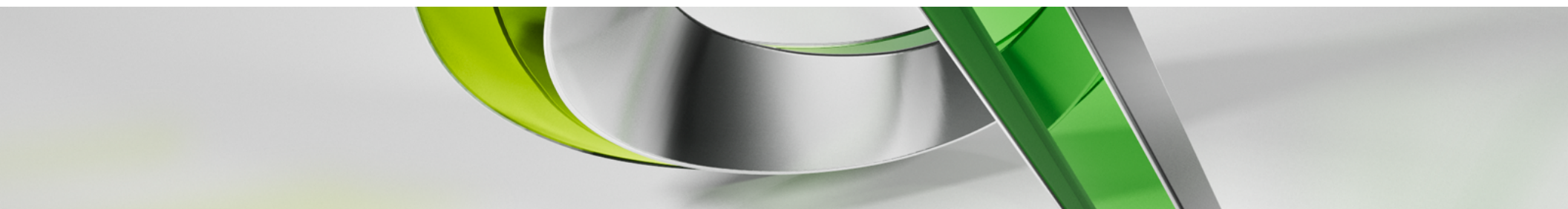# Attention to Detail: Creating Construction Details in Revit

Matt Dillon

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Matt Dillon

- Architecture and Engineering Technology Group Western Team Leader – Applied Software

- UTSA (BFA – Architecture 1984)

- Autodesk Certified Instructor (ACI)

- Co-Author: "Autodesk Architectural Desktop 2007 – An Advanced Implementation Guide (Second Edition)"

- 15th year presenting at Autodesk University

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Lab Assistants

- ## Paul F. Aubin
  - He writes books… (and videos, and is a consultant). Don't ask him what the "F" is for…

- ## David Butts
  - Has a 30 year history with Autodesk products
  - He once tried to capture a jackalope using his bare hands and a toothbrush
  - Was the top rated speaker in 2011 by begging Matt Dillon, Matt Stachoni and Paul Aubin not to show up

- ## Matt Stachoni
  - Matt is the BIM and IT Manager for Erdy McHenry Architecture LLC
  - Previously Senior AEC Technical Specialist at CADapult Ltd
  - Over 25 years' experience as a CAD, BIM, and IT Manager for A/E
  - 18th year attending Autodesk University and his 12th year as a speaker.
  - Ask him what "AC" stands for.

Class summary

As important as a good model is in a Building Information Modeling (BIM) workflow, equally important is generating a good set of construction documents, complete with detail drawings. This class teaches you how to stop getting lost in superfluous minutiae by taking full advantage of the best parts of your model and adding 2D detail components and line work, combined with display modification techniques, to create your construction details.

Key learning objectives

At the end of this class, you will be able to:

- • Explain how to determine what to model and what not to

- • Explain what a hybrid detail is

- • Modify model geometry to make it usable for construction documents

- • Add detail components and line work to finish out the detail

What to Model?

- What is the scale of your overall floor plan?

- What is the ROI?
    - How hard is it to model?
    - What will it do to the model (size,performance, etc.)
    - What's the benefit?

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Hands–On Lab

- Task 1 – Create the Detail Views

- Task 2 – Modify the View Properties

- Task 3 – Modify the Model Geometry for the Detail

- Task 4 – Embellish the Detail with 2D Geometry and Annotation

Summary of Criitical Tools/Skills

- **Task 1**
  - Create Callout Views
- **Task 2**
  - Visibility/Graphics Overrides
  - Clip Depth / View Range
  - General View Properties
- **Task 3**
  - Cut Profile
  - Masking Region

- **Task 4**
  - Detail Components / Repeating Detail Components
  - Detail Lines
  - Modify Line work
  - Filled Regions
  - Keynotes

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Questions?

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