In this example I will show how simple and fast it can be to create private house wall structure using the design software Autodesk Revit.

So the first thing that we have to do is go to files tab and open a new file. For this I will click on project and Revit offers a lot of templates, but I'm going to choose a predefined example so I'll click on browse and then select the file VIRSTEM wall and click OK. Now we have a preadjusted file with the building floor plan.

We are currently on the first floor and the next step when we want to add a wall is to go to the architecture tab and click on the wall function and we can select the wall type architectural and this will open up all of the different wall construction that the software has. A suitable wall construction for the building is the basic wall TF 0.15 which I select and after this I will adjust the height of the wall structure. I will change the height of the wall from 8000 millimeters to 2700 millimeters. The other important aspect when placing walls is the location line. The location line defines the way we place the wall onto the drawing.

To create the wall I just have to click on the first point to start the wall construction and then click on the second point to finish the wall, but what we see here is that the wall is visually Gray, but it's a multilayer wall. So to make it more visual I will adjust the visual style to fine and the graphic display to consistent colors so now we can see the actual layers of the external wall.

After this I will continue modeling the external wall, now I have finished creating the external wall. When we want to see the final result, we can go to the 3D view, but currently the project doesn’t have such a view. I will click on the 3D view button and this creates the 3D views section in project browser. When I double click on the 3D button the external wall model appears.

Now I will do the same adjustments, adjusting the detail level and the visual style to make it more visually representative.

To make the example a bit more interesting we will also add openings to the external wall such as the windows. A couple of windows will be placed onto the external wall. The logic to add the windows is the same as was with the wall. We select the window command and then a list of different window types opens up. I'm going to select the 1200 mm by 1500 mm window and place it onto the wall. I will place the first window and the second window and after this I'm going to go to the 3D view.

Everything that we create and add we can alter replace or modify. So currently if I wish to adjust the window sill height I can select both of these windows and type in a new value for the window sill height in the window properties. I will change the sill height value to 800 millimeters and we can see at the click of a button that the window adjust the height value. This was a quick overview of how fast we can model in Revit.