EID482 Progressive Technologies: Intro to Revit

Spring 2015   T, THU, 6-850pm

EIBN 104

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Catalog/Course Description

ID482 is an introduction into the use of Revit 2014 for design and production - one of the premier industry software for the design community at large - Architecture and BIM (Building Information Modeling), in particular. Independent projects, presentations and peer and professional project reviews will assist in preparing students for transitioning to the professional workplace. Pre-requisites: Admission to the major or permission of the instructor.

Course Learning Outcomes

Upon successful completion of this course, students will demonstrate:
- an understanding of how the Revit Modeling system operates
- an understanding of the interface between AutoCad and Revit
- a basic understanding of the Revit program that allows students to explore the on-going use and application of the program for construction documentation, 3D visualization and BIM implementation.

Course Requirements

The semester will include weekly lectures on specific topics as listed on the semester schedule and four projects that will be completed. Projects will include; 1) building a model from floor plans as provided in Revit, 2) completing a redesign in Revit of the space, 3) creating a unique Revit family, and 4)generating a set of design documents. Students are expected to attend all classes and read assigned material prior to class.

Grading

Each project is 25% of the overall grade.

Semester Schedule

Week One -
Introduction, Navigation, Basic Model Building, Maintenance.

- Introductions, Intro to Basic Interface and Concepts
- Basic Modeling: Walls, Doors, Windows, Floors, Roofs, Ceilings, Basic Dimensions. Navigation: Ribbon, General Interface, Auditing and purging a model

Week Two **P1 Assigned**
Basic Building Components

- Structural Grids, Levels, Dimensions, True North/Actual North Views, Elevations, 3d View, Camera Views, Multiple Views.
- Room Names, Basic Visibility Graphics, Overrides, Curtain Wall Windows and Doors, Stairs, Basic Printing

Week Three **P1 Work**
Sections, Elevations

- Building Sections, Wall Sections, Elevations, Interior Elevations
- Basic Annotation

Week Four **P1 Due**
Families

- Instance vs Type Parameters, Loading and Using Basic Families
- Creating Basic Families

Week Five - **P2 Assigned**
Documentation

- Detail View, Detail Tools, Detail Components
- Sheets Legend, Sheet Organization, Title Block

Week Six **P2 Work**
Documentation and Renderings

- Scheduling, Tags, Table, Legends, Advanced Annotations
- Renderings, Materials, Materials Library, Lighting, Walkthroughs

Week Seven - **P2 Due**

Week Eight P3 Assigned

Week Nine - P3 Work
Mass Forms

• In-Place Mass, Conceptual Masses

Week Ten - P3 Due
Groups

• Groups, Group Array

Week Eleven - Spring Break

Week Twelve - Project 4 Assigned
Fine tuning Graphics

• Importing & exporting, Linked Files, Advanced Visibility Graphics

Week Thirteen P4 Work
Site

• Site Topography Drawings, Building Pad, Parking Layout, Trees

Week Fourteen - P4 Work

Week Fifteen - P4 Work

Week Sixteen - P4 Work

Week Seventeen - Final Presentation
• **Time and Location TBD**