

# Building Technology III New York City College of Technology

Course Day 10

Revit Day 01
Take a Tour & Scavenger Hunt & Orient to View



Professor Paul C. King, RA, AIA, ARA Prof.Paul.King@Gmail.com

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

Day 01

### **Project Tour**

- Change Units
- Take a Tour.

### **Project Browse**

- Floor Plans
- Ceiling Plans
- 3D Views
- Elevations
- Sections
- Renderings

### **Creating Views**

- 3D Views
- Section
- Callout
- Plan Views
- Elevation
- Drafting view
- Draiting viev
- Duplicate
- Legends
- Schedules
- Scope Box

### Scavenger Hunt

- Orient to View
- Sheet & Views
- Stair Sheet 1 2 3
- Plot to PDF

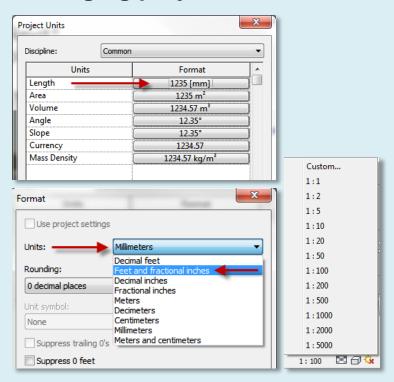
Wrap Up

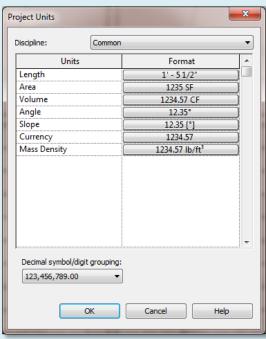
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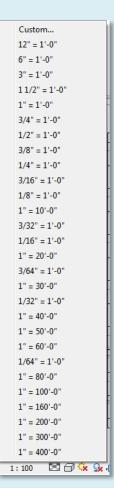
# Manage - Project Units



# Changing project units from Metric to English







RAC\_Basic\_Sample\_Project.rvt

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Wrap Up

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**Day 01** 

### **Project Tour**

- Change Units/
- Take a Tour

### **Project Brows**

- Floor Pla
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Wrap Up

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# Project Browser – Floor Plans

**Project Browser** 

rac\_basic\_sample\_project.R13.rvt - Proje... 🖸

Level 1

Level 2 Level 3

Level 1 Level 2

Level 3

Fireplace

Kitchen Living Room

 $\{3D\}$ 

East

North

South West

Section 1

Section 2

Aerial 1

Kitchen\_1 Living Room 1

Egends

Ground Approach

Sectional Persp

Elevations (Building Elevation)

Sections (Building Section)

Fireplace\_HighQuality Fireplace\_LowQuality

Ground Approach\_1

Sectional Persp 1

Callout of North

Site

- Ceiling Plans

3D Views Aerial

□ □ Views (all)



- Scales 1/8 = 1'-0
  - Area Plan with Key

- **Visual Styles** 
  - **Hidden Line**



with Shadows

RAC Basic Sample Project.rvt

**Day 01** 

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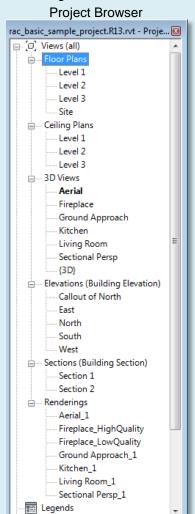
### Scavenger Hunt

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Wrap Up

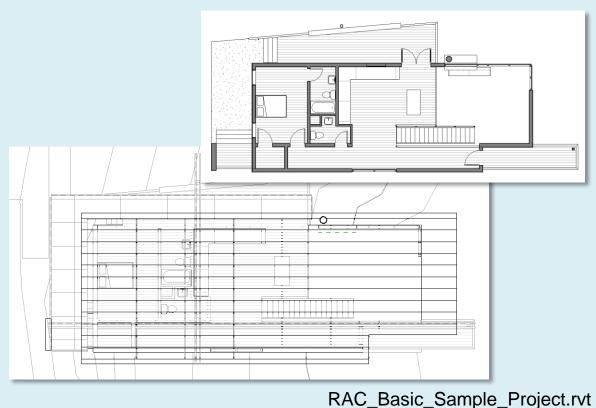
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# Project Browser – Floor Plans



- Level 2 & 3 (roof)
- Scales 1/8 = 1'-0

- Visual Styles
  - Hidden Line



**Day 01** 

### **Project Tour**

- Change Units
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### **Project Brows**

- Floor Plan
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#### **Creating Views**

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### Scavenger Hunt

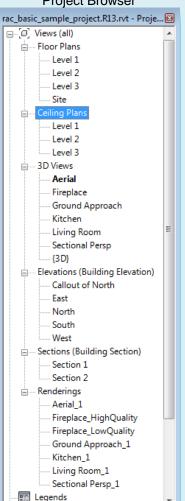
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Wrap Up

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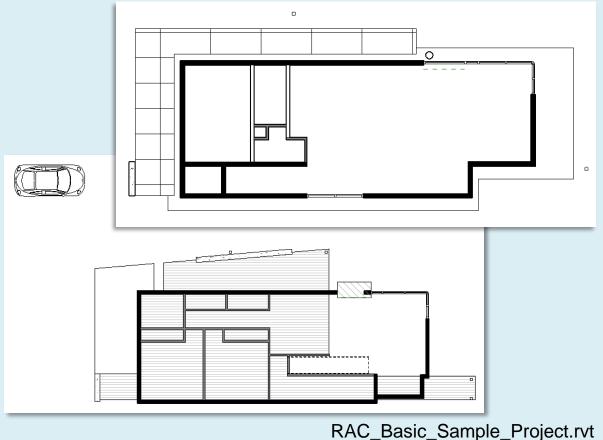
# Project Browser – Ceiling Plans

**Project Browser** 



- Level 1 & 2
- Scales 1/8 = 1'-0

- **Visual Styles** 
  - **Hidden Line**



**Day 01** 

### **Project Tour**

- Change Units
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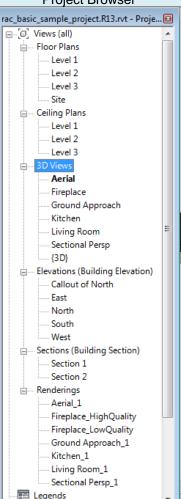
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Wrap Up

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# Project Browser – 3D Views (perspective)

**Project Browser** 



- **Aerial & Ground Approach Perspective Views**
- **Visual Styles** 
  - Realistic & Shaded with Edges



RAC Basic Sample Project.rvt

**Day 01** 

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### **Scavenger Hunt**

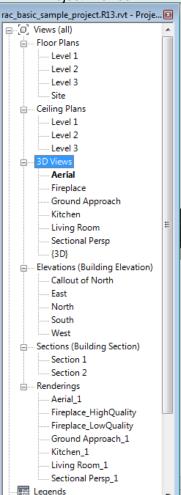
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Wrap Up

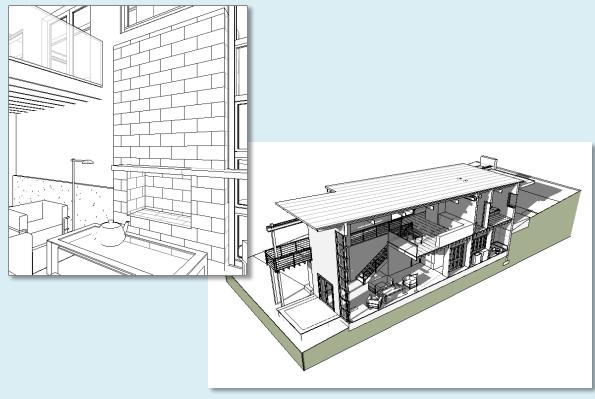
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# Project Browser – 3D Views (perspective)

**Project Browser** 



- Fireplace and Section Perspective Views
- Visual Styles
  - Hidden Line & Hidden Line with Shadows



RAC\_Basic\_Sample\_Project.rvt

**Day 01** 

### **Project Tour**

- Change Units
- Take a Tour

### **Project Brows**

- Floor Plan
- Ceiling
- 3D Vie
- Elevations
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- Renderings

#### **Creating Views**

- 3D Views
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### **Scavenger Hunt**

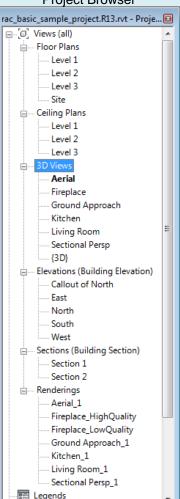
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Wrap Up

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# Project Browser – 3D Views (perspective)

**Project Browser** 



- **Fireplace and Kitchen Perspective Views**
- **Visual Styles** 
  - Realistic & Shaded with Edges



RAC Basic Sample Project.rvt

**Day 01** 

### **Project Tour**

- Change Units
- Take a Tour

### **Project Brows**

- Floor Pla
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#### **Creating Views**

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# Scavenger Hunt

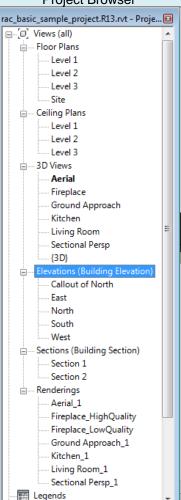
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- Orient to View
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Wrap Up

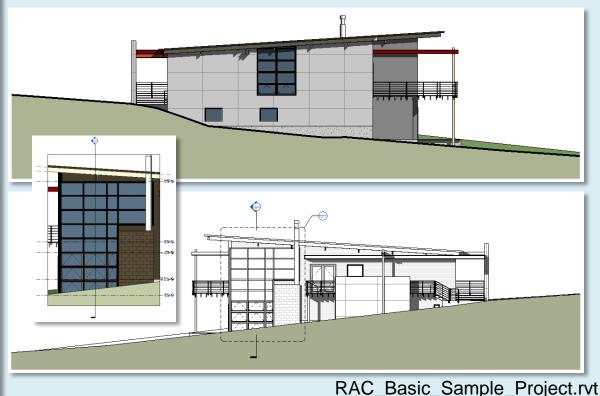
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# Project Browser - Elevations (Building Elevations)

**Project Browser** 



- South & North Elevations & Callout of North
- Scales 1/8 = 1'-0", 1/4" = 1'-0" & 1/2" = 1'-0"
- Visual Styles
  - Shaded with Edges & Hidden Line with Shadows



**Day 01** 

### **Project Tour**

- Change Units
- Take a Tour

### **Project Brows**

- Floor Plan
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- Elevations
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- Renderings

#### **Creating Views**

- 3D Views
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### **Scavenger Hunt**

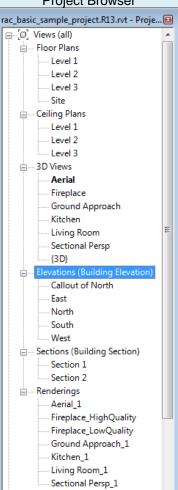
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Wrap Up

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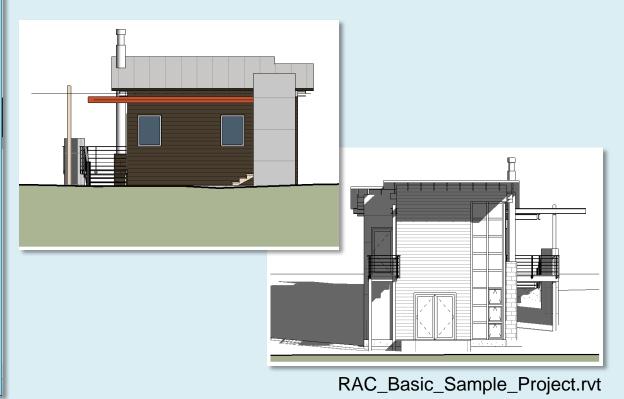
# Project Browser – Elevations (Building Elevations)

**Project Browser** 



📰 Legends

- **East & West Elevations**
- Scale 1/8 = 1'-0"
- **Visual Styles** 
  - **Shaded with Edges & Hidden Line with Shadows**



Day 01

### **Project Tour**

- Change Units
- Take a Tour

### **Project Brows**

- Floor Pla
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#### **Creating Views**

- 3D Views
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### - Scope Box

### Scavenger Hunt

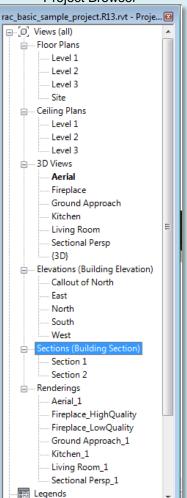
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Wrap Up

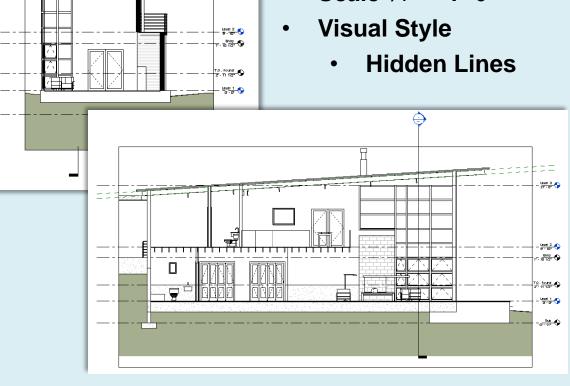
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# Project Browser – Sections (Building Sections)

**Project Browser** 



- Levels
- Section Markers
- Scale ¼" = 1'-0"



Level 3

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**Day 01** 

### **Project Tour**

- Change Units
- Take a Tour

### **Project Brows**

- Floor Plan
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### **Creating Views**

- 3D Views
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### Scope Box

### Scavenger Hunt

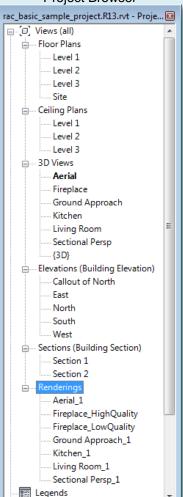
- Orient to View
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### Wrap Up

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# Project Browser – Renderings (raster images)

**Project Browser** 



- **Section Perspective**
- **Ground Approach**



RAC\_Basic\_Sample\_Project.rvt

Day 01

### **Project Tour**

- Change Units
- Take a Tour

### **Project Brows**

- Floor Plan
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#### **Creating Views**

- 3D Views
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- Scope Box

### **Scavenger Hunt**

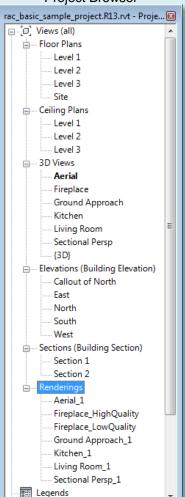
- Orient to View
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Wrap Up

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# Project Browser – Renderings (raster images)

**Project Browser** 



- Realistic Renderings of the Fireplace
  - **High Quality (brighter image)**
  - **Low Quality**



Day 01

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### **Creating Views**

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### **Scavenger Hunt**

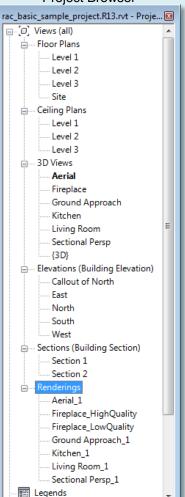
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Wrap Up

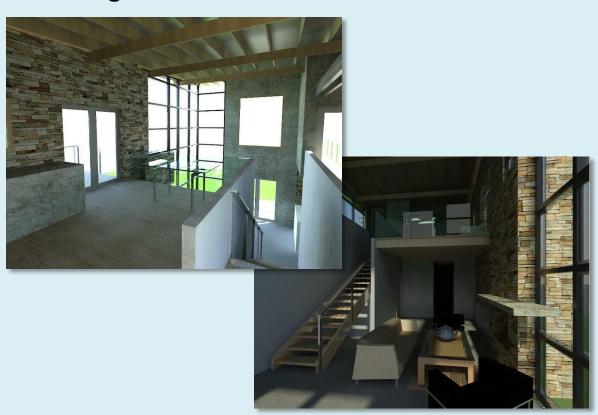
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# Project Browser – Renderings (raster images)

**Project Browser** 



- Kitchen on upper level
- Living Room below



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Day 01

### **Project Tour**

- Change Units
- Take a Tour

### Project Browser

- Floor Plans
- Ceiling Plans
- 3D Views
- Elevations
- Sections
- Renderings

# Creating Views 3D Views

- Section
- Section
- CalloutPlan Views
- El di
- Elevation
- Drafting view
- Duplicate
- Legends
- Schedules
- Scope Box

### - Scope Box

### Scavenger Hunt

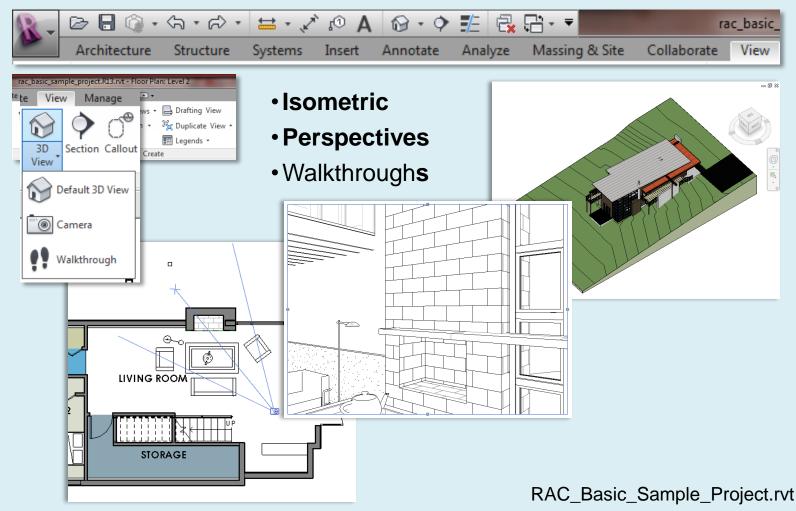
- Orient to View
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### Wrap Up

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CityTech

# Creating New Views – 3D

**Quick Access Toolbar** 



**Day 01** 

### **Project Tour**

- Change Units
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### **Project Browser**

- Floor Plans
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### **Creating Views**

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## Scavenger Hunt

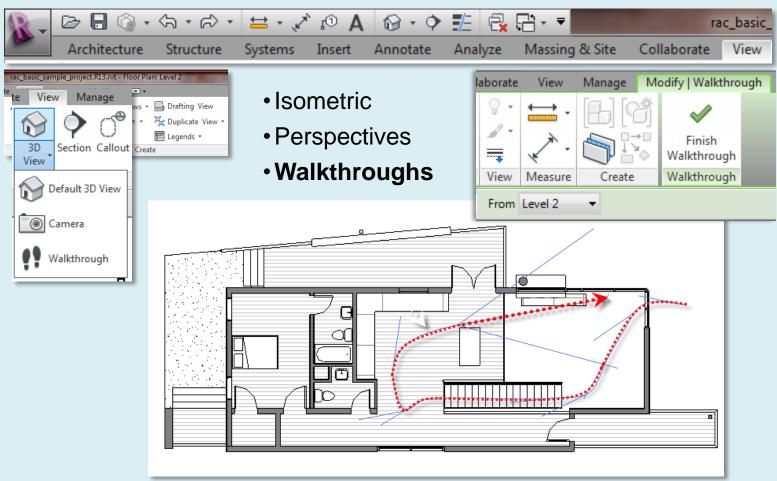
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Wrap Up

Building Tech III
CityTech

# Creating New Views – 3D

Quick Access Toolbar



RAC Basic Sample Project.rvt

Day 01

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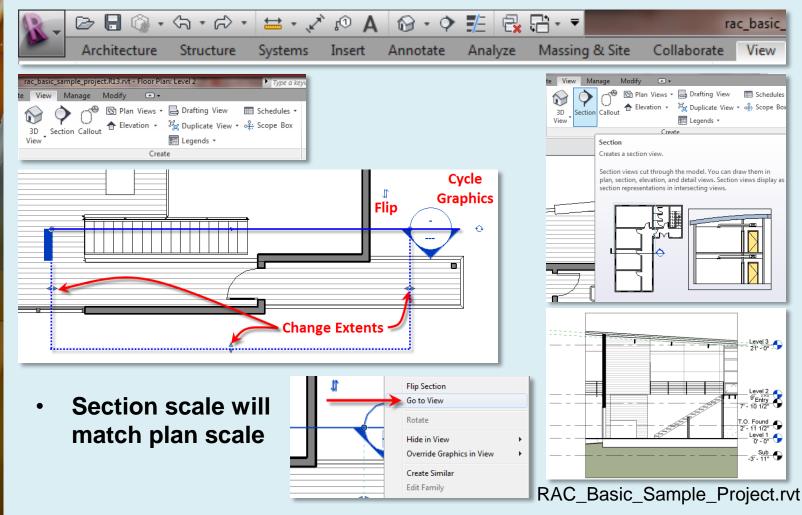
- Orient to View
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Wrap Up

**Building Tech III** CityTech

# **Creating New Views - Section**

Quick Access Toolbar



**Day 01** 

### **Project Tour**

- Change Units
- Take a Tour

### **Project Browser**

- Floor Plans
- Ceiling Plans
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### **Creating Views**

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### **Scavenger Hunt**

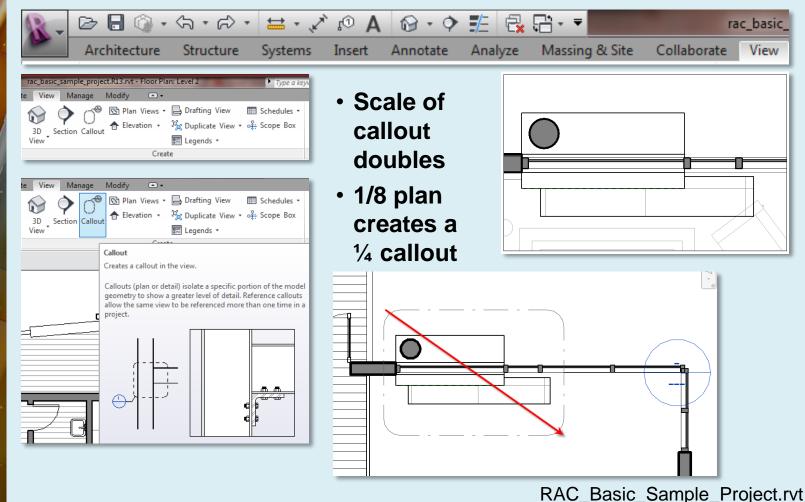
- Orient to View
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Wrap Up

**Building Tech III** CityTech

# **Creating New Views - Callouts**

**Quick Access Toolbar** 



**Day 01** 

### **Project Tour**

- Change Units
- Take a Tour

### **Project Browser**

- Floor Plans
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### **Creating Views**

3D Views

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### **Scavenger Hunt**

- Orient to View
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- Plot to PDF

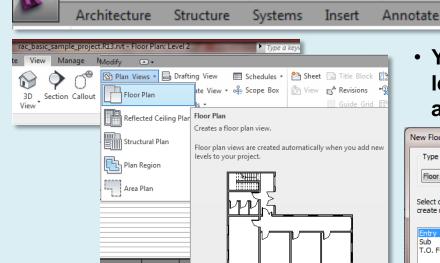
Wrap Up

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# Creating New Views – Plan Views

(a) - (a) - (a) - (b) - (b) - (c) -

**Project Browser** 



- Floor plans
- Reflected ceiling plans
- Structural plans
- Region plans
- Area plans

 You can only create a plan for any level that does not yet have an associated plan view

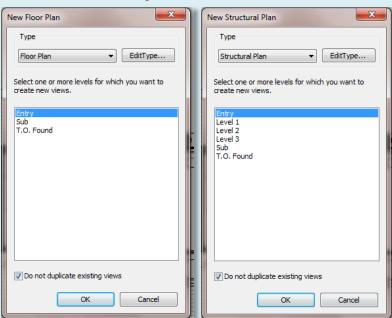
Massing & Site

Analyze

rac basic

View

Collaborate



RAC\_Basic\_Sample\_Project.rvt

Day 01

### **Project Tour**

- Change Units
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### **Project Browser**

- Floor Plans
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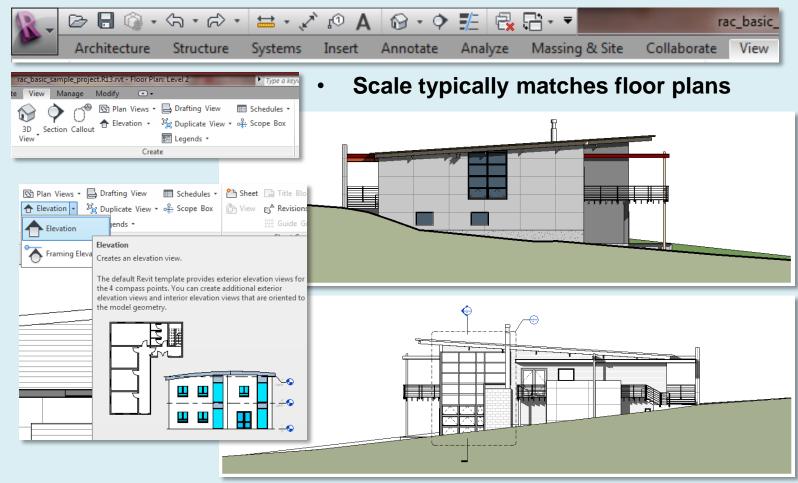
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Wrap Up

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# **Creating New Views - Elevation**

**Project Browser** 



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Day 01

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- Floor Plans
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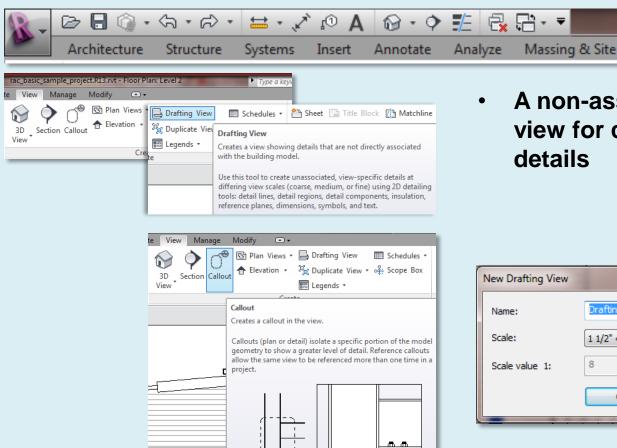
- Orient to View
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### Wrap Up

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# Creating New Views – Drafting Views

Quick Access Toolbar



A non-associated view for creating

rac basic

View

Collaborate

New Drafting View	X
Name:	Drafting 1
Scale:	1 1/2" = 1'-0" ▼
Scale value 1:	8
	OK Cancel

RAC Basic Sample Project.rvt

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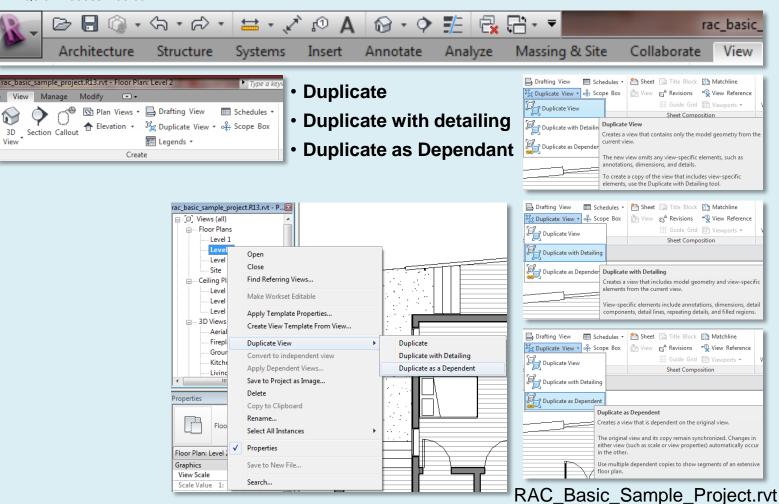
- Orient to View
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Wrap Up

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# Creating New Views - Duplicate

Quick Access Toolbar



Day 01

### **Project Tour**

- Change Units
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## Scavenger Hunt

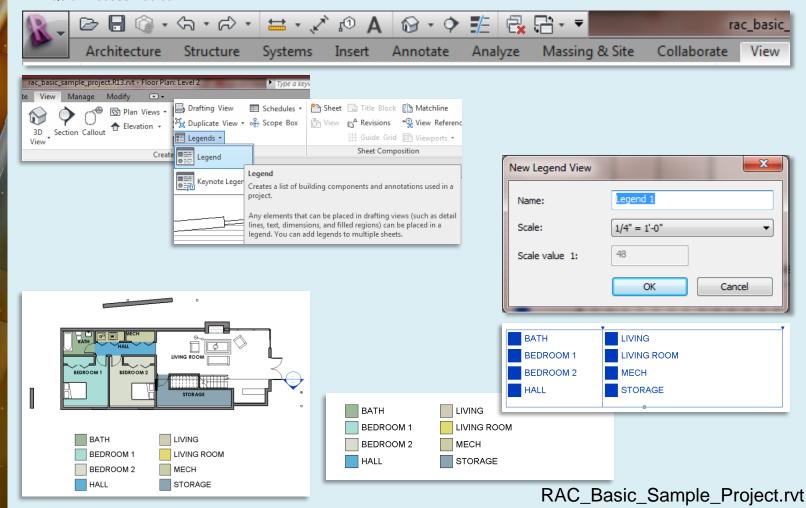
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Wrap Up

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# Creating New Views - Legends

**Quick Access Toolbar** 



Day 01

### **Project Tour**

- Change Units
- Take a Tour

## Project Browser

- Floor Plans
- Ceiling Plans
- 3D Views
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### **Creating Views**

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### **Scavenger Hunt**

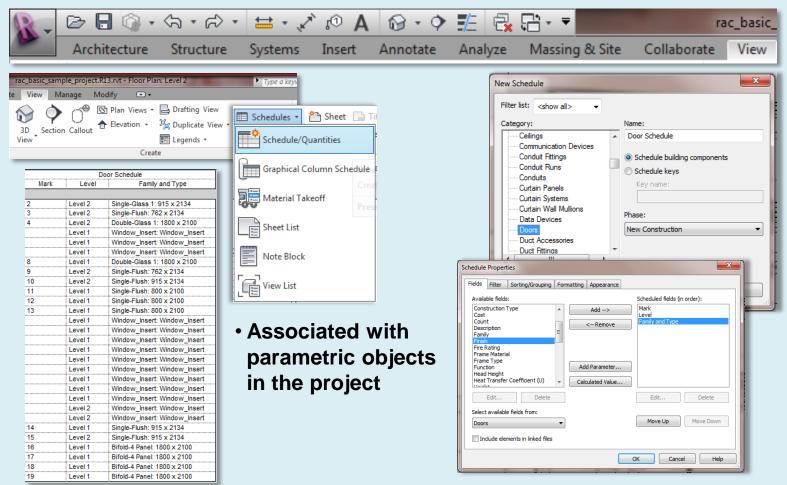
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Wrap Up

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# Creating New Views - Schedules

**Quick Access Toolbar** 



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Day 01

### **Project Tour**

- Change Units
- Take a Tour

### **Project Browser**

- Floor Plans
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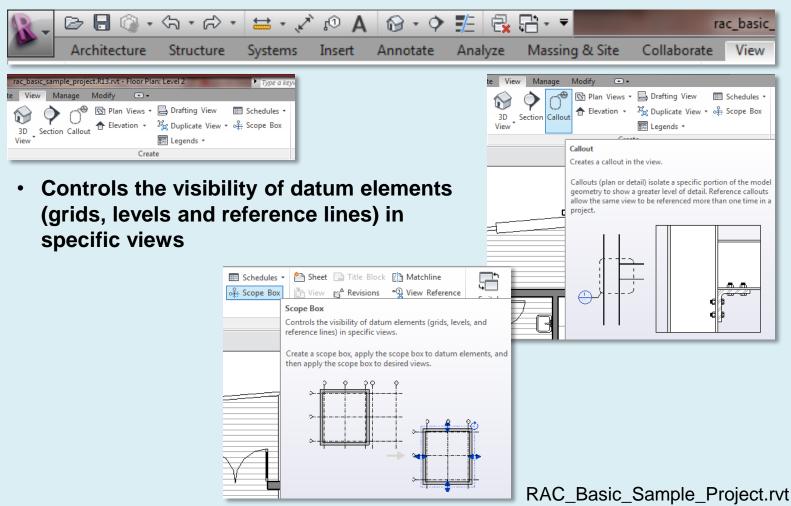
- Orient to View
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### Wrap Up

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# Creating New Views – Scope Box

Quick Access Toolbar



Day 01

### **Project Tour**

- Change Units
- Take a Tour /

### **Project Browser**

- Floor Plans
- Ceiling Plans
- 3D Views
- Elevations
- Sections
- Renderings

### **Creating Views**

- 3D Views
- Section
- Callout
- Plan Views
- Elevation
- Drafting view
- Duplicate
- Legends
- Schedules
- Scope Box

### Scavenger Hunt

- Orient to View
- Sheet & Views
- Stair Sheet 1 2 3
- Plot to PDF

### Wrap Up

**Building Tech III** CityTech

# Scavenger Hunt

RAC\_Basic\_Sample\_Project.rvt



To describe the sample model identify and create as many unique views as you can find. (the scavenger hunt)

Group related views and place them on a sheet at the appropriate scale. A unique view is one that adds to the story and is not redundant.

## **Student Learning Objectives:**

Upon successful completion of this assignment, the student will:

- Correctly Name a Revit File according to class standards
- "Tell a Story" through drawings by selecting appropriate views of a Revit Model.
  Logically group together related views and format these on a sheet in Revit.
- Understand the appropriate scale for various drawing types.

### Assessment:

To evaluate the student's achievement of the learning objectives, the professor will:

- •Evaluate the file for proper naming convention.
- •Evaluate the number of stories told by the student.
- •Evaluate the quality and completeness of the story told by the student.
- •Evaluate the quality and formatting of view laid out on sheets in Revit.
- •Evaluate the appropriate use of scale.
- Assess assignment for deadline submission / lateness
- •Commend the student for initiative beyond the given the assignment.

Day 01

### **Project Tour**

- Change Units
- Take a Tour

### **Project Browser**

- Floor Plans
- Ceiling Plans
- 3D Views
- Elevations
- Sections
- Renderings

#### **Creating Views**

- 3D Views
- Section
- Callout
- Callou
- Plan Views
- Elevation
- Drafting view
- Duplicate
- Legends
- Schedules
- Scope Box

### **Scavenger Hunt**

- Orient to View
- Sheet & Views
- Stair Sheet 1 2 3
- Plot to PDF

### Wrap Up

Building Tech III
CityTech

# Scavenger Hunt

RAC\_Basic\_Sample\_Project.rvt

rac_basic_sample_project.R13.rvt - Floor Plan: Level 2				
te View Manage I	Modify ▲ •			
3D Section Callout	Plan Views ▼ ★ Elevation ▼	☐ Drafting View  ☐ Duplicate View ▼ ☐ Legends ▼	Schedules •	
Create				

To describe the sample model identify and create as many unique views as you can find. (the scavenger hunt)

Group related views and place them on a sheet at the appropriate scale. A unique view is one that adds to the story and is not redundant.

# **Assignment Requirements:**

<ul><li>Optional</li></ul>	SH-0.01	Cover Sheet with Perspectives
•Optional	SH-0.02	Existing Plans w/ Callout & Section Keys
•Required	SH-1.01	Scavenger Hunt Sheet/Story 1
•Required	SH-1.02	Scavenger Hunt Sheet/Story 2
•Required	SH-1.03	Scavenger Hunt Sheet/Story 2

- Focus on Quality and not Quantity.
- •Complete the three required sheets before you work on optional sheets.
- •If an individual story requires more than 1 sheet, increment the numbering system using letters (SH-1.01a, SH-1.01b, SH-1.01c)

Day 01

### **Project Tour**

- Change Units/
- Take a Tour

#### **Project Browser**

- Floor Plans
- Ceiling Plans
- 3D Views
- Elevations
- Sections
- Renderings

### **Creating Views**

- 3D Views
- Section
- Callout
- Plan Views
- Elevation
- Drafting view
- Duplicate
- Legends
- Schedules
- Scope Box

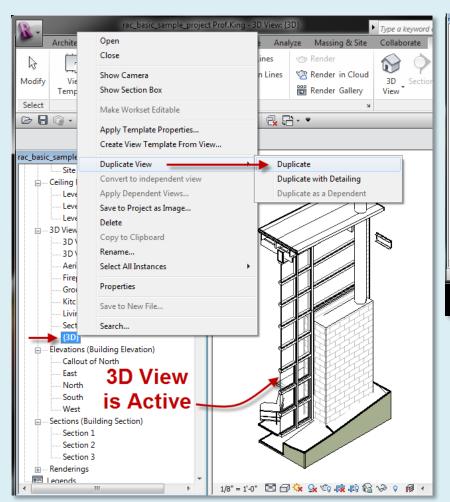
## Scavenger Hunt

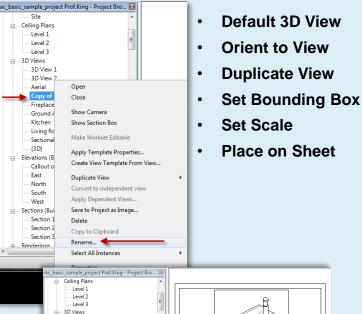
- Scavenger Hun
- Orient to View
- Sheet & Views
- Stair Sheet 1 2 3
- Plot to PDF

Wrap Up

Building Tech III
CityTech

# Orient to View: Duplicate 3D view





3D View 1 3D View 2

**Aerial** 

Fireplace

Fireplace Isometric

Ground Approach

Living Room

South

Section 1

Section 2

Section 3

Renderings

Sectional Persp

Elevations (Building Elevation)
----- Callout of North

- Sections (Building Section)

RAC\_Basic\_Sample\_Project.rvt

Autodesk Revit

Unnamed

Day 01

### **Project Tour**

- Change Units
- Take a Tour

### **Project Browser**

- Floor Plans
- Ceiling Plans
- 3D Views
- Elevations
- Sections
- Renderings

#### **Creating Views**

- 3D Views
- Section
- Callout
- Plan Views
- Elevation
- Drafting view
- Duplicate
- Legends
- Schedules
- Scope Box

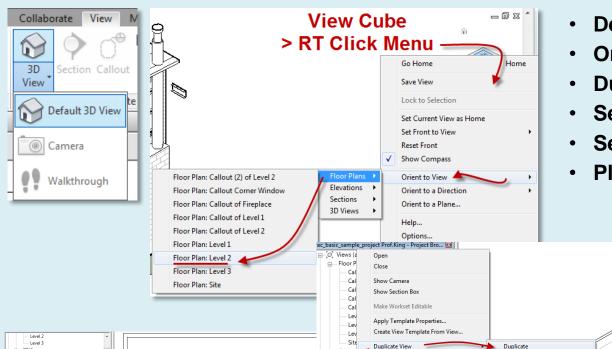
### - Scope Box

- Scavenger Hunt
- Orient to View
- Sheet & Views
- Stair Sheet 1 2 3
- Plot to PDF

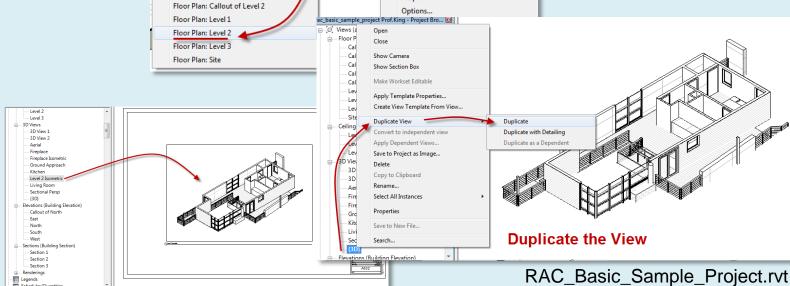
#### Wrap Up

Building Tech III
CityTech

# Orient to View: Duplicate 3D view



- Default 3D View
- Orient to View
- Duplicate View
- Set Bounding Box
- Set Scale
- Place on Sheet



**Day 01** 

### **Project Tour**

- Change Units
- Take a Tour

### **Project Browser**

- Floor Plans
- Ceiling Plans
- 3D Views
- Elevations
- Sections
- Renderings

#### **Creating Views**

- 3D Views
- Section
- Callout Plan Views
- Elevation
- Drafting view
- Duplicate
- Legends
- Schedules
- Scope Box

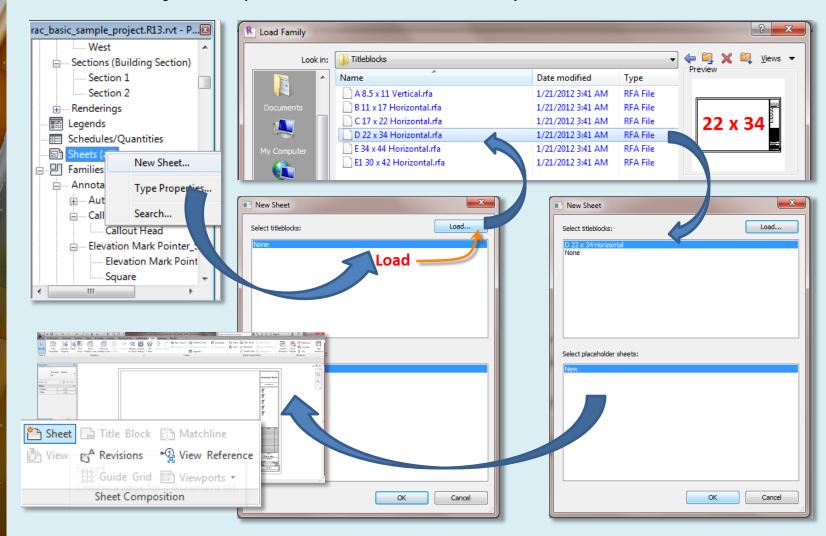
### **Scavenger Hunt**

- Orient to View
- Sheet & Views
- Stair Sheet 1 2 3
- Plot to PDF

#### Wrap Up

**Building Tech III** CityTech

# Sheet Layout (create new sheet)



Day 01

### **Project Tour**

- Change Units
- Take a Tour

### **Project Browser**

- Floor Plans
- Ceiling Plans
- 3D Views
- Elevations
- Sections
- Renderings

#### **Creating Views**

- 3D Views
- Section
- Callout
- Plan Views
- Elevation
- Drafting view
- Duplicate
- Legends
- Schedules
- Scope Box

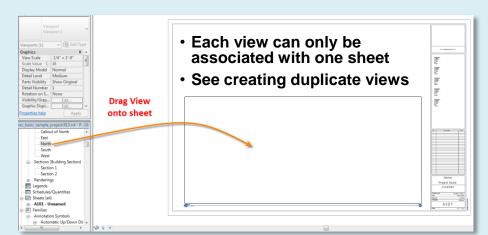
### Scavenger Hunt

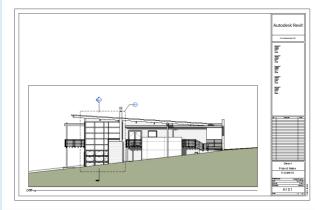
- Orient to View
- Sheet & Views
- Stair Sheet 1 2 3
- Plot to PDF

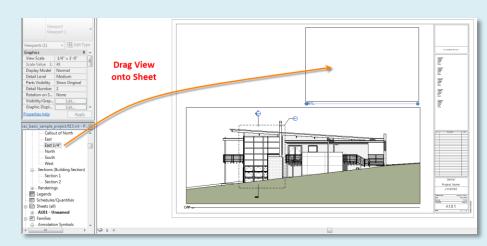
Wrap Up

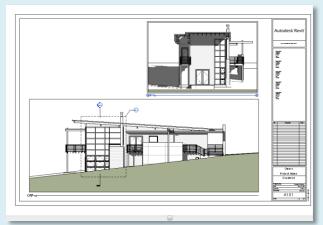
Building Tech III
CityTech

# Sheet Layout (drag named views onto sheet)









Day 01

### **Project Tour**

- Change Units
- Take a Tour

### Project Browser

- Floor Plans
- Ceiling Plans
- 3D Views
- Elevations
- Sections
- Renderings

#### **Creating Views**

- 3D Views
- Section
- Callout
- Plan Views
- Elevation
- Drafting view
- Duplicate
- Dapirout
- Legends
- Schedules
- Scope Box

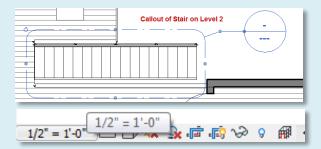
### **Scavenger Hunt**

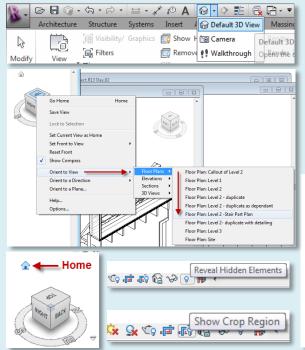
- Orient to View
- Sheet & Views
- Stair Sheet 1 2 3
- Plot to PDF

Wrap Up

Building Tech III
CityTech

# Scavenger Hunt (Stair Sheet – Step 1)



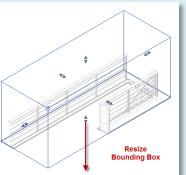


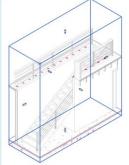
### **Stair Callout:**

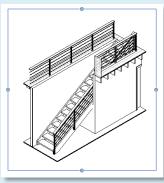
- 1. Callout of Stair on Level 2 (scale 1/4")
- 2. Go to View
- 3. Adjust Scale to  $\frac{1}{2}$ " = 1'-0"

### **Isometric Detail**

- 1. Create Isometric View
- 2. Default 3D View > Viewcube > Orient to View > Stair Callout
- 3. View Cube > Home
- 4. Reveal Hidden Elements & Resize
- 5. Set Scale to ½" to match the plan detail
- 6. Duplicate View and Name it "Stair Isometric"
- 7. Adjust Crop region of view







**Day 01** 

### **Project Tour**

- Change Units
- Take a Tour

### **Project Browser**

- Floor Plans
- Ceiling Plans
- 3D Views
- Elevations
- Sections
- Renderings

#### **Creating Views**

- 3D Views
- Section
- Callout
- Plan Views
- Elevation
- Drafting view
- Duplicate
- Legends
- Schedules
- Scope Box

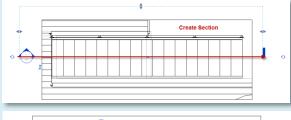
### **Scavenger Hunt**

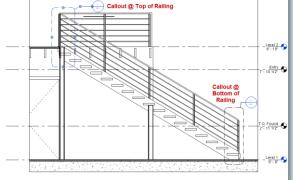
- Orient to View
- Sheet & Views
- Stair Sheet 1 2 3
- Plot to PDF

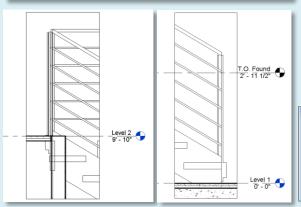
Wrap Up

Building Tech III
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# Scavenger Hunt (Stair Sheet – Step 2)







### **Stair Section:**

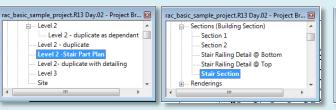
- 1. Section on stair callout (scale ½")
- 2. Go to View
- 3. Adjust Crop Regions of View

### **Section / Elevation Callouts**

- 1. Callout of "Stair Railing Detail @ Top" Scale will be set to 1" = 1'-0"
- 2. Callout of "Stair Railing Detail @ Bottom" Scale will be set to 1" = 1'-0"

### **Notes**

- 1. Names of Views in project Browser
  - Level 2 Stair Part Plan
  - Stair Section
  - > Stair Railing Detail @ Top
  - > Stair Railing Detail @ Bottom
  - > Stair Isometric





**Day 01** 

### **Project Tour**

- Change Units
- Take a Tour

### **Project Browser**

- Floor Plans
- Ceiling Plans
- 3D Views
- Elevations
- Sections
- Renderings

### **Creating Views**

- 3D Views
- Section
- Callout
- Plan Views
- Elevation
- Drafting view
- Duplicate
- Legends
- Schedules
- Scope Box

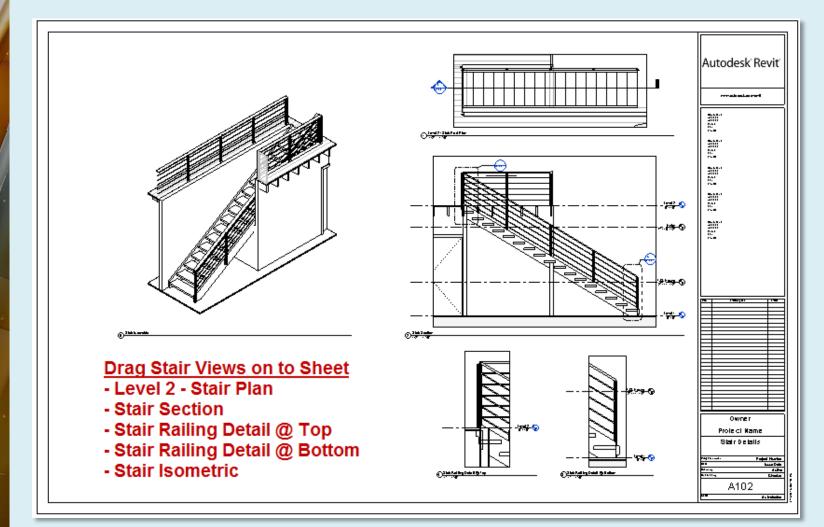
## Scavenger Hunt

- Orient to View
- Sheet & Views
- Stair Sheet 1 2 3
- Plot to PDF

Wrap Up

**Building Tech III** CityTech

# Scavenger Hunt (Stair Sheet – Step 3)



Day 01

### **Project Tour**

- Change Units
- Take a Tour

### **Project Browser**

- Floor Plans
- Ceiling Plans
- 3D Views
- Elevations
- Sections
- Renderings

#### **Creating Views**

- 3D Views
- Section
- Callout
- Plan Views
- Elevation
- Drafting view
- Duplicate
- Legends
- Schedules
- Scope Box

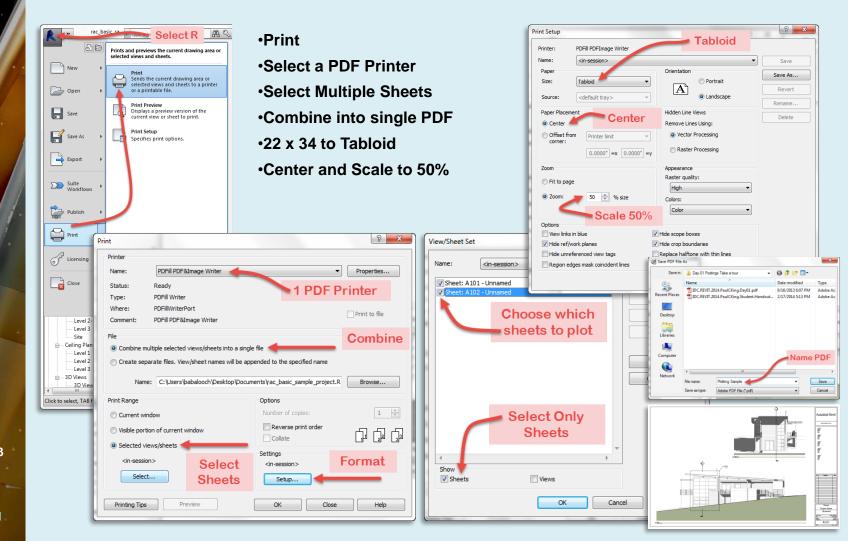
# Scavenger Hunt

- Orient to View
- Sheet & Views
- Stair Sheet 1 2 3
- Plot to PDF

### Wrap Up

Building Tech III
CityTech

# Plot to PDF



### Day 01

### **Project Tour**

- Change Units
- Take a Tour /

### **Project Browser**

- Floor Plans
- Ceiling Plans
- 3D Views
- Elevations
- Sections
- Renderings

### **Creating Views**

- 3D Views
- Section
- Callout
- Plan Views
- Elevation
- Drafting view
- Duplicate
- Legends
- Schedules
- Scope Box

### **Scavenger Hunt**

- Orient to View
- Sheet & Views
- Stair Sheet 1 2 3
- Plot to PDF

### Wrap Up

**Building Tech III** CityTech

# Day 1 – Wrap up

- Units 1 = 1 foot
- **Object Properties**
- **Project Browser** 
  - Views
  - Sheets
  - **Families**
  - Groups
- ZE = zoom extents
- **Parametric Views**
- **Visual Styles**
- Vocabulary terms
  - Parametric
  - **Building Information** Modeling

- **Scavenger Hunt** 
  - Orient to View
  - Adding Sheets
  - **Adding Views to Sheets**
  - **Plotting to PDF**
- Homework
  - **Upload completed** scavenger hunt to blackboard by 11 pm the night before next class. Include a single PDF and your Revit file.
  - File must include course name, assignment description and your full name Last.First.ScavengerHunt.pdf