REVIT

3.0 Credit Seminar I 4h x 10 weeks
Time: Twice a week
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Office Hours: By appointment

Course Description

Revit is currently the most used BIM program used in architectural offices across the country, and a solid knowledge of the program is expected from all prospective employees.

This is an introductory course to Revit and will provide basic skills needed to build and document an architectural project through in-class demonstrations and weekly assignments. The course is designed to follow the studio project workplan, and therefore will start with topics that are traditionally taught as “advanced” (like site and topography), but are the first step when starting to understand and build the context of a building. That will be followed by conceptual design (massing studies and in-place masses, drawing and editing tools), design development (through modeling building components, setting up perspective views) and project representation (creating perspective sections, exploded axonometrics, sheet layouts and graphic standards). One of the sessions will be dedicated to using Enscape and VR, not just as a rendering/representation engine, but as a design tool - using it while concurrently developing the project in Revit.

While mostly geared to first-time users, the class proved to be useful for students who already have some basic knowledge: in understanding Revit in a comprehensive way and learning essential tips.

The course is structured around bi-weekly classes in the computer lab. The first session weekly session will be dedicated to in-class demonstrations, while the second will be used to apply the skills gained on your current or previous studio project.

Course Objectives

- Understanding Revit as a BIM program
- Learning how can Revit streamline the design process
- Gain skills needed to design and represent your studio project using Revit
- Using Enscape and VR along with Revit