



48-749 Parametric Modeling

Lecture 2b



Carnegie Mellon University
School of Architecture

Revit 2011 Basics

- ▶ Walls
- ▶ Modeling with Sketch based techniques
 - ▶ using sweep and extrusion
- ▶ Doors, windows
- ▶ Floors, roofs
- ▶ Miscellaneous Functions



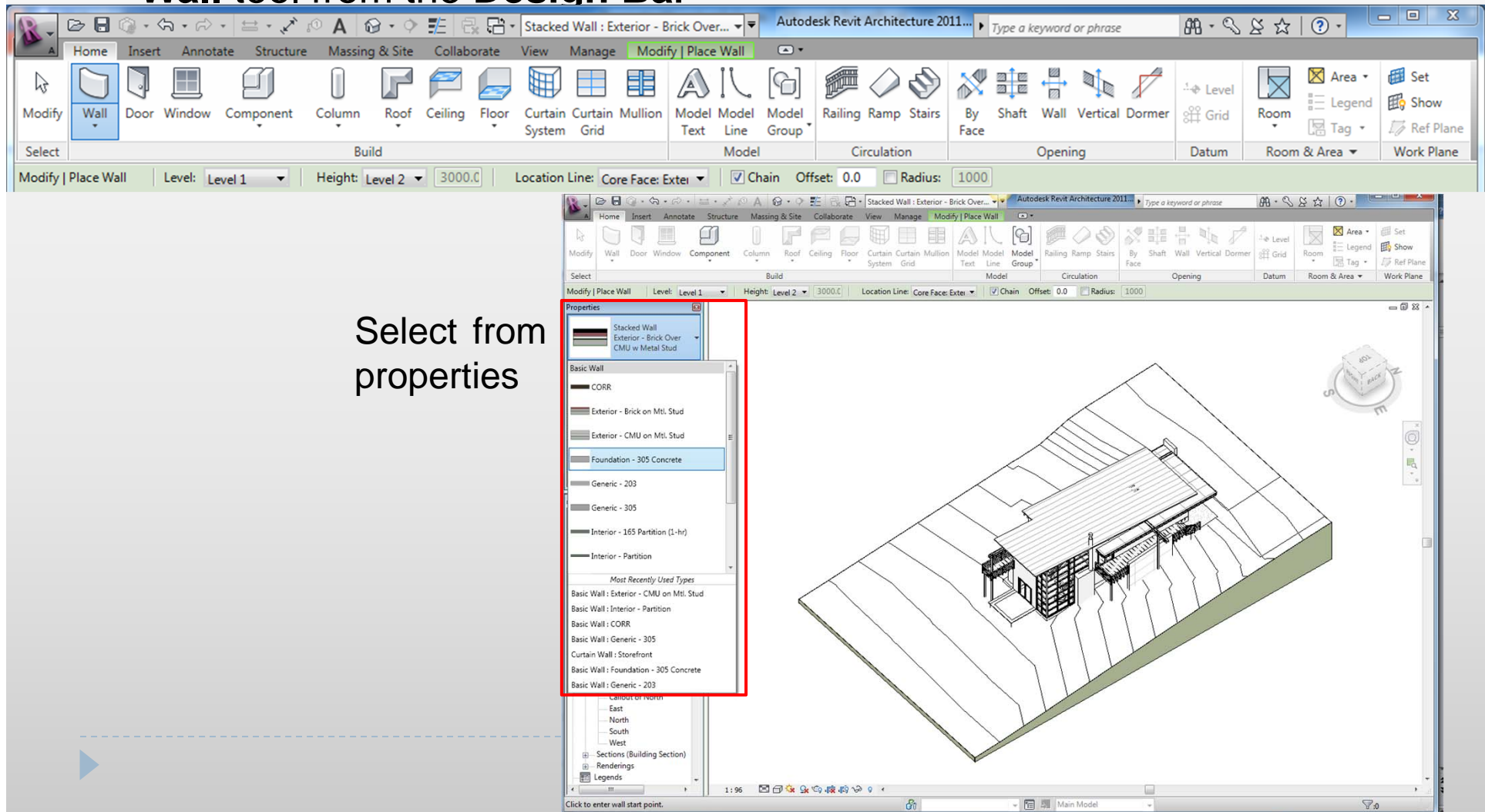
Wall Types

- ▶ **Basic Walls**
 - ▶ Exterior walls
 - ▶ Generic walls
 - ▶ Interior walls
 - ▶ Foundation walls
- ▶ **Curtain Walls**
 - ▶ predefined curtain walls or screen walls consisting of panels and mullions
- ▶ **Stacked Walls**
 - ▶ Can define layers of walls for example “Brick over CMU with metal studs”



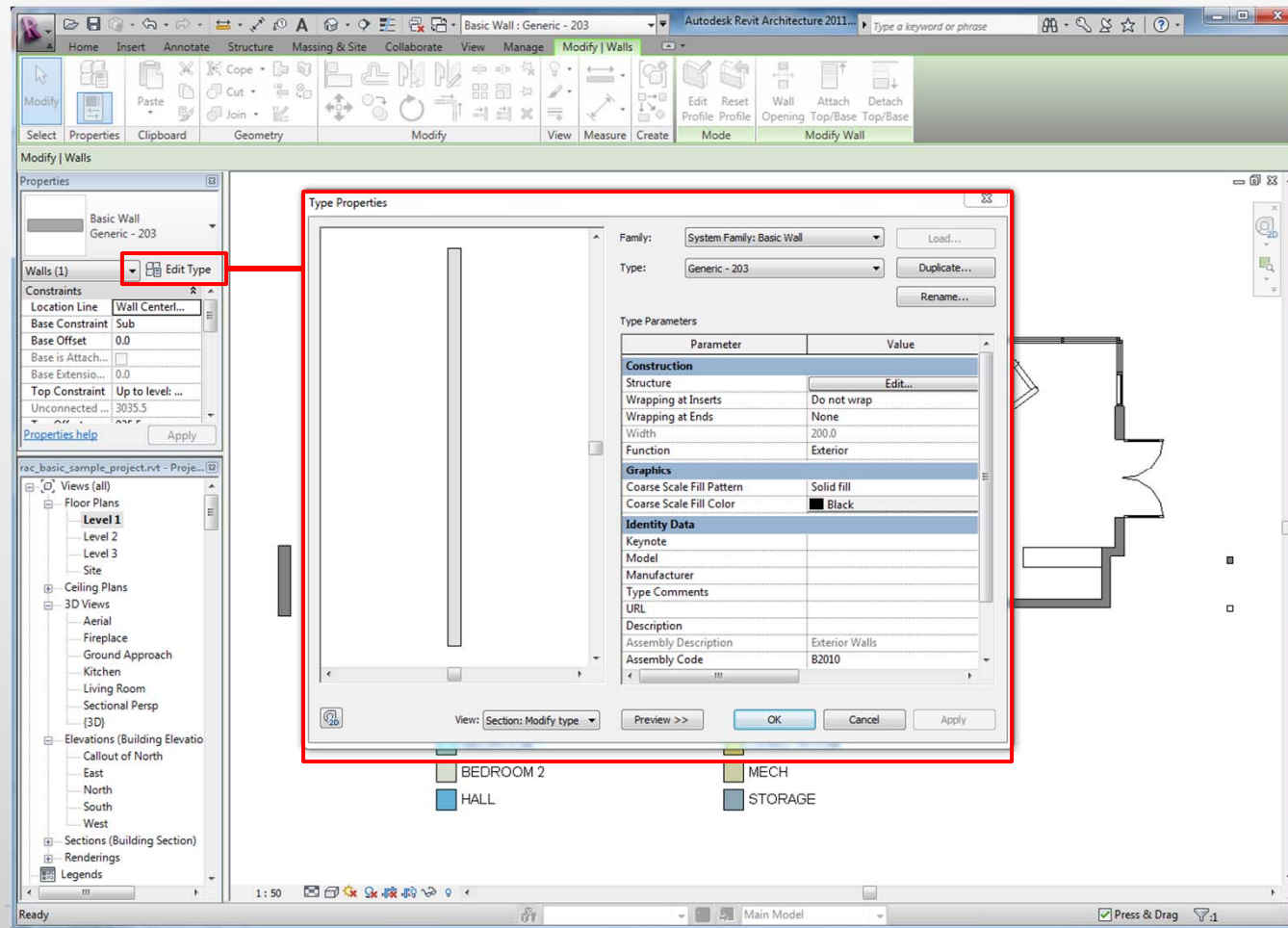
Wall Types

- ▶ **Wall tool** Choose Home tab > **Wall** from the menu bar or choose the **Wall** tool from the **Design Bar**



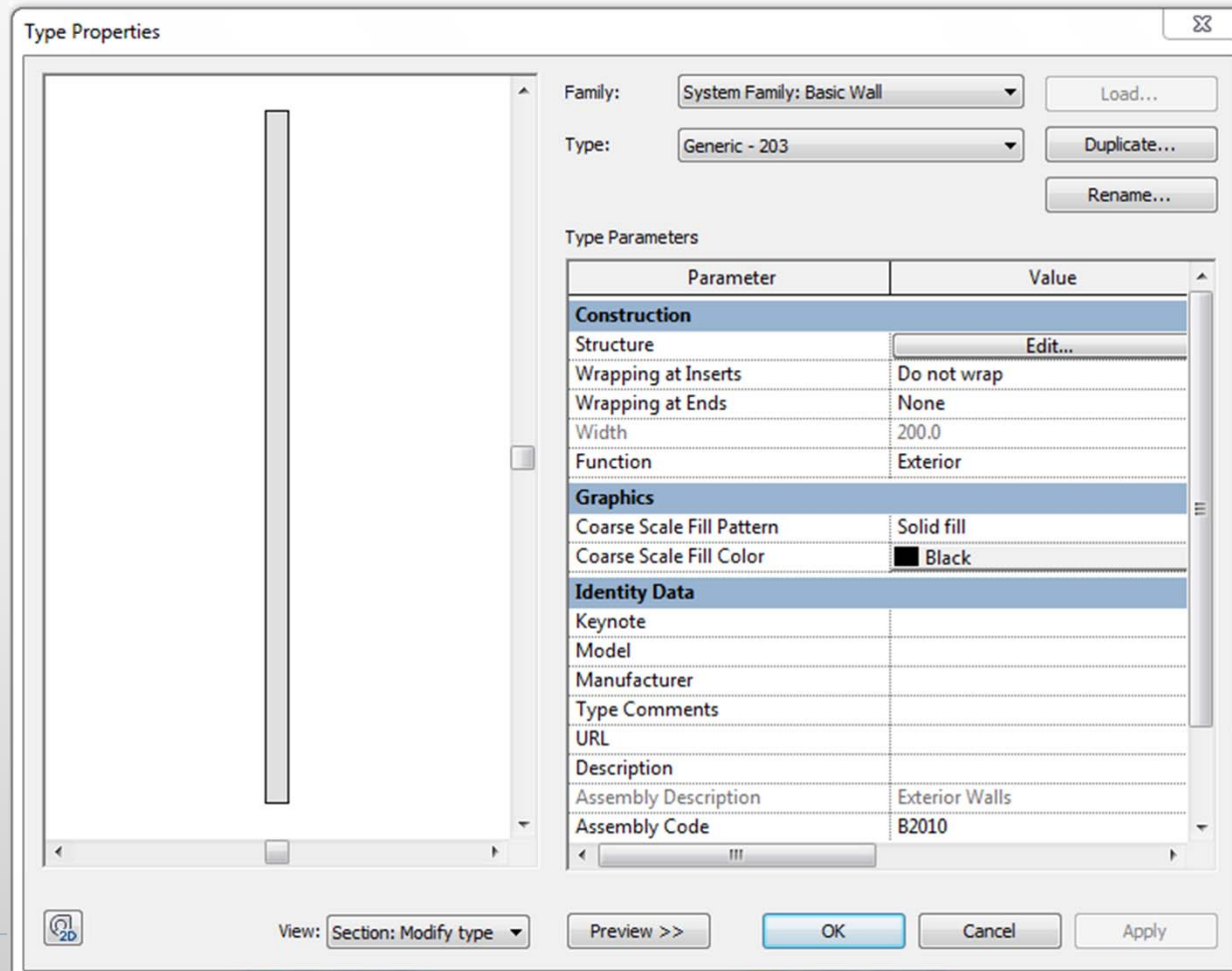
Wall Properties

- ▶ The Properties can be seen by clicking edit type

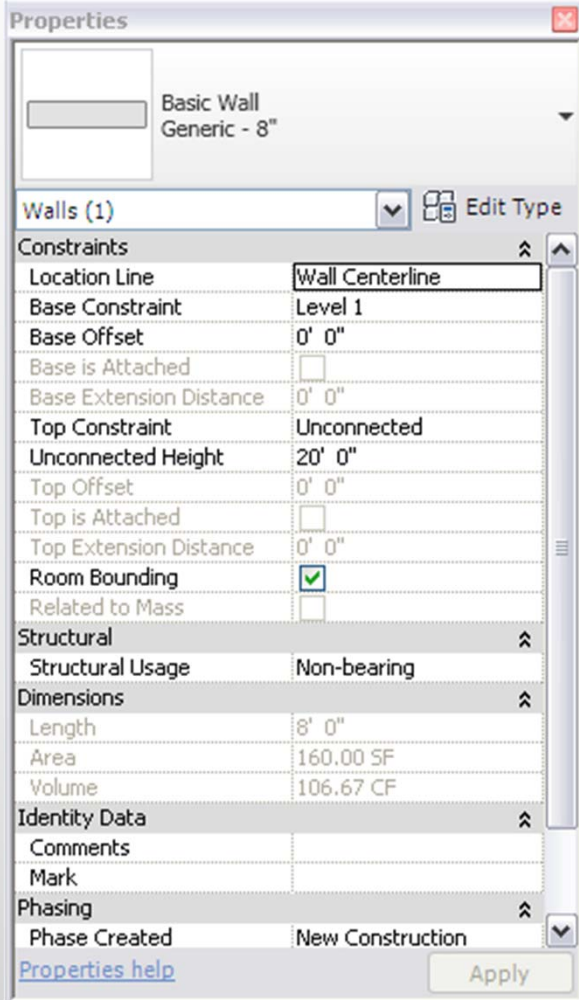


Wall Type Parameters

- To view and modify the type or instance parameters of a wall, change and Apply



Wall Instant parameters



The screenshot shows the 'Properties' dialog box for a wall element. The title bar is 'Properties'. Below the title bar is a small icon and the text 'Basic Wall Generic - 8\"

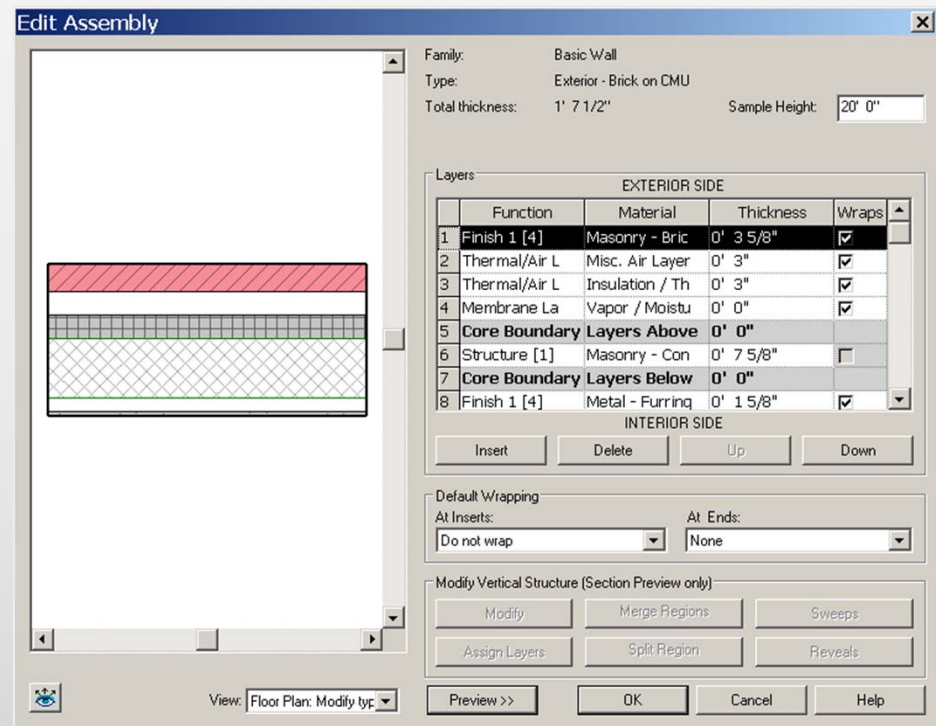
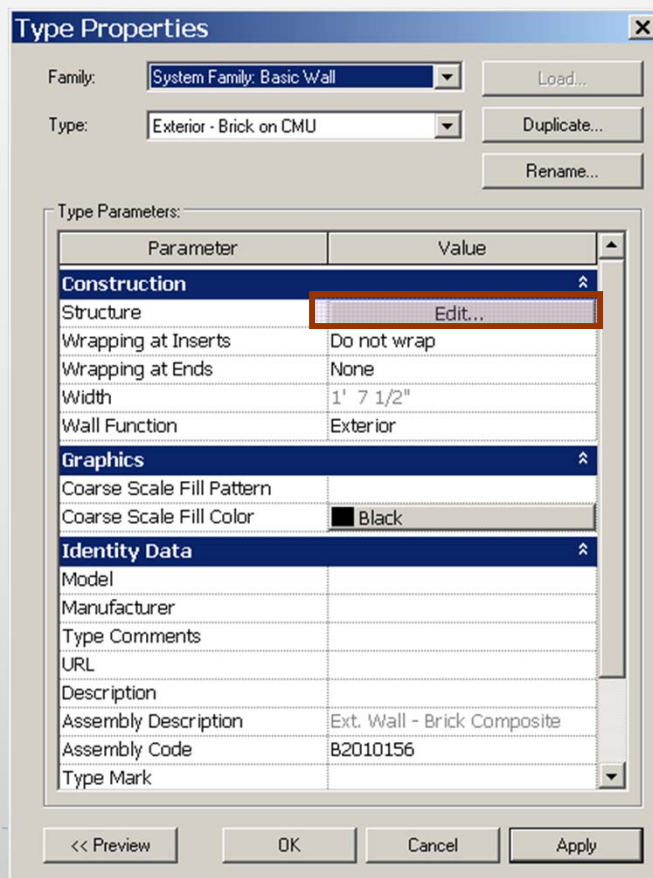
Walls (1)	
Constraints	
Location Line	Wall Centerline
Base Constraint	Level 1
Base Offset	0' 0"
Base is Attached	<input type="checkbox"/>
Base Extension Distance	0' 0"
Top Constraint	Unconnected
Unconnected Height	20' 0"
Top Offset	0' 0"
Top is Attached	<input type="checkbox"/>
Top Extension Distance	0' 0"
Room Bounding	<input checked="" type="checkbox"/>
Related to Mass	<input type="checkbox"/>
Structural	
Structural Usage	Non-bearing
Dimensions	
Length	8' 0"
Area	160.00 SF
Volume	106.67 CF
Identity Data	
Comments	
Mark	
Phasing	
Phase Created	New Construction

Properties help Apply

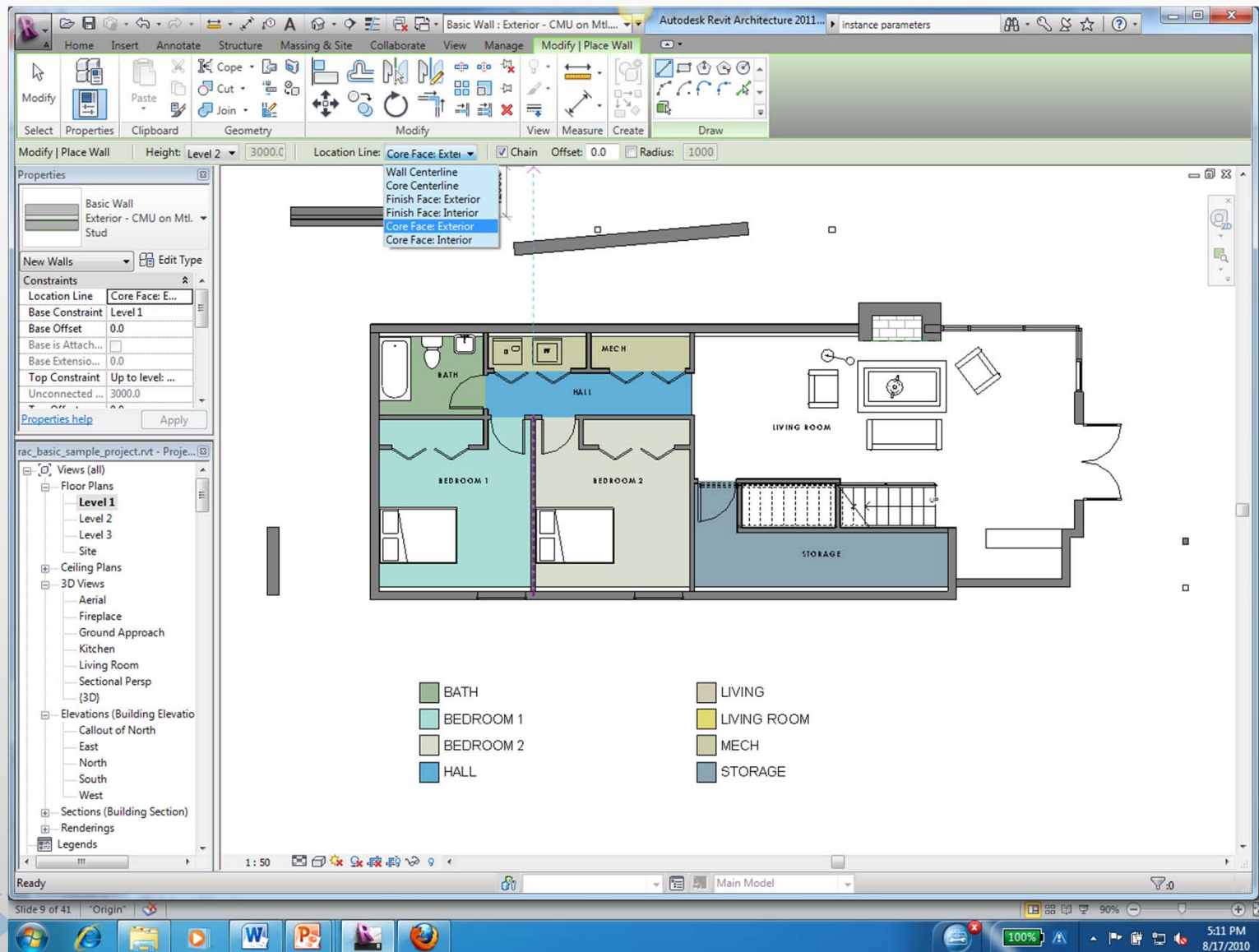
The *Instance Parameters* table in the Element Properties dialog box shows various parameters and their corresponding values the selected wall.

Wall Assemblies

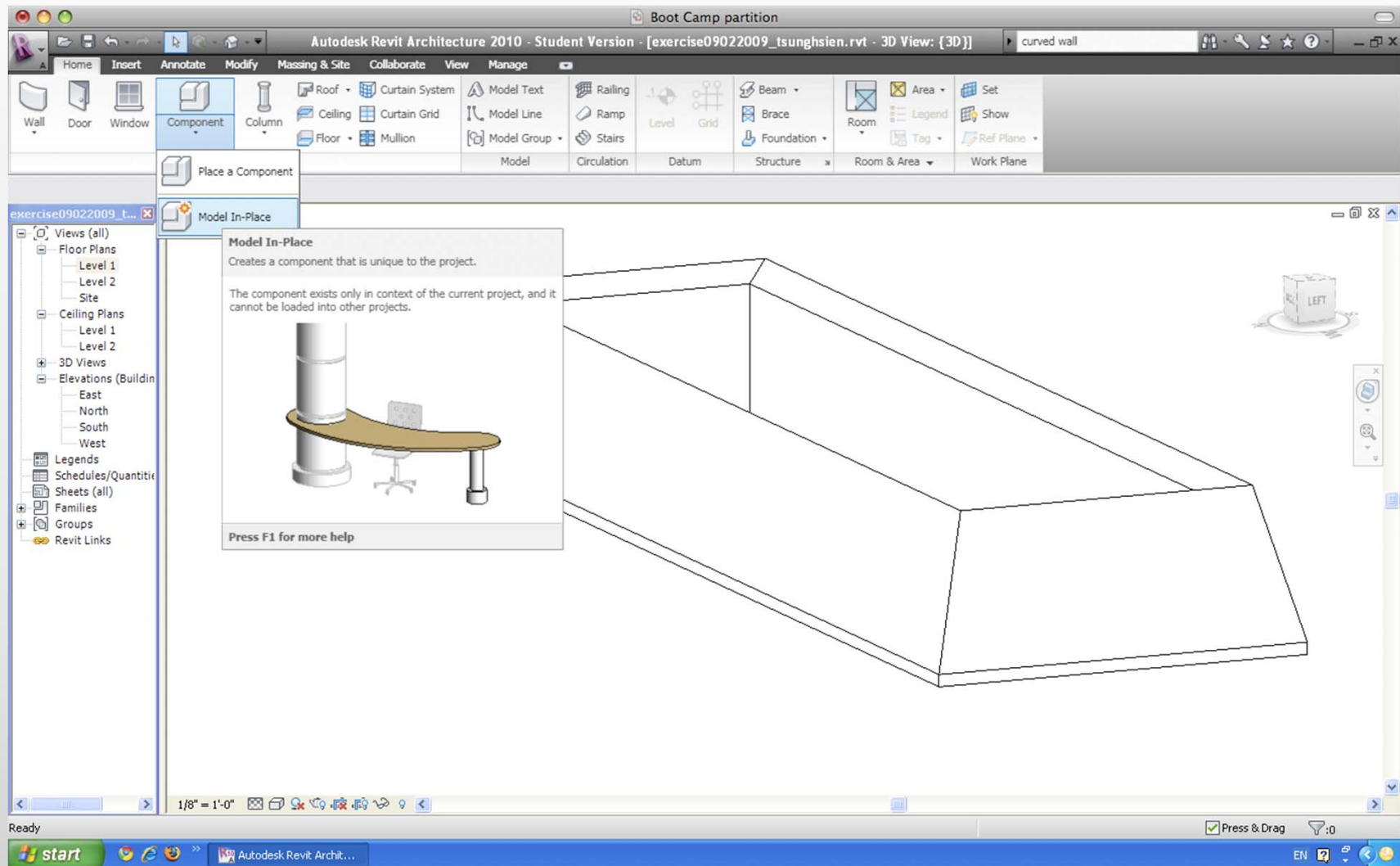
- ▶ Walls are comprised of layers of material
- ▶ it can be seen by Preview on in the Edit Assembly dialog box to view the graphical representation of the layers



Sketching Walls

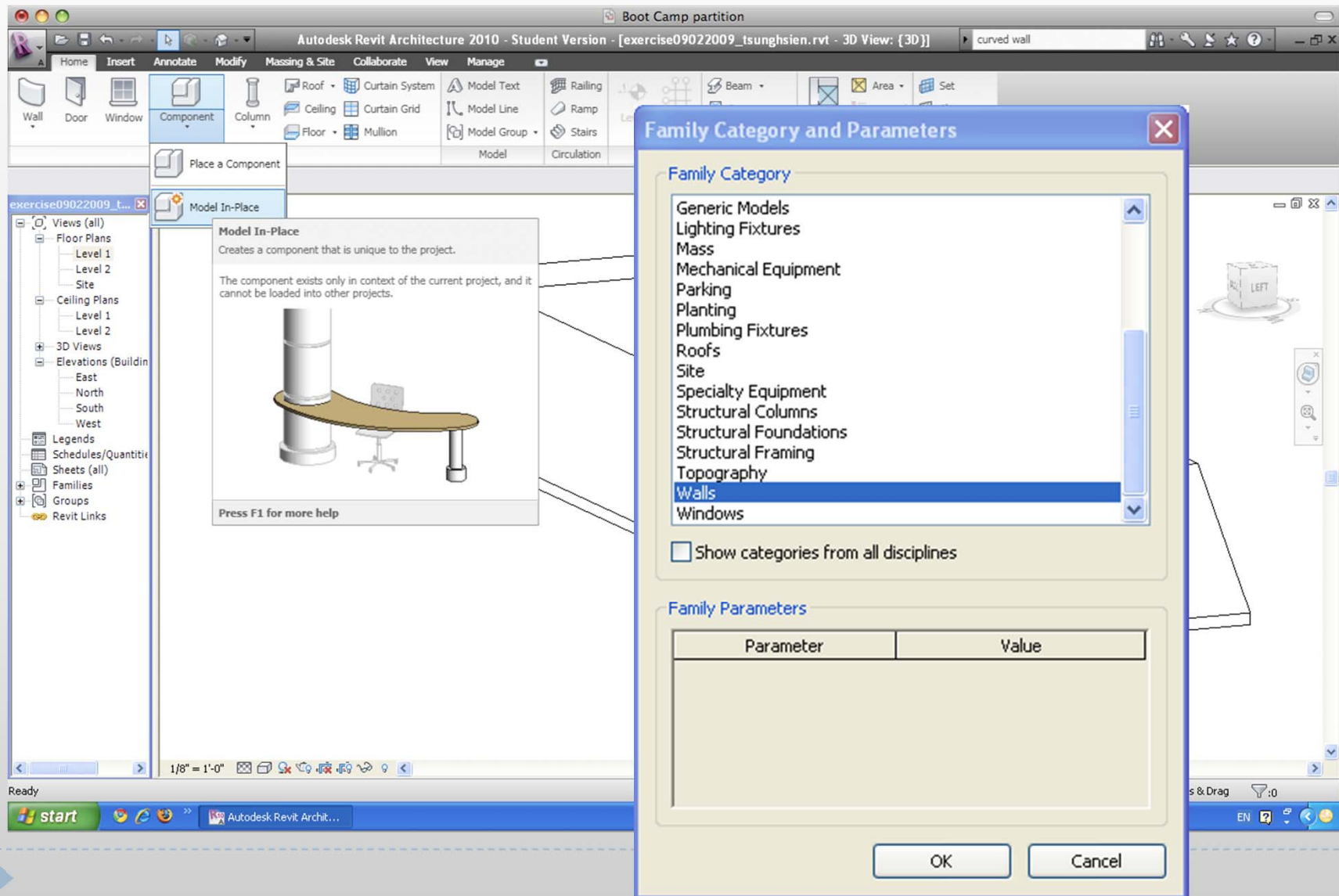


Sketching using sweep(Model In-Place Component)



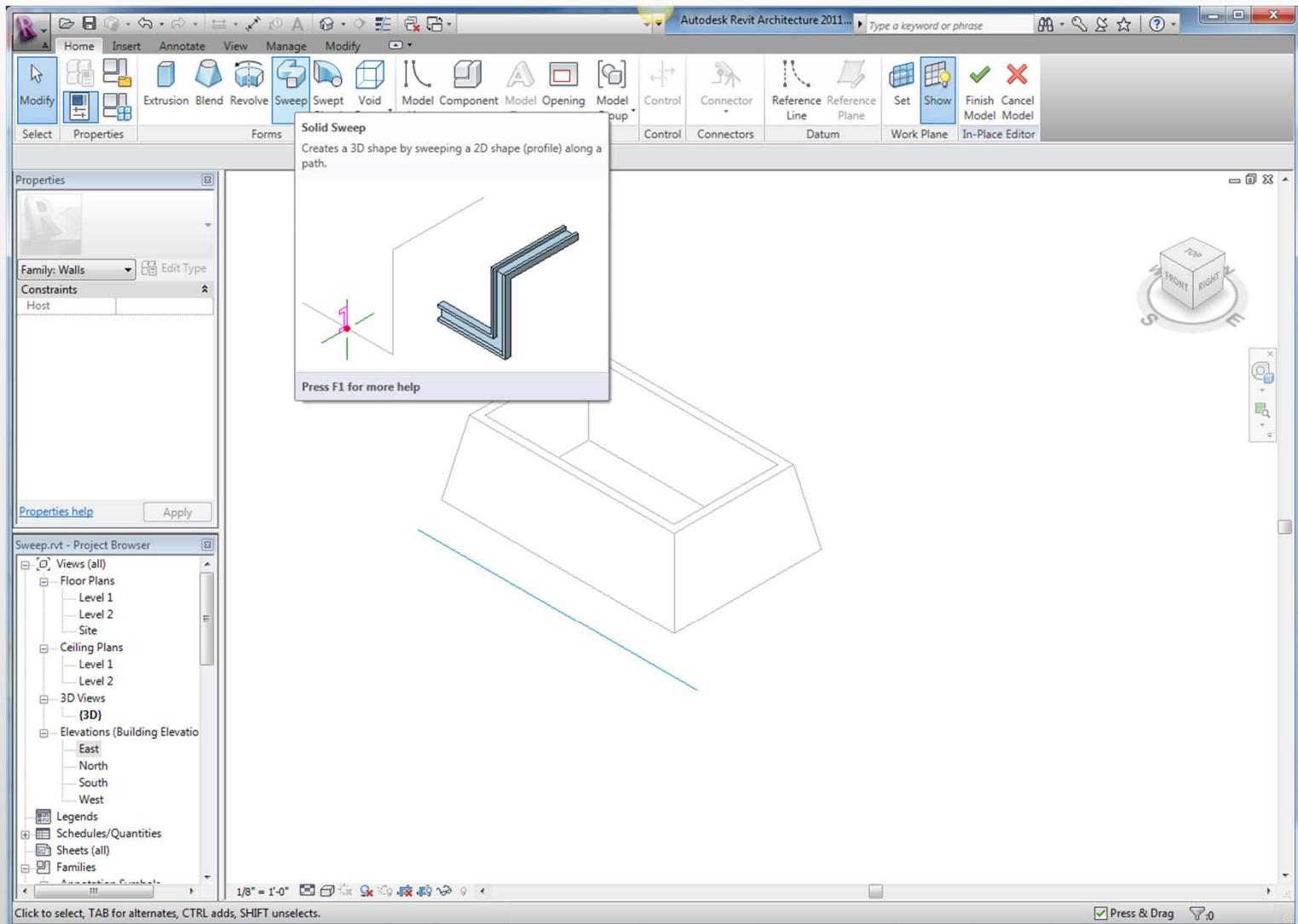
Sketching using sweep

Step 01_Type of Component



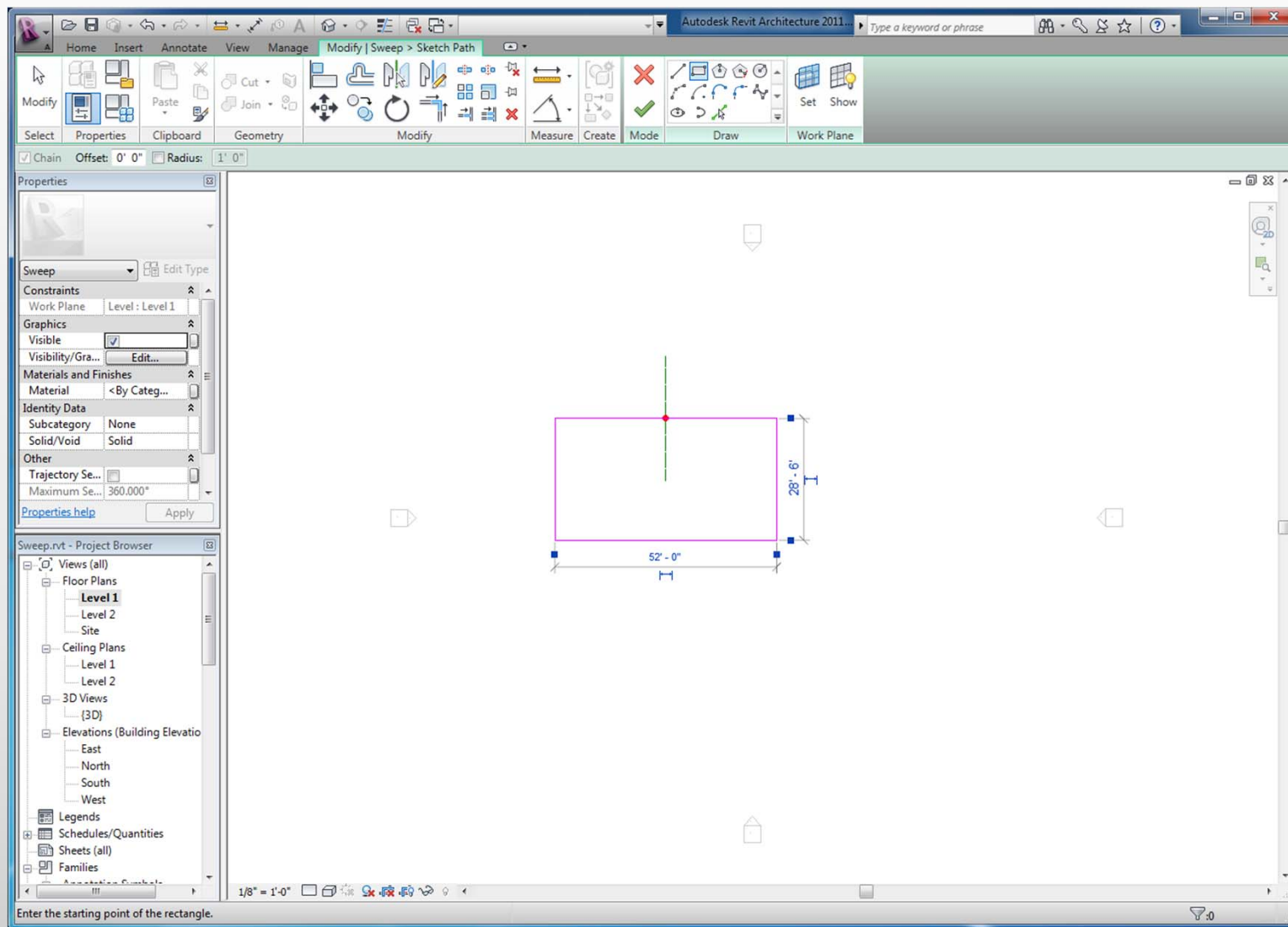
Sketching using sweep

Step 02_Use Sweep to create a solid mass



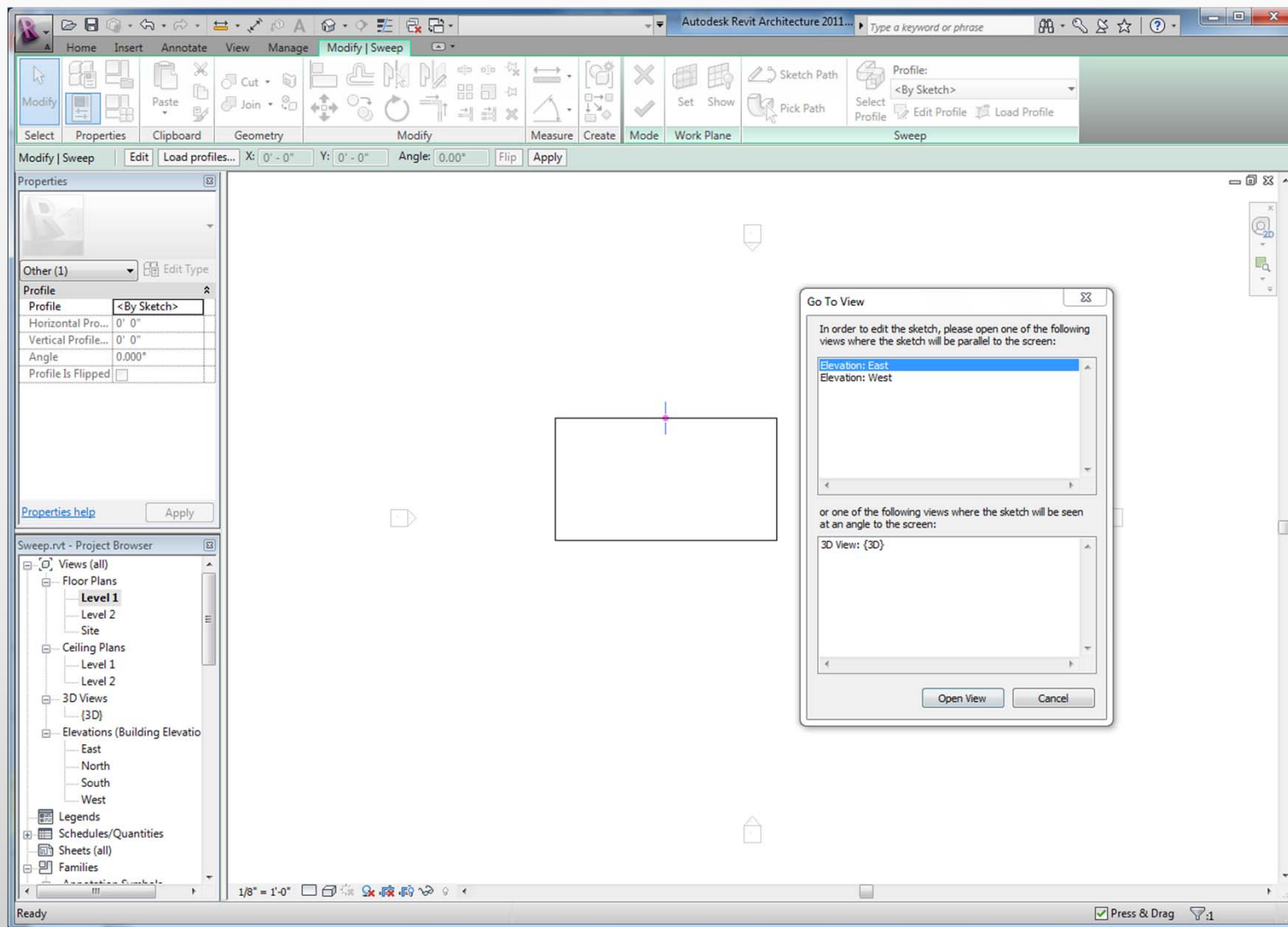
Sketching using sweep

Step 03_Pick/draw the sweep path (plan view)



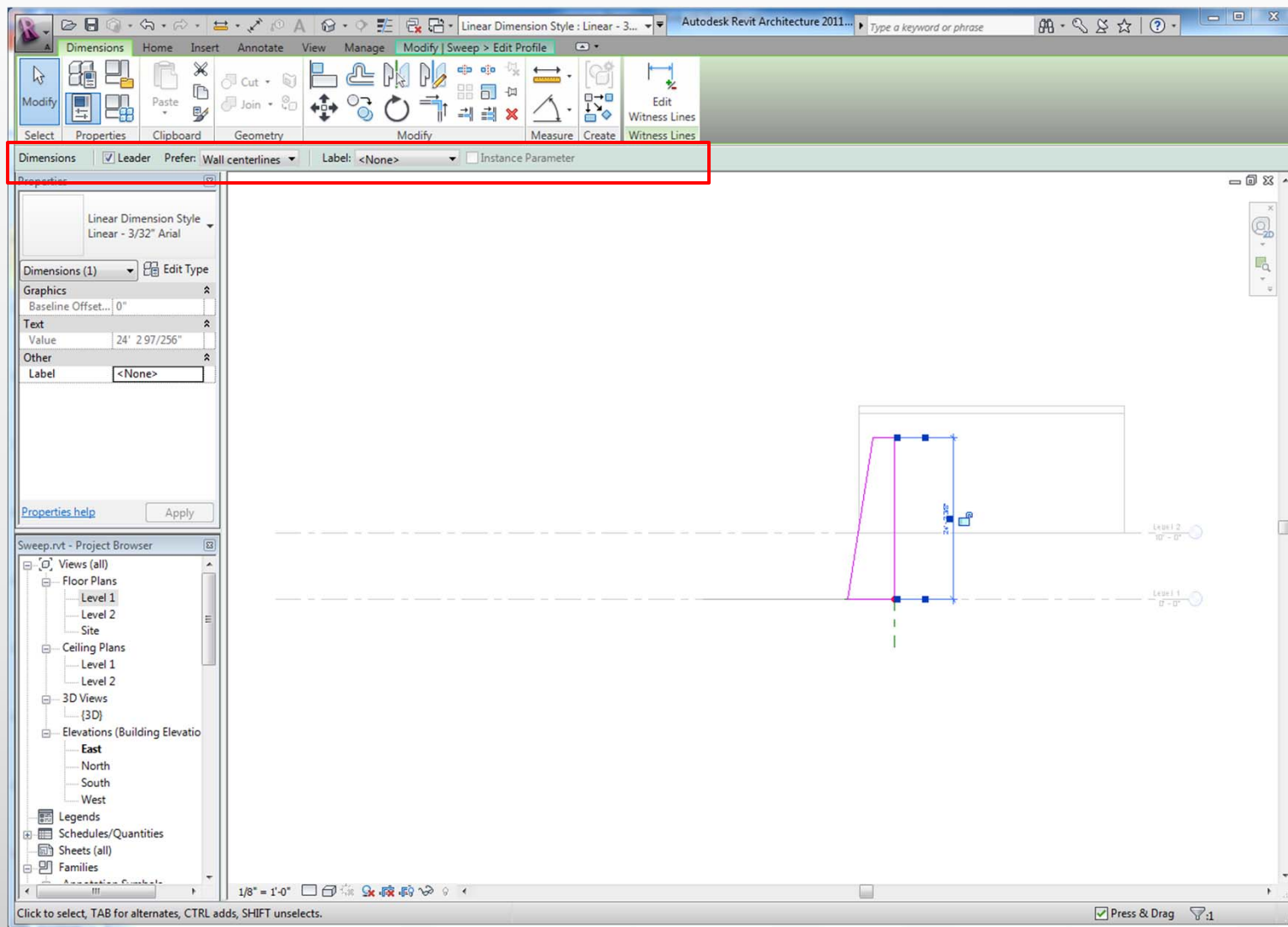
Sketching using sweep

Step 04_select view to draw the profile



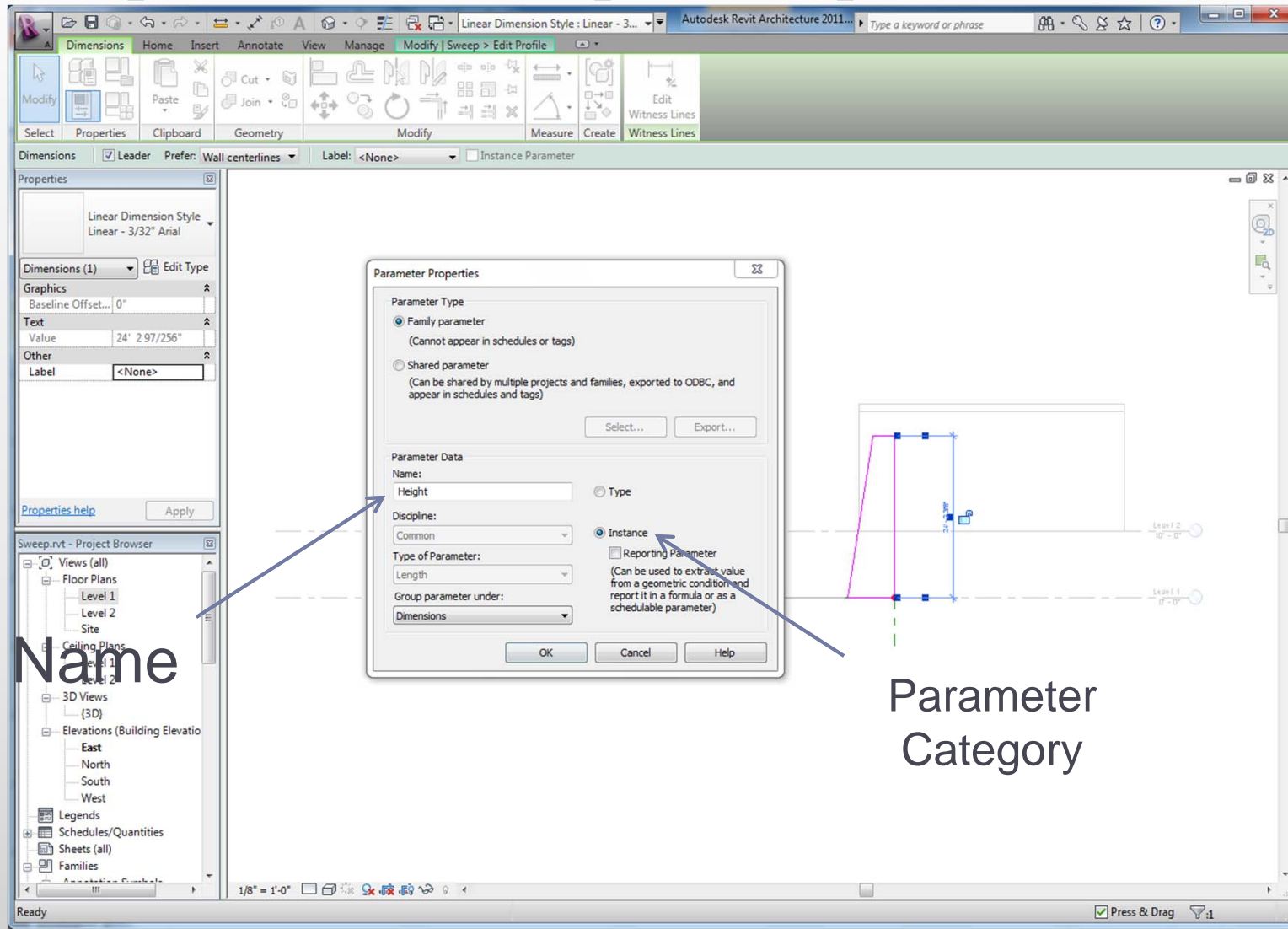
Sketching using sweep

Step 06_ Draw profile and Set up component parameters while in edit mode



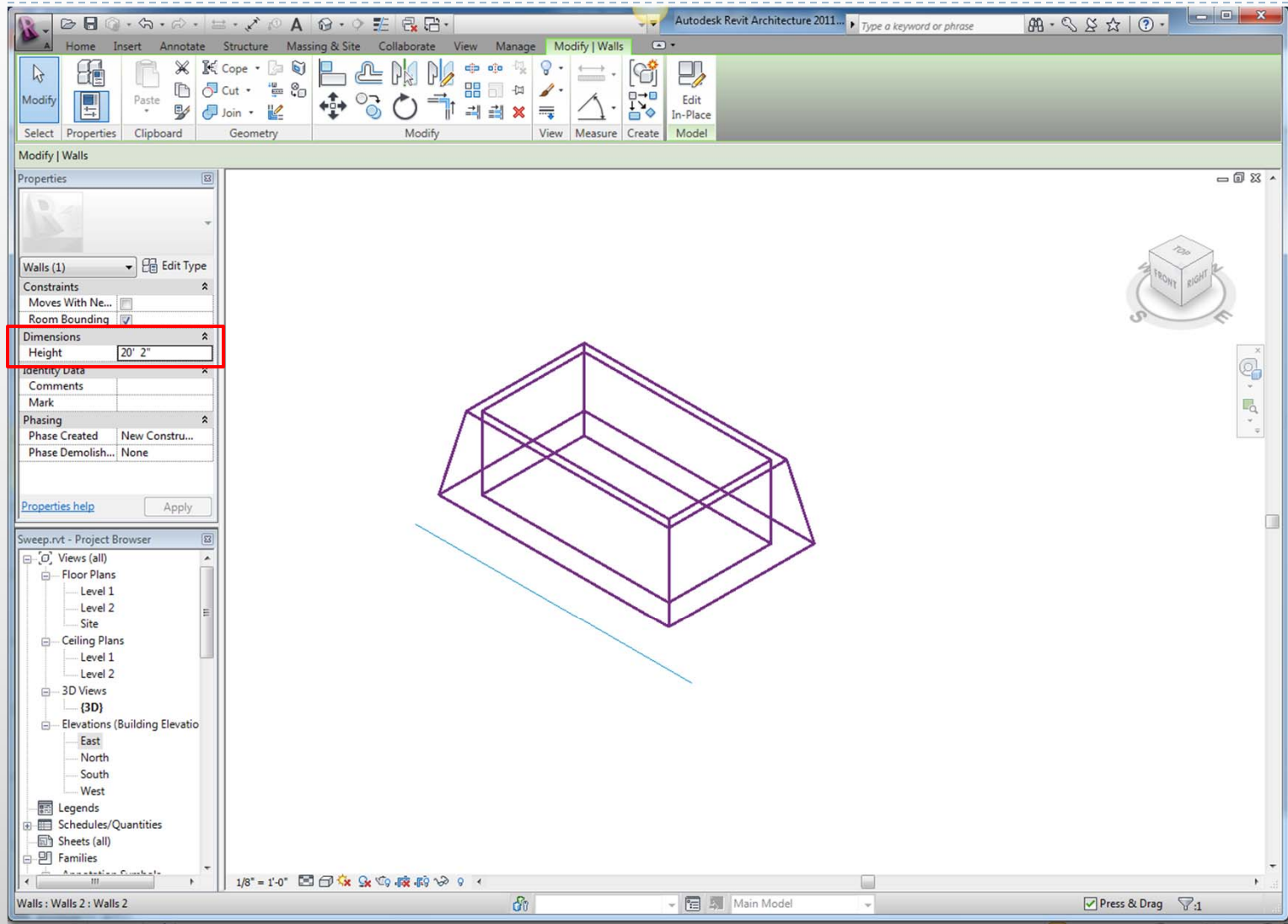
Sketching using sweep

Step 06_Add Component parameters



Sketching using sweep

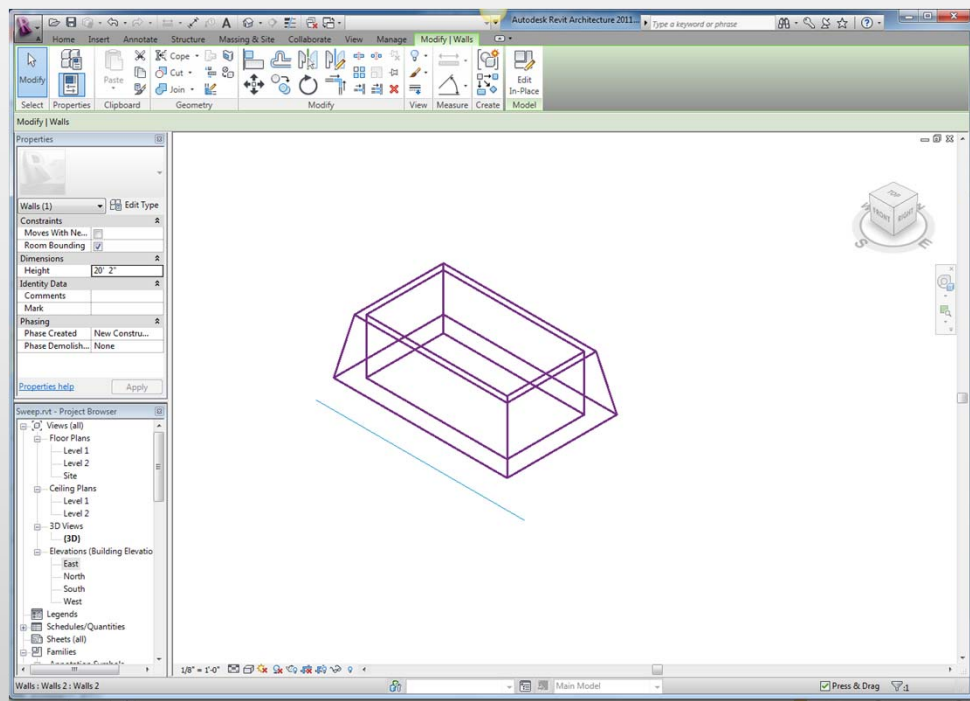
Step 07_Change Component parameter



Sketching using sweep

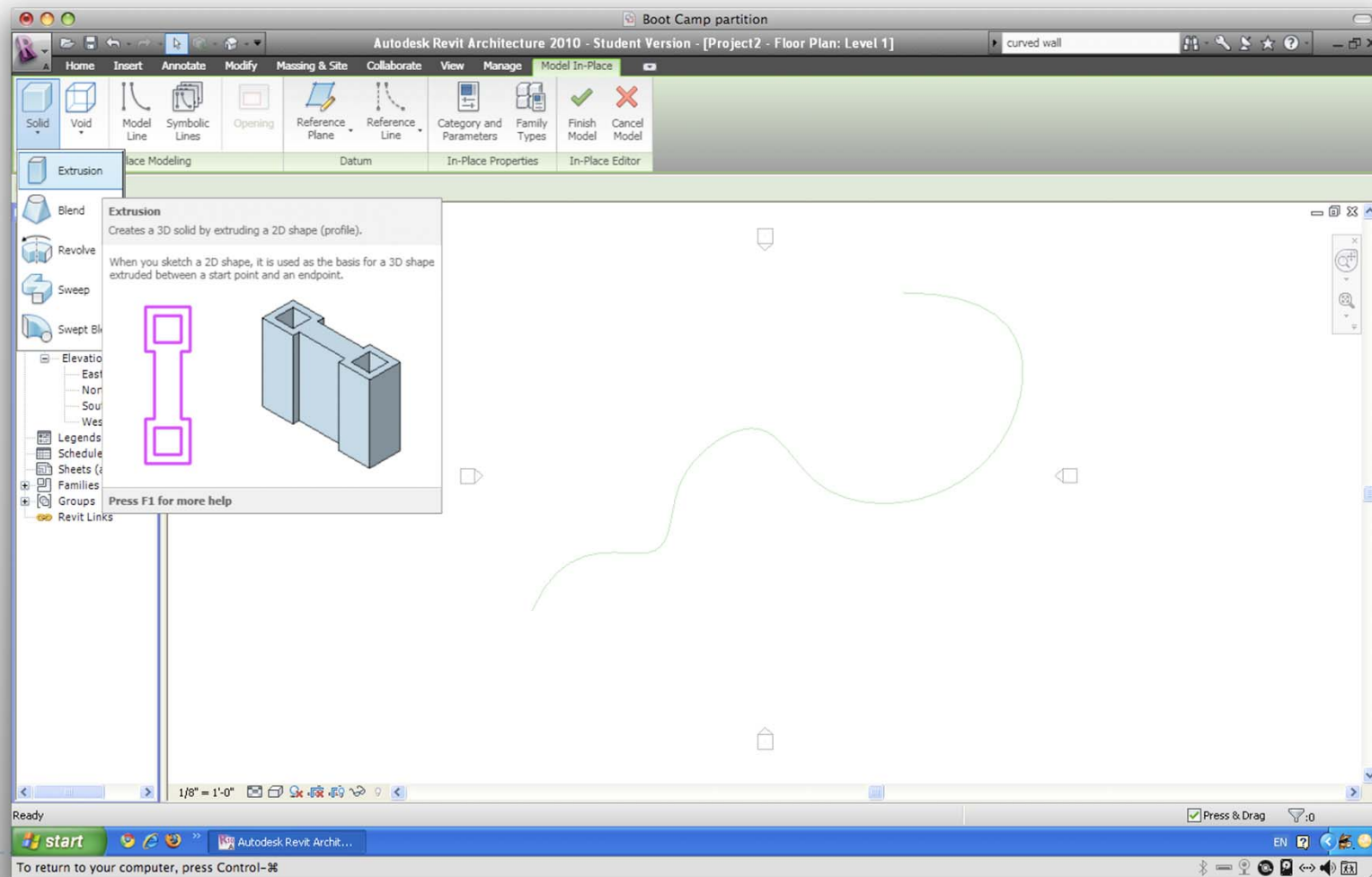
Exercise 1.

- ▶ Draw a path and profile using sweep.
- ▶ Add parameters: Height and angle

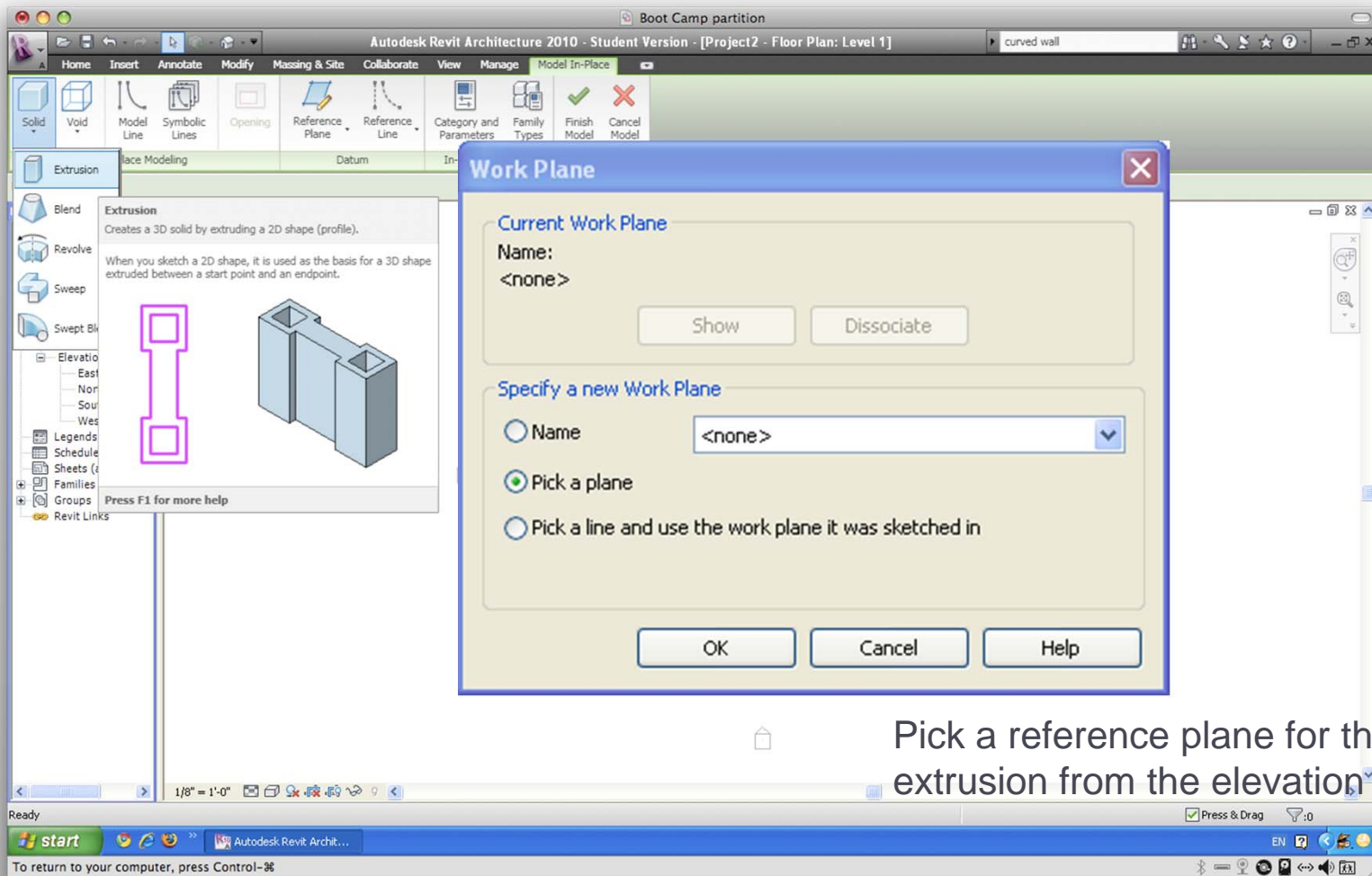


Sketching using extrusion

- ▶ Start with Component > Model in-place > Pick a family



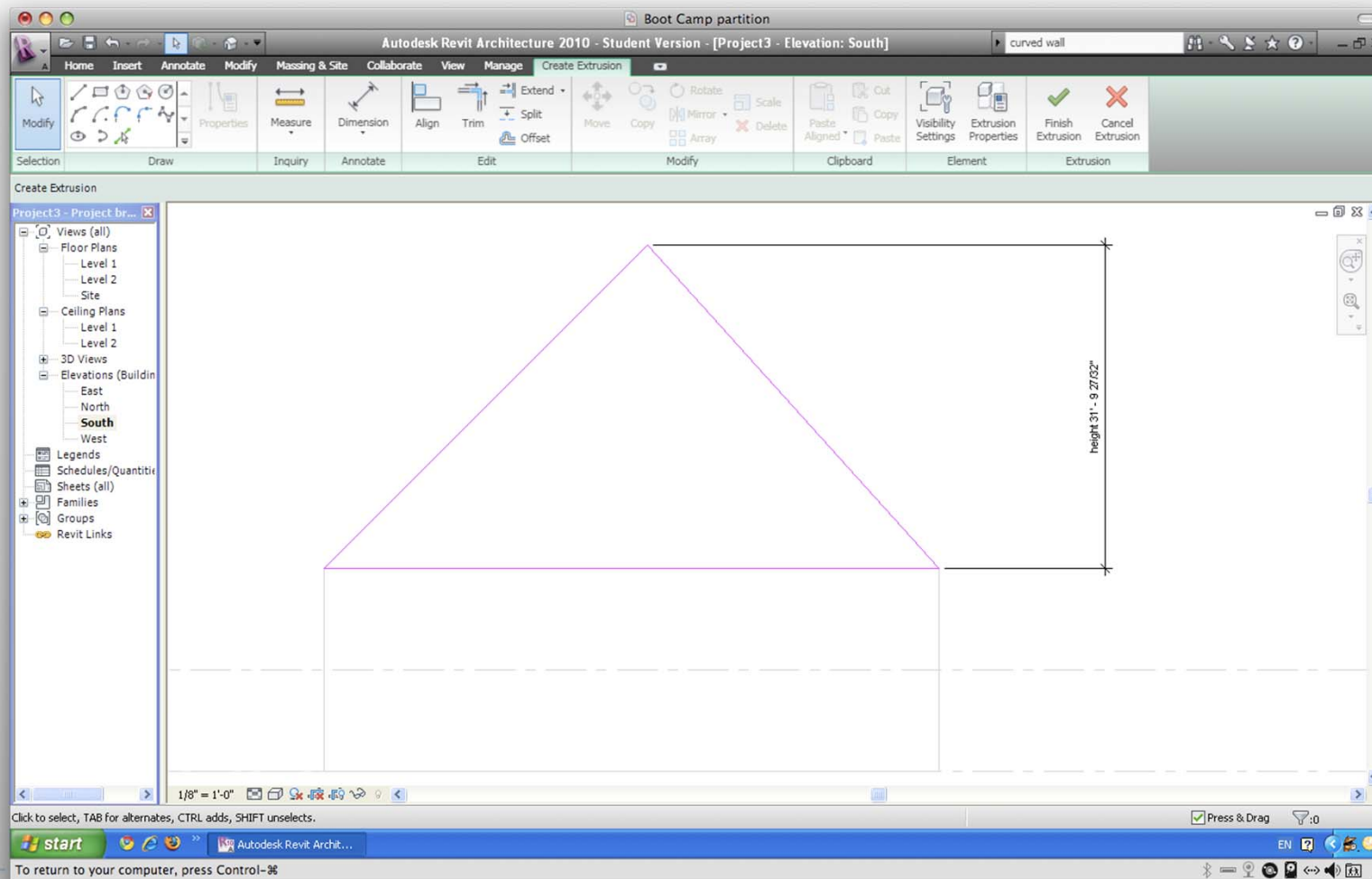
Sketching using extrusion



Pick a reference plane for the extrusion from the elevation view.

Sketching using extrusion

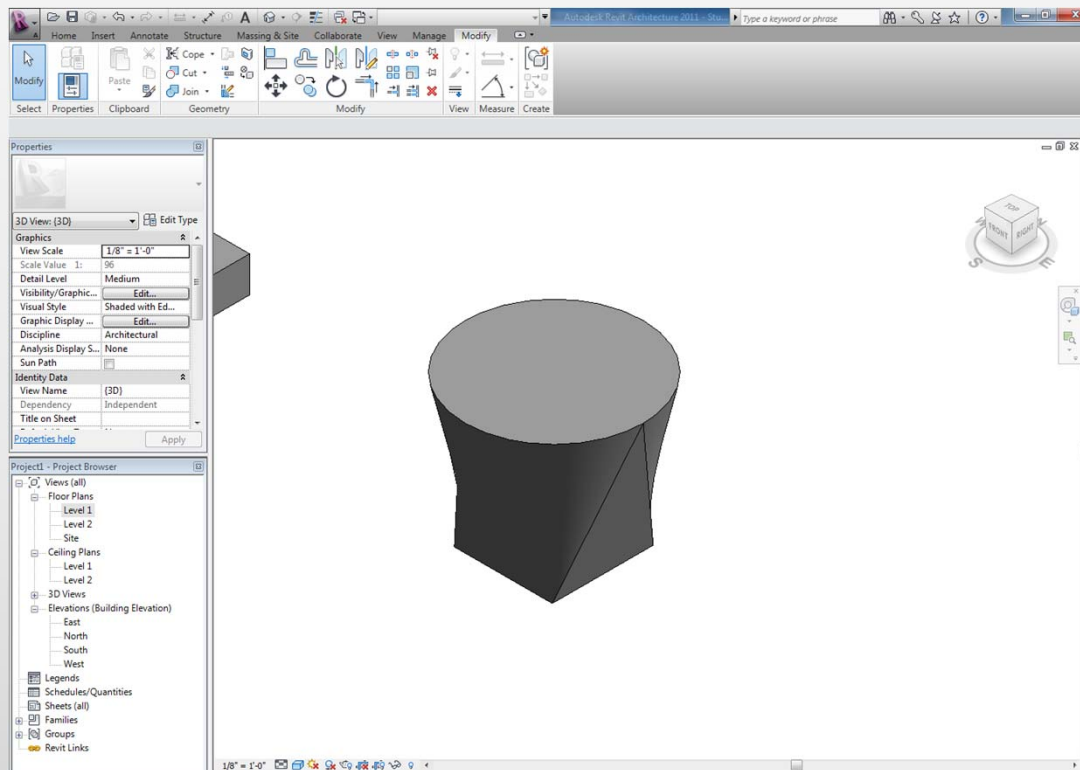
- Draw the profile and set up parameters, if any



Sketching using Blend

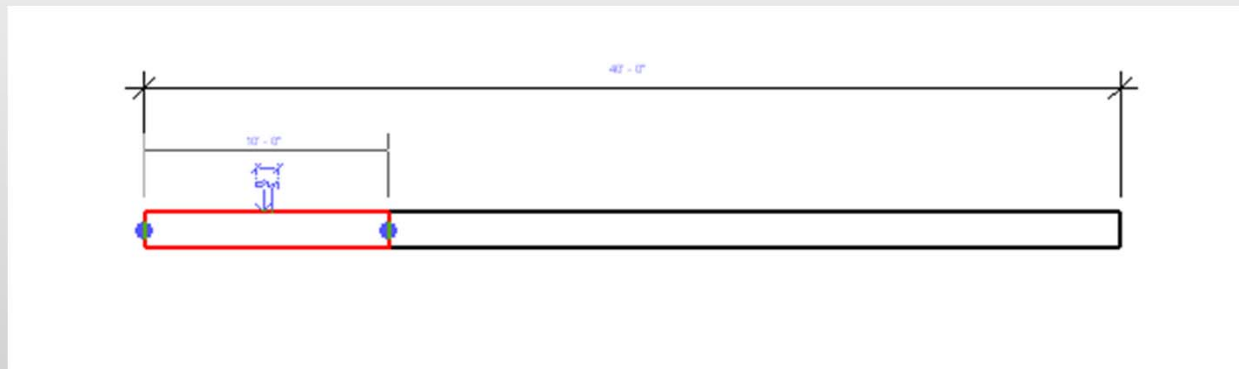
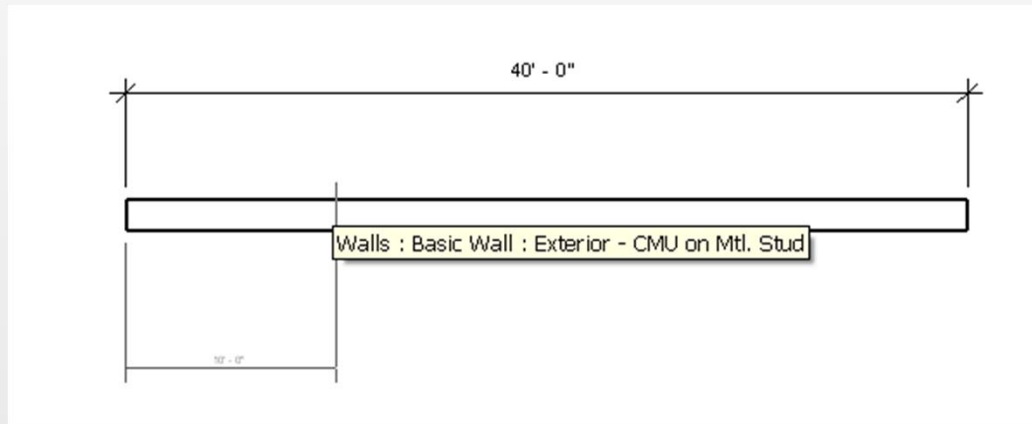
Exercise 2

- ▶ Create an in-place component using blend.
- ▶ Use two different shapes to see the effects



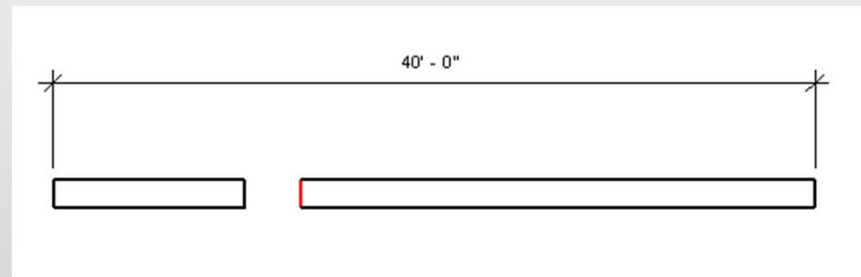
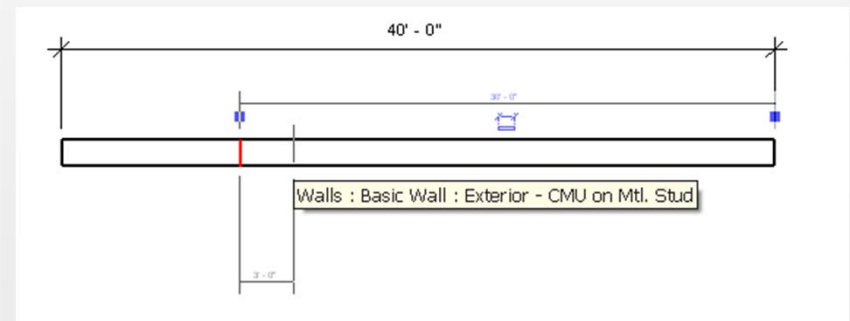
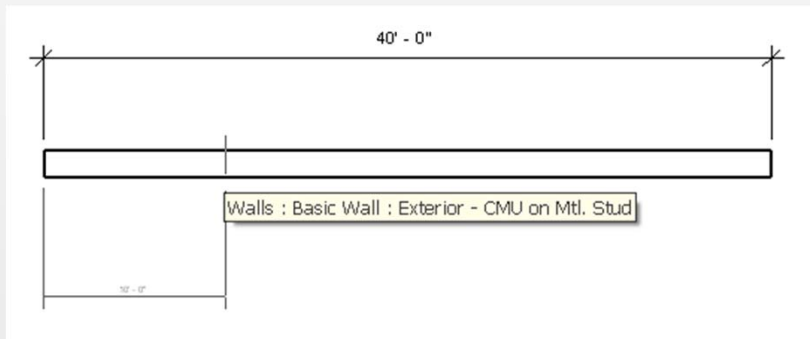
Splitting Walls

Tools, Split



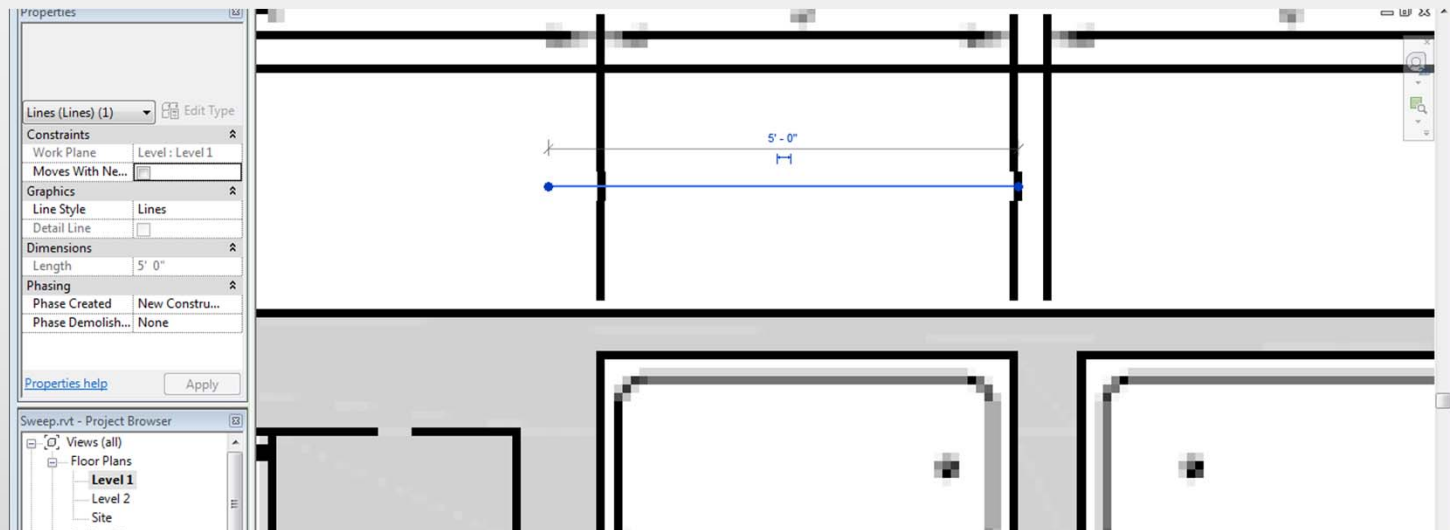
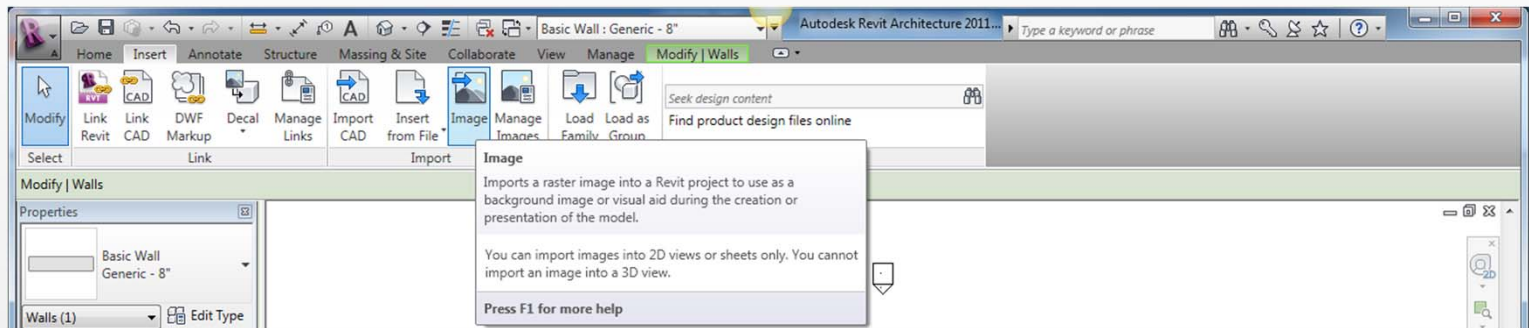
Splitting Walls

► Openings



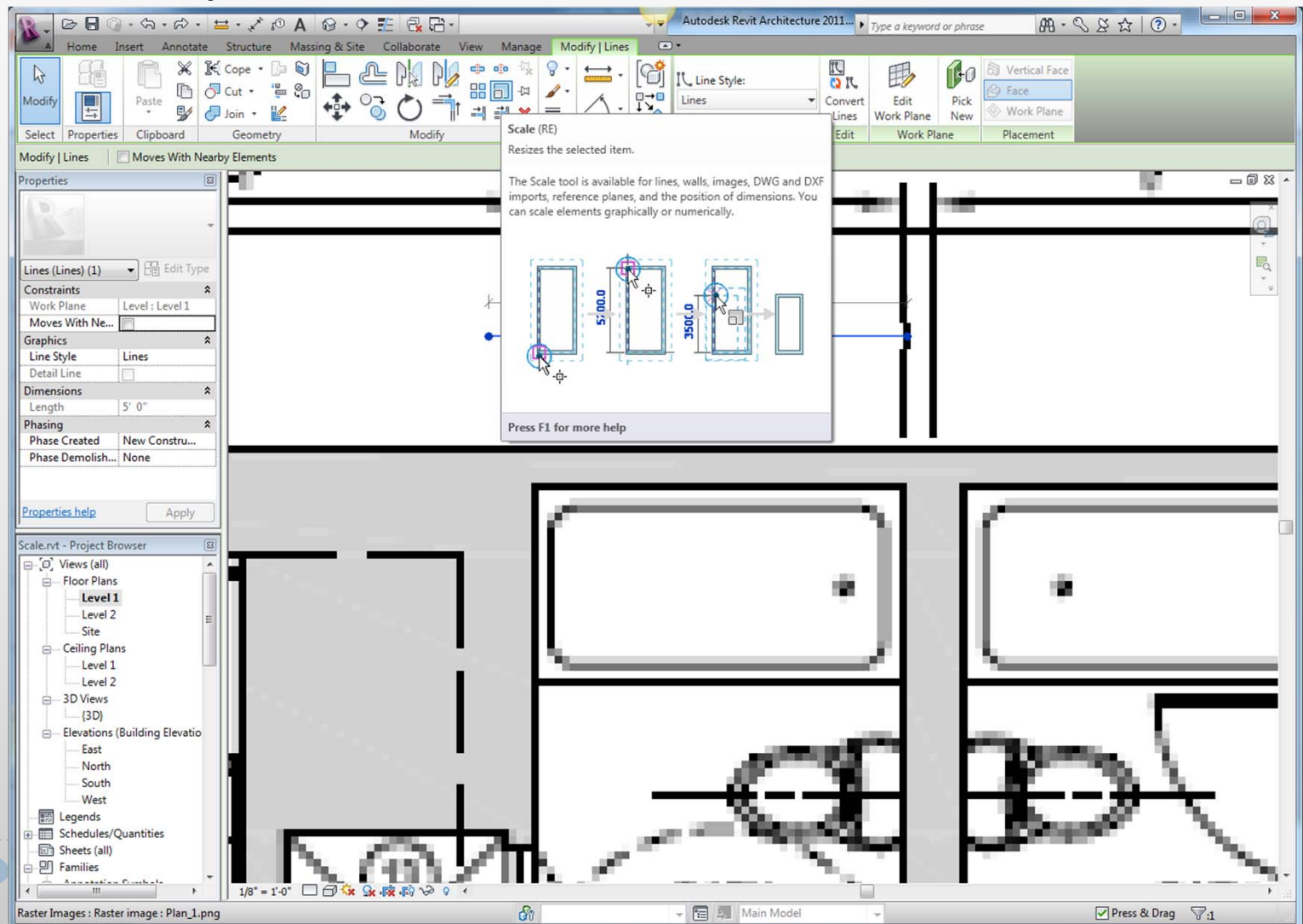
Importing and scaling images:

Insert> Image

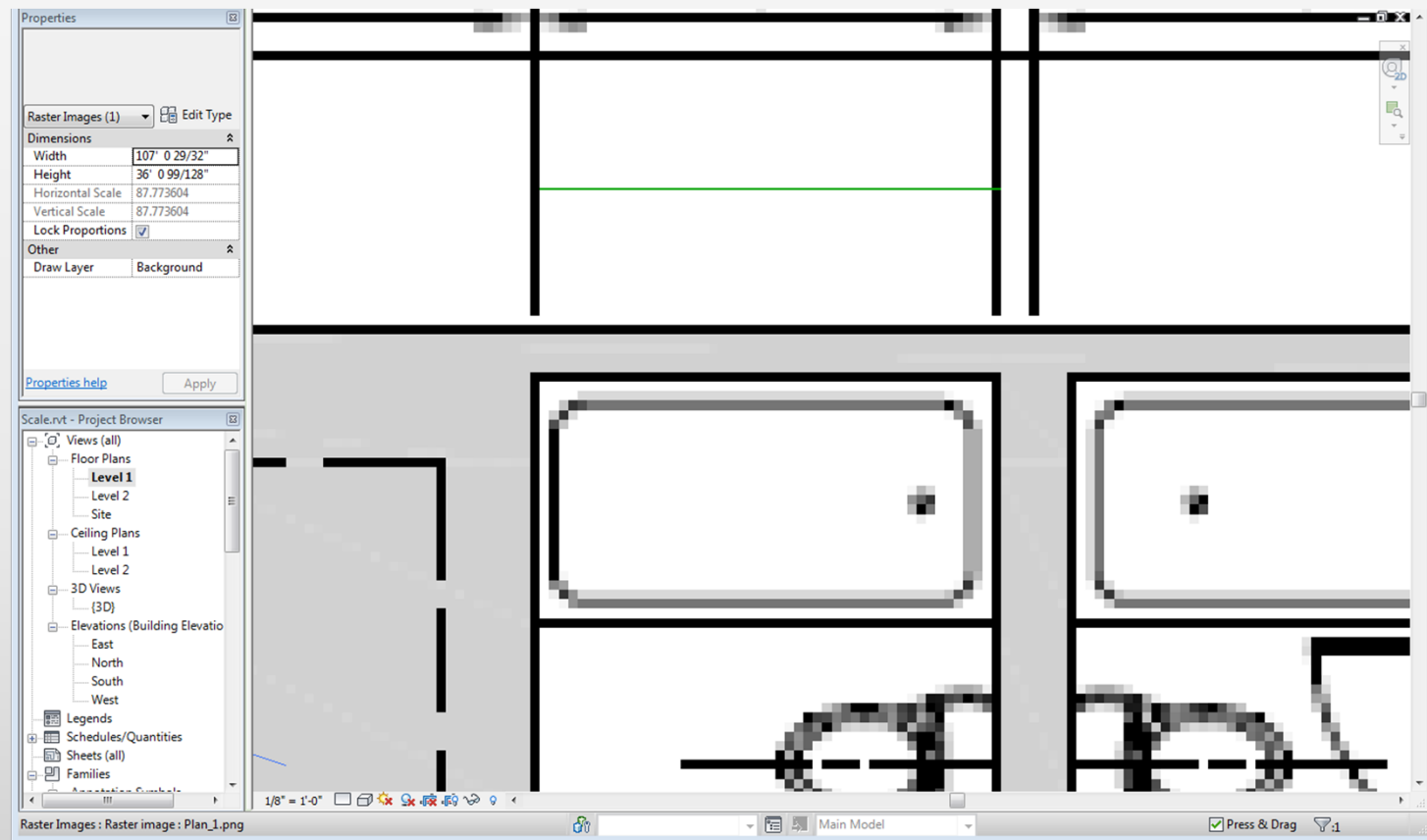


Importing and scaling images

► Modify > Scale



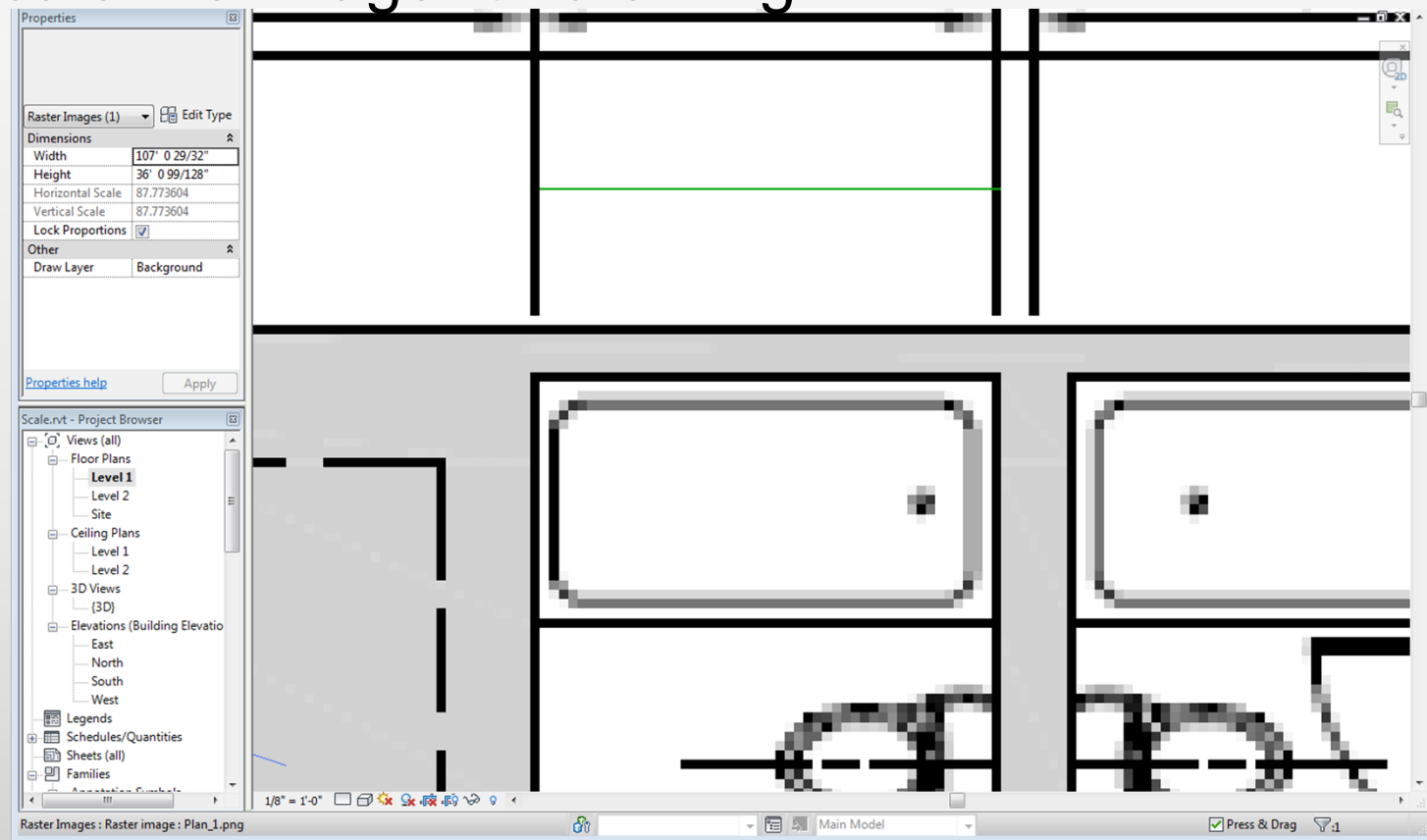
Importing and scaling images



Importing and scaling images

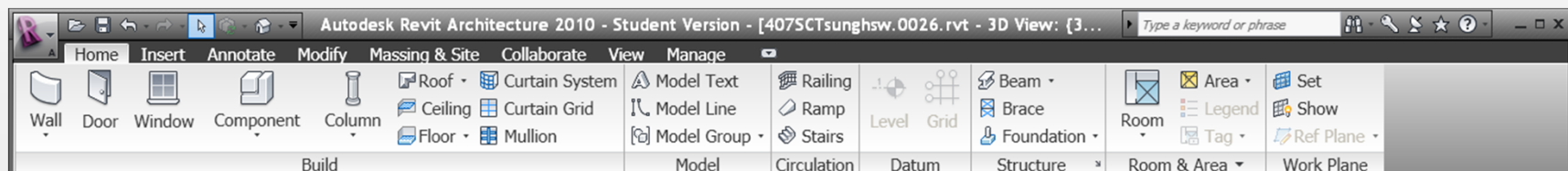
Exercise 3

- ▶ Import image from black board
- ▶ Scale the image for drawing



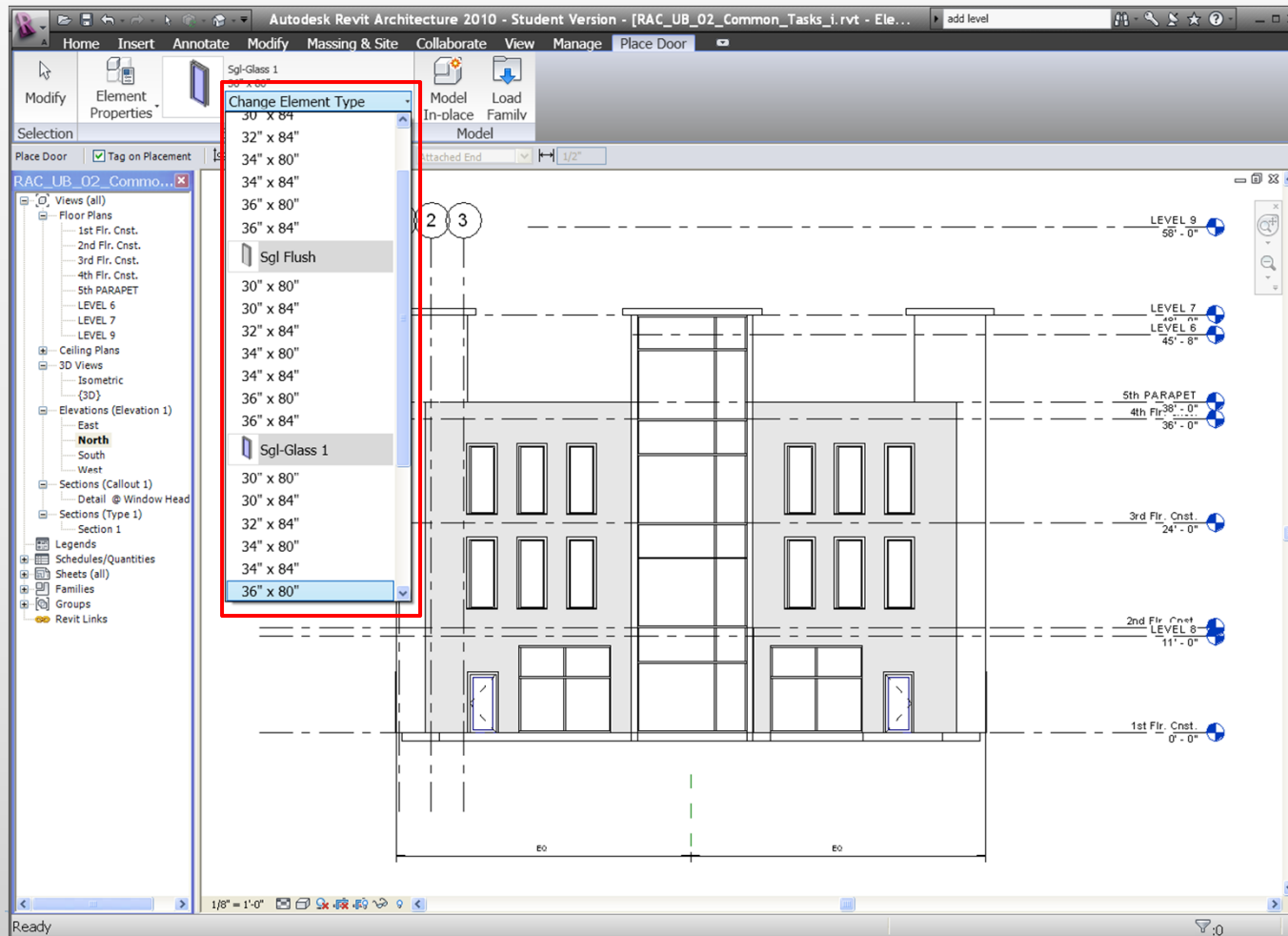
Doors and windows

- ▶ Doors and windows can be placed by choosing Door/Window from the Home Tab

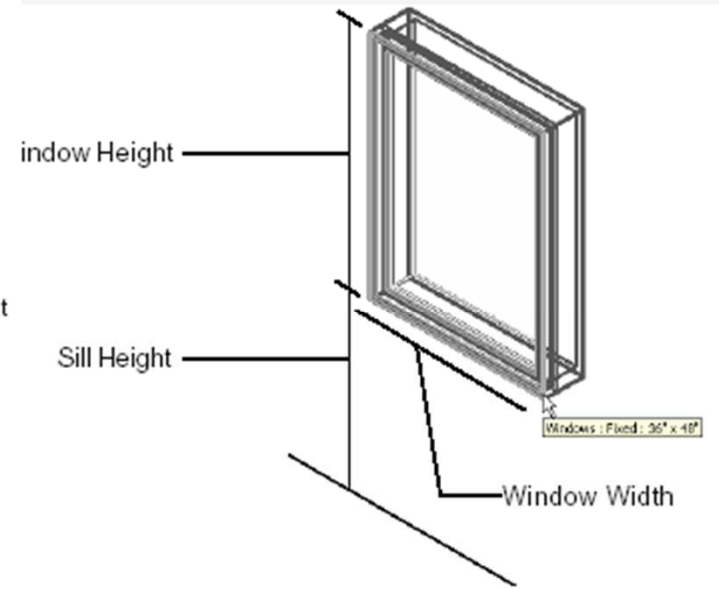
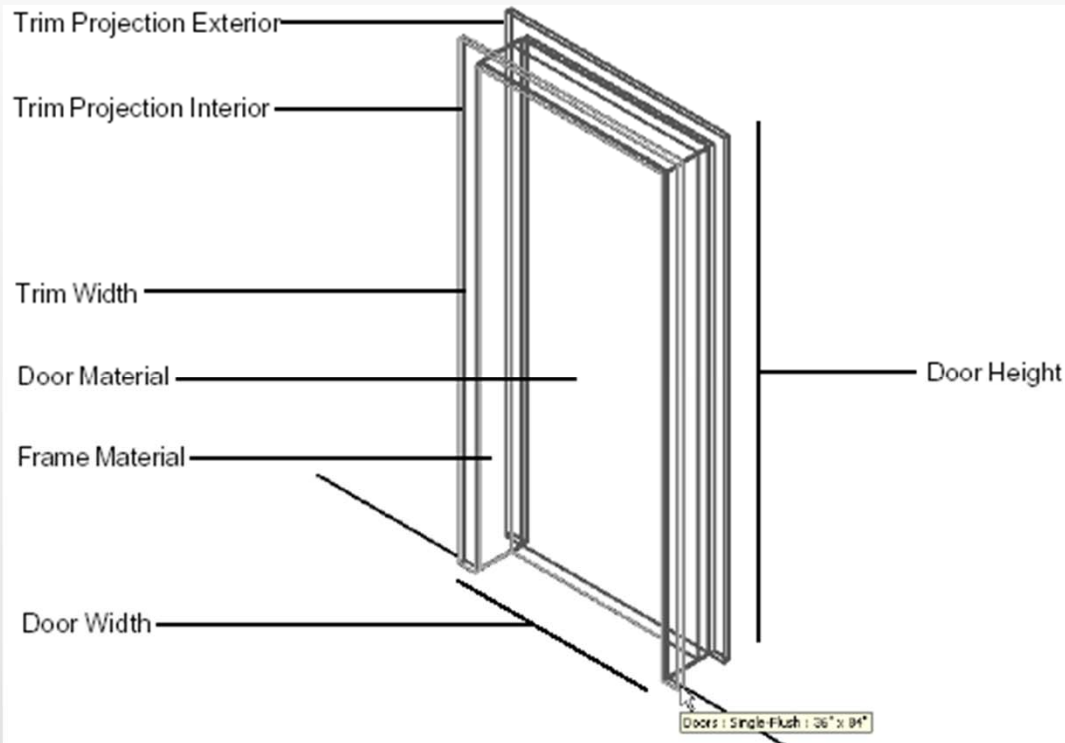


Doors and windows

- ▶ Doors and window types can be selected

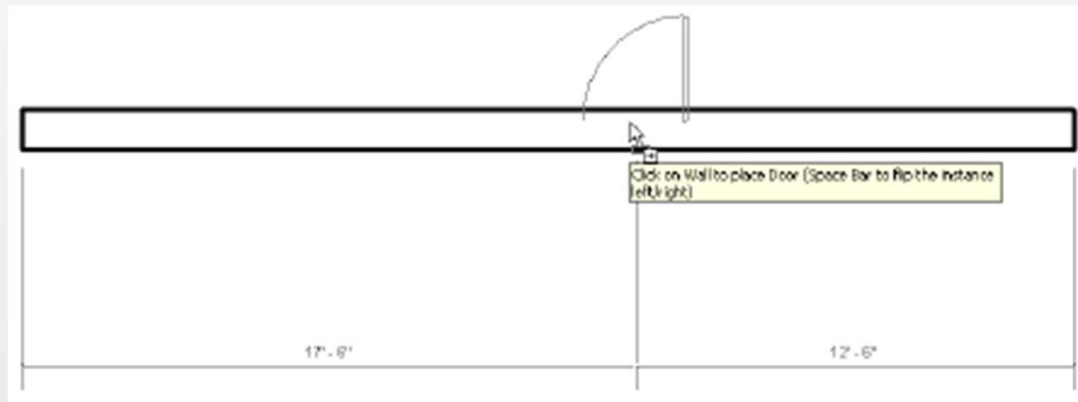


Door and window Properties

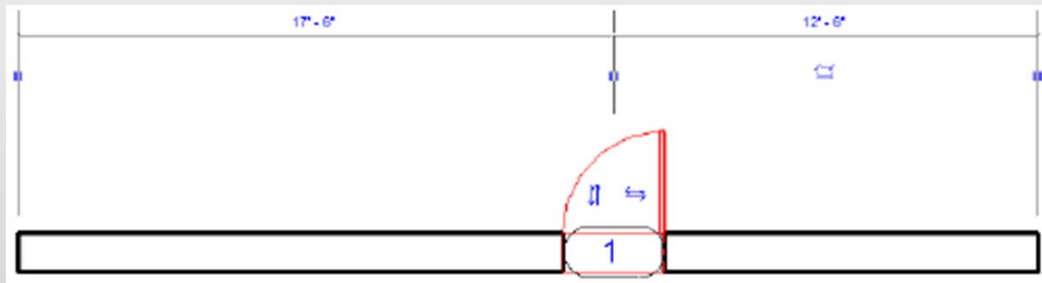


Adding Doors and windows

- ▶ Doors can be added to a building model in the plan, section, elevation or a 3D view, by clicking at the desired



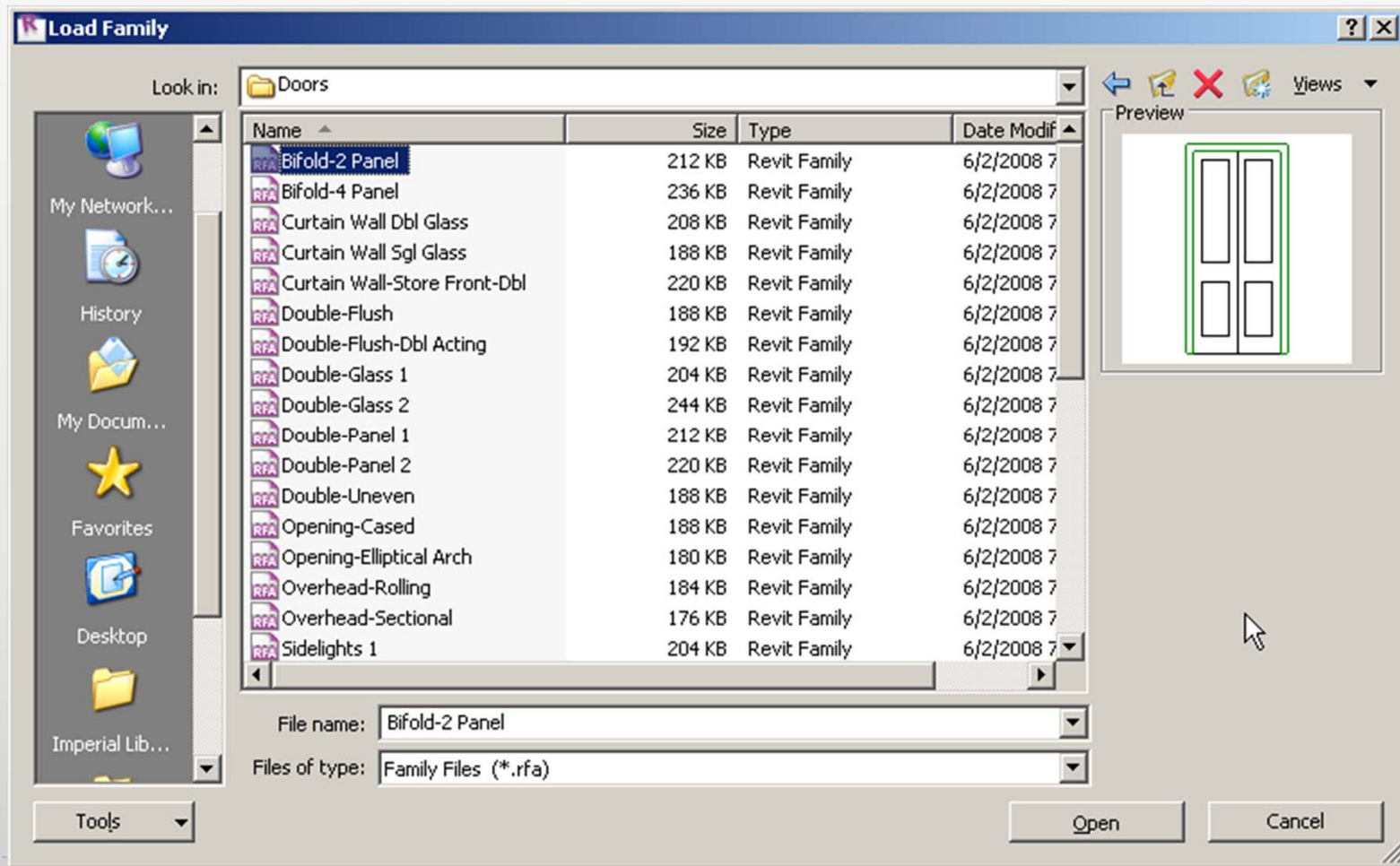
Adding a door to an existing wall



An added door and its controls

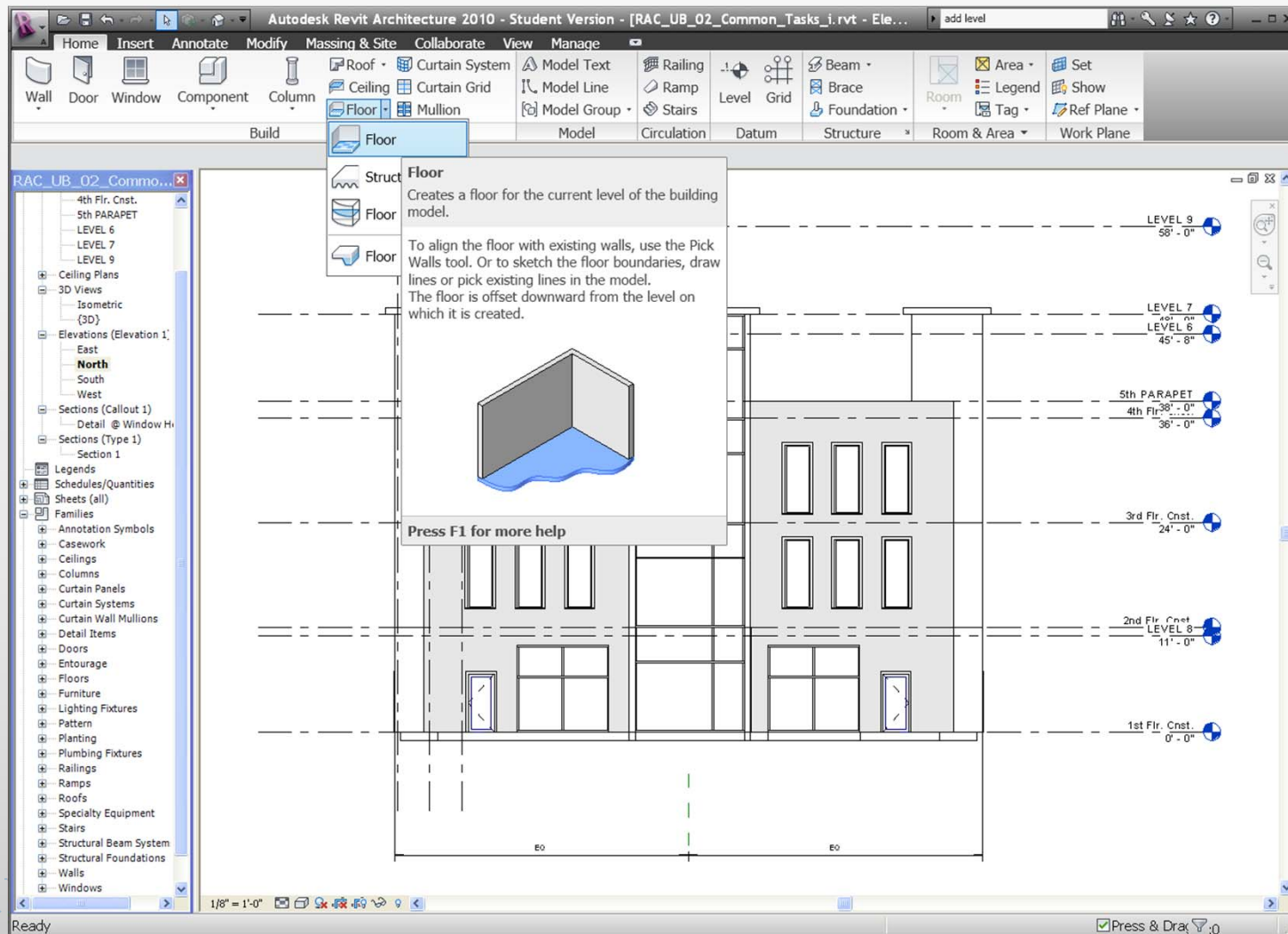
Additional Door and window types

- ▶ Doors can be added by loading from Family

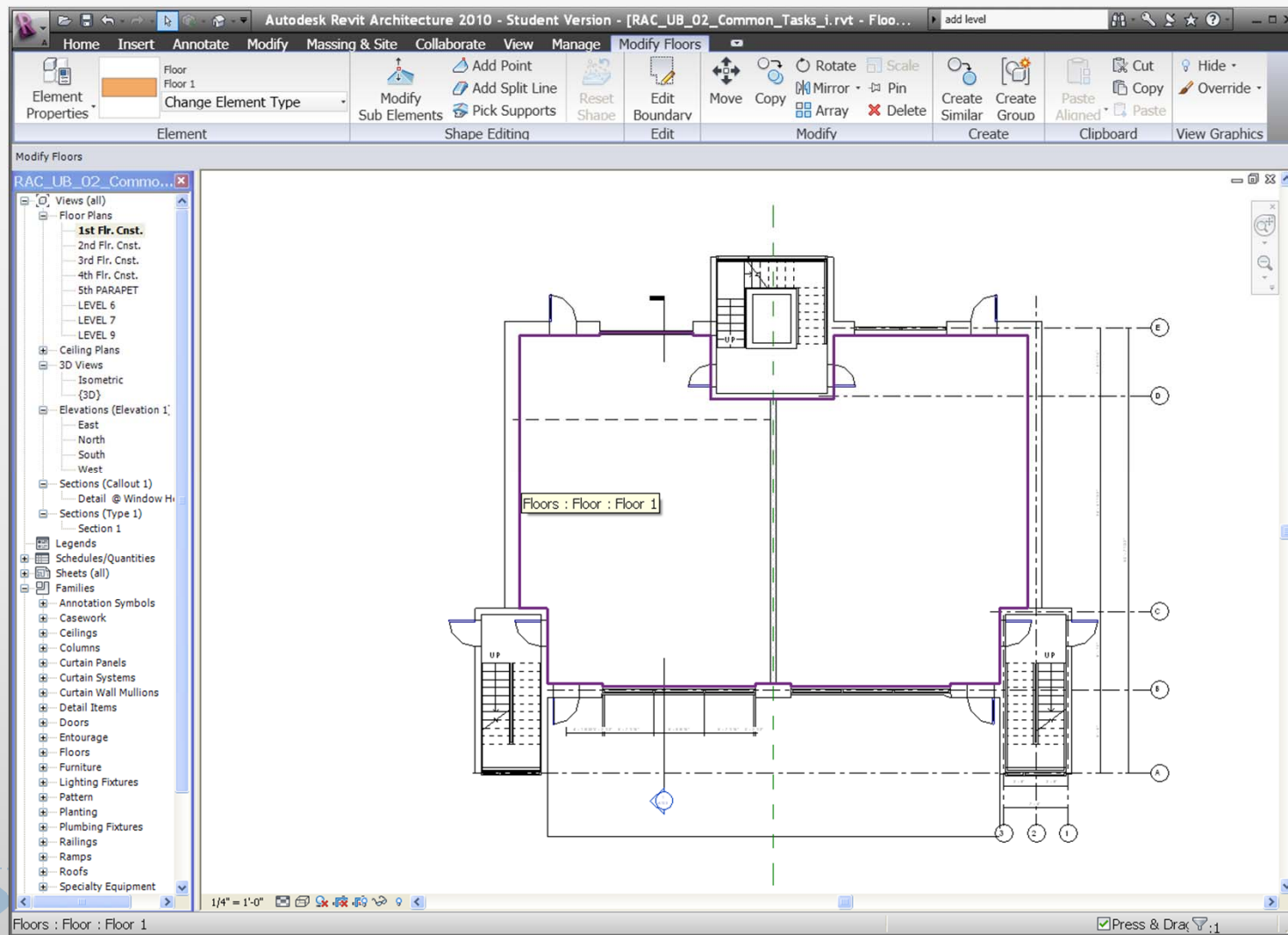


Floor

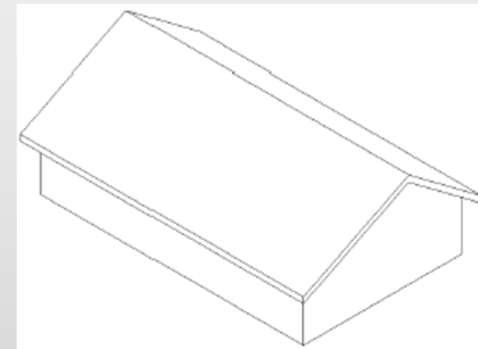
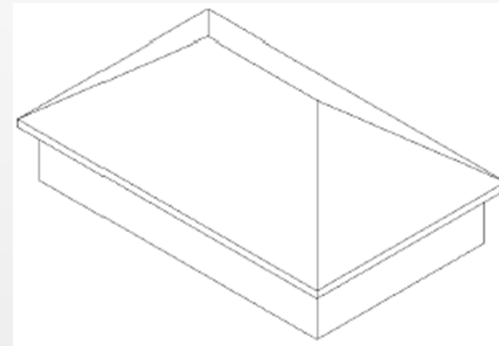
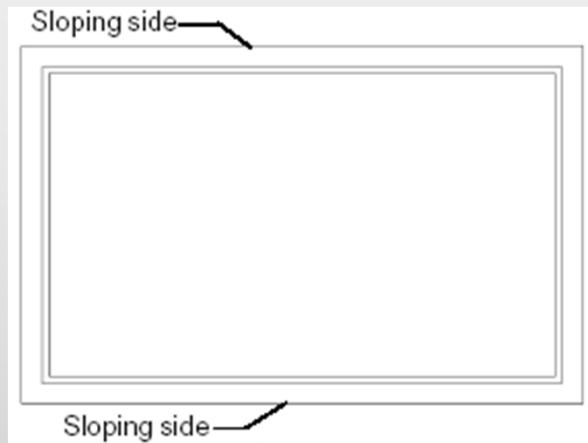
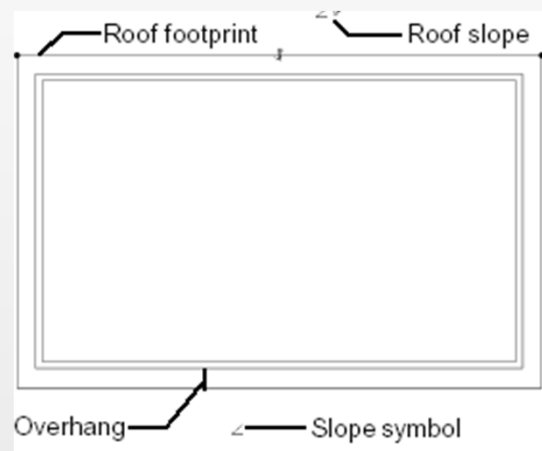
- ▶ Floor has to be sketched based on lines, walls



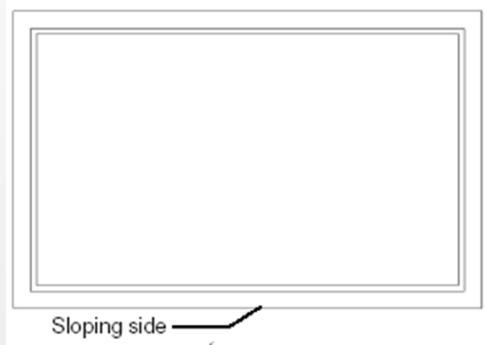
Floor



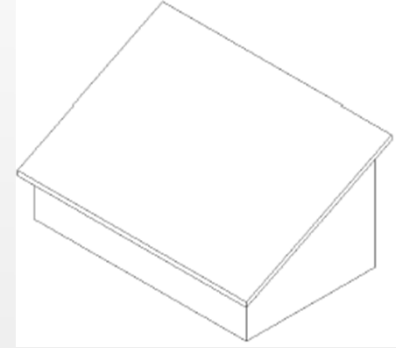
Roof Types



Roof Types



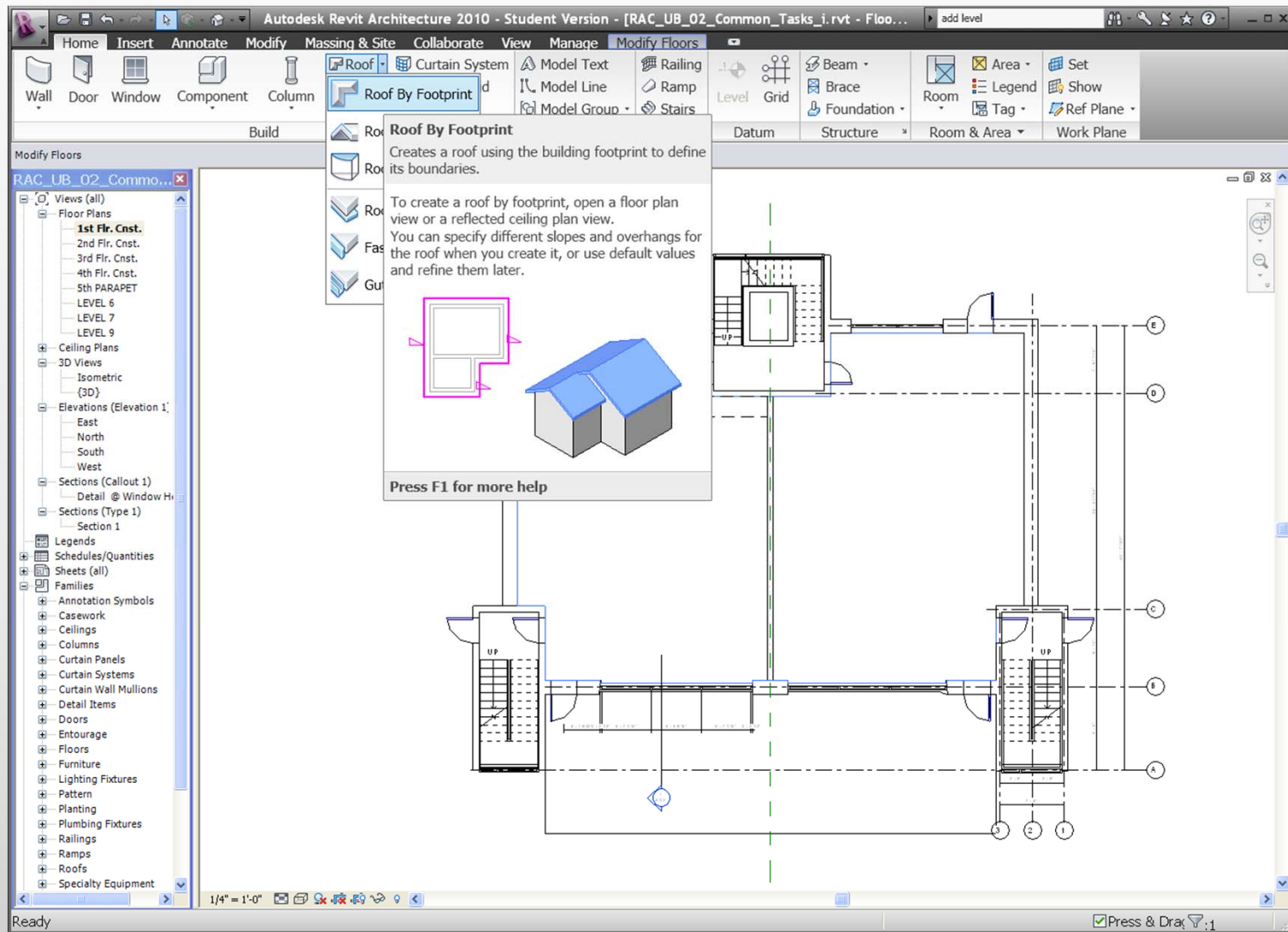
Specifying the sloping side



Shed roof



Roof by Footprint

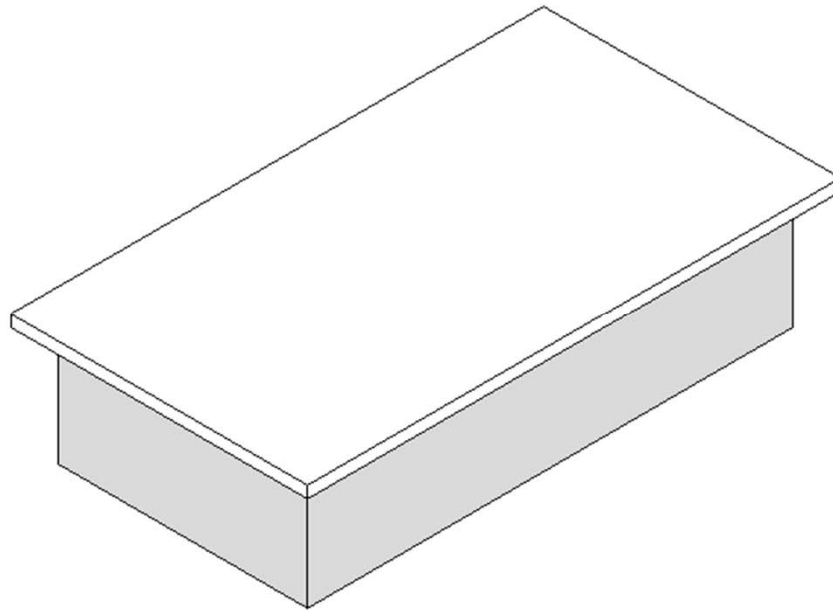
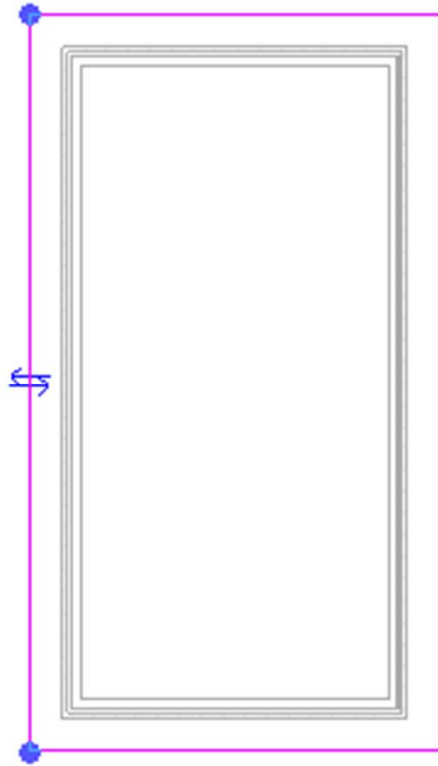


Roof by Footprint (Flat)

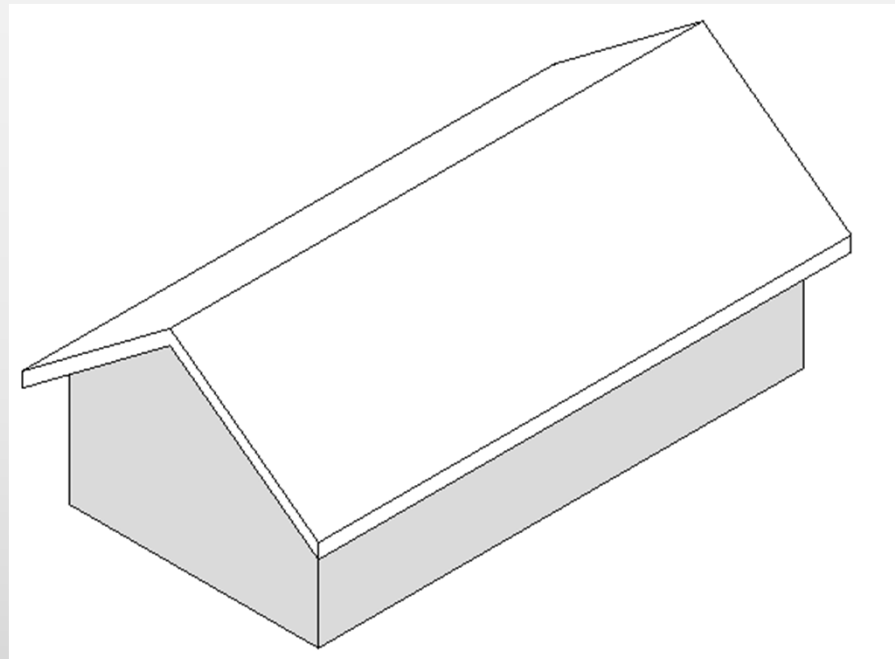
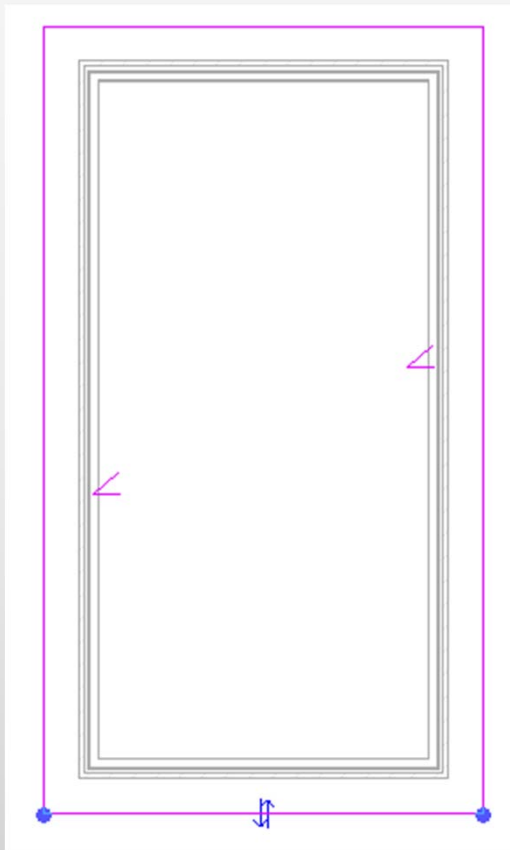
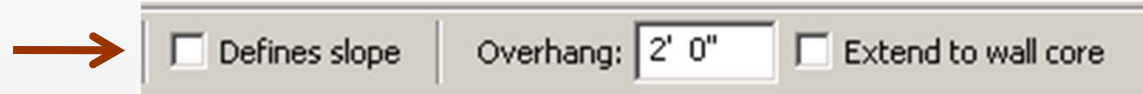
☐ Defines slope

Overhang: 2' 0"

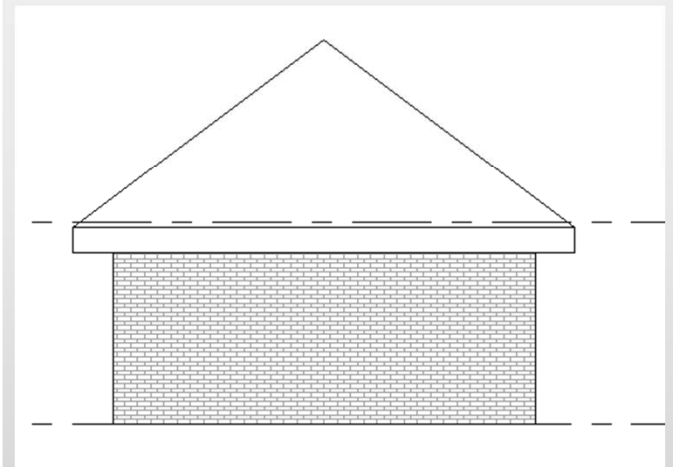
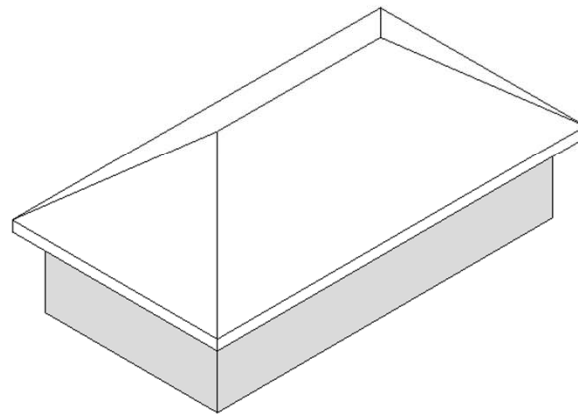
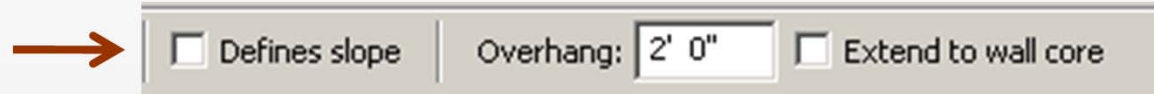
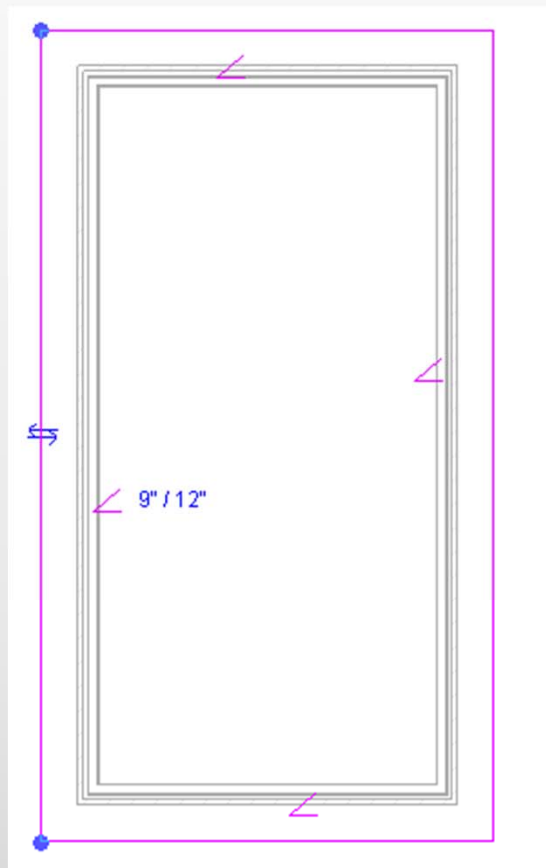
☐ Extend to wall core



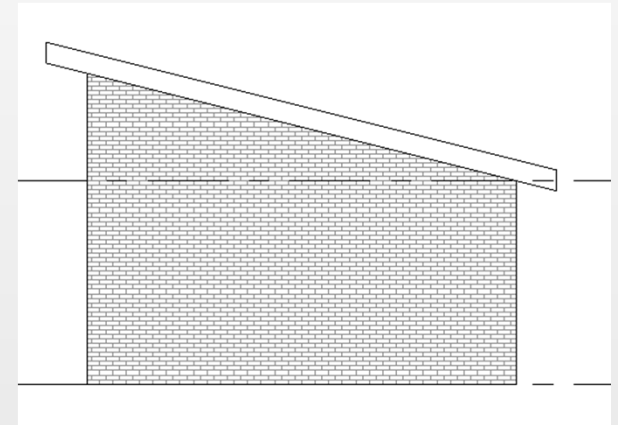
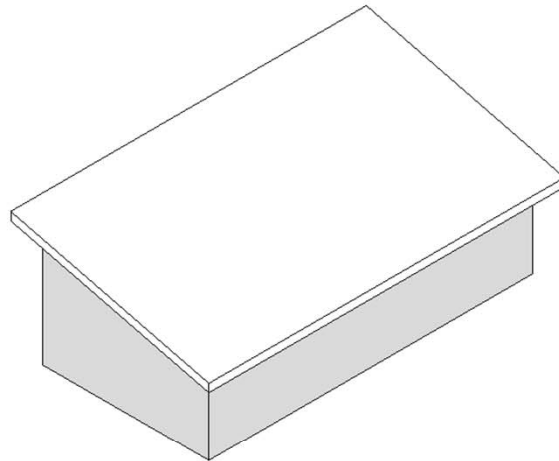
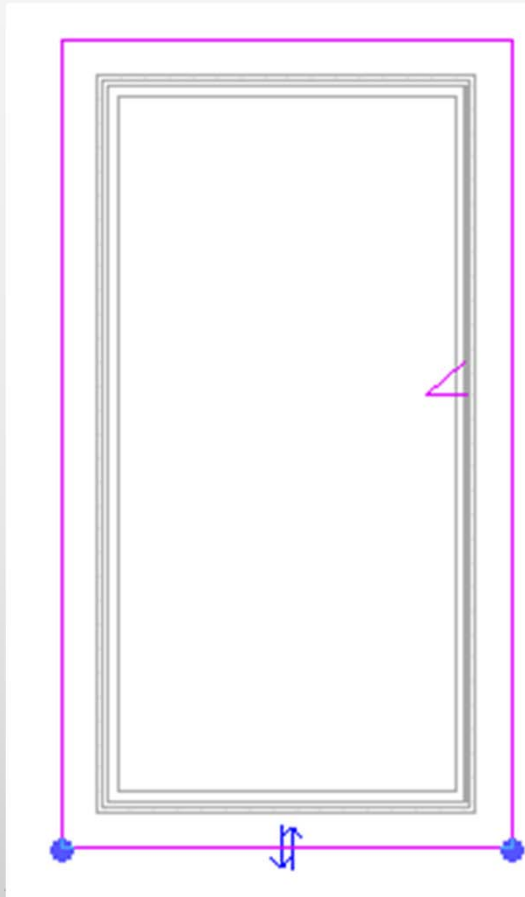
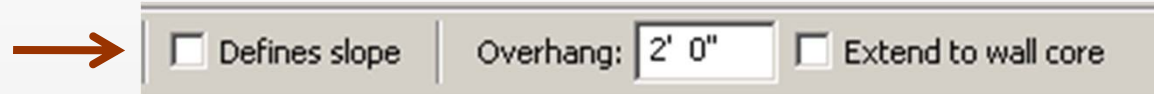
Roof by Footprint (Gable)



Roof by Footprint (Hip)



Roof by Footprint (Shed)



The wall properties need to be set to
unconnected to extend to the slope

Adding Levels

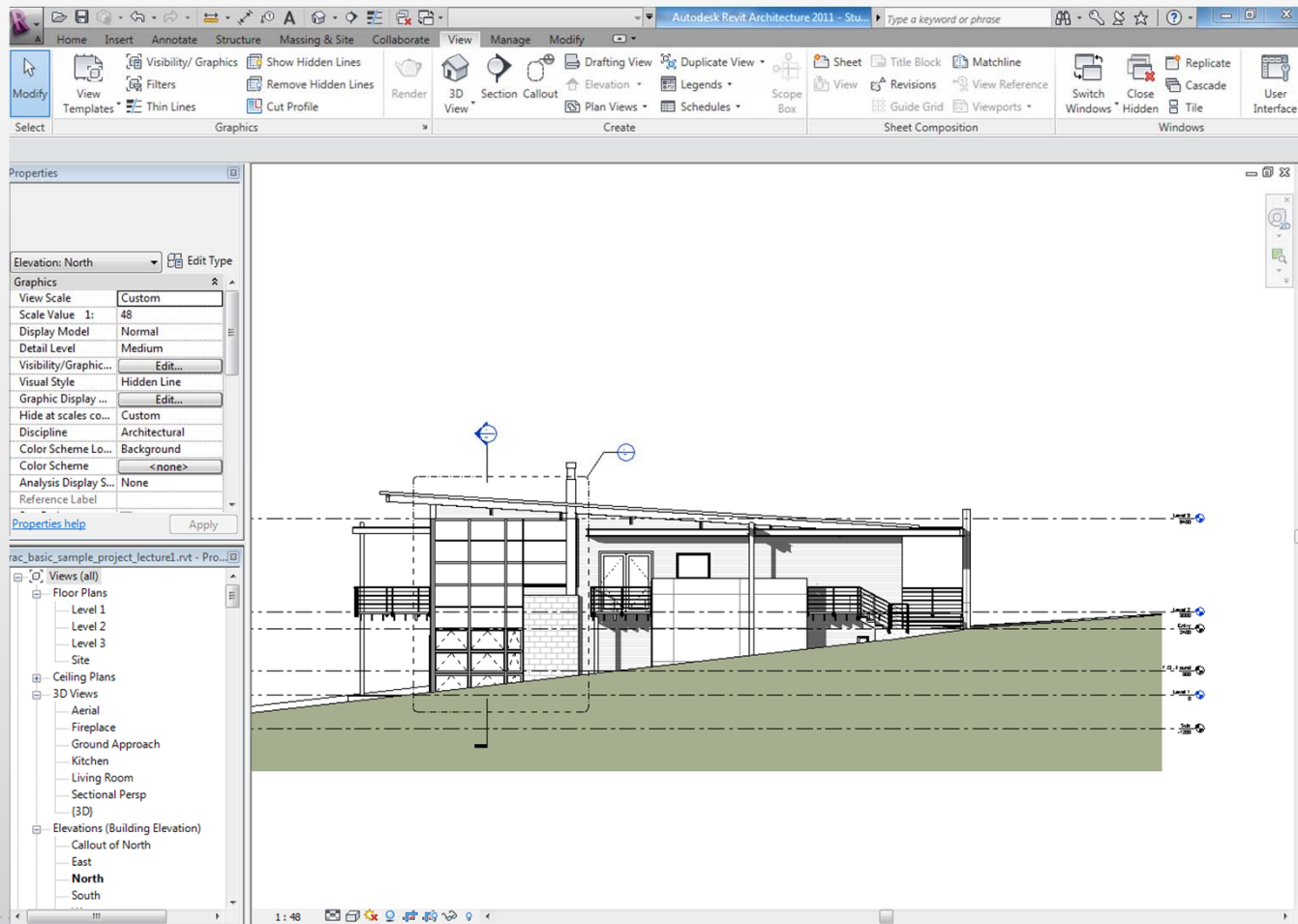
Exercise 4

- ▶ Create roof on a simple project
- ▶ Create an overhang of 3'



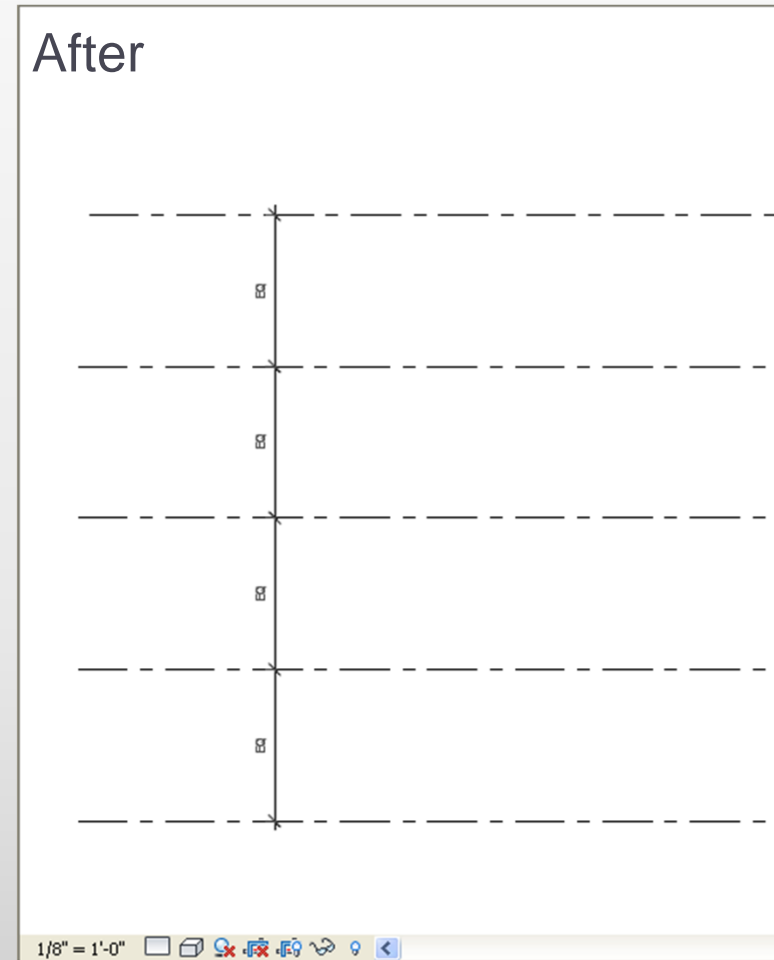
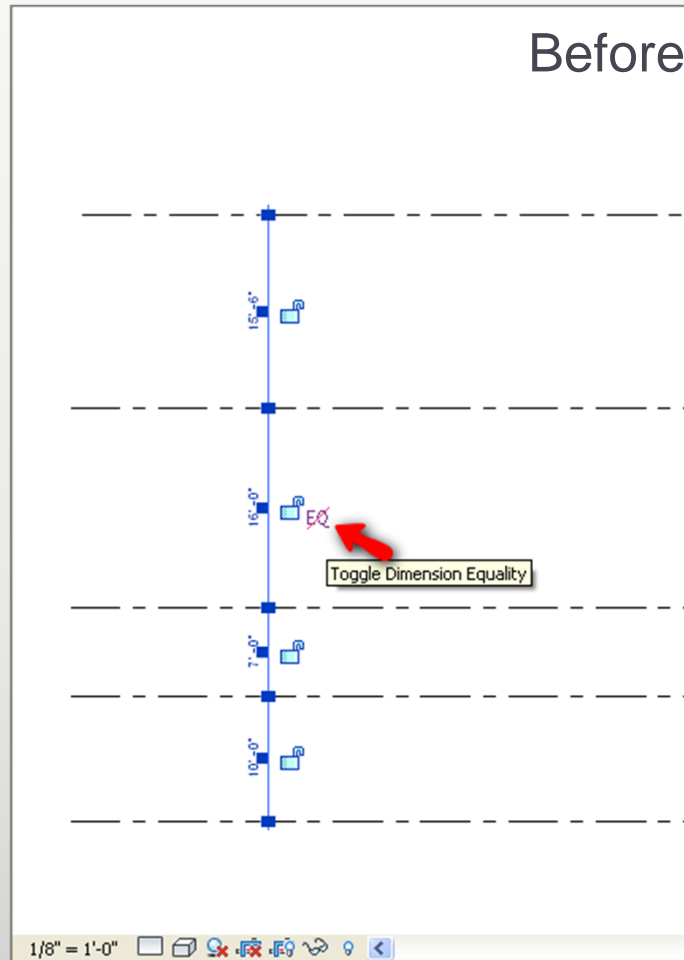
Adding Levels

► Home>Datum>Levels



Revit tips:

Dimension tool (Equality Constraint)



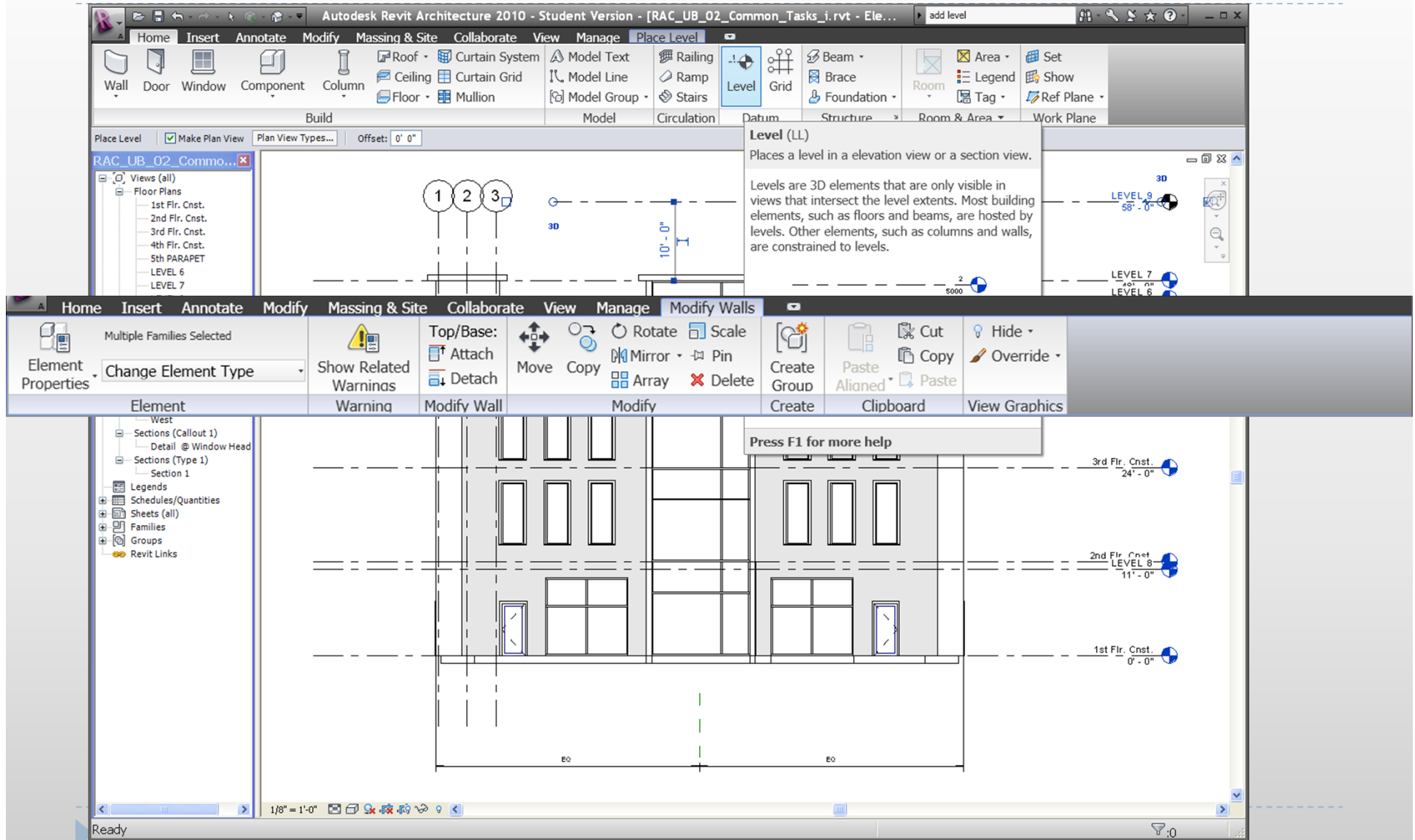
Adding Levels

Exercise 5

- ▶ Make levels visible in the sample project
- ▶ Add Levels to your project
- ▶ Add dimensions



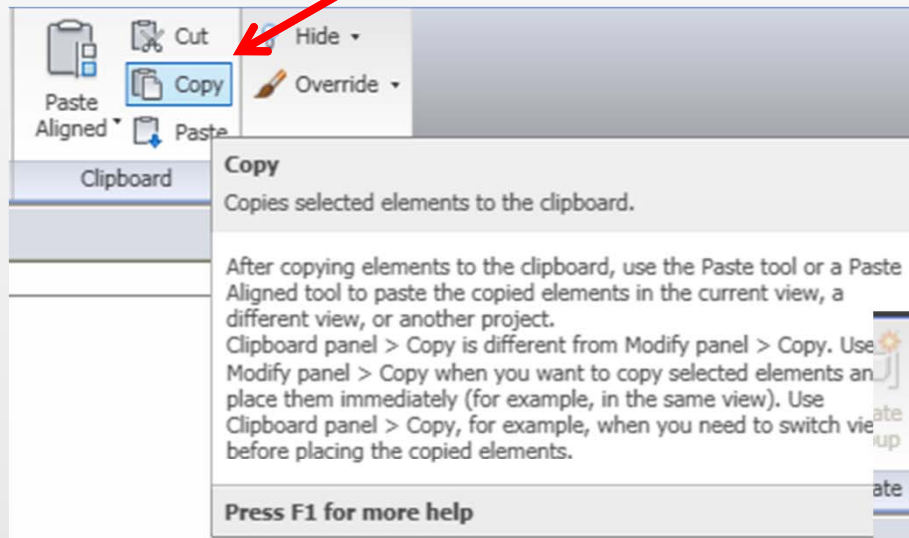
Editing (copy, move, others)



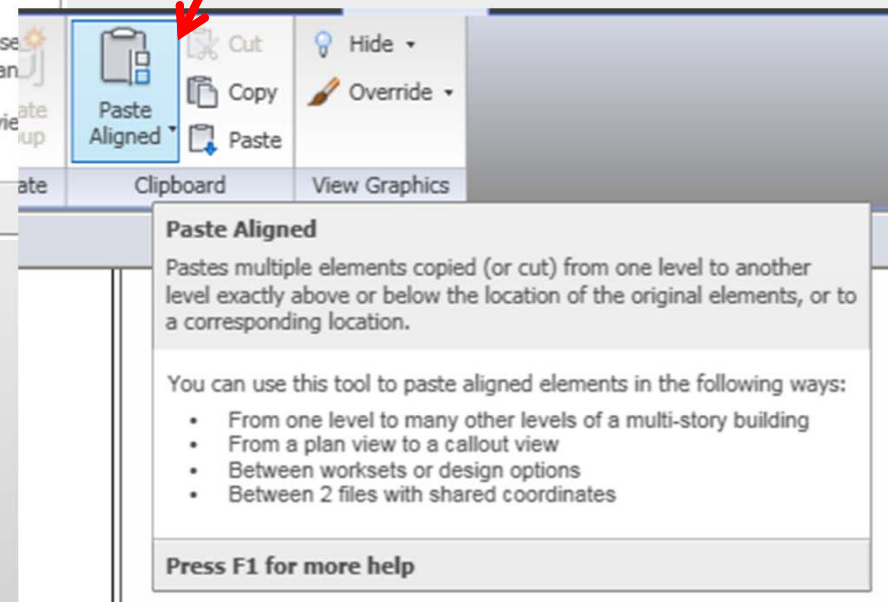
Revit tips:

Copy 2 Clipboard & Paste Aligned-1

Modify → Clipboard → Copy

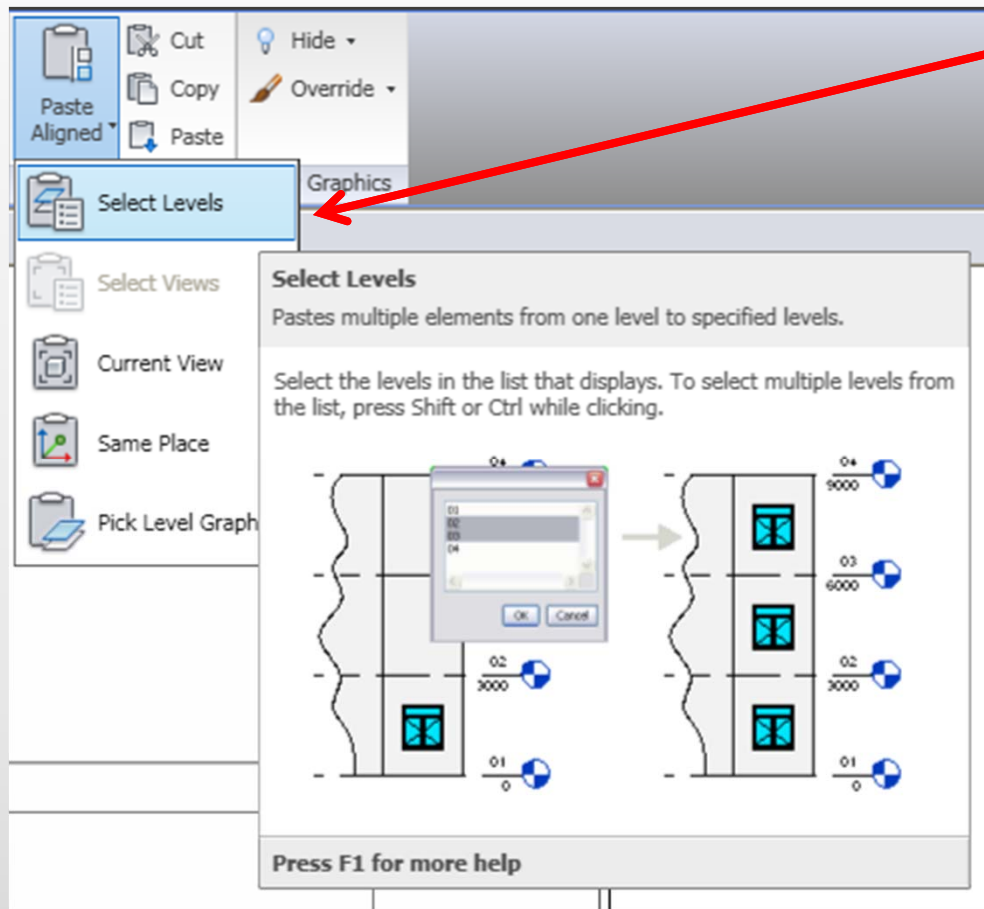


After clicking Copy, choose Paste Aligned



Revit tips:

Copy 2 Clipboard & Paste Aligned-2



Choose various types of alignments from the drop-down menu. For instance, by choosing “select Levels” another window opens up with currently available levels to pick from

