly used schedules, such as doors and windows.

Legends - create common legends, such as doors and windows.

Export DWG - predefine export settings, if necessary.

Import DWG - predefine import settings, if necessary.

Cover Page - define cover page content, such as abbreviations, legends, sheet index, etc.

Units - set project units.

P.O. Box 2266
Mandeville, LA 70471
1-800-454-4054
985-674-0234
fax 866-764-6605
www.autocadtraining.com

File Locations - define and save file locations for easy browsing and saving.

Site Settings - define contour intervals, degrees, etc.

View Templates - create standard settings for typical views and save them as view templates.

Fill Patterns - create and/or load fill patterns.

Materials - set up common materials.

Object Styles - add additional object styles and refine the rest.

Phases - include if necessary. You may want to include them in a special template.

Levels - create default levels in elevation views.

Color Fill Schemes - create default color fill schemes, if any.

Filters - predefine filters, such as fire-rating display.

View Tags - include callouts, elevations, and sections.

Arrowheads - set up as desired.

Tags - customize to match standards and load most common tags into template.

Temporary Dimensions - define preferred settings.

Snaps - define preferred snap settings.

Keyboard Shortcuts - set up commonly used keyboard shortcuts and back up the storage file (located by default at C:\Program Files\Revit Architecture 2009\Program\KeyboardShortcuts.txt).

Detail Level - set up New View detail level.

Annotation Symbols - customize annotation symbols based on standards and load most commonly used ones into template (for example, North Arrow, Spot Elevation, Grid Bubble, Centerline Mark, graphic scale, etc.).

Document Level Macros - add them using the Revit API.

Structural Settings - set up as desired.

Additional Items - add other commonly used families, furniture, columns, entourage, etc.