



New York City College of Technology Division of Continuing Education

Building Information Modeling with Revit 2014 Module 09 : FH.06 *Bunkhouse Foundations & Roof*



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<http://professorpaulking.wordpress.com/>
<http://openlab.citytech.cuny.edu/bim101-sp14/>

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

Bunkhouse

- **Copy Walls**
- **Propagate Extents**
- **Adjust Walls**
- **Fix doors**

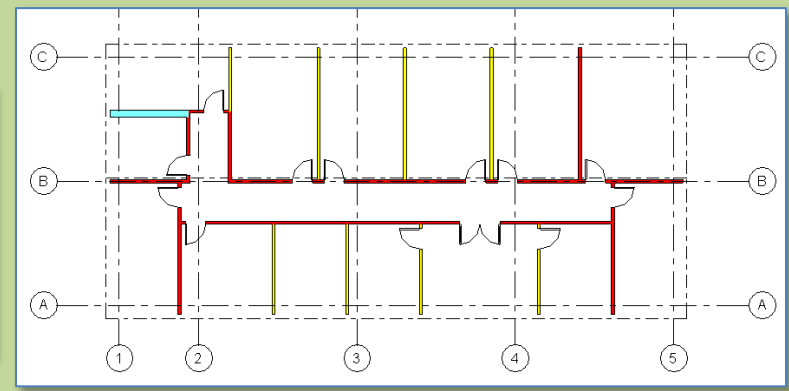
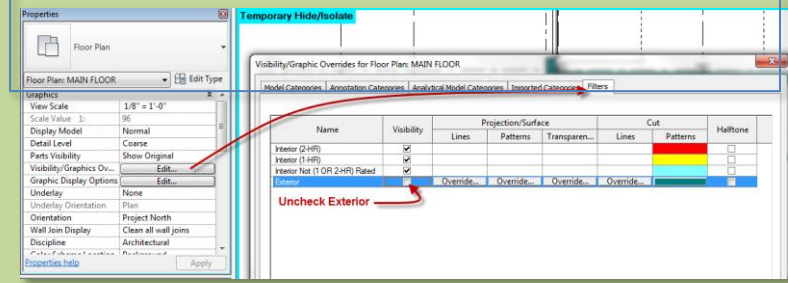
Floors

- **View Range**
- **Slab @ Footing**
- **Slab @ Ground**
- **Slab @ Main**
- **Section view**

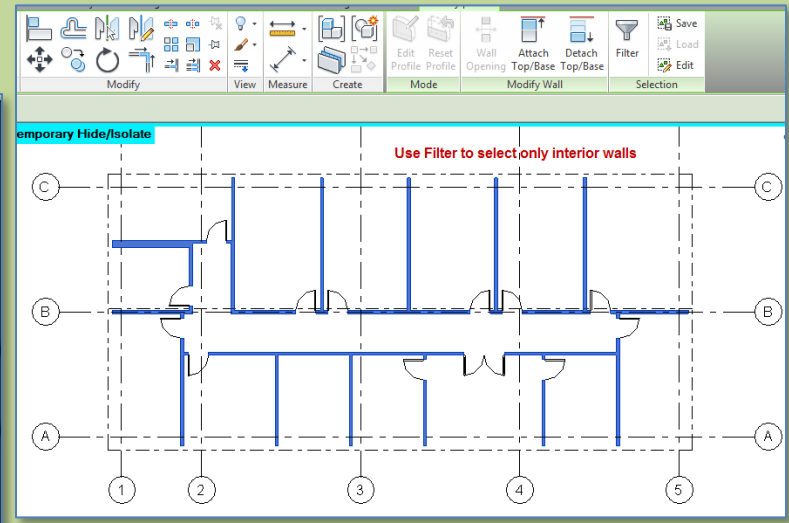
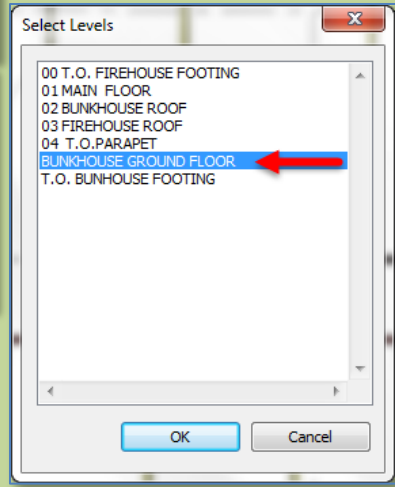
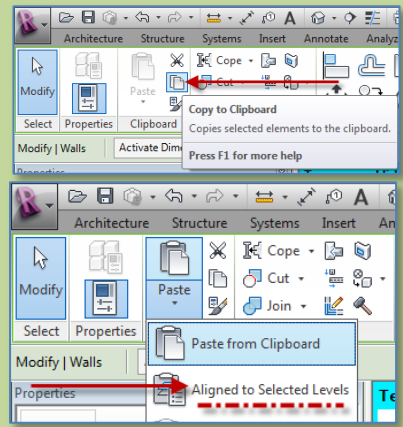
Continue to Roofs

Bunkhouse : Copy Walls From Floor to Floor

- **Visibility Overrides > Edit > Exterior Off**



- **Filter to display Interior Walls only**



- **Copy to Clipboard**
- **Paste Aligned to Selected Levels**
- **BUNKHOUSE Ground Floor**

Bunkhouse

- Copy Walls
- Propagate Extents
- Adjust Walls
- Fix doors

Foundation

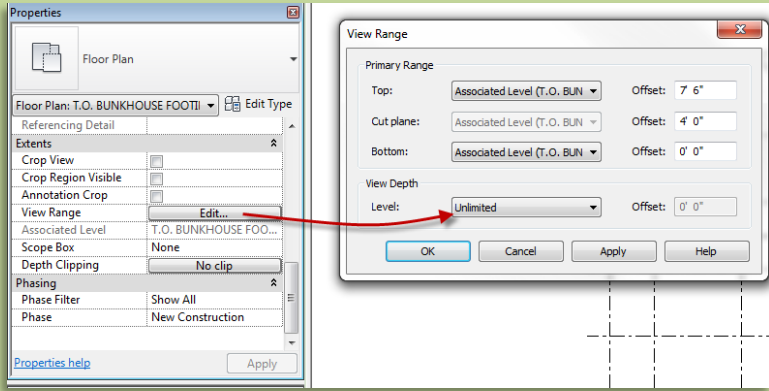
- Create
- Footing
- Split . .
- Base Constraint
- Attach Top/Base

Floors

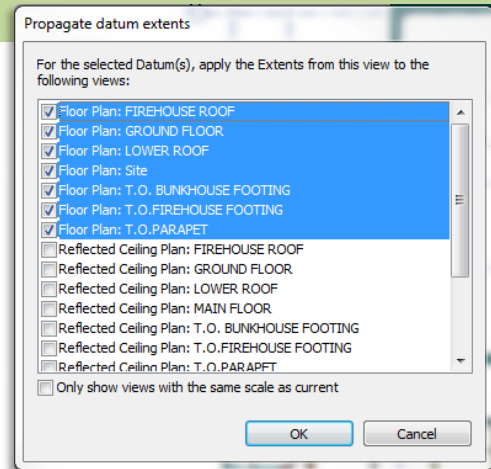
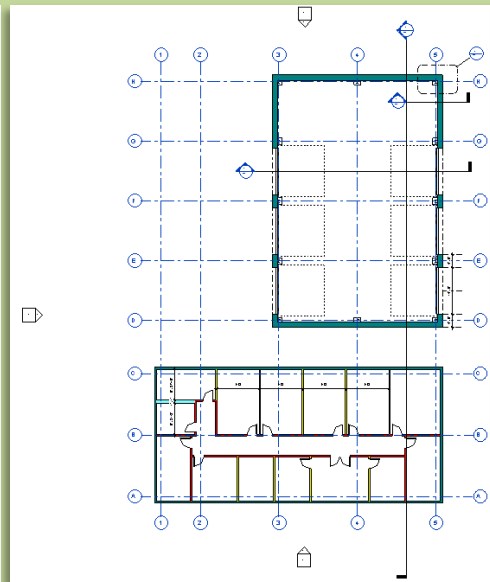
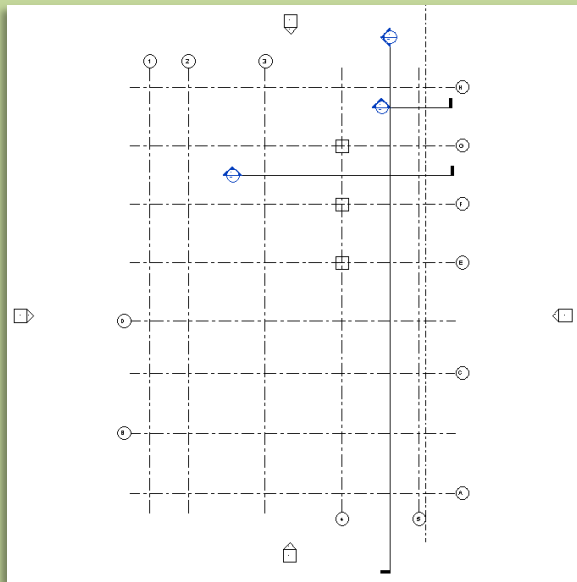
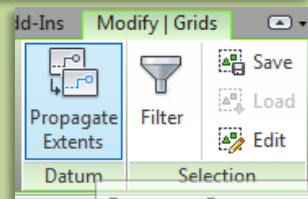
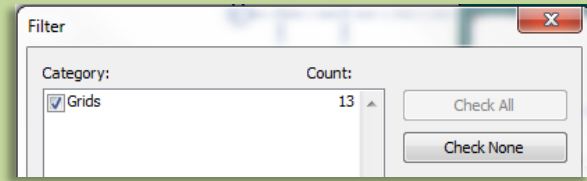
- View Range
- Slab @ Footing
- Slab @ Ground
- Slab @ Main
- Section view

Continue to Roofs

Bunkhouse – Propagate Extents of Grids



- View Range
 - Depth > Unlimited
 - Grid > Propagate Extents
 - All Floor Plans



Bunkhouse

- Copy Walls
- Propagate Extents
- Adjust Walls
- Fix doors

Foundation

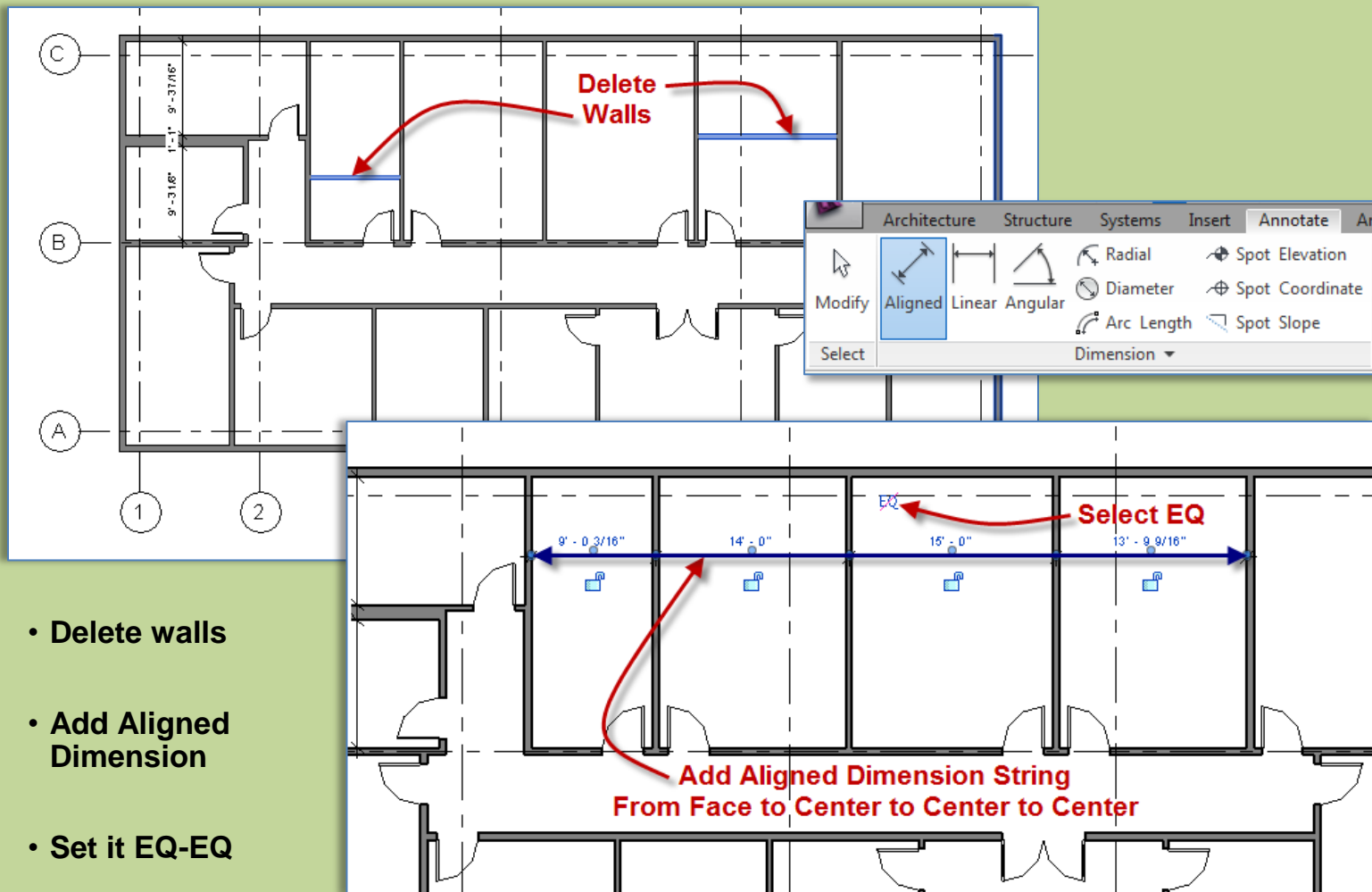
- Create
- Footing
- Split . .
- Base Constraint
- Attach Top/Base

Floors

- View Range
- Slab @ Footing
- Slab @ Ground
- Slab @ Main
- Section view

Continue to Roofs

Bunkhouse : Delete Walls & Add Dimensions



• Delete walls

• Add Aligned
Dimension

• Set it EQ-EQ

Bunkhouse

- Copy Walls
- Propagate Extents
- Adjust Walls
- Fix doors

Foundation

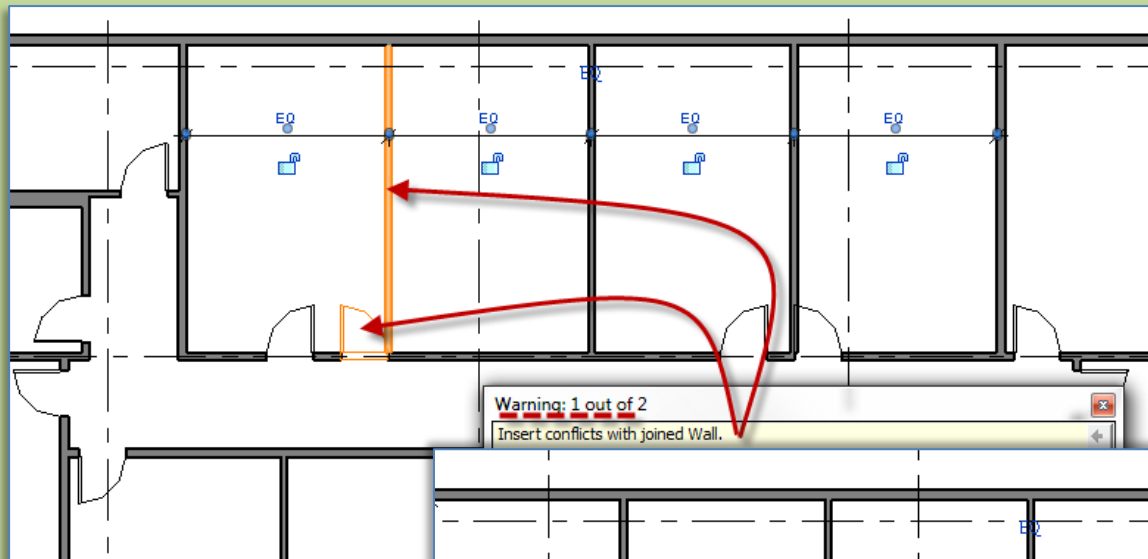
- Create
- Footing
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- Base Constraint
- Attach Top/Base

Floors

- View Range
- Slab @ Footing
- Slab @ Ground
- Slab @ Main
- Section view

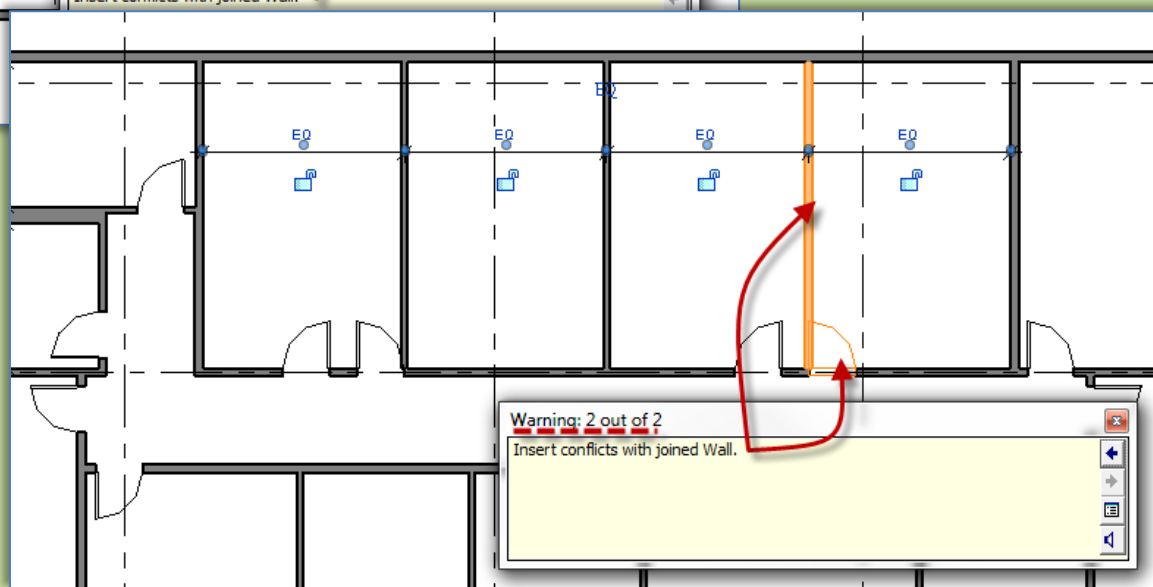
Continue to Roofs

Bunkhouse : Warning – Doors Conflict with Walls



- Two warnings are given

- Door inserts conflict with new position of walls



Bunkhouse

- Copy Walls
- Propagate Extents
- Adjust Walls
- Fix doors

Foundation

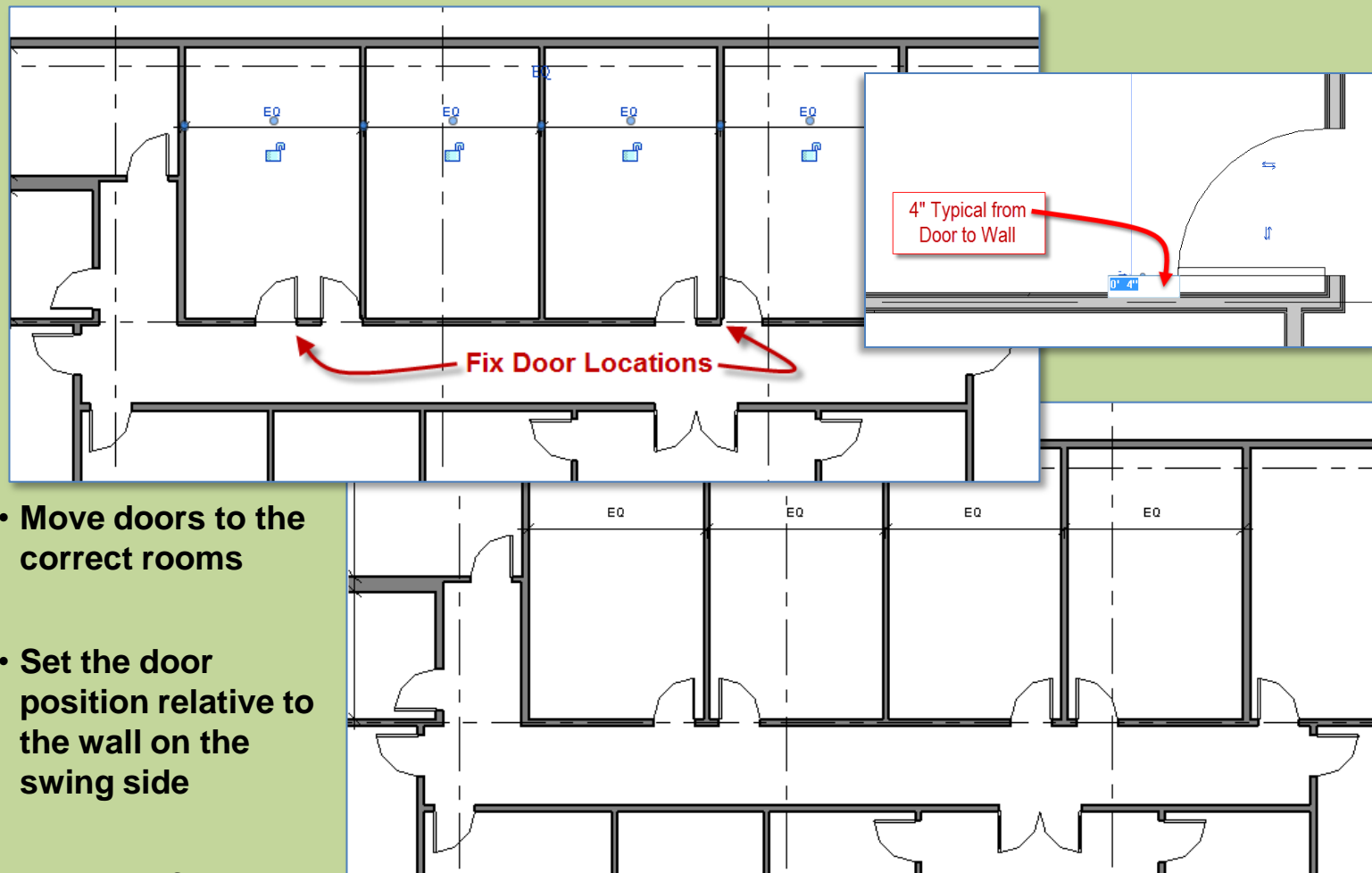
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- Base Constraint
- Attach Top/Base

Floors

- View Range
- Slab @ Footing
- Slab @ Ground
- Slab @ Main
- Section view

Continue to Roofs

Bunkhouse : Fix Door Locations



- Move doors to the correct rooms
- Set the door position relative to the wall on the swing side
- Doors 4" from wall

Bunkhouse

- Copy Walls
- Propagate Extents
- Adjust Walls
- Fix doors

Foundation

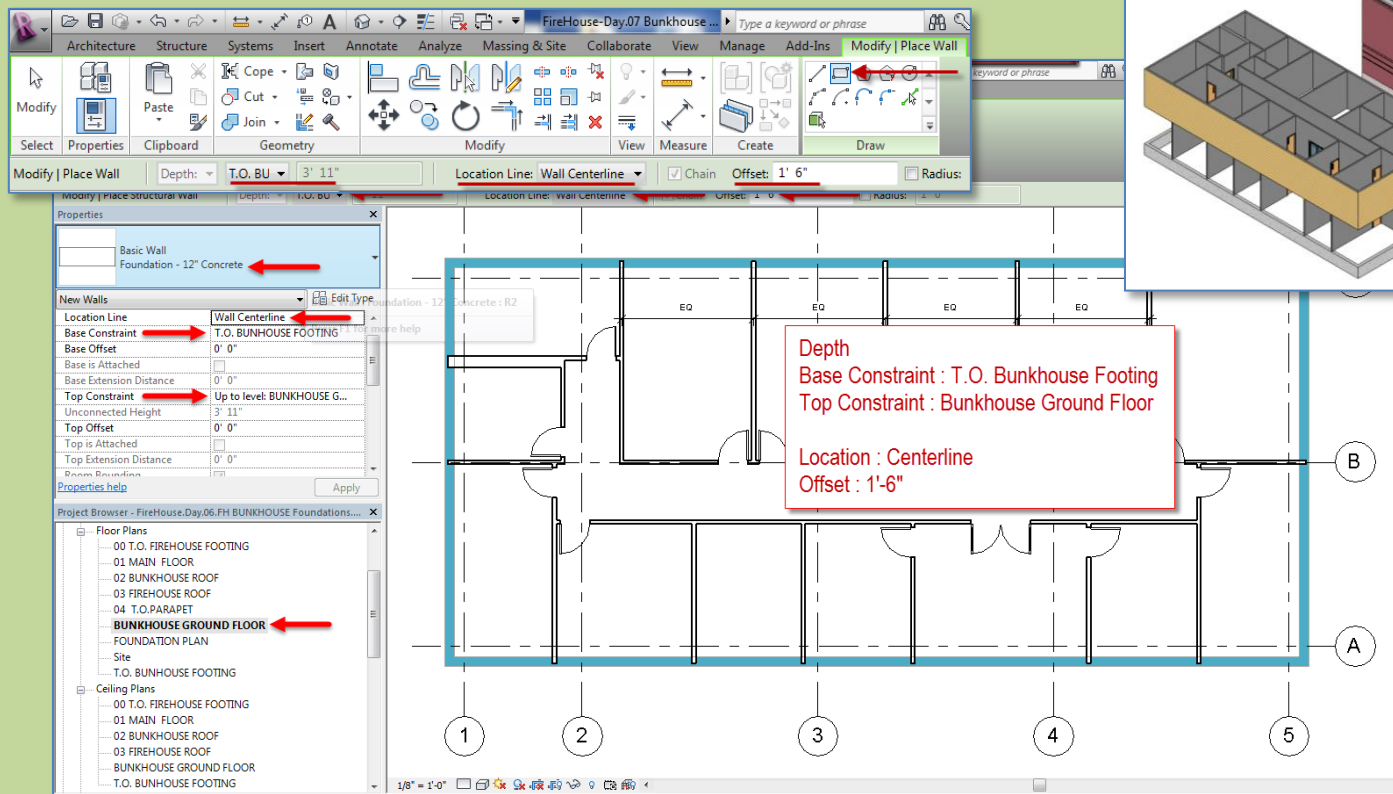
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- Footing
- Split . .
- Base Constraint
- Attach Top/Base

Floors

- View Range
- Slab @ Footing
- Slab @ Ground
- Slab@ Main
- Section view

Continue to Roofs

Bunkhouse : Create 12" Foundation



- Structure > Wall > Structural
- Create : Foundation 12" Concrete
- Rectangle Tool with Offset 1'-6"
- Snap from A-1 to C-2
- Location: Wall Centerline

- Depth
- Base Constraint: T.O.Bunkhouse Footing
- Top Constraint : Bunkhouse Ground Floor

Bunkhouse

- Copy Walls
- Propagate Extents
- Adjust Walls
- Fix doors

Foundation

- Create
- Footing
- Split . .
- Base Constraint
- Attach Top/Base

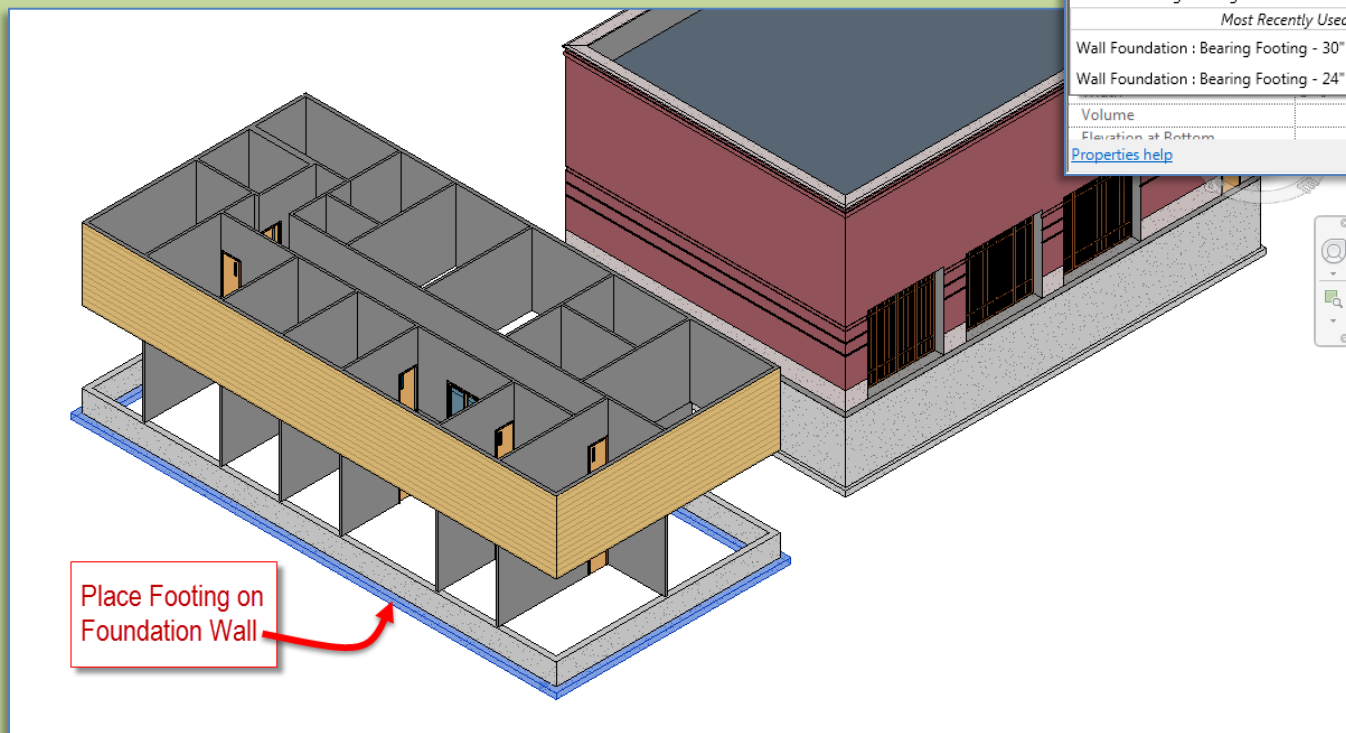
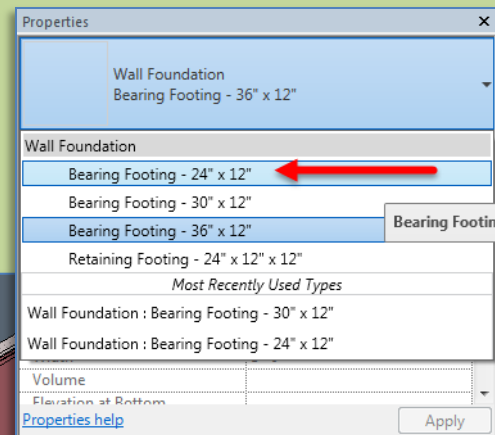
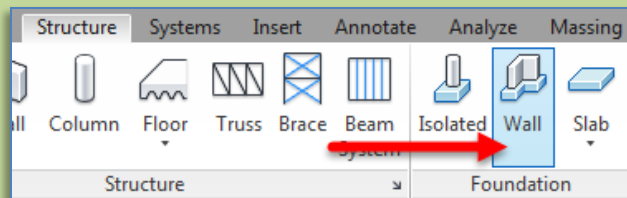
Floors

- View Range
- Slab @ Footing
- Slab @ Ground
- Slab @ Main
- Section view

Continue to Roofs

Bunkhouse : Add Wall Foundation Bearing Footing

- Wall Foundation Bearing Footing 24" x 12"
- Snap to Foundation Wall



Day 09 FH.06

Bunkhouse

- Copy Walls
- Propagate Extents
- Adjust Walls
- Fix doors

Foundation

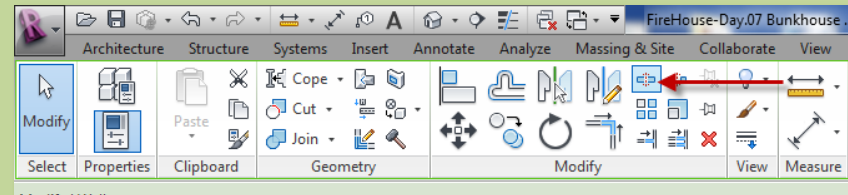
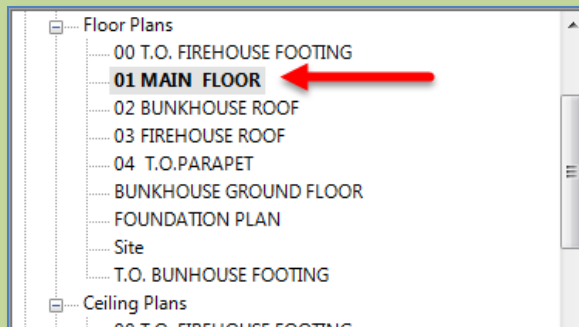
- Create
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- Base Constraint
- Attach Top/Base

Floors

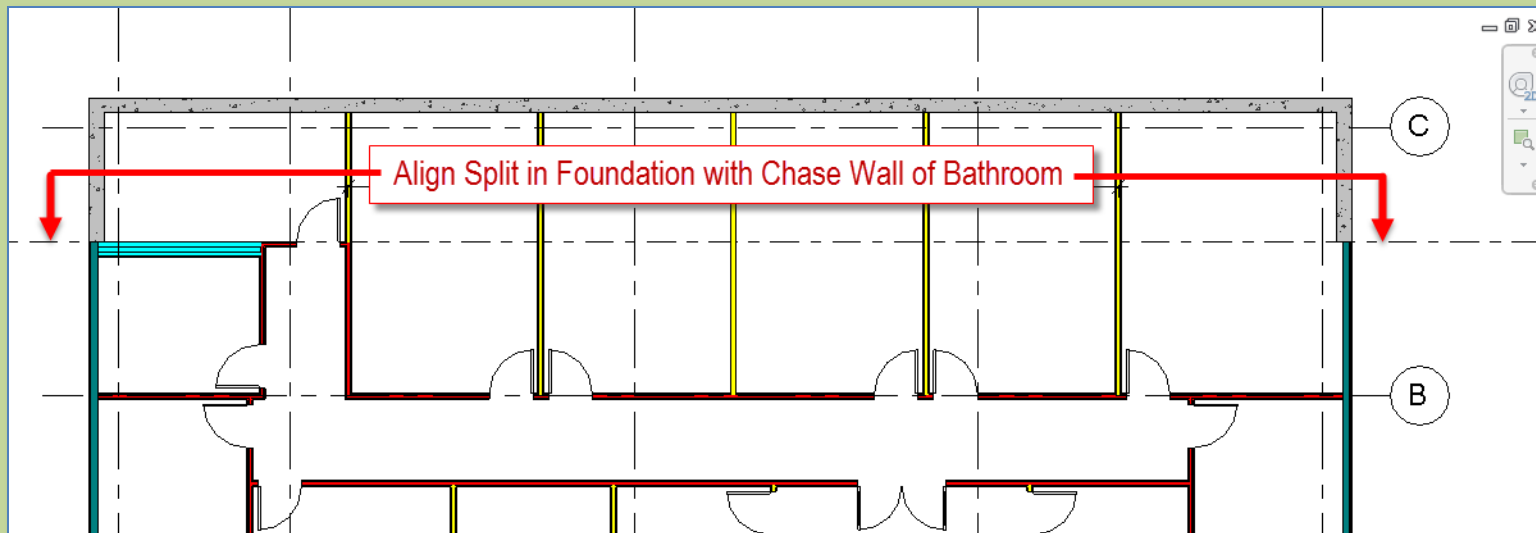
- View Range
- Slab @ Footing
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- Slab @ Main
- Section view

Continue to Roofs

Bunkhouse : Split Existing Exterior Wall



Go to 01 Main Floor
Select Split Tool



Align Split with Face of Bathroom Chase Wall

Bunkhouse

- Copy Walls
- Propagate Extents
- Adjust Walls
- Fix doors

Foundation

- Create
- Footing
- Split . .
- Base Constraint
- Attach Top/Base

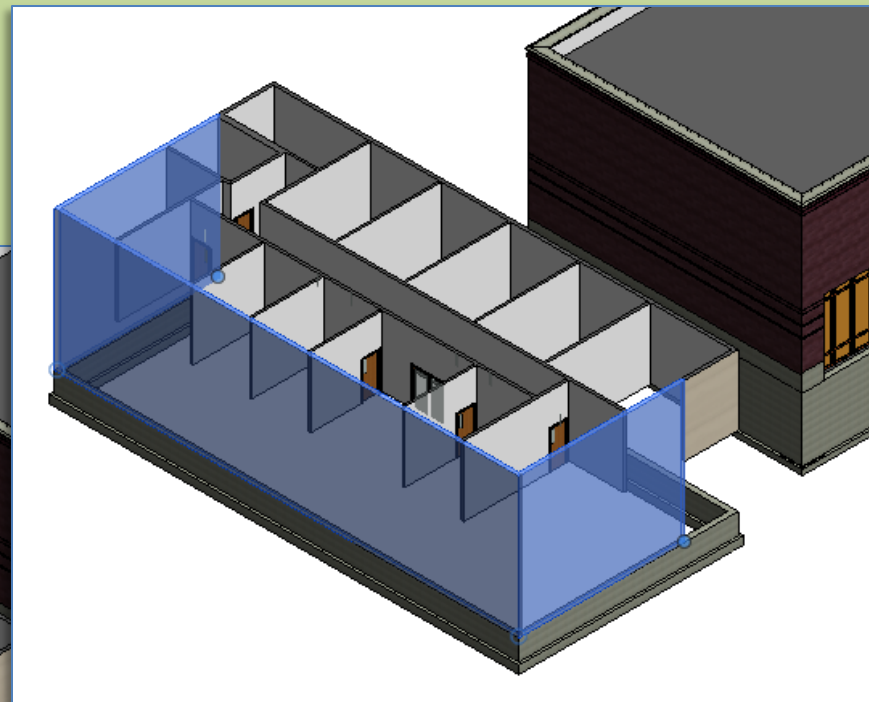
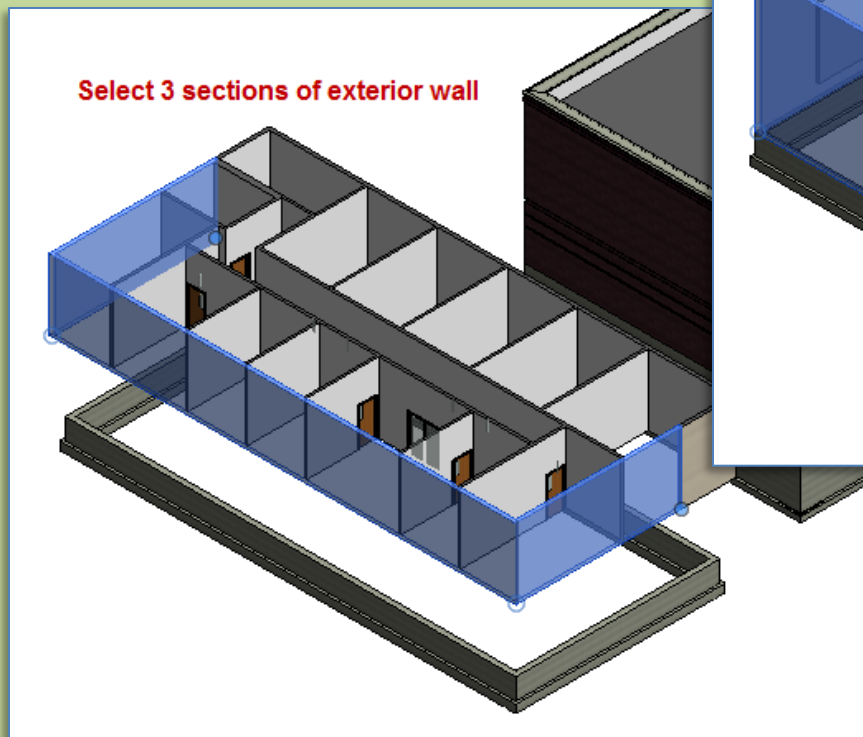
Floors

- View Range
- Slab @ Footing
- Slab @ Ground
- Slab @ Main
- Section view

Continue to Roofs

Bunkhouse : Update Base Constraint

- Go to 3d View
- Highlight 3 Front Exterior Walls (hold CTRL)
- Change Base Constraint :
 - BUNKHOUSE GROUND FLOOR
- Top Constraint: Up to level: LOWER ROOF



Match front half of split walls to top of foundation

Day 09 FH.06

Bunkhouse

- Copy Walls
- Propagate Extents
- Adjust Walls
- Fix doors

Foundation

- Create
- Footing
- Split . .
- Base Constraint
- Attach Top/Base

Floors

- View Range
- Slab @ Footing
- Slab @ Ground
- Slab @ Main
- Section view

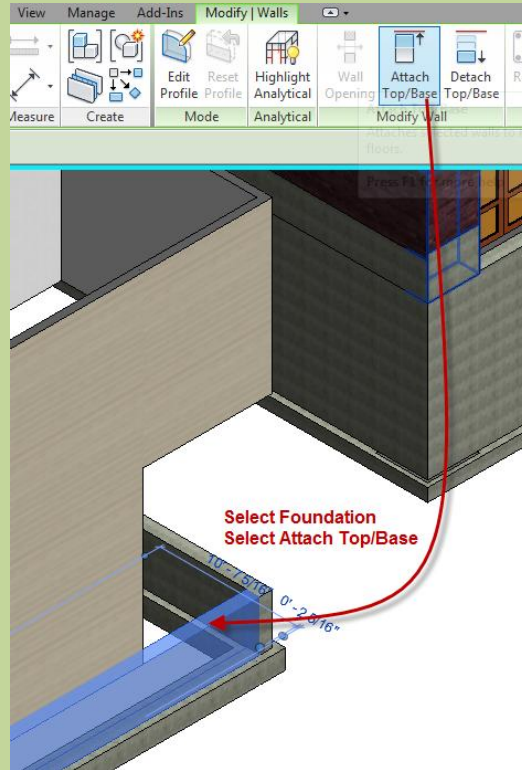
Continue to Roofs

Bunkhouse : Foundation Attach Top / Base

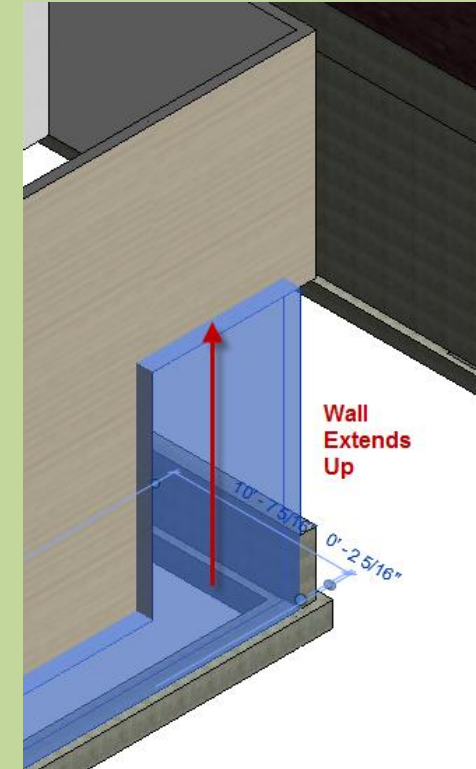
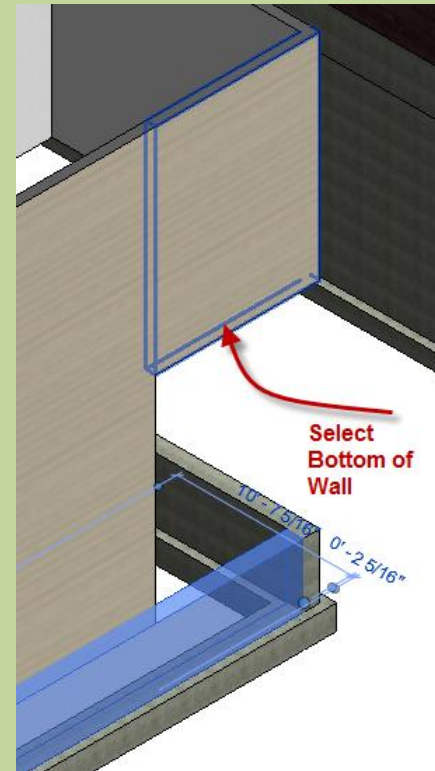
Go to 3d View

Select Foundation Wall

Select Attach Top/Base



Repeat for the back foundation wall
Repeat for the opposite side



*If you have problems with alignment
move chase wall away from exterior wall*

- Bunkhouse**
- Copy Walls
 - Propagate Extents
 - Adjust Walls
 - Fix doors
- Foundation**
- Create
 - Footing
 - Split . .
 - Base Constraint
 - Attach Top/Base
- Floors**
- View Range
 - Slab @ Footing
 - Slab @ Ground
 - Slab @ Main
 - Section view

Continue to Roofs

Bunkhouse : T.O. Bunkhouse Footing : View Range

Set Cut plane to 2'-0"

Only Foundation Wall Shows

View Range

Primary Range

Top: Associated Level (T.O. BUN) Offset: 7' 6"

Cut plane: Associated Level (T.O. BUN) Offset: 2' 0"

Bottom: Associated Level (T.O. BUN) Offset: 0' 0"

View Depth

Level: Associated Level (T.O. BUN) Offset: 0' 0"

OK Cancel Apply Help

- Bunkhouse**
- Copy Walls
 - Propagate Extents
 - Adjust Walls
 - Fix doors
- Foundation**
- Create
 - Footing
 - Split . .
 - Base Constraint
 - Attach Top/Base

- Floors**
- View Range
 - Slab @ Footing
 - Slab @ Ground
 - Slab@ Main
 - Section view

Continue to Roofs

Bunkhouse : Slab @ T.O. Bunkhouse Footing

The screenshot displays the Revit software interface for creating a structural foundation slab. The ribbon is set to 'Structure', and the 'Foundation' dropdown is expanded, showing 'Structural Foundation: Slab' and 'Floor: Slab Edge'. The Properties panel on the right shows the 'Foundation Slab' type, '6" Foundation Slab', and the 'Level' set to 'T.O. BUNHOUSE FOOTING' with a 'Height Offset From Level' of '0' 6"'. Two plan views of the slab are shown at the bottom, one with a red dashed line indicating the rectangle tool path.

Structure > Structural Foundation Slab

Offset from Level : 6"

Rectangle Tool corner to corner

Bunkhouse

- Copy Walls
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Foundation

- Create
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- Attach Top/Base

Floors

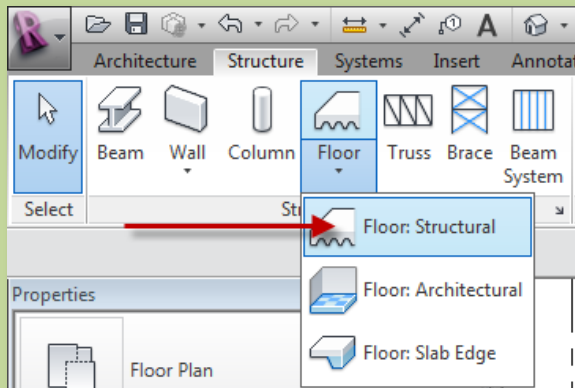
- View Range
- Slab @ Footing
- Slab @ Ground
- Slab@ Main
- Section view

Continue to Roofs

Bunkhouse : Slab @ Bunkhouse Ground Floor

Go to GROUND FLOOR

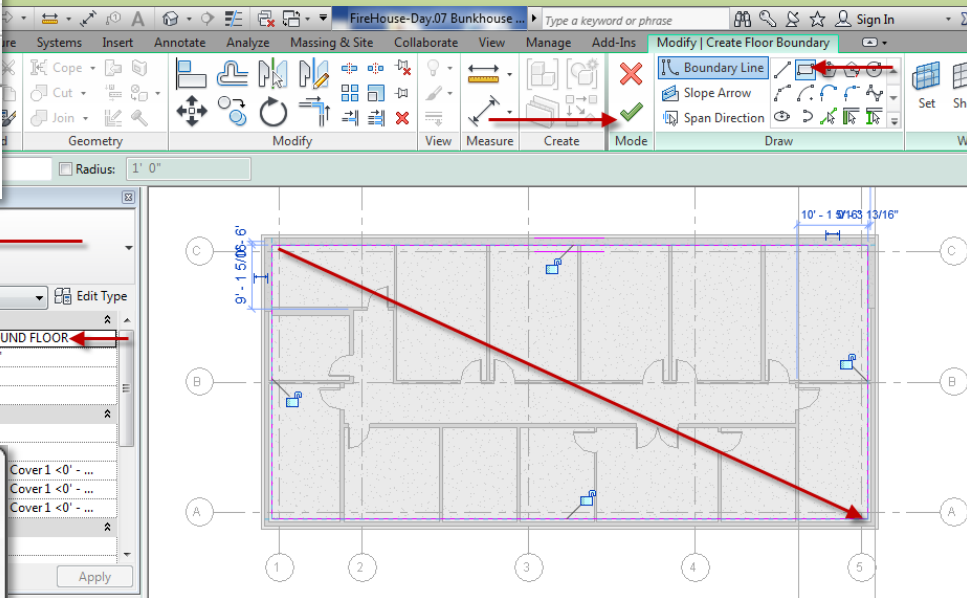
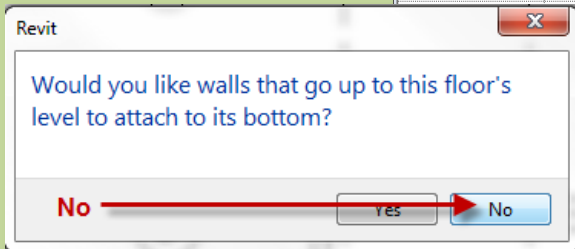
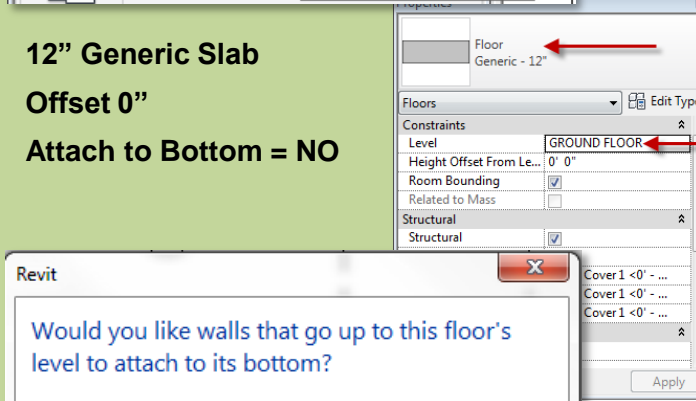
Structure > Floor : Structural > Generic 12"



12" Generic Slab

Offset 0"

Attach to Bottom = NO



Bunkhouse

- Copy Walls
- Propagate Extents
- Adjust Walls
- Fix doors

Foundation

- Create
- Footing
- Split . .
- Base Constraint
- Attach Top/Base

Floors

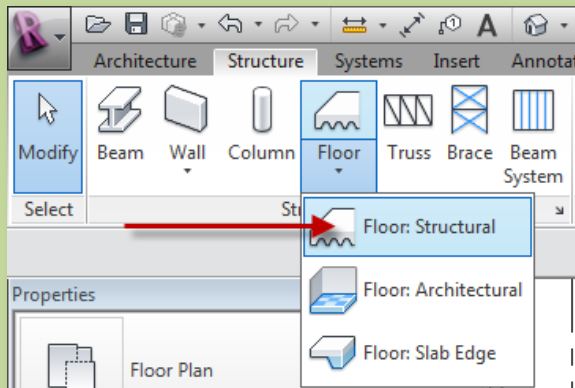
- View Range
- Slab @ Footing
- Slab @ Ground
- Slab @ Main
- Section view

Continue to Roofs

Bunkhouse : Slab @ 01 Main Floor

Go to 01 Main Floor

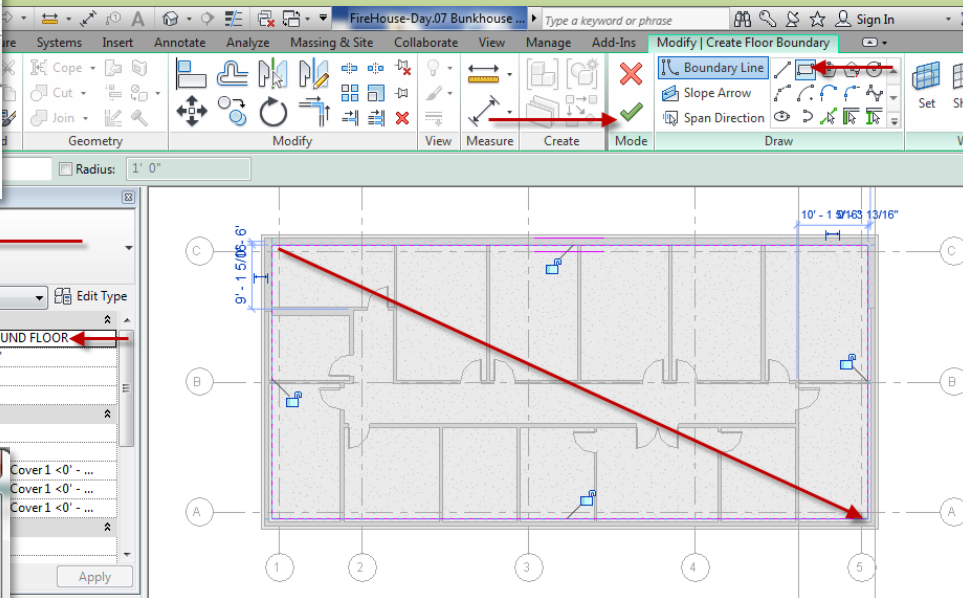
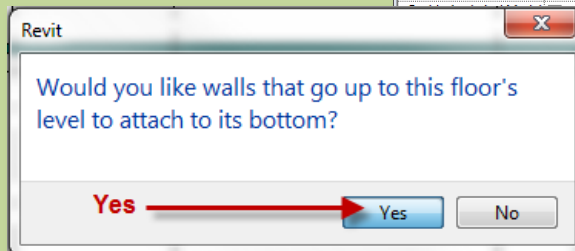
Structure > Floor : Structural > Generic 12"



12" Generic Slab

Offset 0"

Attach to Bottom = YES



Bunkhouse

- Copy Walls
- Propagate Extents
- Adjust Walls
- Fix doors

Foundation

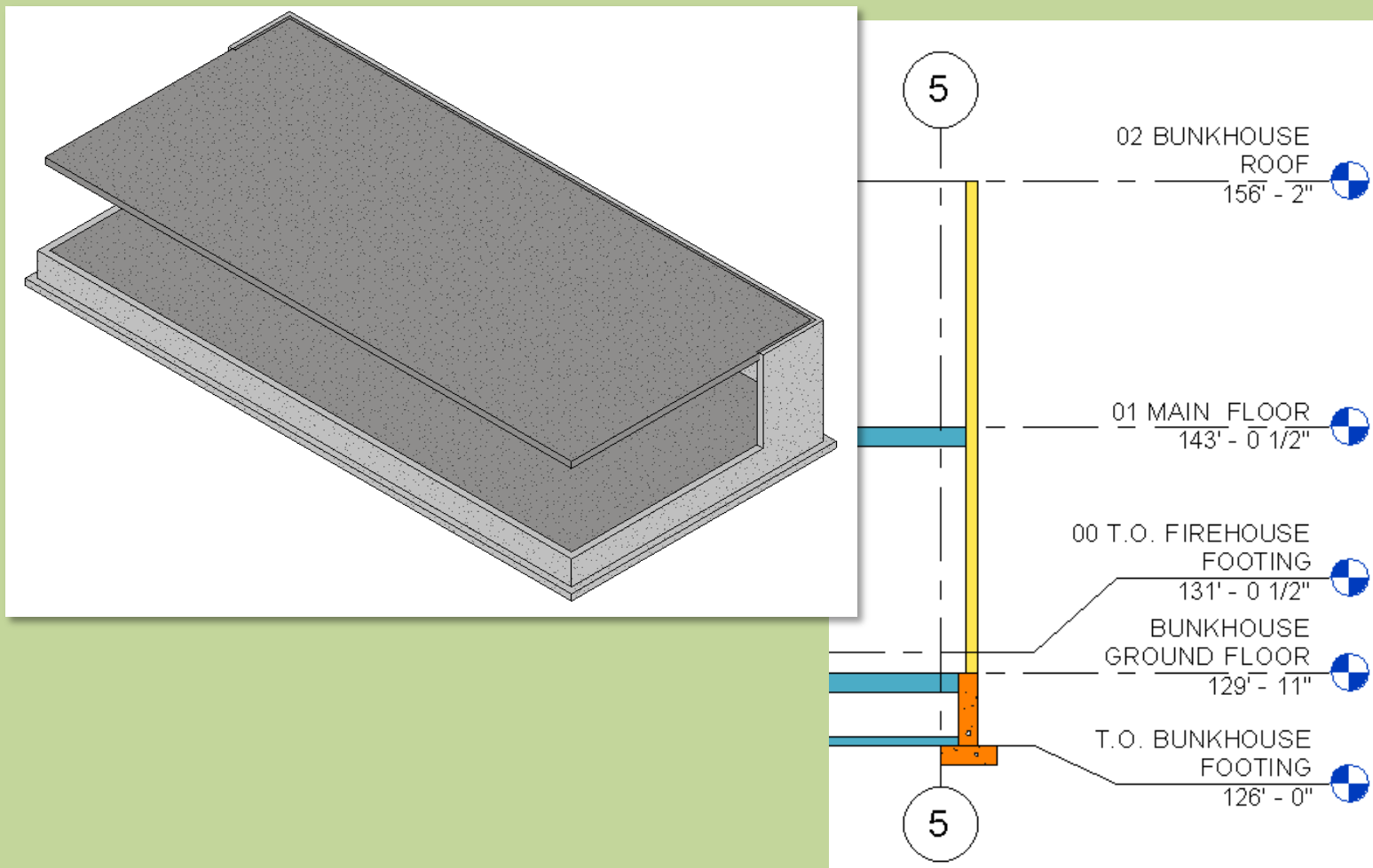
- Create
- Footing
- Split . .
- Base Constraint
- Attach Top/Base

Floors

- View Range
- Slab @ Footing
- Slab @ Ground
- Slab @ Main
- Section view

Continue to Roofs

Bunkhouse : Foundation Footing & Slabs Section



Roofs

- Overview
- By Footprint
- Overhang
- Slope (1) (2)
- Attach Top/Base
- Uneven
- Slope (4)

Neck

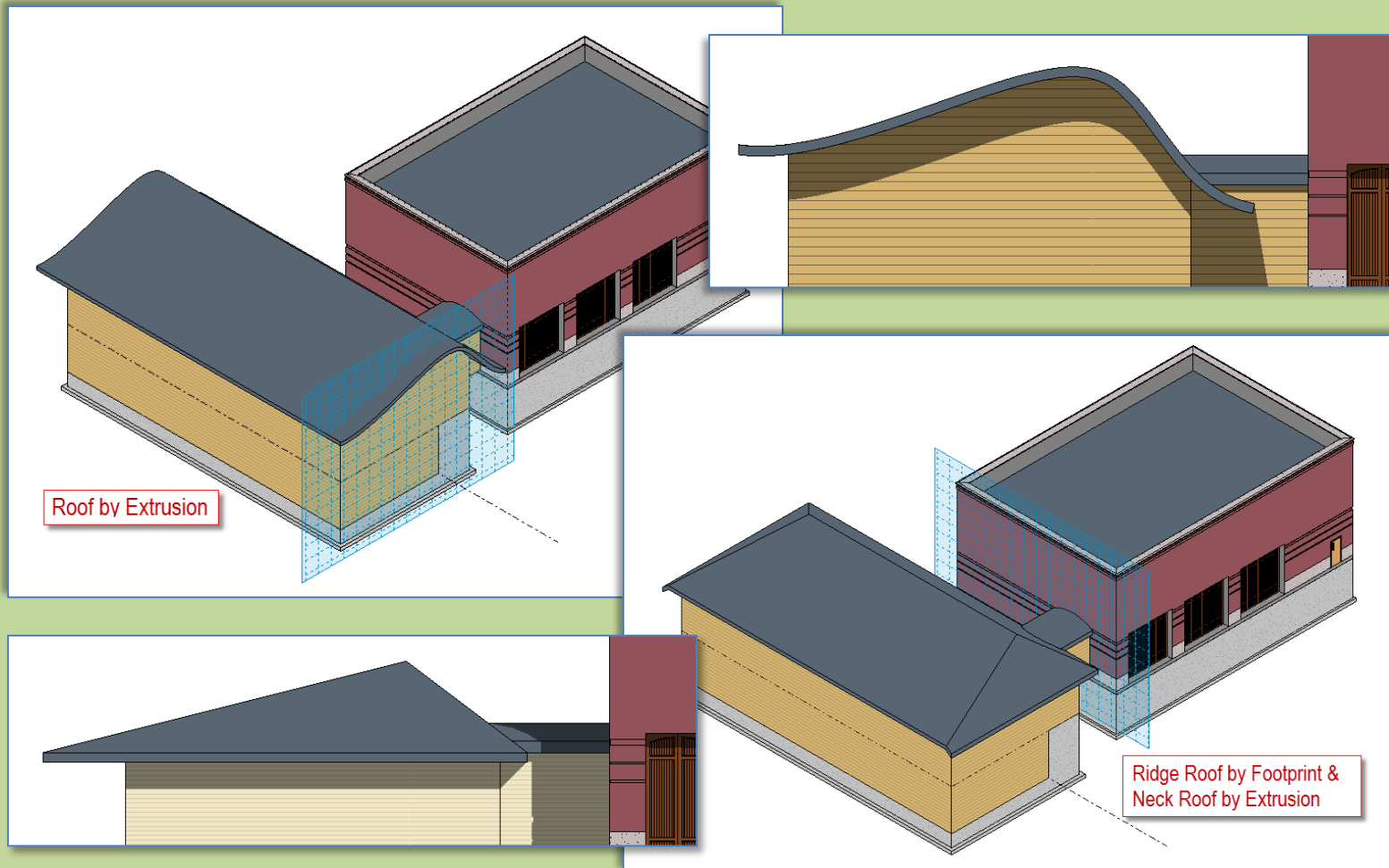
- Add Walls
- Work plane
- By Extrusion
- Join/Unjoin

Main Roof

- Delete
- Work plane
- Spline By Extrusion
- Start / End
- Cleanup

Wrap Up

Bunkhouse : Roof Overview



Roofs

- Overview
- By Footprint
- Overhang
- Slope (1) (2)
- Attach Top/Base
- Uneven
- Slope (4)

Neck

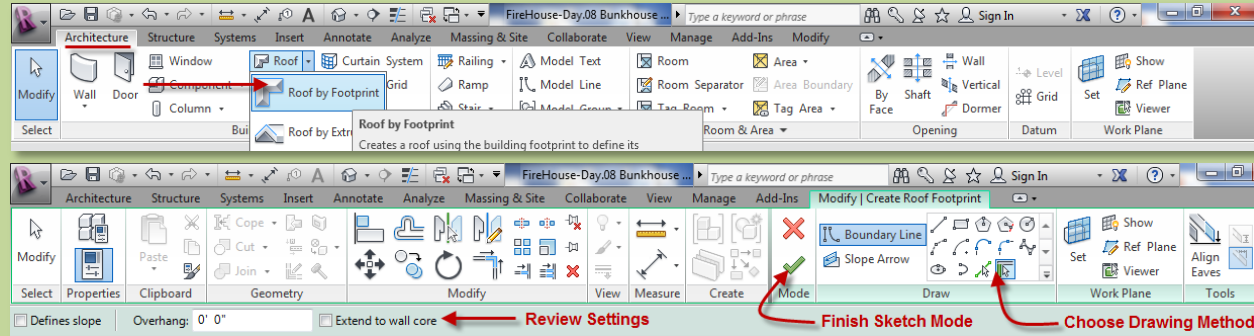
- Add Walls
- Work plane
- By Extrusion
- Join/Unjoin

Main Roof

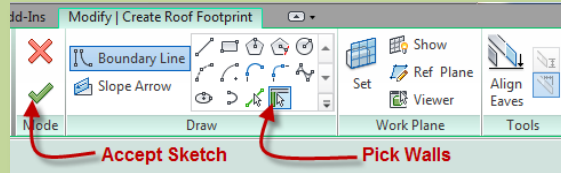
- Delete
- Work plane
- Spline By Extrusion
- Start / End
- Cleanup

Wrap Up

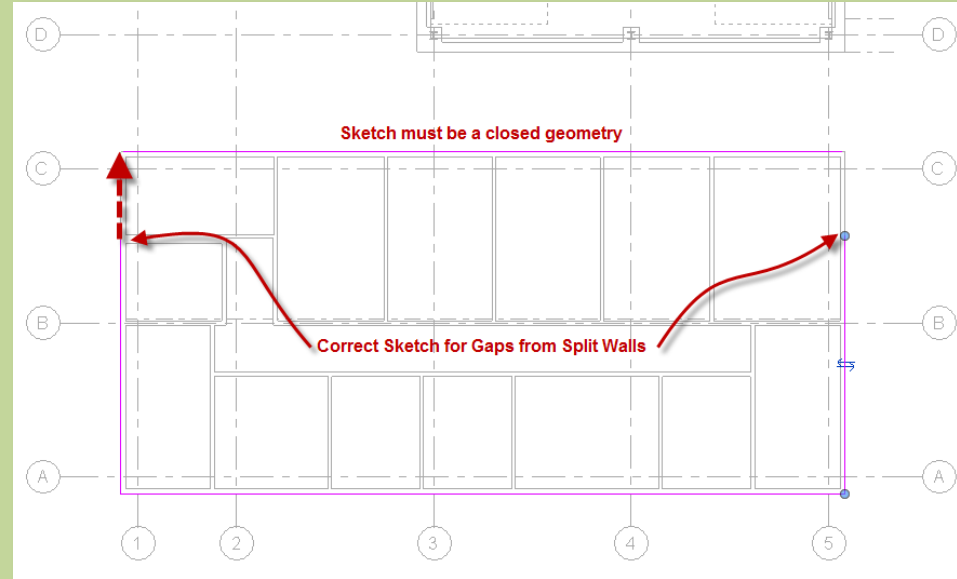
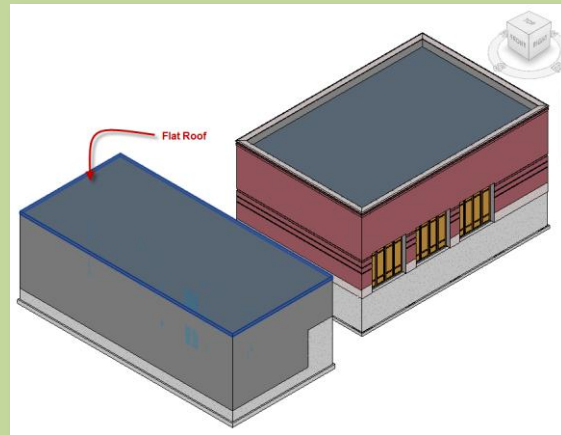
Bunkhouse Roof : By Footprint : No Slope



- Level: 02 Bunkhouse Roof
- Roof by Footprint
- Defines Slope Off
- Overhang 0'



• Draw using Pick Walls



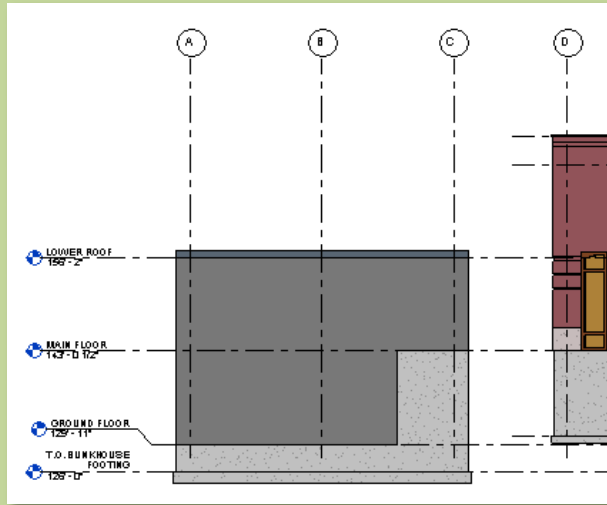
- Roofs**
- Overview
 - By Footprint
 - Overhang
 - Slope (1) (2)
 - Attach Top/Base
 - Uneven
 - Slope (4)

- Neck**
- Add Walls
 - Work plane
 - By Extrusion
 - Join/Unjoin

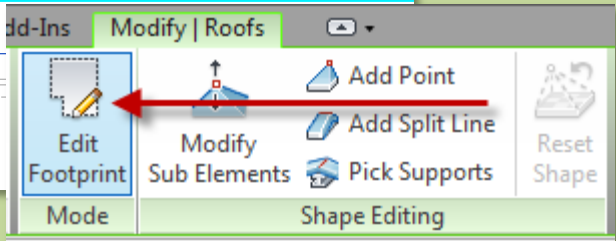
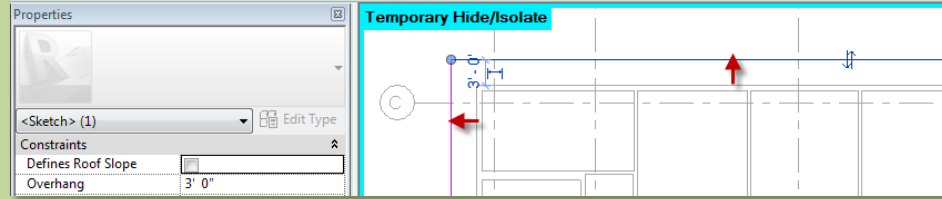
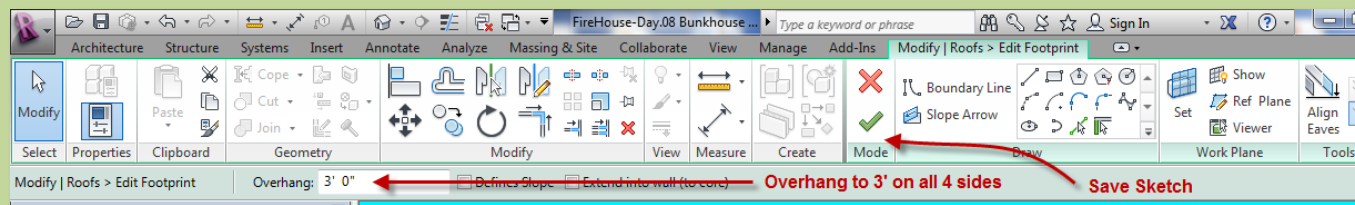
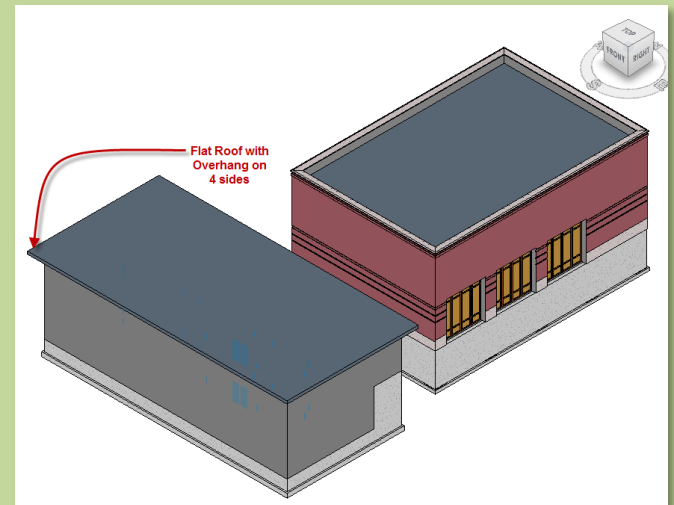
- Main Roof**
- Delete
 - Work plane
 - Spline By Extrusion
 - Start / End
 - Cleanup

Wrap Up

Bunkhouse Roof : By Footprint : Add Overhang



- Select Roof
- Edit Footprint
- Add 3'-0" Overhangs
- Save Sketch



Roofs

- Overview
- By Footprint
- Overhang
- Slope (1) (2)
- Attach Top/Base
- Uneven
- Slope (4)

Neck

- Add Walls
- Work plane
- By Extrusion
- Join/Unjoin

Main Roof

- Delete
- Work plane
- Spline By Extrusion
- Start / End
- Cleanup

Wrap Up

Bunkhouse Roof : By Footprint : Add 1 Slope

The screenshot displays the Revit software interface for editing a roof. The 'Modify | Roofs' ribbon is active, showing various tools for roof modification. The 'Properties' panel on the left shows the 'Sketch' (1) with constraints and dimensions. The 'Dimensions' section shows 'Slope' as 9' / 12" and 'Length' as 92' 10". The 'Add-Ins' panel on the right shows the 'Edit Footprint' tool selected. A 3D model of a bunkhouse is shown, with a red arrow pointing to the edge of the roof to be modified. A callout box shows a 3D view of the roof with a slope defined along one edge. The 'Properties' panel also shows 'Overhang' as 3' 0" and 'Defines Roof Slope' checked. The 'Add-Ins' panel shows 'Edit Footprint' selected, with 'Shape Editing' options like 'Add Point', 'Add Split Line', 'Pick Supports', and 'Reset Shape'.

• Select Roof • Edit Footprint • Add Slope

Roofs

- Overview
- By Footprint
- Overhang
- Slope (1) (2)
- Attach Top/Base
- Uneven
- Slope (4)

Neck

- Add Walls
- Work plane
- By Extrusion
- Join/Unjoin

Main Roof

- Delete
- Work plane
- Spline By Extrusion
- Start / End
- Cleanup

Wrap Up

Bunkhouse Roof : By Footprint : Add 2 Slopes

The screenshot displays the Revit software interface for editing a roof footprint. The ribbon is set to 'Modify | Roofs > Edit Footprint'. The 'Properties' panel on the left shows the 'Sketch' (1) with constraints: 'Defines Roof Slope' (checked), 'Overhang: 3' 0"', 'Plate Offset From Base: 0' 0"', and 'Extend into wall (to core)' (unchecked). The 'Dimensions' section shows 'Slope: 9" / 12"' and 'Length: 92' 10"', with a red arrow pointing to the slope value and the text 'Slope Ratio'. The 3D model shows the bunkhouse roof with two slopes defined. A red arrow points to the 'Edit Footprint' button in the 'Modify | Roofs' ribbon. Another red arrow points to the 'Define Slope' button in the 'Modify | Roofs' ribbon. A third red arrow points to the 'Select 2 Edges to Define Slope' annotation on the 3D model. A diagram on the right shows the resulting gabled roof structure. The 'Add-Ins' panel at the bottom right shows the 'Edit Footprint' button in the 'Modify | Roofs' ribbon, with a red arrow pointing to it. The 'Add-Ins' panel also shows 'Add Point', 'Add Split Line', 'Pick Supports', and 'Reset Shape' buttons.

• Select Roof • Edit Footprint • Add Slope

Roofs

- Overview
- By Footprint
- Overhang
- Slope (1) (2)
- Attach Top/Base
- Uneven
- Slope (4)

Neck

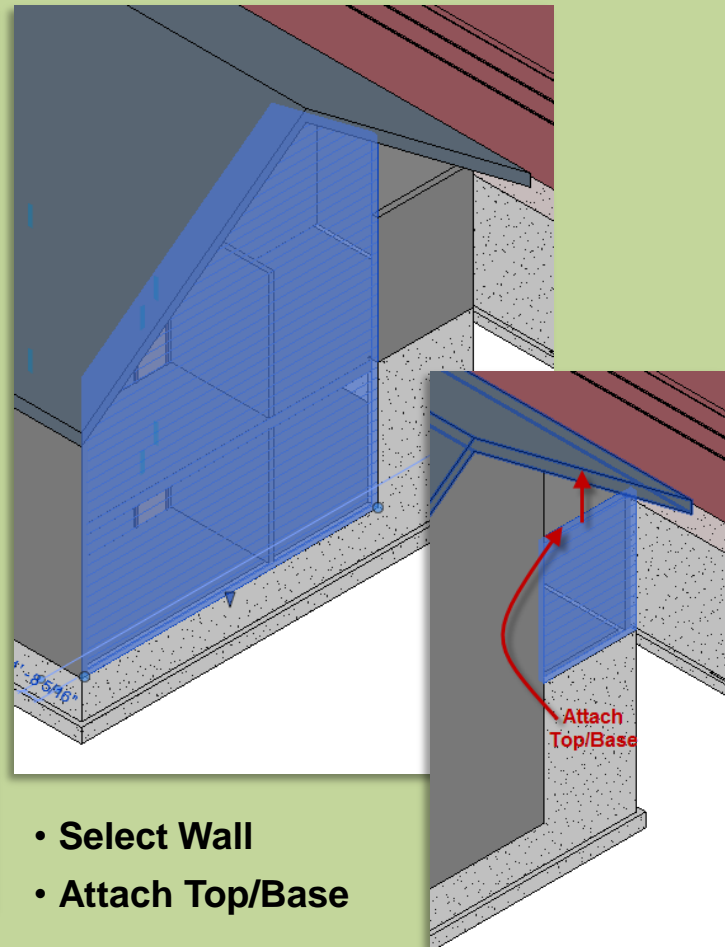
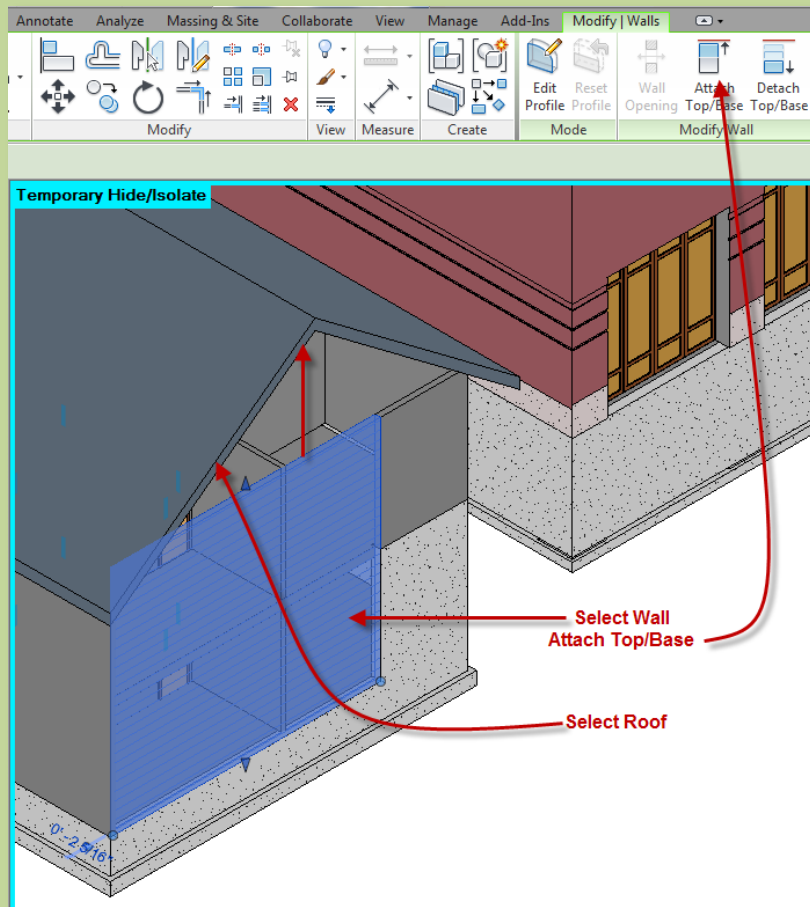
- Add Walls
- Work plane
- By Extrusion
- Join/Unjoin

Main Roof

- Delete
- Work plane
- Spline By Extrusion
- Start / End
- Cleanup

Wrap Up

Bunkhouse Roof : By Footprint : Attach Top/Base



- Select Wall
- Attach Top/Base

Roofs

- Overview
- By Footprint
- Overhang
- Slope (1) (2)
- Attach Top/Base
- Uneven
- Slope (4)

Neck

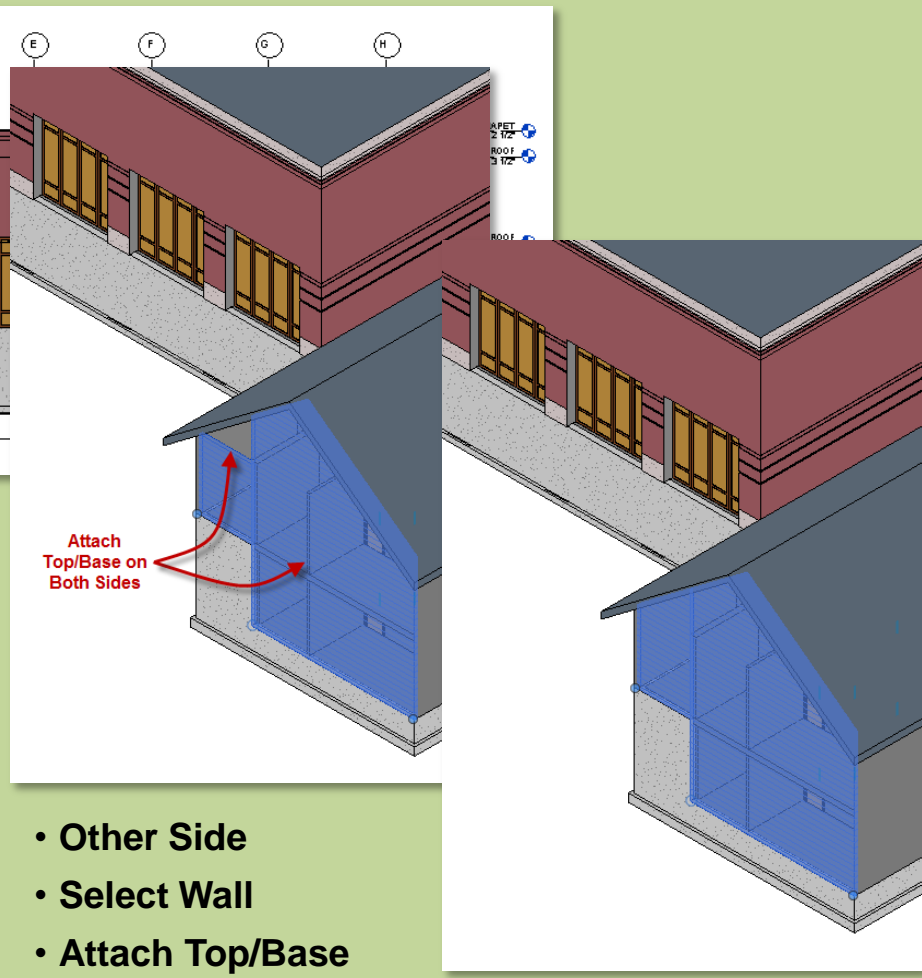
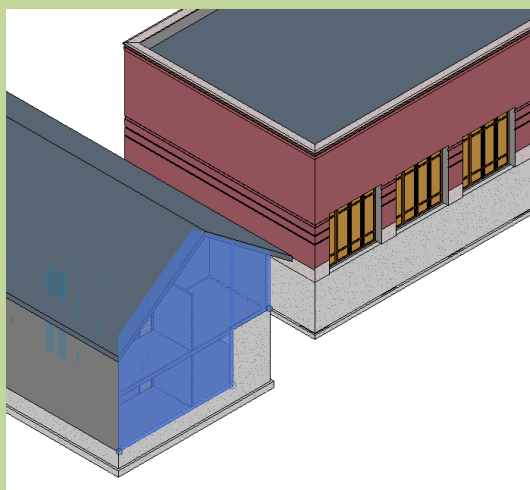
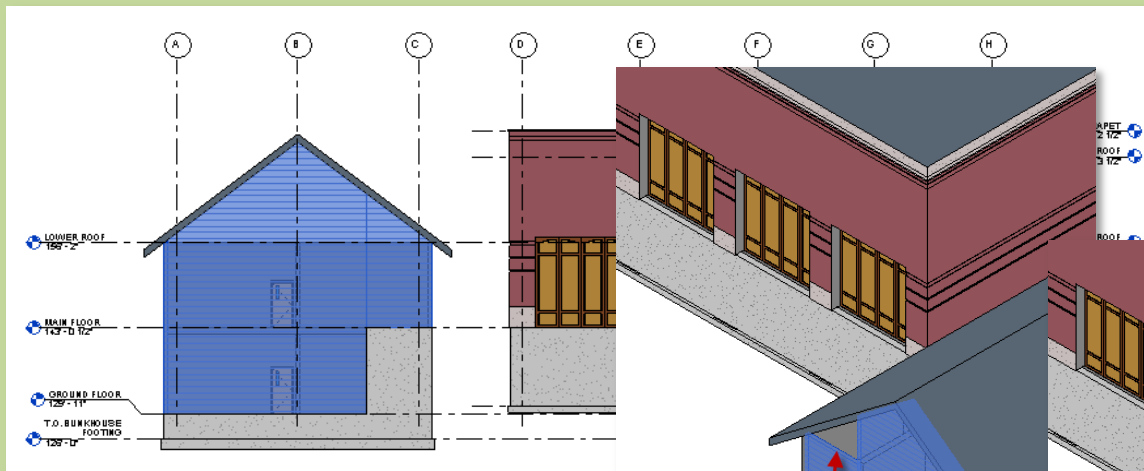
- Add Walls
- Work plane
- By Extrusion
- Join/Unjoin

Main Roof

- Delete
- Work plane
- Spline By Extrusion
- Start / End
- Cleanup

Wrap Up

Bunkhouse Roof : By Footprint : Attach Top/Base



- Other Side
- Select Wall
- Attach Top/Base

- Roofs**
- Overview
 - By Footprint
 - Overhang
 - Slope (1) (2)
 - Attach Top/Base
 - Uneven
 - Slope (4)

- Neck**
- Add Walls
 - Work plane
 - By Extrusion
 - Join/Unjoin

- Main Roof**
- Delete
 - Work plane
 - Spline By Extrusion
 - Start / End
 - Cleanup

Wrap Up

Bunkhouse Roof : By Footprint : Uneven Slope

Properties

Defines Roof Slope ☒

Overhang 3' 0"

Plate Offset From Base 0' 0"

Extend into wall (to core) ☐

Dimensions

Slope 6" / 12"

Length 92' 10"

Edit Ratio
6" / 12"

Modify | Roofs

Edit Footprint Mode

Add Point

Add Split Line

Modify Sub Elements

Pick Supports

Shape Editing

• Select Roof

• Edit Slope Ratio : Change 9/12 to 6/12

- Roofs**
- Overview
 - By Footprint
 - Overhang
 - Slope (1) (2)
 - Attach Top/Base
 - Uneven
 - Slope (4)

- Neck**
- Add Walls
 - Work plane
 - By Extrusion
 - Join/Unjoin

- Main Roof**
- Delete
 - Work plane
 - Spline By Extrusion
 - Start / End
 - Cleanup

Wrap Up

Bunkhouse Roof : By Footprint : 4 Slopes

2D Section View: Shows a cross-section of the building with a roof that has four different slopes, labeled A through H. The roof is divided into four sections: A (lower roof), B (main floor), C (main floor), and D (main floor). The roof is labeled 'LOWER ROOF' and 'MAIN FLOOR'. The roof is divided into four sections: A (lower roof), B (main floor), C (main floor), and D (main floor). The roof is labeled 'LOWER ROOF' and 'MAIN FLOOR'. The roof is divided into four sections: A (lower roof), B (main floor), C (main floor), and D (main floor). The roof is labeled 'LOWER ROOF' and 'MAIN FLOOR'.

3D Perspective View: Shows the building with the roof. The roof is labeled 'LOWER ROOF' and 'MAIN FLOOR'. The roof is divided into four sections: A (lower roof), B (main floor), C (main floor), and D (main floor). The roof is labeled 'LOWER ROOF' and 'MAIN FLOOR'. The roof is divided into four sections: A (lower roof), B (main floor), C (main floor), and D (main floor). The roof is labeled 'LOWER ROOF' and 'MAIN FLOOR'.

3D Isometric View: Shows the building with the roof. The roof is labeled 'LOWER ROOF' and 'MAIN FLOOR'. The roof is divided into four sections: A (lower roof), B (main floor), C (main floor), and D (main floor). The roof is labeled 'LOWER ROOF' and 'MAIN FLOOR'. The roof is divided into four sections: A (lower roof), B (main floor), C (main floor), and D (main floor). The roof is labeled 'LOWER ROOF' and 'MAIN FLOOR'.

Properties Panel: Shows the 'Slope' set to '3" / 12"' and the 'Length' set to '92' 10"'. The 'Edit Slope Ratio to 3"/12"' is highlighted.

Ribbon Menu: Shows the 'Modify | Roofs' tab with the 'Edit Footprint' button highlighted. A red arrow points from the 'Edit Footprint' button to the 3D isometric view, where a red arrow points to one of the roof edges. A text box says 'Select one Edge Only & Edit the Slope Ratio'.

• Select Roof

• Defines Slope Set Ratio of one edge to 3/12

Roofs

- Overview
- By Footprint
- Overhang
- Slope (1) (2)
- Attach Top/Base
- Uneven
- Slope (4)

Neck

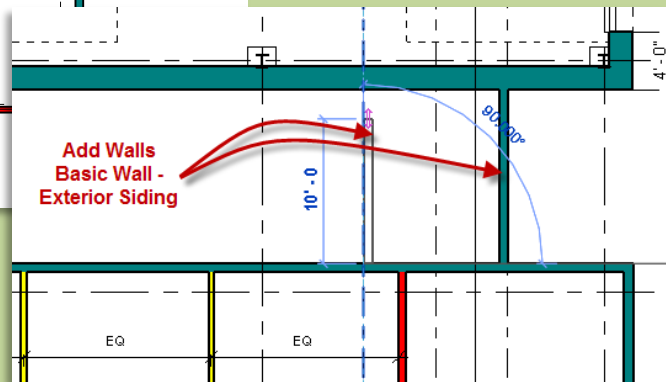
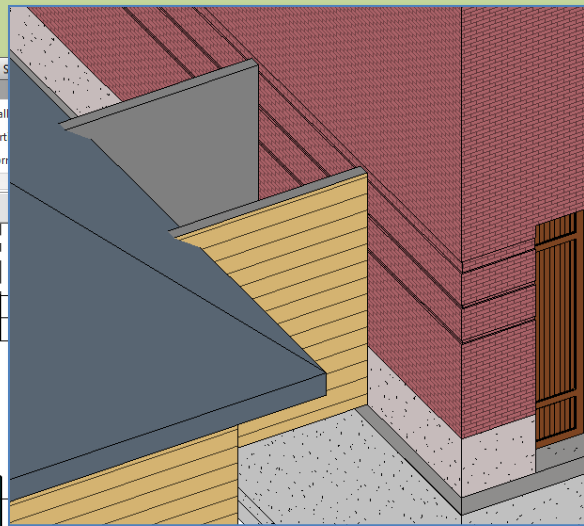
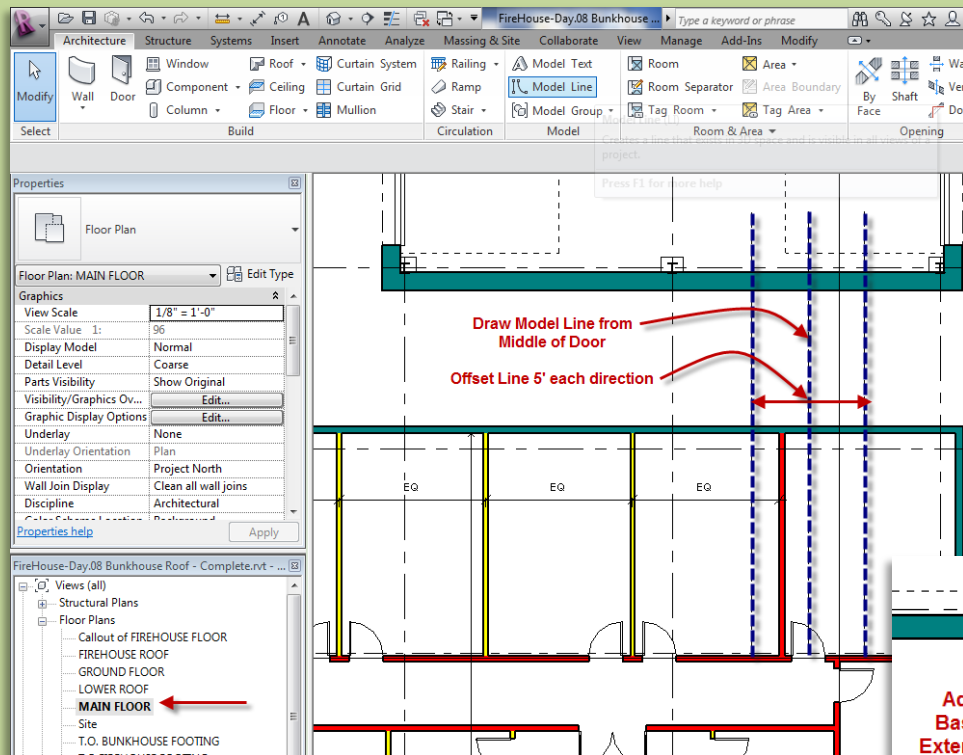
- Add Walls
- Work plane
- By Extrusion
- Join/Unjoin

Main Roof

- Delete
- Work plane
- Spline By Extrusion
- Start / End
- Cleanup

Wrap Up

Neck Roof : Add Walls



- 01 Main Floor > Model Lines @ Door > 5' Offset
- Basic Wall – Exterior Siding
- Location - Centerline

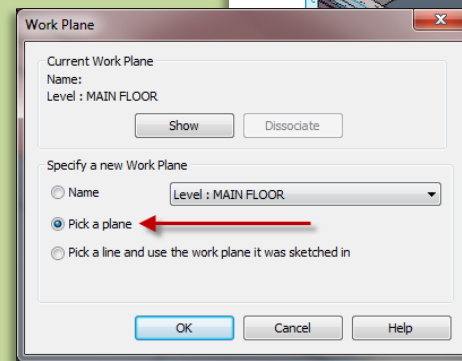
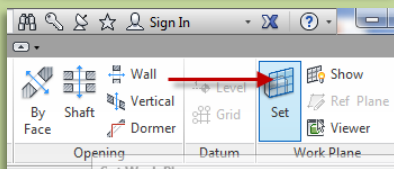
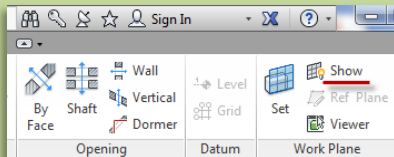
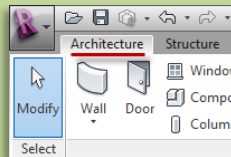
- Roofs**
- Overview
 - By Footprint
 - Overhang
 - Slope (1) (2)
 - Attach Top/Base
 - Uneven
 - Slope (4)

- Neck**
- Add Walls
 - Work plane
 - By Extrusion
 - Join/Unjoin

- Main Roof**
- Delete
 - Work plane
 - Spline By Extrusion
 - Start / End
 - Cleanup

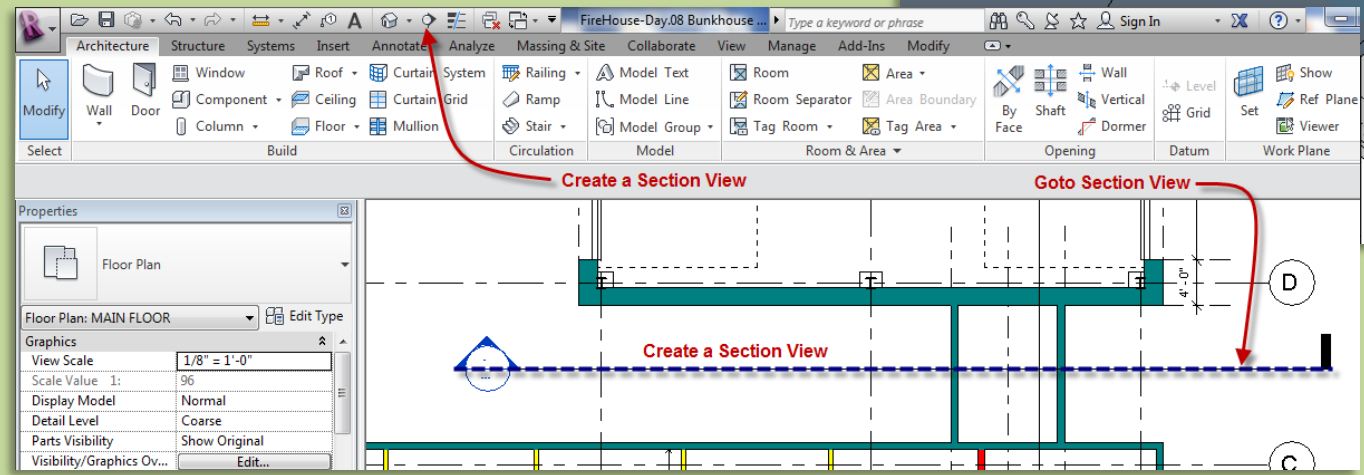
Wrap Up

Neck Roof : Work Plane



Select Face of Firehouse Wall

- Create Section
- Work Plane
- Work Plane Show
- Goto Section
- Work Plane Set



Neck Roof : by Extrusion : Setup

Roofs

- Overview
- By Footprint
- Overhang
- Slope (1) (2)
- Attach Top/Base
- Uneven
- Slope (4)

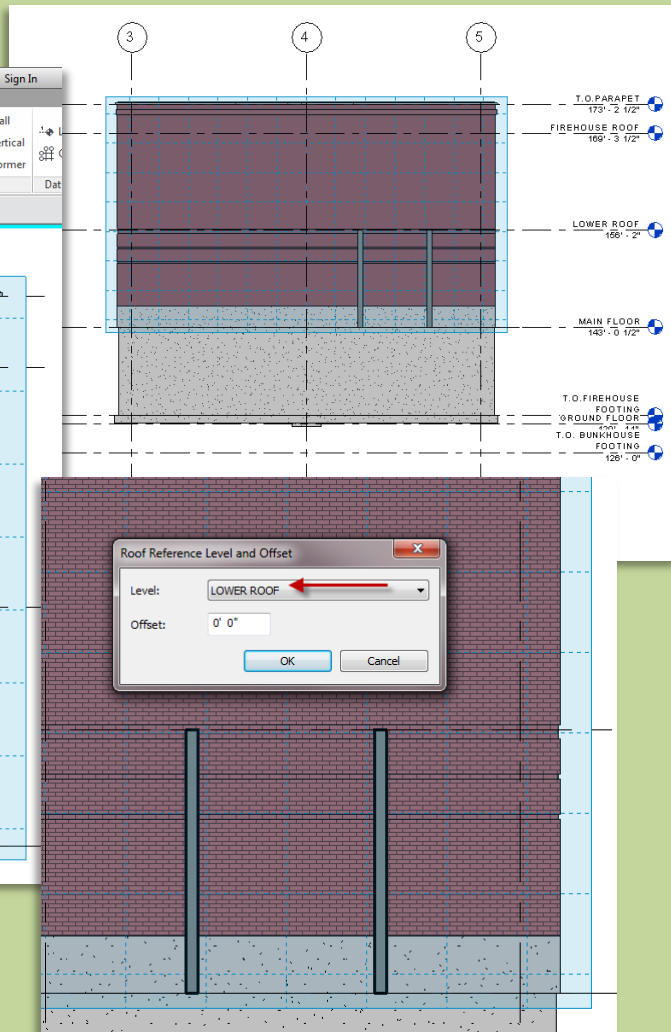
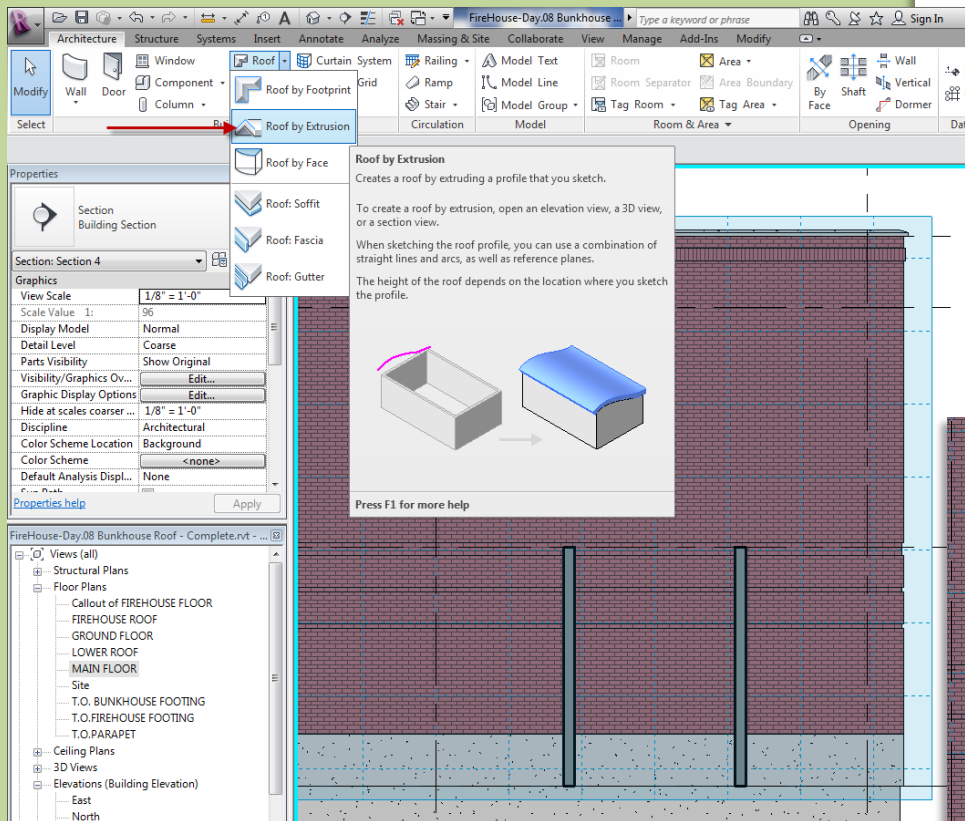
Neck

- Add Walls
- Work plane
- By Extrusion
- Join/Unjoin

Main Roof

- Delete
- Work plane
- Spline By Extrusion
- Start / End
- Cleanup

Wrap Up



- Roof By Extrusion
- Level : Lower Roof

- Offset 0'-0"

Day 09 FH.06

Roofs

- Overview
- By Footprint
- Overhang
- Slope (1) (2)
- Attach Top/Base
- Uneven
- Slope (4)

Neck

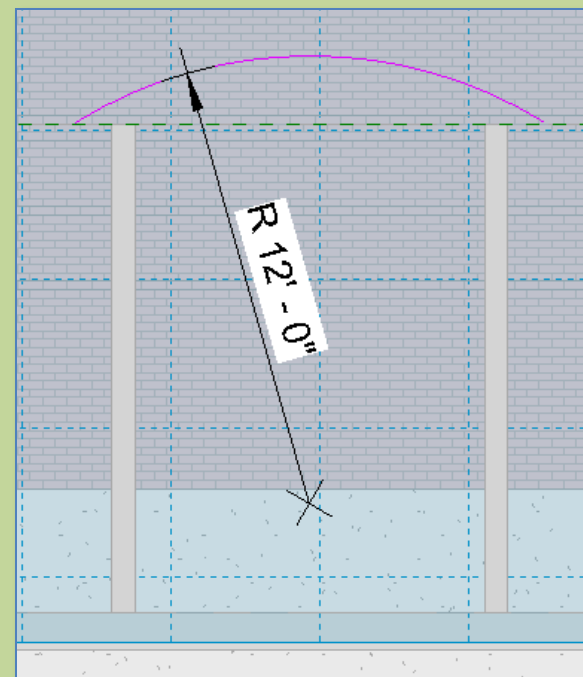
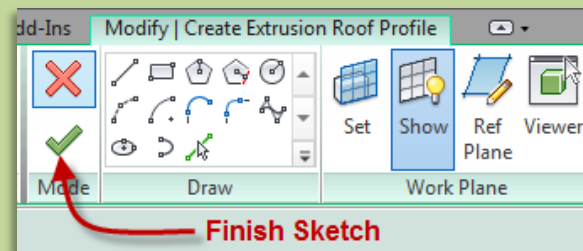
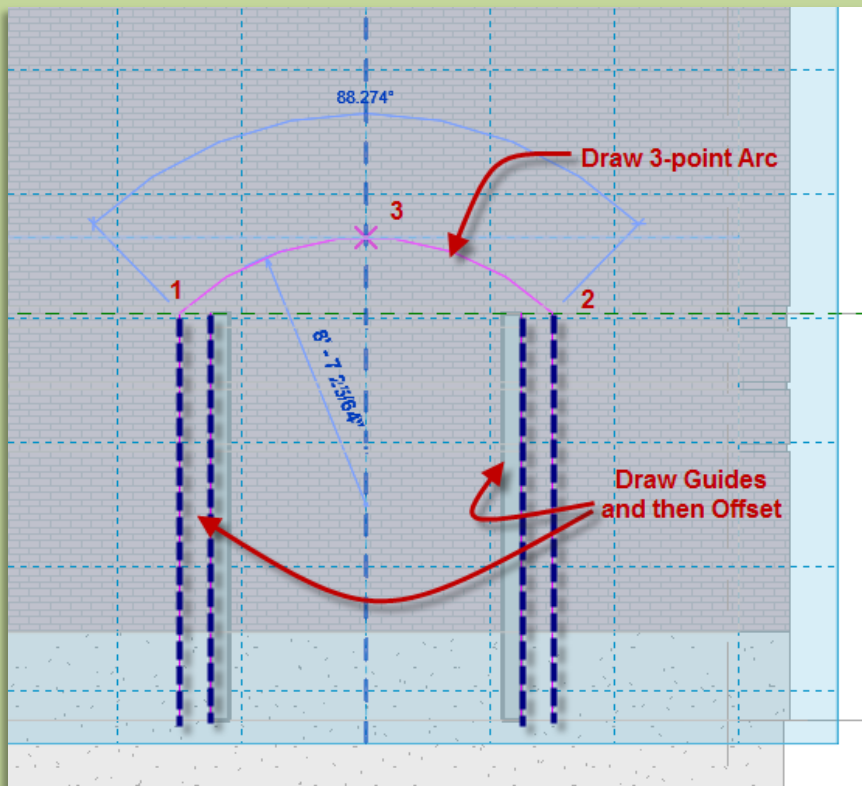
- Add Walls
- Work plane
- By Extrusion
- Join/Unjoin

Main Roof

- Delete
- Work plane
- Spline By Extrusion
- Start / End
- Cleanup

Wrap Up

Neck Roof : by Extrusion : Sketch



- Draw Guidelines 1' Offset
- Set Radius to 12'-0"
- Draw 3 Point Arc
- Finish Sketch
- Erase Guides

Day 09 FH.06

Roofs

- Overview
- By Footprint
- Overhang
- Slope (1) (2)
- Attach Top/Base
- Uneven
- Slope (4)

Neck

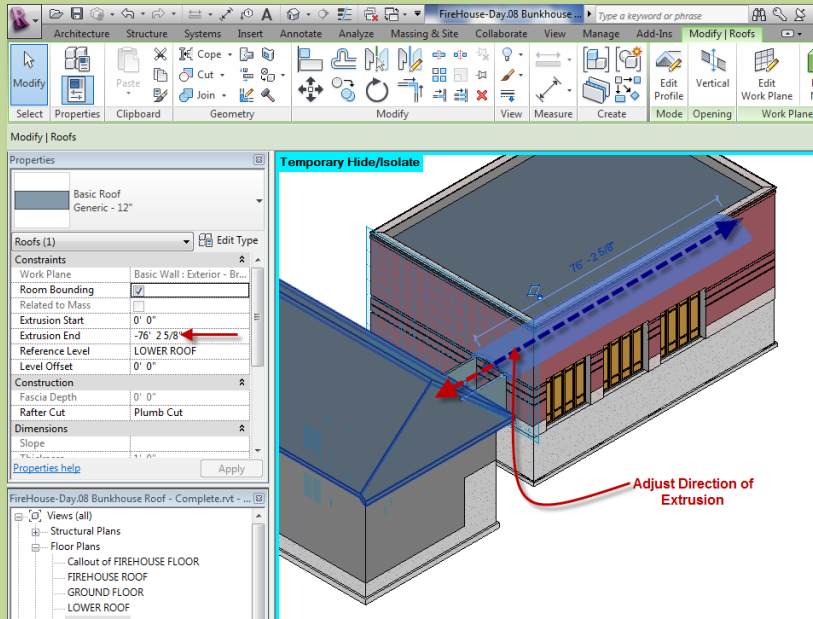
- Add Walls
- Work plane
- By Extrusion
- Join/Unjoin

Main Roof

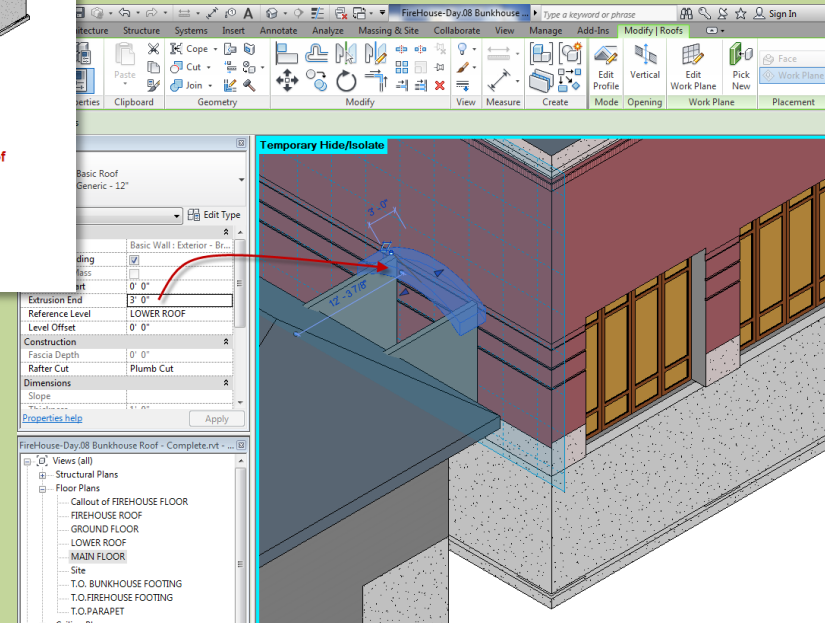
- Delete
- Work plane
- Spline By Extrusion
- Start / End
- Cleanup

Wrap Up

Neck Roof : Roof by Extrusion : Adjust Direction



- Adjust Direction of Extrusion
- Change direction from negative to +3'-0"



Roofs

- Overview
- By Footprint
- Overhang
- Slope (1) (2)
- Attach Top/Base
- Uneven
- Slope (4)

Neck

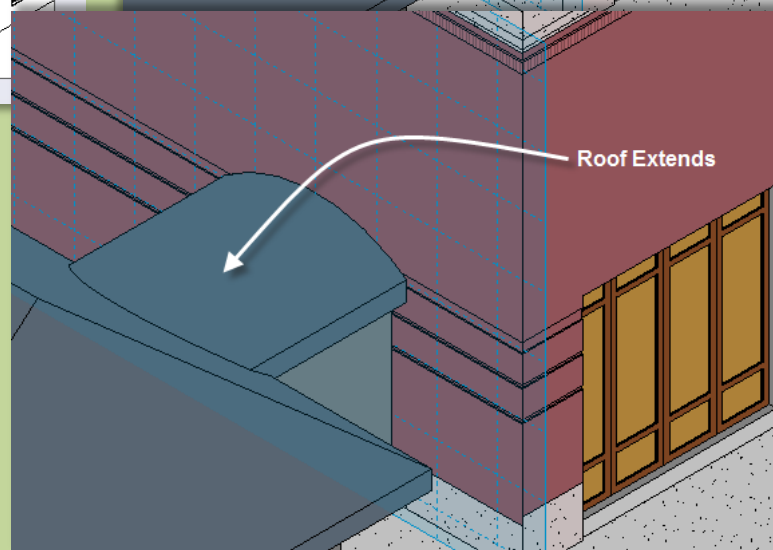
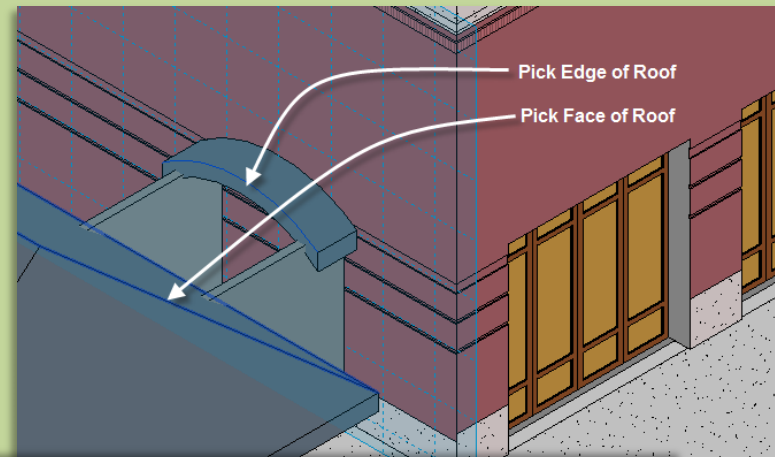
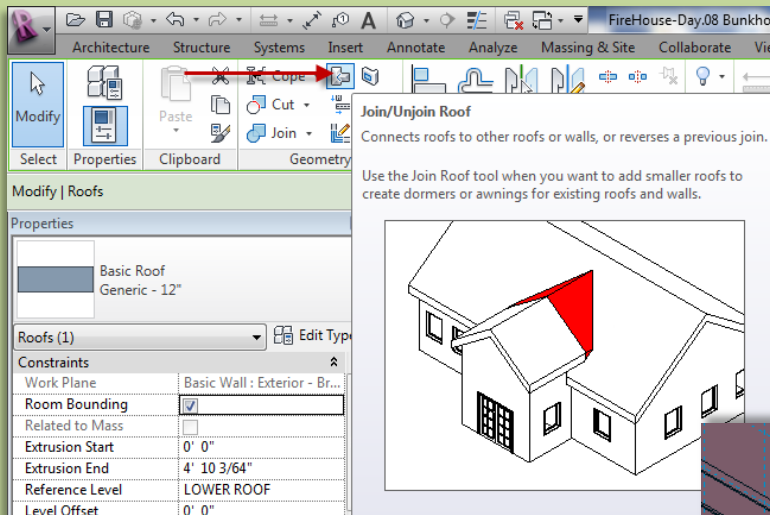
- Add Walls
- Work plane
- By Extrusion
- Join/Unjoin

Main Roof

- Delete
- Work plane
- Spline By Extrusion
- Start / End
- Cleanup

Wrap Up

Neck Roof : by Extrusion : Join / Unjoin Roof



- Select the Roof
- Geometry > Join / Unjoin Roof
- Select Edge of Roof
- Select Face of Roof to extend to

Roofs

- Overview
- By Footprint
- Overhang
- Slope (1) (2)
- Attach Top/Base
- Uneven
- Slope (4)

Neck

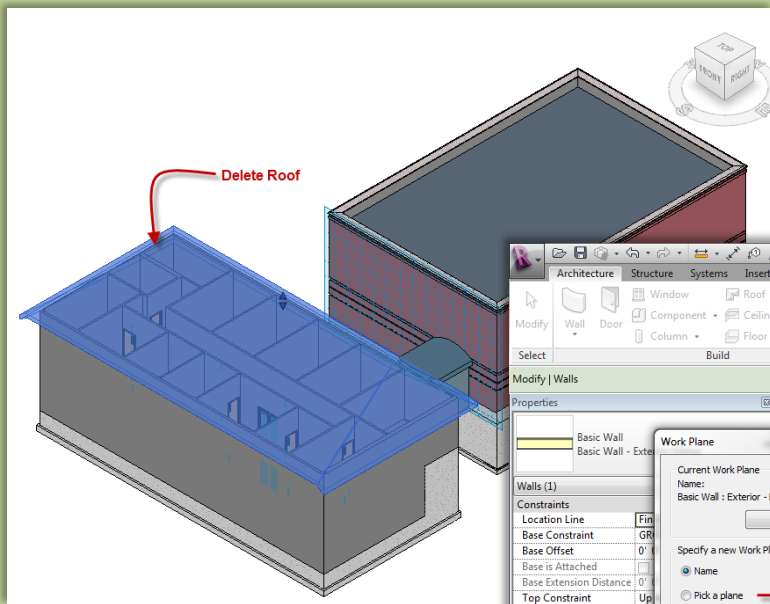
- Add Walls
- Work plane
- By Extrusion
- Join/Unjoin

Main Roof

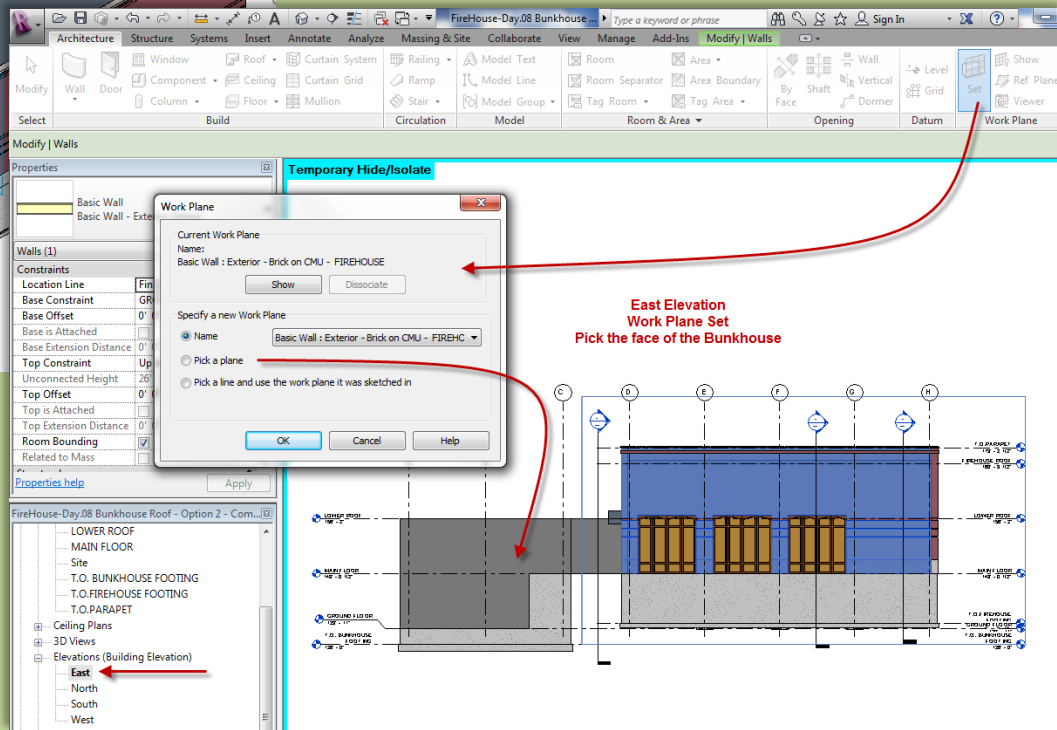
- Delete
- Work plane
- Spline By Extrusion
- Start / End
- Cleanup

Wrap Up

Option 2: Main Roof by Extrusion : Delete Roof



- Delete the existing roof
- East Elevation
- Work Plane Set
- Pick a Plane – Select the Face of the Bunkhouse



Option 2: Main Roof by Extrusion : Work Plane

Roofs

- Overview
- By Footprint
- Overhang
- Slope (1) (2)
- Attach Top/Base
- Uneven
- Slope (4)

Neck

- Add Walls
- Work plane
- By Extrusion
- Join/Unjoin

Main Roof

- Delete
- Work plane
- Spline By Extrusion
- Start / End
- Cleanup

Wrap Up

Adjust the Work Plane

Architecture > Roof by Extrusion

Roof by Extrusion
Creates a roof by extruding a profile that you sketch.
To create a roof by extrusion, open an elevation view, a 3D view, or a section view.
When sketching the roof profile, you can use a combination of straight lines and arcs, as well as reference planes.
The height of the roof depends on the location where you sketch the profile.

Properties
Elevation: East
Graphics
View Scale: 1/8" = 1'-0"
Scale Value: 96
Display Model: Normal
Detail Level: Coarse
Parts Visibility: Show Original
Visibility/Graphics Overrides: Edit...
Graphic Display Options: Edit...
Hide at scales coarser than: 1" = 400'-0"
Discipline: Architectural
Color Scheme Location: Background
Color Scheme: <none>
Default Analysis Display: None
Apply

Adjust Work Plane

Revit Architecture - FireHouse-Day.08 Bunkhouse
LOWER ROOF
MAIN FLOOR
Site
T.O. BUNKHOUSE FOOTING
T.O. FIREHOUSE FOOTING
T.O. PARAPET
Ceiling Plans
3D Views
Elevations (Building Elevation)
East
North
South
West
Sections (Building Section)
Legends
Schedules/Quantities
Sheets (all)

Roofs

- Overview
- By Footprint
- Overhang
- Slope (1) (2)
- Attach Top/Base
- Uneven
- Slope (4)

Neck

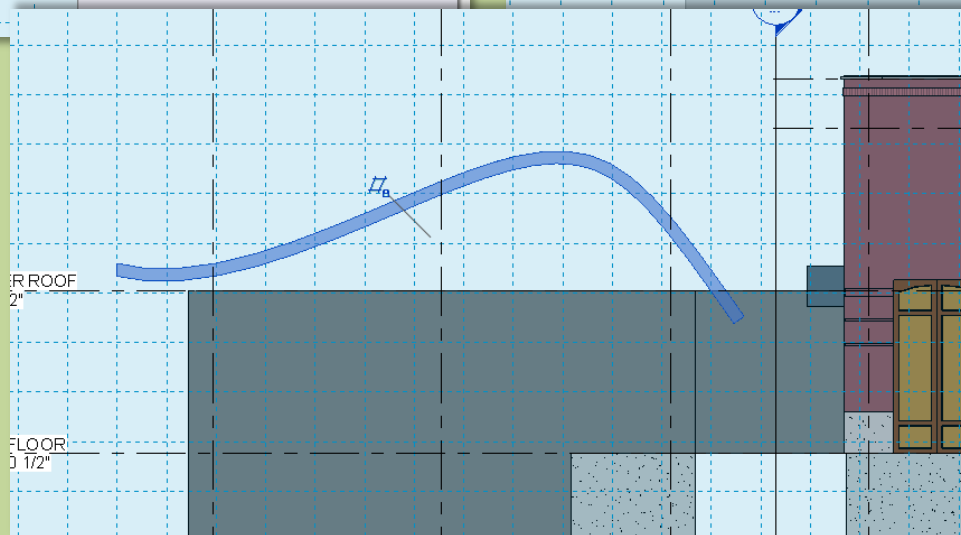
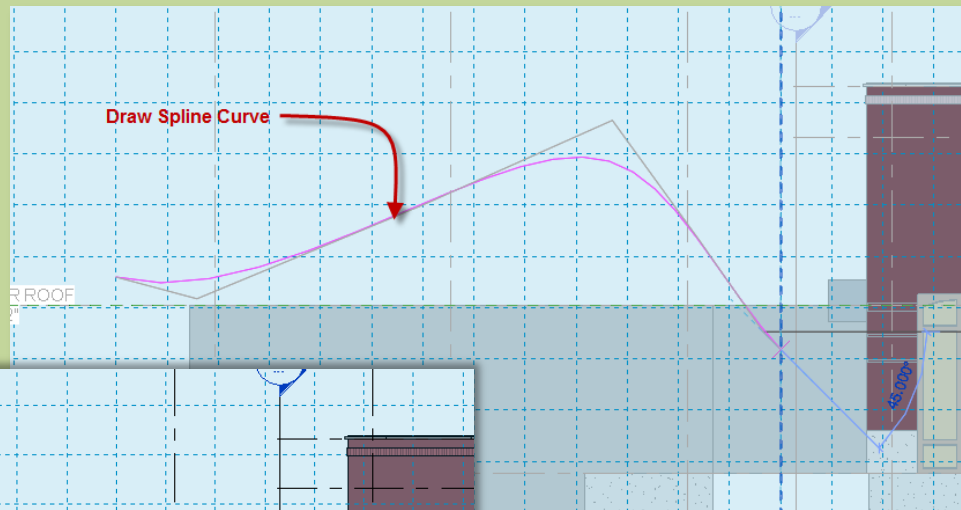
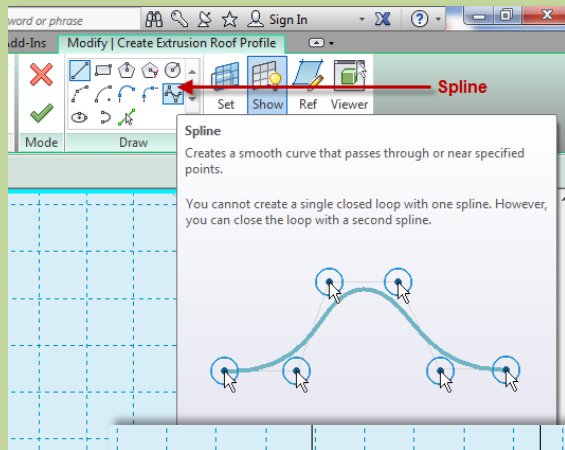
- Add Walls
- Work plane
- By Extrusion
- Join/Unjoin

Main Roof

- Delete
- Work plane
- Spline By Extrusion
- Start / End
- Cleanup

Wrap Up

Option 2: Main Roof by Extrusion : Spline



- Draw Spline Curve
- Finish the Sketch

Roofs

- Overview
- By Footprint
- Overhang
- Slope (1) (2)
- Attach Top/Base
- Uneven
- Slope (4)

Neck

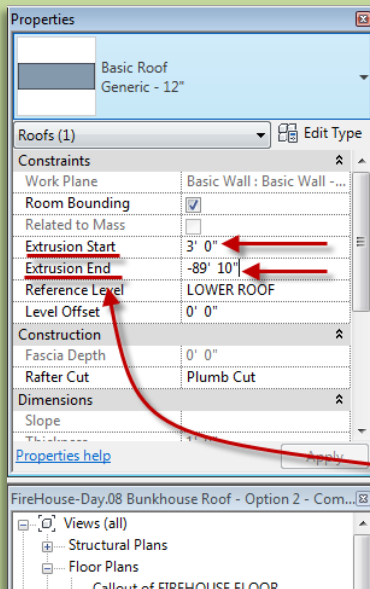
- Add Walls
- Work plane
- By Extrusion
- Join/Unjoin

Main Roof

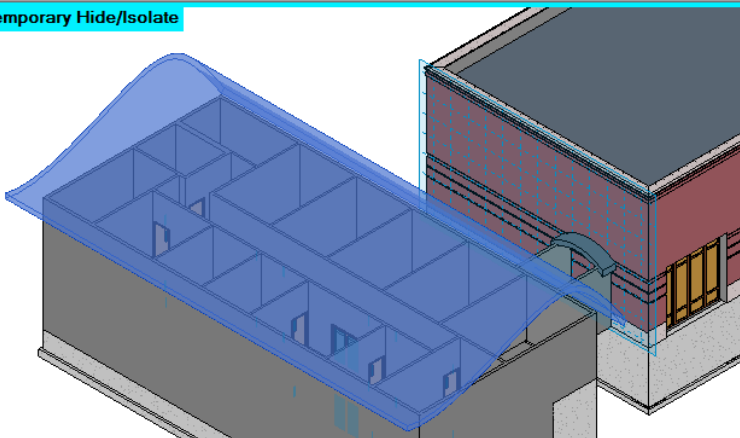
- Delete
- Work plane
- Spline By Extrusion
- Start / End
- Cleanup

Wrap Up

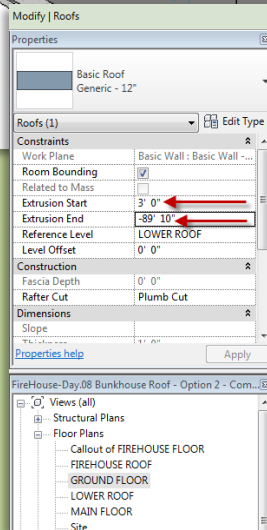
Option 2: Main Roof by Extrusion : Start / End



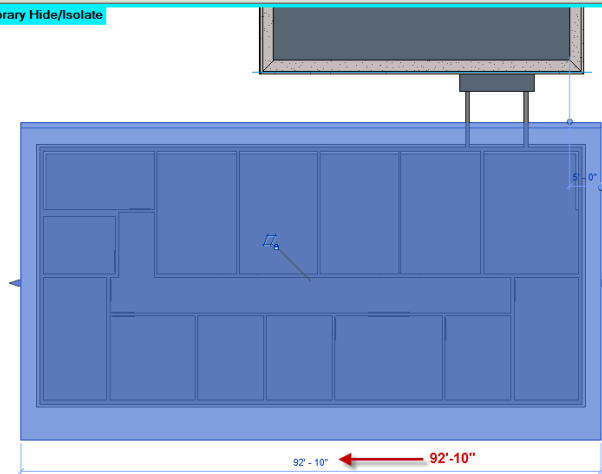
Temporary Hide/Isolate



Adjust Extrusion
Start and End to
Create 3'-0"
Overhang



Temporary Hide/Isolate



- Adjust Start / End of Roof Extrusion
- Extrusion Start = 3'-0"
- Extrusion End = -89'-10"
- Total Length of Roof = 92'-10"

Roofs

- Overview
- By Footprint
- Overhang
- Slope (1) (2)
- Attach Top/Base
- Uneven
- Slope (4)

Neck

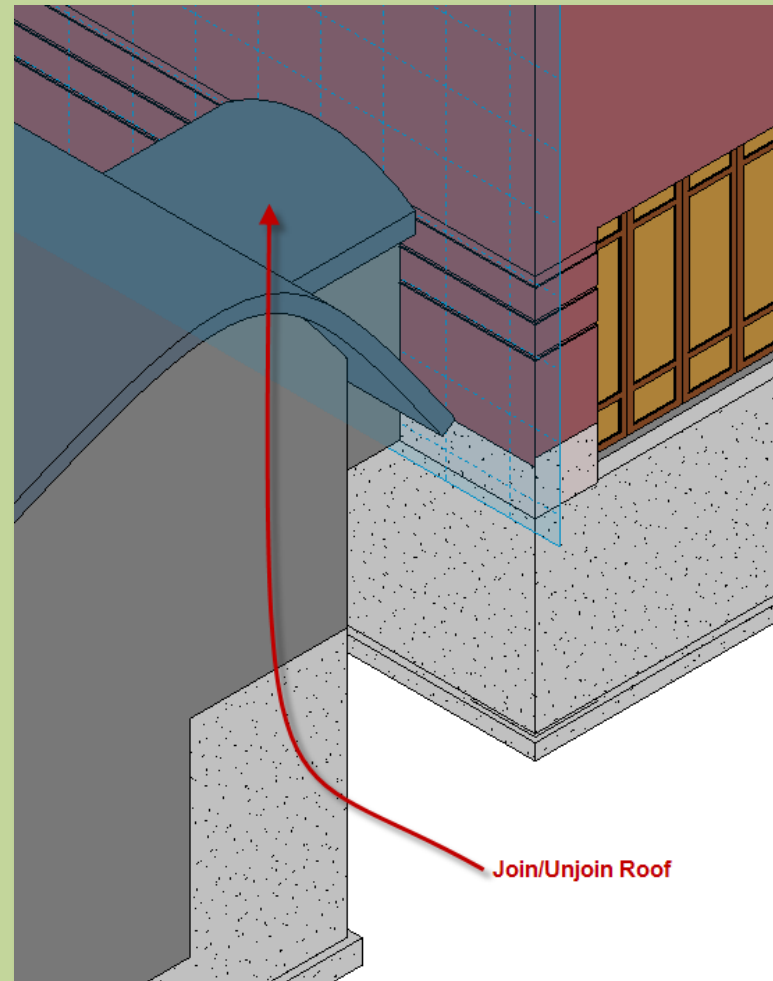
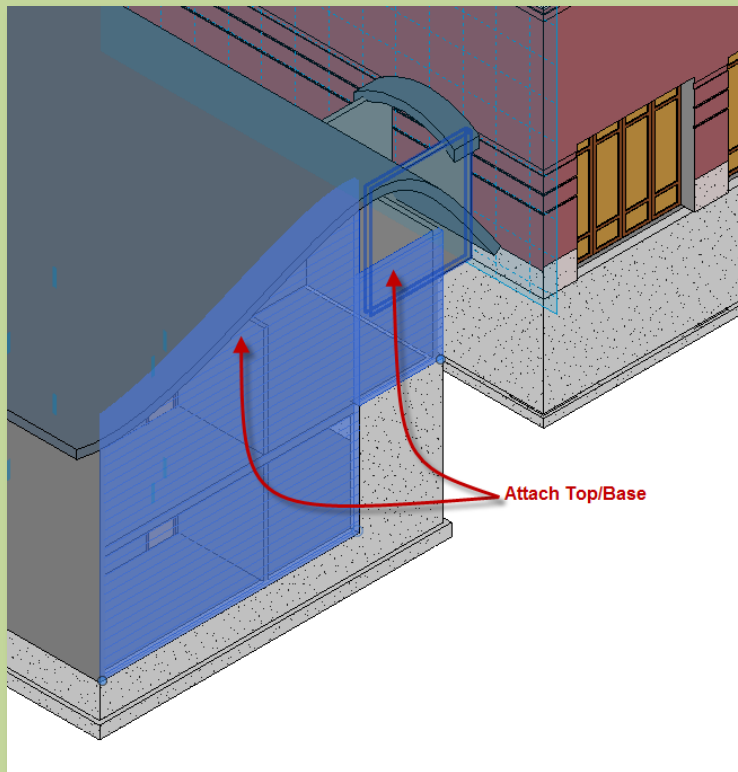
- Add Walls
- Work plane
- By Extrusion
- Join/Unjoin

Main Roof

- Delete
- Work plane
- Spline By Extrusion
- Start / End
- Cleanup

Wrap Up

Option 2: Main Roof by Extrusion : Cleanup



- Attach Top/Base walls on both sides
- Join Roof at Neck to new Roof Profile

Day 09 (Firehouse Day 06) - Wrap Up

Day 09 FH.06

Roofs

- Overview
- By Footprint
- Overhang
- Slope (1) (2)
- Attach Top/Base
- Uneven
- Slope (4)

Neck

- Add Walls
- Work plane
- By Extrusion
- Join/Unjoin

Main Roof

- Delete
- Work plane
- Spline By Extrusion
- Start / End
- Cleanup

Wrap Up

Bunkhouse

- Copy Walls
- Propagate Extents
- Adjust Walls
- Fix doors

Foundation

- Create
- Footing
- Split . .
- Base Constraint
- Attach Top/Base

Floors

- View Range
- Slab @ Footing
- Slab @ Ground
- Slab@ Main
- Section view

Roofs

- Overview
- By Footprint
- Overhang
- Slope (1) (2)
- Attach Top/Base
- Uneven
- Slope (4)

Neck

- Add Walls
- Work plane
- By Extrusion
- Join/Unjoin

Main Roof

- Delete
- Work plane
- Spline By Extrusion
- Start / End
- Cleanup