University of Oregon – School of Architecture and Allied Arts – Department of Architecture

ARCH 410/510 – REVIT BUILDING FUNDAMENTALS

General Information:

Tue & Thr, 10:00-11:50 am
383 Lawrence Hall
2 credits | Pass / No-Pass
Prerequisite:
ARCH/IARC 484 or ARCH/IARC 584
Instructor: Kelsey Buzzell
Email/Contact: kbuzzel2@uoregon.edu

Description:

This course covers Building Information Modeling **(BIM)** as a technology for building design and document production. It uses Revit as a specific example of this technology, and the majority of the course will consist of hands-on instruction in this software. BIM has transformed architectural design and construction by combining 3D geometry with information rich data about built components. Representing spaces, systems, and materials in one integrated "virtual building" allows more seamless collaboration throughout the building lifecycle. This enables clients, designers, engineers and builders to see how building systems come together and improves efficiency, reduces errors and allows control of greater complexity.

The lessons in this course have a dual focus: features and techniques for academic studio work and skills for future internships and employment. We will learn to use Revit for the conceptual design, presentation, and touch on the documentation phases of a project.

The majority of classroom time will be spent on software demonstrations and hands-on tutorials and exercises. This course will use Canvas for readings, tutorials and other course materials.

Course Learning Outcomes:
• Understand the concepts behind BIM, how it differs from traditional drafting and CAD, and the implications of this technology for architectural design, communication, and documentation.
• Develop an intermediate skill level using Revit to model, present, and document a building project.
• By the end of term, students should feel comfortable modeling a simple studio project in Revit, and should be prepared to perform basic tasks on a professional project already in progress.

Instructor:
Kelsey Buzzell is a UO BARCH and MIARC Graduate with 6 years of experience working in the architectural profession. This includes 3 years as a Designer at PIVOT Architecture (Eugene OR) and her current work as a Designer with Campfire Collaborative (Eugene OR). She has worked on a wide variety of projects and has used Revit to document multiple stages of design and construction, as well as implemented Revit for presentation graphics and renderings. While at PIVOT she helped to develop the firm's Revit standard set (graphic standards).

Software
For assignments, students should have access to their own computer loaded with **Revit 2018** (which only runs on Windows). An academic version of the software can be obtained for free from http:// students.autodesk.com. In-class exercises can be done on university computers.

Suggested Resources
Autodesk Revit Architecture 2016 Essentials by Duell, Hathorn, & Hathorn. Publisher: John Wiley & Sons, 2013; ISBN: 1118729749 or 9781118729748

This text though not required is suggested as a reference.