

Revit & Twinmotion Visualization Fundamentals

Course Details:

Duration: 1-2 days

Prerequisite: None

Courseware: None

Achievement: Certificate

Provincial Association Credits Eligible

General Information:

Locations: All courses are offered online, on-site, or in-person at SolidCAD training facilities across Canada, including:

Burnaby, BC
Calgary, AB
Edmonton, AB
Regina, SK
Winnipeg, MB
Richmond Hill, ON
Ottawa, ON
Montreal, QC
Quebec City, QC
Hanwell, NB
Halifax, NS

Pricing, Registration &

Scheduling: Please contact your account representative or our training coordinator at 1-877-438-2231 x227 or via email at training@solidcad.ca

Complete course listing:

www.solidcad.ca/training

DESCRIPTION

Utilize the full potential of building design and visualization with this hands-on course combining Autodesk Revit and Twinmotion. Participants will learn how to create accurate, data-rich 3D building models in Revit and bring them to life using Twinmotion's real-time rendering capabilities.

Through hands-on exercises, students will learn Revit's core modeling and parametric tools, explore BIM data management and property-driven design, integrate models into Twinmotion for realistic visualization, apply lighting, materials, and environmental effects, and produce high-quality images, videos, and presentations to communicate design intent.

This course is ideal for architects, designers, engineers, and visualization professionals seeking to enhance their workflow from accurate BIM modeling to engaging, real-time visual experiences.

As these topics will vary based on the unique needs of your projects, SolidCAD will schedule a technical discovery meeting with one of our Technical Consultants to help customize a training program based on your needs.

POTENTIAL TOPICS

Revit:

- Understanding Revit and BIM Fundamentals
- Project Setup
- Basic Modelling
- Views
- Visualization
- Families and Components
- Annotation and Documentation

Twinmotion:

- Understanding the Twinmotion Interface
- Import and Manage Revit Models
- Apply Materials and Textures
- Set Up Lighting and Environment
- Add Vegetation, People and Assets
- Creates Images, Animations
- Render and Export
- Basic Scene Optimization