

Building Technology III

New York City College of Technology

Course Day 30
Revit Day 19 (Project Day 18)

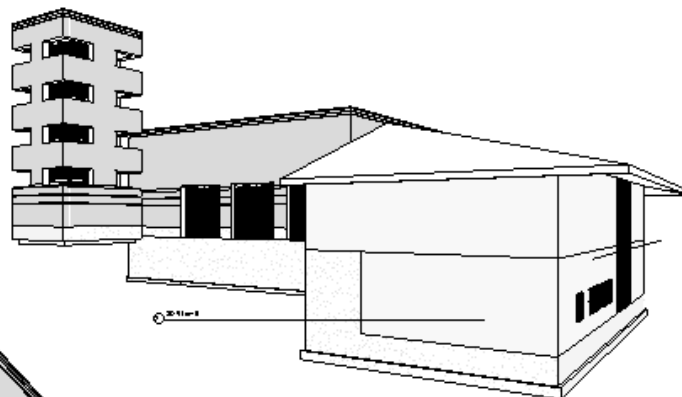
*The New Academic Building –
Rendering & Animation*



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<http://professorpaulking.wordpress.com/>
<http://students.autodesk.com/>

Perspective Views



Cover Sheet

Drawings List

Steel Unit : 28		
Steel Unit	Steel Name	From Price
2-0	CRANFIELD 20 211	£20.00
2-1	CRANFIELD 20 212	£20.00
2-2	CRANFIELD 21 101 102 103 104 105 106 107	£20.00
2-3	CRANFIELD 21 108	£20.00
2-4	CRANFIELD 21 109	£20.00
2-5	CRANFIELD 21 110	£20.00
2-6	CRANFIELD 21 111	£20.00
2-7	CRANFIELD 21 112	£20.00
2-8	CRANFIELD 21 113	£20.00
2-9	CRANFIELD 21 114	£20.00
2-10	CRANFIELD 21 115	£20.00
2-11	CRANFIELD 21 116	£20.00
2-12	CRANFIELD 21 117	£20.00
2-13	CRANFIELD 21 118	£20.00
2-14	CRANFIELD 21 119	£20.00
2-15	CRANFIELD 21 120	£20.00
2-16	CRANFIELD 21 121	£20.00
2-17	CRANFIELD 21 122	£20.00
2-18	CRANFIELD 21 123	£20.00
2-19	CRANFIELD 21 124	£20.00
2-20	CRANFIELD 21 125	£20.00
2-21	CRANFIELD 21 126	£20.00
2-22	CRANFIELD 21 127	£20.00
2-23	CRANFIELD 21 128	£20.00
2-24	CRANFIELD 21 129	£20.00
2-25	CRANFIELD 21 130	£20.00
2-26	CRANFIELD 21 131	£20.00
2-27	CRANFIELD 21 132	£20.00
2-28	CRANFIELD 21 133	£20.00
2-29	CRANFIELD 21 134	£20.00
2-30	CRANFIELD 21 135	£20.00
2-31	CRANFIELD 21 136	£20.00
2-32	CRANFIELD 21 137	£20.00
2-33	CRANFIELD 21 138	£20.00
2-34	CRANFIELD 21 139	£20.00
2-35	CRANFIELD 21 140	£20.00
2-36	CRANFIELD 21 141	£20.00
2-37	CRANFIELD 21 142	£20.00
2-38	CRANFIELD 21 143	£20.00
2-39	CRANFIELD 21 144	£20.00
2-40	CRANFIELD 21 145	£20.00
2-41	CRANFIELD 21 146	£20.00
2-42	CRANFIELD 21 147	£20.00
2-43	CRANFIELD 21 148	£20.00
2-44	CRANFIELD 21 149	£20.00
2-45	CRANFIELD 21 150	£20.00
2-46	CRANFIELD 21 151	£20.00
2-47	CRANFIELD 21 152	£20.00
2-48	CRANFIELD 21 153	£20.00
2-49	CRANFIELD 21 154	£20.00
2-50	CRANFIELD 21 155	£20.00
2-51	CRANFIELD 21 156	£20.00
2-52	CRANFIELD 21 157	£20.00
2-53	CRANFIELD 21 158	£20.00
2-54	CRANFIELD 21 159	£20.00
2-55	CRANFIELD 21 160	£20.00
2-56	CRANFIELD 21 161	£20.00
2-57	CRANFIELD 21 162	£20.00
2-58	CRANFIELD 21 163	£20.00
2-59	CRANFIELD 21 164	£20.00
2-60	CRANFIELD 21 165	£20.00
2-61	CRANFIELD 21 166	£20.00
2-62	CRANFIELD 21 167	£20.00
2-63	CRANFIELD 21 168	£20.00
2-64	CRANFIELD 21 169	£20.00
2-65	CRANFIELD 21 170	£20.00
2-66	CRANFIELD 21 171	£20.00
2-67	CRANFIELD 21 172	£20.00
2-68	CRANFIELD 21 173	£20.00
2-69	CRANFIELD 21 174	£20.00
2-70	CRANFIELD 21 175	£20.00
2-71	CRANFIELD 21 176	£20.00
2-72	CRANFIELD 21 177	£20.00
2-73	CRANFIELD 21 178	£20.00
2-74	CRANFIELD 21 179	£20.00
2-75	CRANFIELD 21 180	£20.00
2-76	CRANFIELD 21 181	£20.00
2-77	CRANFIELD 21 182	£20.00
2-78	CRANFIELD 21 183	£20.00
2-79	CRANFIELD 21 184	£20.00
2-80	CRANFIELD 21 185	£20.00
2-81	CRANFIELD 21 186	£20.00
2-82	CRANFIELD 21 187	£20.00
2-83	CRANFIELD 21 188	£20.00
2-84	CRANFIELD 21 189	£20.00
2-85	CRANFIELD 21 190	£20.00
2-86	CRANFIELD 21 191	£20.00
2-87	CRANFIELD 21 192	£20.00
2-88	CRANFIELD 21 193	£20.00
2-89	CRANFIELD 21 194	£20.00
2-90	CRANFIELD 21 195	£20.00
2-91	CRANFIELD 21 196	£20.00
2-92	CRANFIELD 21 197	£20.00
2-93	CRANFIELD 21 198	£20.00
2-94	CRANFIELD 21 199	£20.00
2-95	CRANFIELD 21 200	£20.00
2-96	CRANFIELD 21 201	£20.00
2-97	CRANFIELD 21 202	£20.00
2-98	CRANFIELD 21 203	£20.00
2-99	CRANFIELD 21 204	£20.00
2-100	CRANFIELD 21 205	£20.00

Final Test		
Final Mean	Final Mean	Final P ₂
$\bar{x} = 8$	CONFID: 50% CONF: 95	diff: 0
$\bar{x} = 82$	CONFID: 10.32	diff: 0

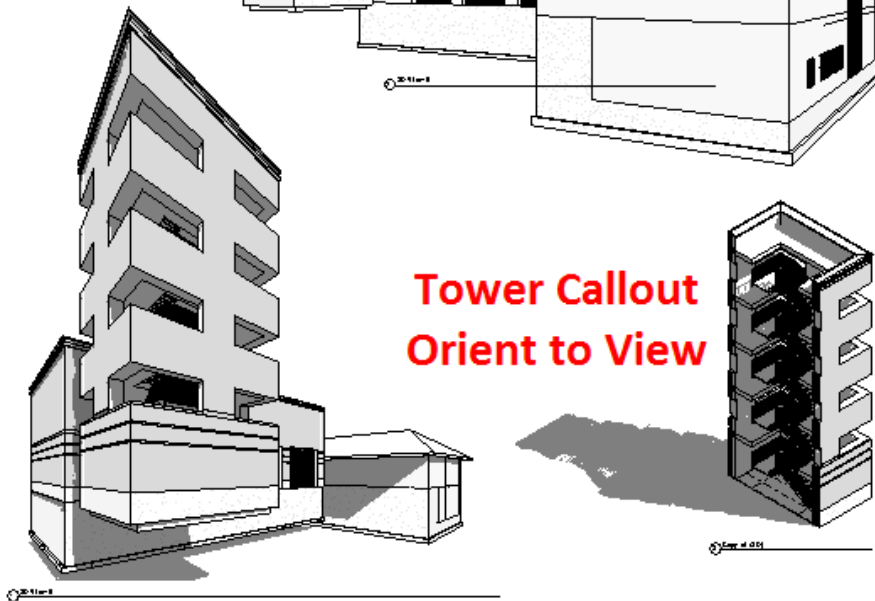
Final Hal - 2PC		
Final Hal 1 m	Final Hal 2 m	Final Hal 3 m
404-0	404-0M (24M)	404-0M
404-0	404-0M (24M)	404-0M

Final Hat Construction		
Final Hat Size	Final Hat Color	Final Hat Shape
4-6	Black	Flat

[illegible]

Final Final Physical		
Final Mean	Final Mean	Final P ₂
3-85	2000/1000/1000/1000/1000	2000
3-85	2000/1000/1000/1000/1000	2000
3-85	2000/1000/1000/1000/1000	2000

Tower Callout
Orient to View



Camera View : Create

Day 30 Project 18

Cover Sheet

- New Camera
- Settings
- Duplicate
- Crop Region
- Rendering

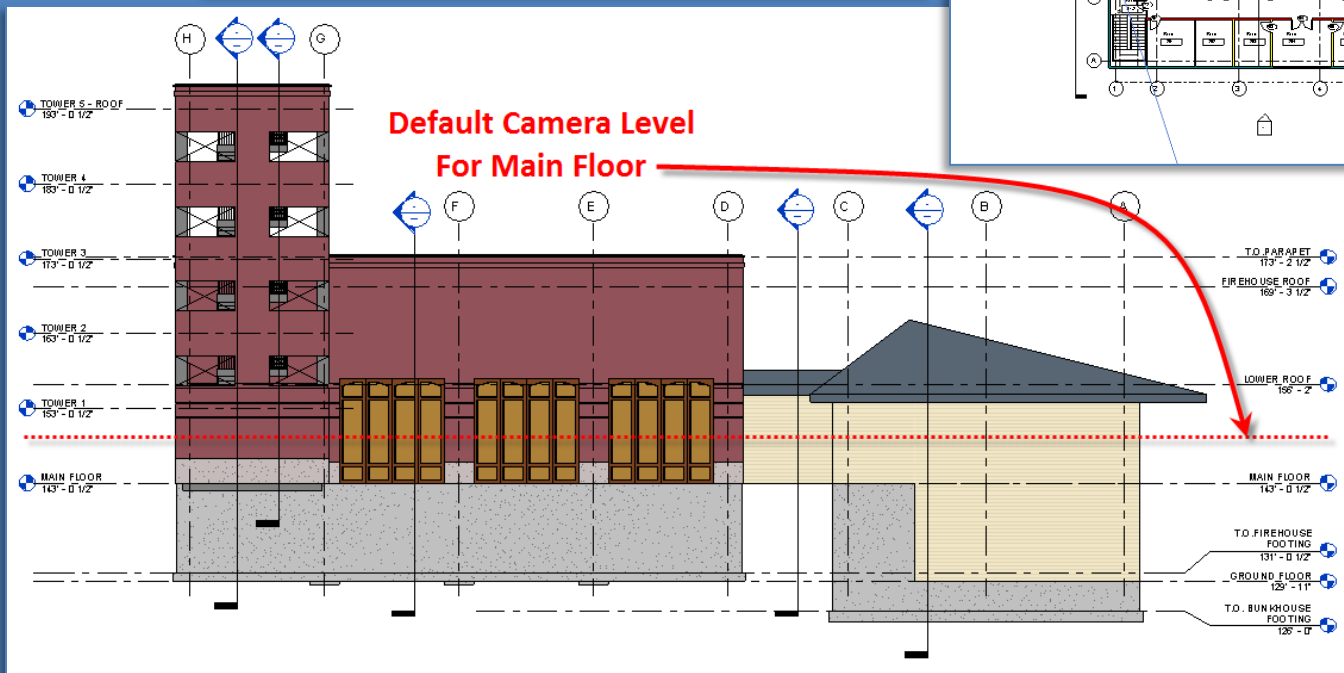
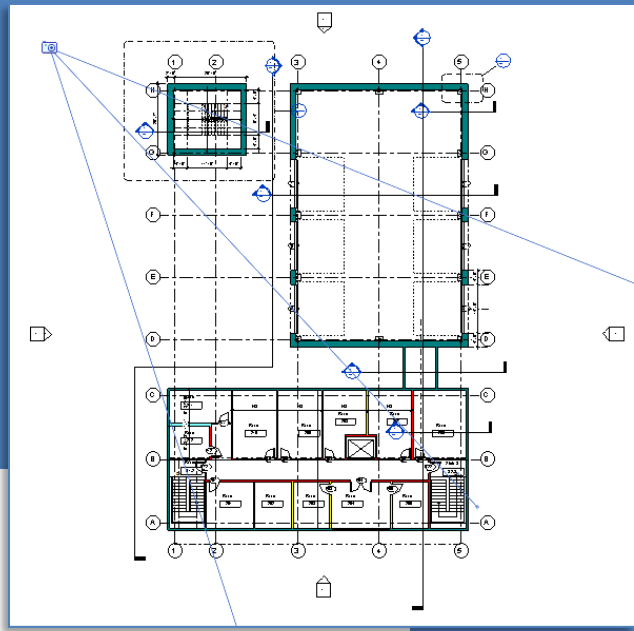
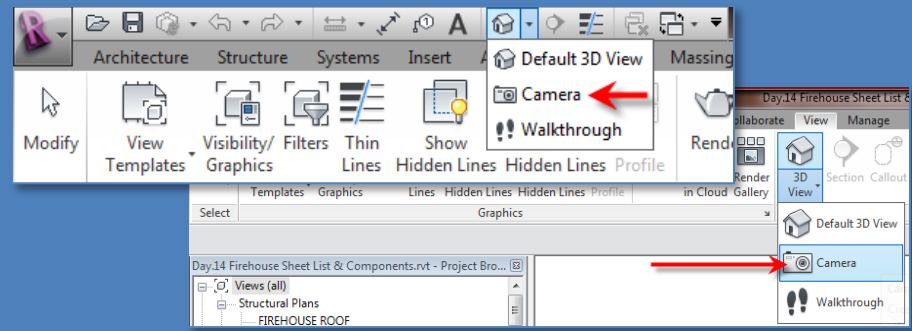
Rendered Views

- Settings
- Region
- Quality

Save to Project

Export

Wrap up



- Main Floor (143'-0 1/2") - Current Level
- Create Camera
- Default Height is 5'-6" above current level

Camera View : Settings

Day 30 Project 18

Cover Sheet

- New Camera
- Settings
- Duplicate
- Crop Region
- Rendering

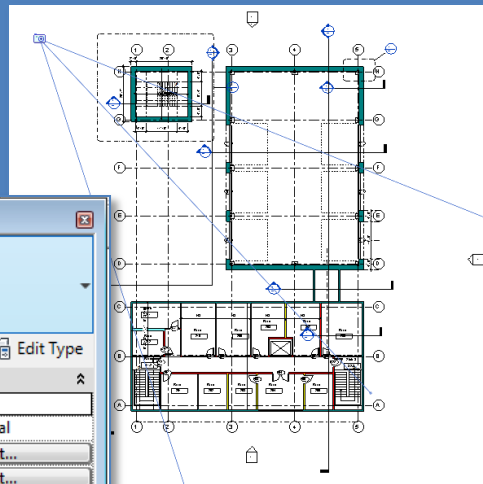
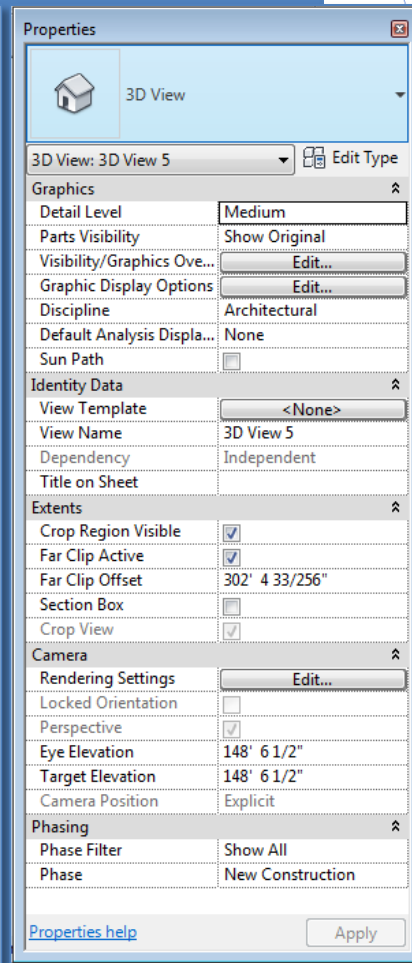
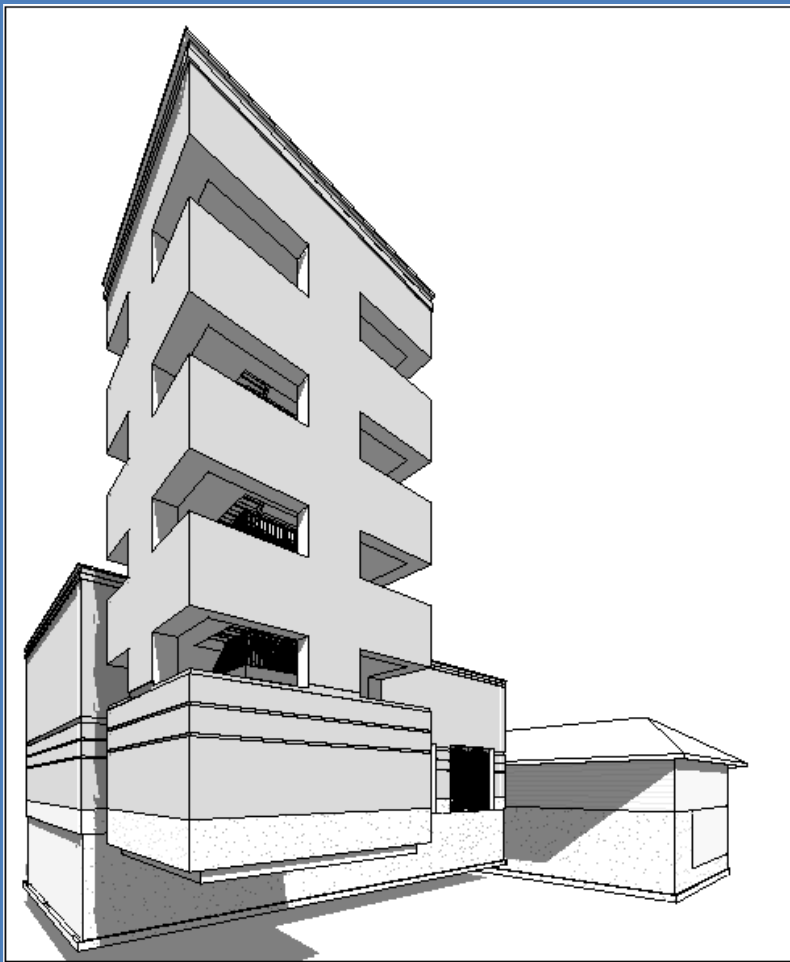
Rendered Views

- Settings
- Region
- Quality

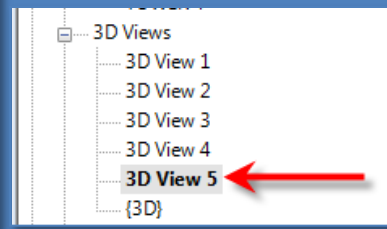
Save to Project

Export

Wrap up

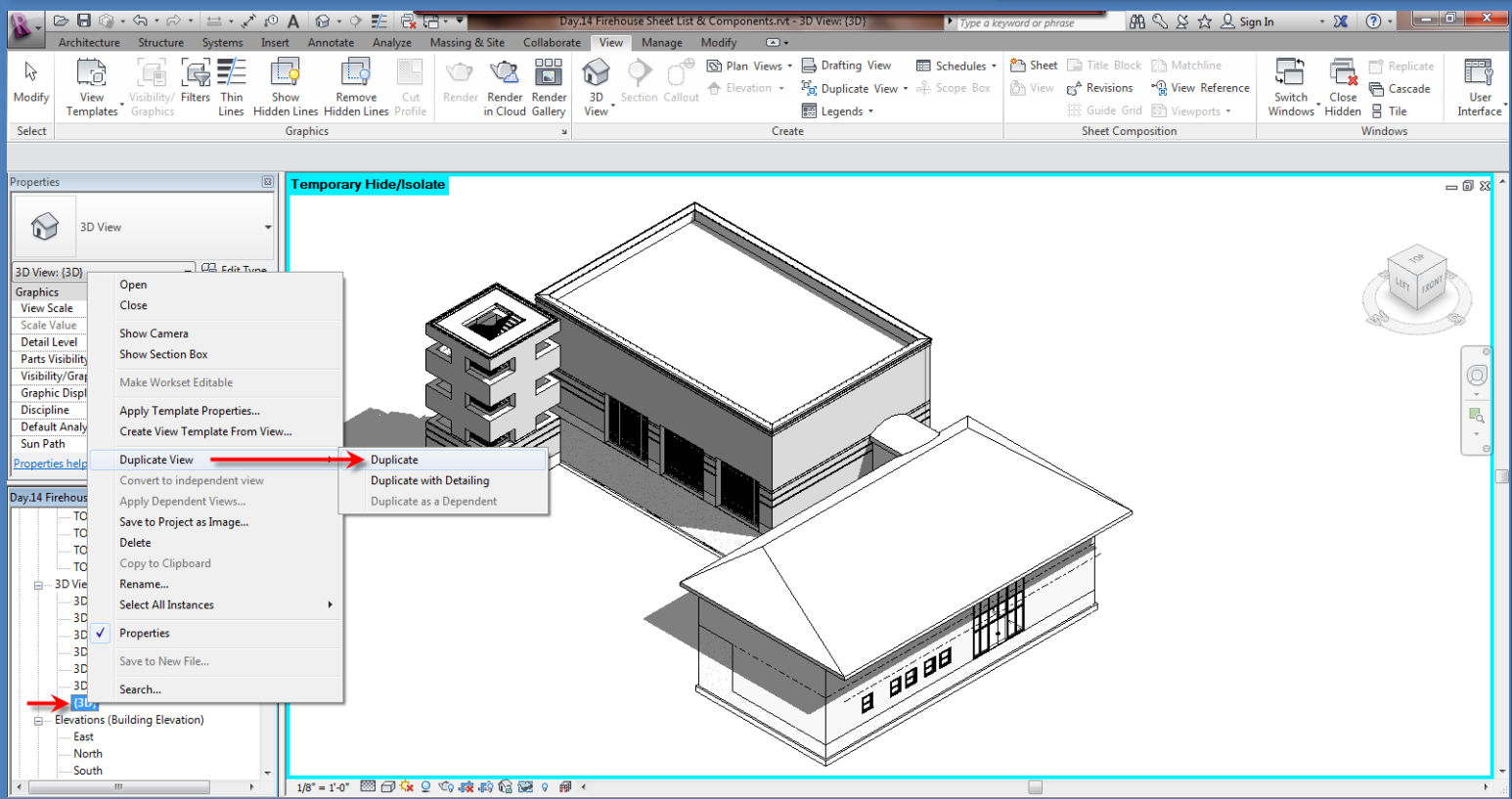
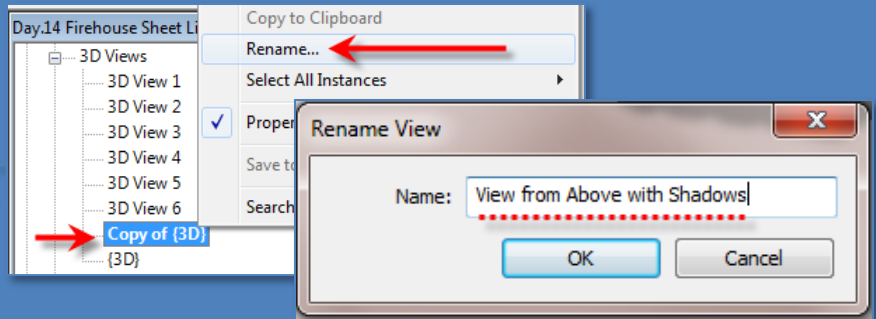


- Main Floor (143'-0 1/2") - Current Level
- Create Camera
- Default Height is 5'-6" above current level



3D View : Duplicate

- 3D View > Duplicate View > Duplicate
- Copy of {3D} > Rename



Day 30 Project 18

Cover Sheet

- New Camera
- Settings
- Duplicate
- Crop Region
- Rendering

Rendered Views

- Settings
- Region
- Quality

Save to Project

Export

Wrap up

3D View : Crop Region Size

Day 30 Project 18

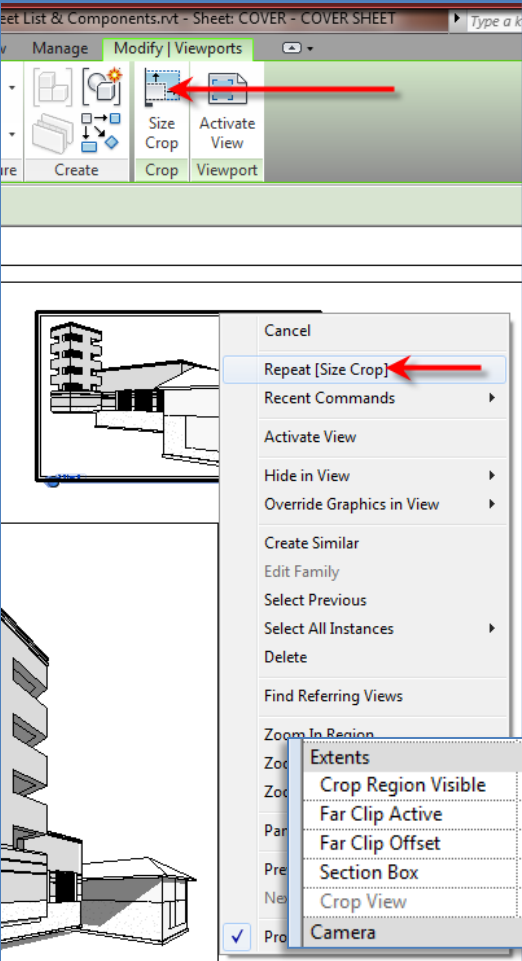
- Cover Sheet
- New Camera
 - Settings
 - Duplicate
 - Crop Region
 - Rendering

- Rendered Views
- Settings
 - Region
 - Quality

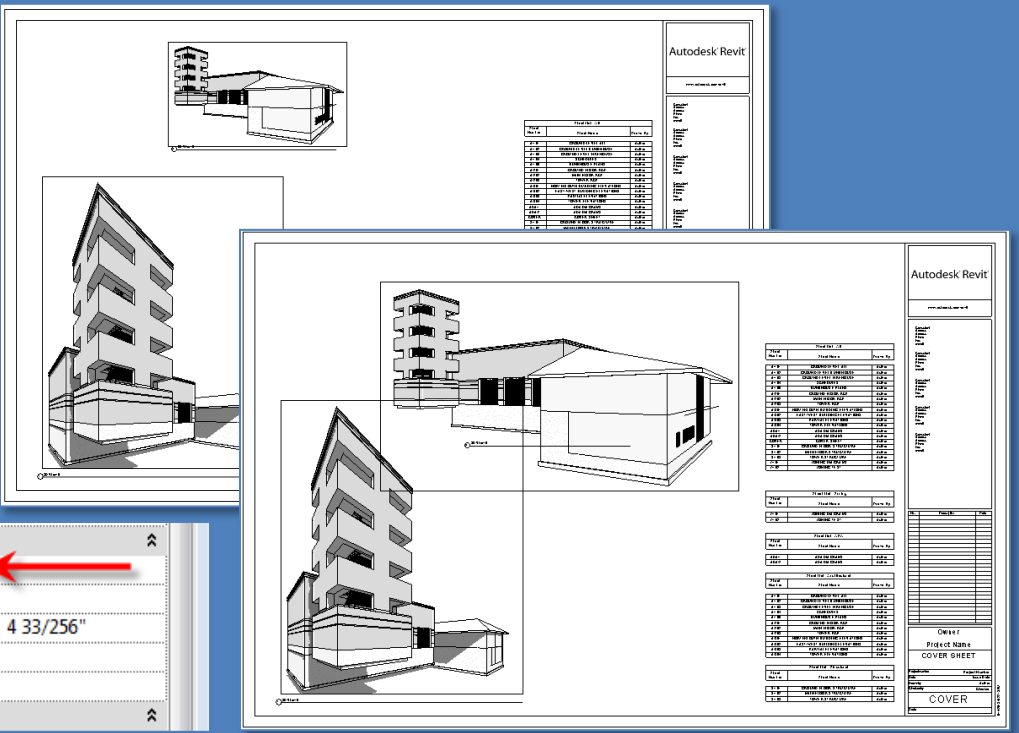
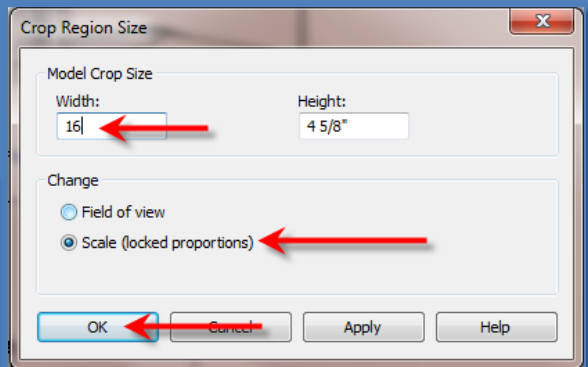
Save to Project

Export

Wrap up



- Scale (locked proportions)
- Width from 8 to 16
- Crop Region Visible



Rendering : Views

Day 30 Project 18

Cover Sheet

- New Camera
- Settings
- Duplicate
- Crop Region
- Rendering

Rendered Views

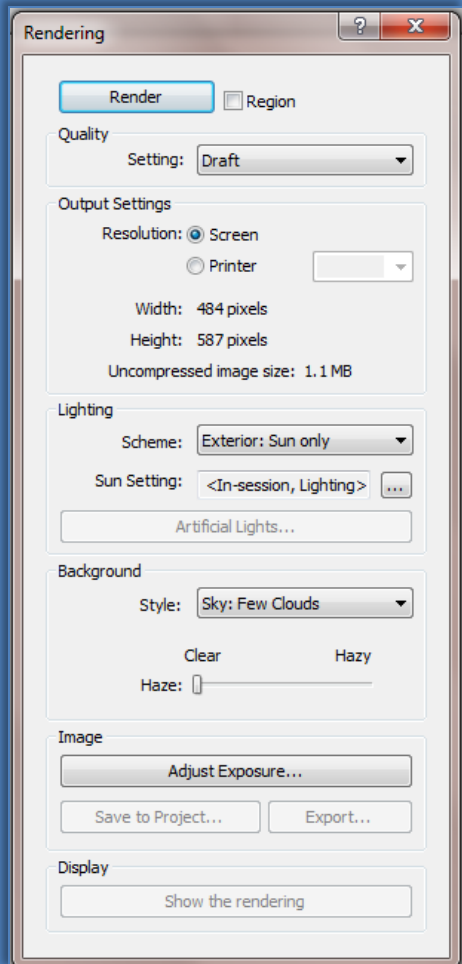
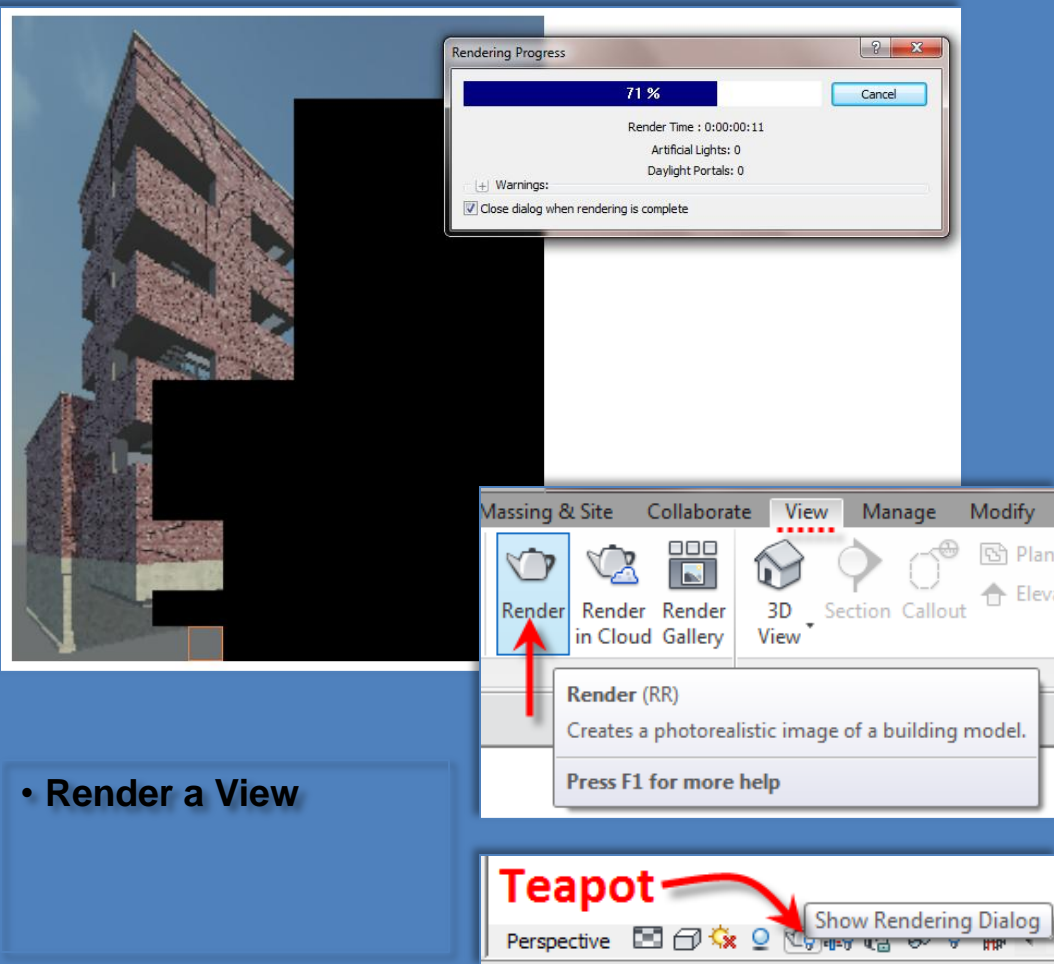
- Settings
- Region
- Quality

Save to Project

Export

Wrap up

- Render a View



Rendering : Settings

Day 30 Project 18

Cover Sheet

- New Camera
- Settings
- Duplicate
- Crop Region
- Rendering

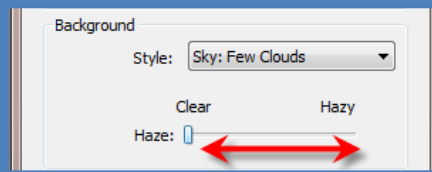
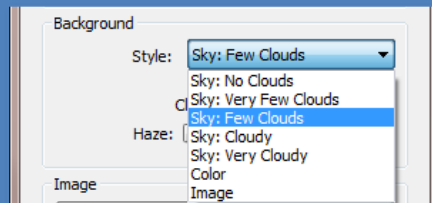
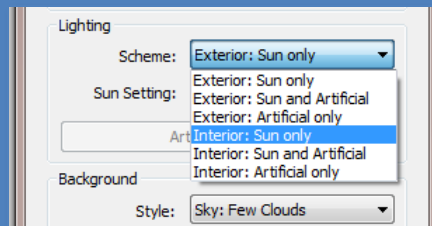
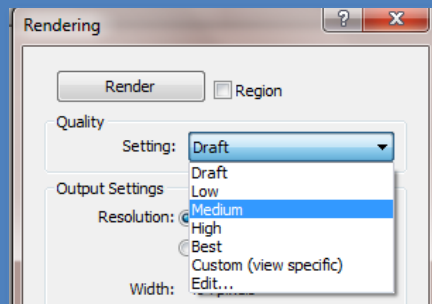
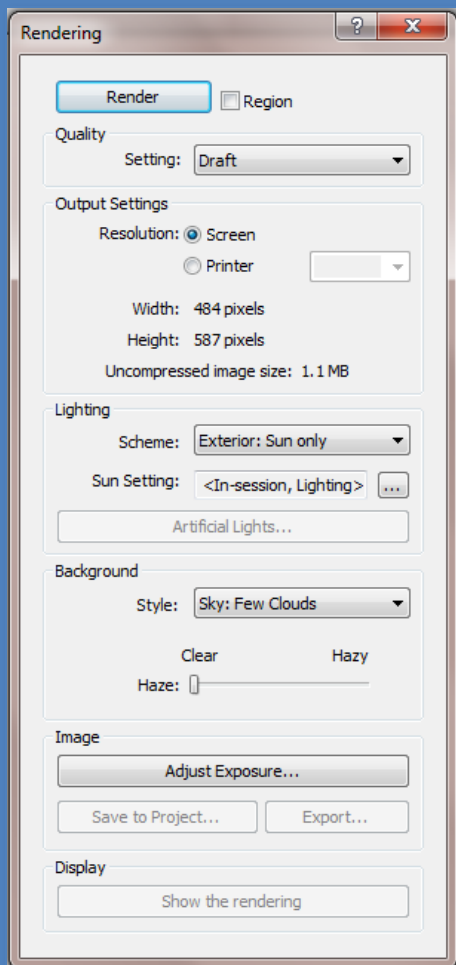
Rendered Views

- Settings
- Region
- Quality

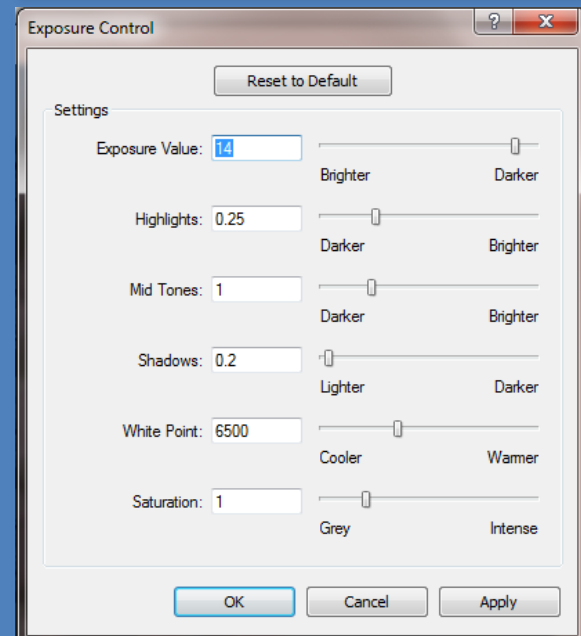
Save to Project

Export

Wrap up



- Quality
- Lighting
- Background
- Haze
- Adjust Exposure



Rendering : Region

Day 30 Project 18

Cover Sheet

- New Camera
- Settings
- Duplicate
- Crop Region
- Rendering

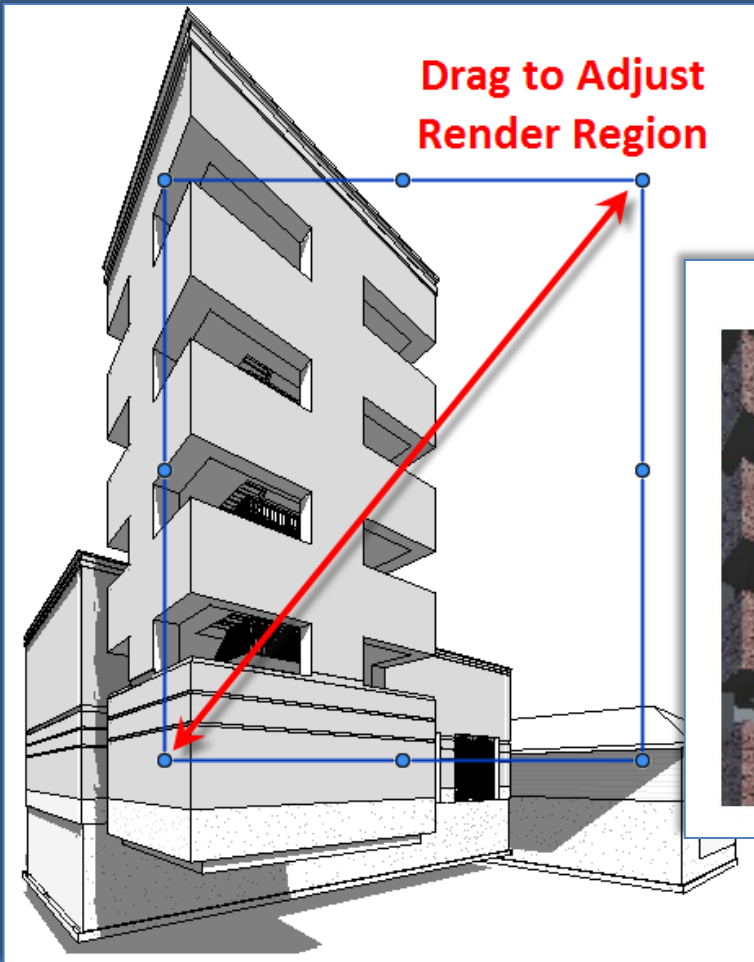
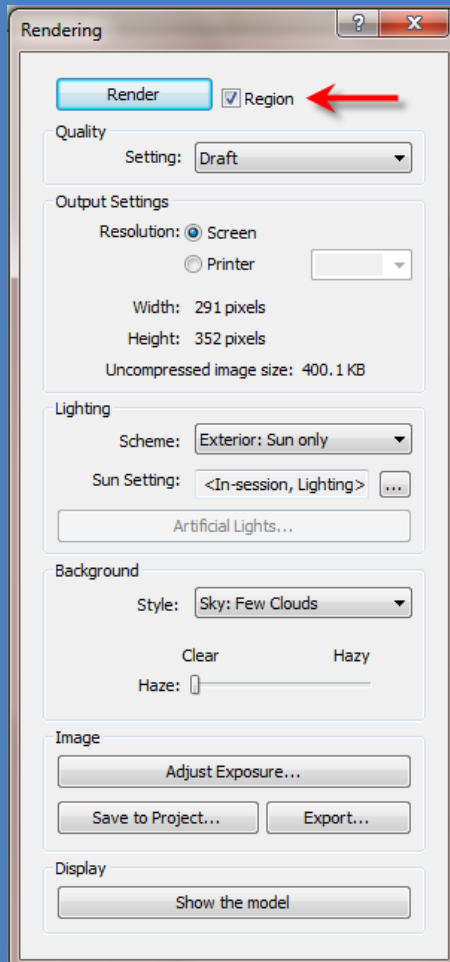
Rendered Views

- Settings
- Region
- Quality

Save to Project

Export

Wrap up



- Select Region
- Adjust Region
- Render (RR)

Rendered Region



Rendering : Quality

Day 30 Project 18

Cover Sheet

- New Camera
- Settings
- Duplicate
- Crop Region
- Rendering

Rendered Views

- Settings
- Region
- Quality

Save to Project

Export

Wrap up

• Draft



• Medium



• Best



Rendering : Save to Project

Day 30 Project 18

- Cover Sheet
- New Camera
- Settings
- Duplicate
- Crop Region
- Rendering

Rendered Views

- Settings
- Region
- Quality

Save to Project

Export

Wrap up

The screenshot illustrates the process of saving a rendered image to a project in Revit. The **Rendering** window on the left shows various settings for rendering a 3D view. The **Save To Project** dialog box is open, showing the **Name** field set to **3D View 5_Best**. The **OK** button is highlighted. The **Project Browser** on the right shows the **3D Views** and **Renderings** branches. The **3D View 5** is selected in the **3D Views** branch, and **3D View 5_Best** is selected in the **Renderings** branch. Red arrows indicate the workflow from the **Save to Project...** button in the **Rendering** window to the **Save To Project** dialog and then to the **OK** button.

- Save to Project

Rendering : Export

Day 30 Project 18

Cover Sheet

- New Camera
- Settings
- Duplicate
- Crop Region
- Rendering

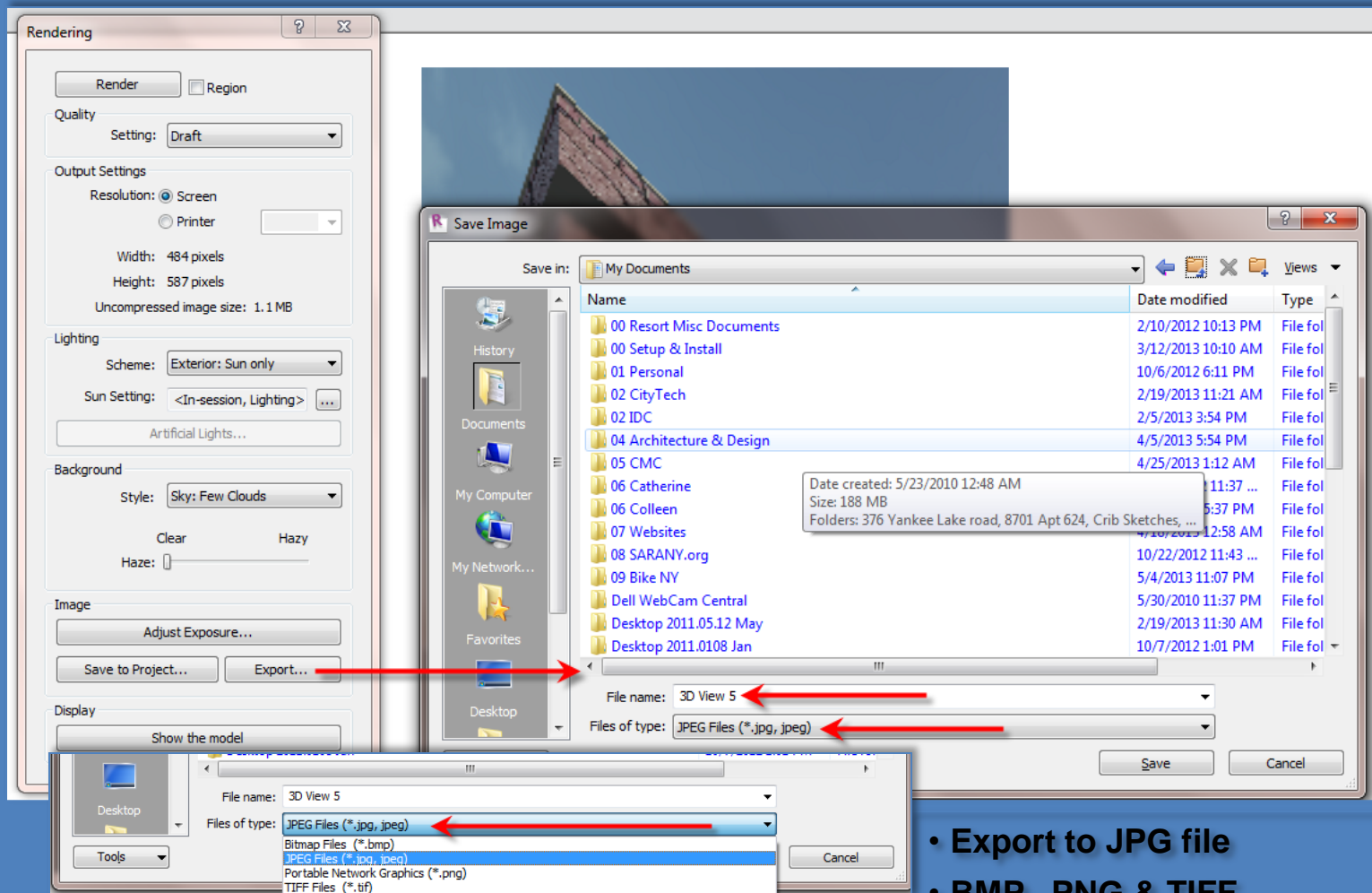
Rendered Views

- Settings
- Region
- Quality

Save to Project

Export

Wrap up



- Export to JPG file
- BMP , PNG & TIFF

Day 15 - Wrap Up

Day 30 Project 18

Cover Sheet

- New Camera
- Settings
- Duplicate
- Crop Region

Rendered Views

- Settings
- Region
- Quality

Save to Project

Export

Wrap up

- **Creating a Cover Sheet**
 - Perspective Views
 - Isometric Views
 - Duplicate
 - Crop Region
 - **Rendering Views**
 - Settings
 - Region
 - Quality
(draft, medium, best)
 - **Save to Project**
 - **Export**
- Advanced Revit**
- **Fall 2013**