CERTIFICATE COURSE IN BIM MODELLING

Architecture Track

Certificate Course in BIM Modelling (Architecture Track)

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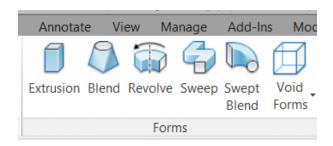
Topic Overview

	Day 1	Day 2	Day 3	Day 4
AM	BIM Fundamentals & Revit Interface	BIM e-Submission Guidelines & Template Overview	(Assignment – 3D part finish)	
	Starting a BIM project: Project template, Insert files, Project base point, Grids & Levels, Create views	Basic 3D modeling : staircase, railing, roof, ceiling		(Assignment – 2D Documentation, Family)
PM	Site & Mass Modelling	(Assignment – 3D	Family editor interface & simple family creation	
	Basic 3D modeling : Wall, floor, ramp, doors & windows	part)	Basic 2D elements: rooms, area, annotation, dimension, tags, schedule, sheets, titleblock, exporting files.	

DAY 3

Family editor interface & simple family creation: Object Library-3D & Typical Details-2D

Important



Extrusion, Creates a 3D solid by extruding a 2d shape profile

Blend, Creates a solid 3D shape that changes along its length, blending 2 profiles from a starting shape an ending shape

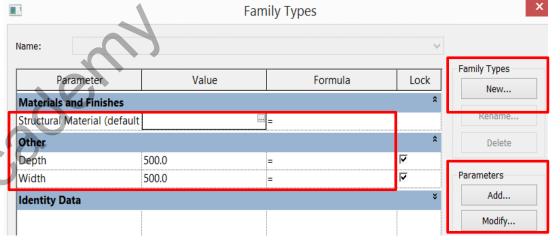
Revolve, create a 3d shape by sweeping a 2d profile around an axis

Sweep, Create a 3D shape by sweeping a 2D profile along the path

Swept Blend, Creates a blend that sweeps along the defined path



Family Types, allows to enter a parameter value for existing family types, add parameter to a family or creates new type within the family



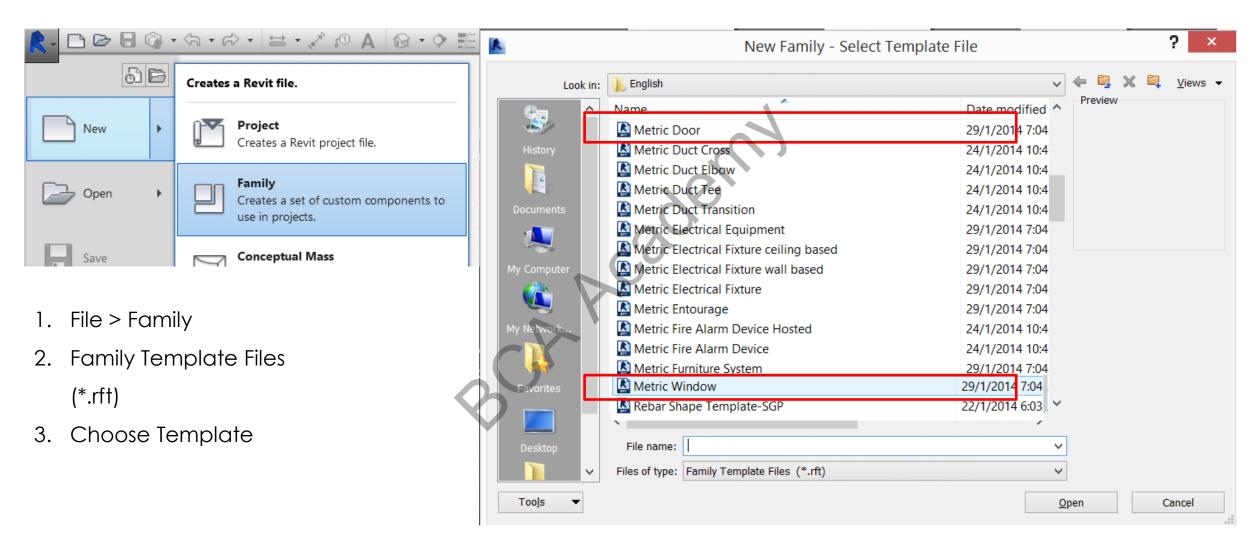


Lock, to lock the geometry to a controlled reference plane

EQ

Equal Symbol, to equally spaced the value dimension parameter from center to left and right

Reference Plane, control the Dimension Parameter of the family



- Create Geometry using Different Forms
- Model Text
- Reference Plane
- Lock Geometry in a reference plane
- Dimension & Dimension Label (Parametric)
- Controlling the Graphics Visibility using Family Parameter, Parameter Type <Yes/No>
 Visibility Graphics Override
- Model Line vs Symbolic Line

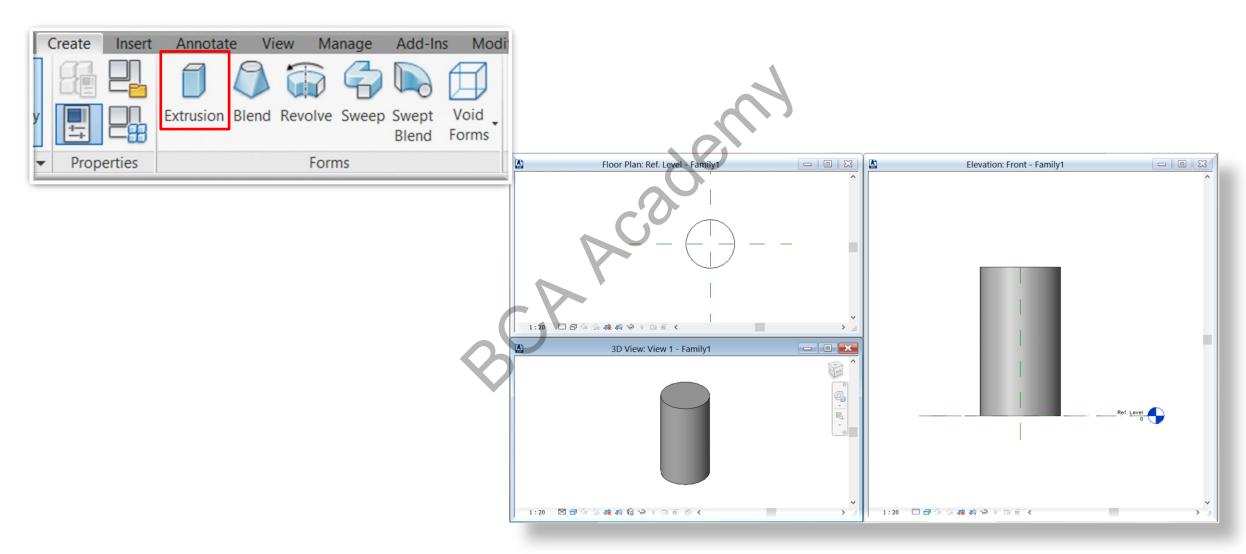
- Consider this list of requirements before creating a loadable family:
 - Will the family need to accommodate multiple sizes
 - How should the family display in different views
 - Does this family require a host
 - How much detail should be modeled
 - What is the origin point of this family
 - Will this family be used for a room calculation point

For best results when creating a family, use this workflow: Part 1

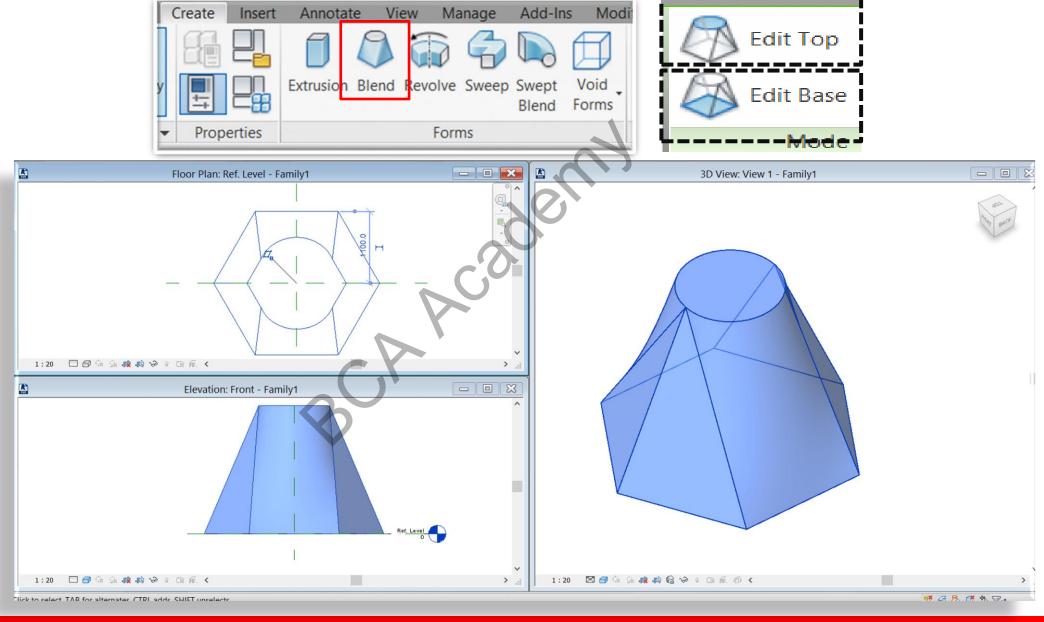
- Before beginning family creation, plan your family. Identify requirements regarding family sizes, how the family displays in different views, whether a host is required, the detail level to be modeled, and the origin of the family.
 Loadable Family.
- Create a new family file with the appropriate family template. <u>Choosing a Family Template</u>.
- Define subcategories for the family to help control the visibility of the family geometry. <u>Creating Family Subcategories</u>.
- Create the family skeleton, or framework:
 - Define the origin (the insertion point) of the family. Defining the Family Origin.
 - Lay out reference planes and reference lines to aid in sketching component geometry. <u>Laying Out Reference Planes</u> and <u>Using Reference Lines</u>.
 - Add dimensions to specify parametric relationships. <u>Dimensioning Reference Planes and Lines</u>.
 - Label dimensions to create type or instance parameters or 2D representation. <u>Labeling Dimensions to Create</u> Parameters.
 - Test, or flex, the skeleton. Flexing the Family Framework.

- For best results when creating a family, use this workflow: Part 2
 - Define family type variations by specifying different parameters. <u>Creating Family Types.</u>
 - Add a single level of geometry in solids and voids, and constrain the geometry to reference planes. <u>Creating</u>
 <u>Family Geometry.</u>
 - Flex the new model (types and hosts) to verify correct component behavior. <u>Testing the Family.</u>
 - Repeat previous steps until the family geometry is complete.
 - Specify 2D and 3D geometry display characteristics with subcategory and entity visibility settings. <u>Managing</u>
 <u>Family Visibility and Detail Level.</u>
 - Save the newly defined family, and then load it into a project for testing. <u>Testing the Family.</u>
 - For large families that include many types, create a type catalog. <u>Creating a Type Catalog.</u>

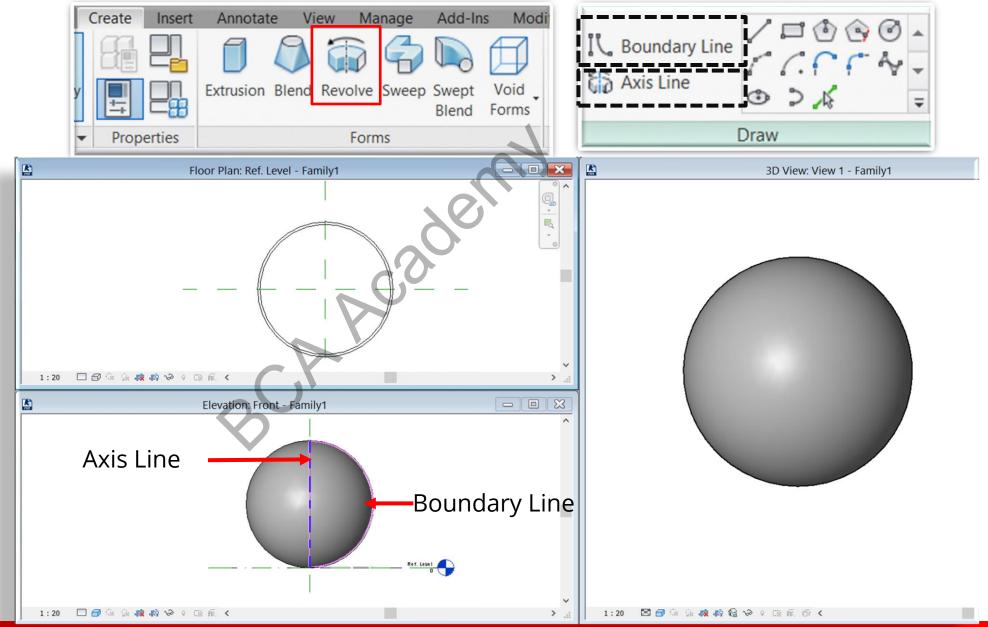
Extrusion



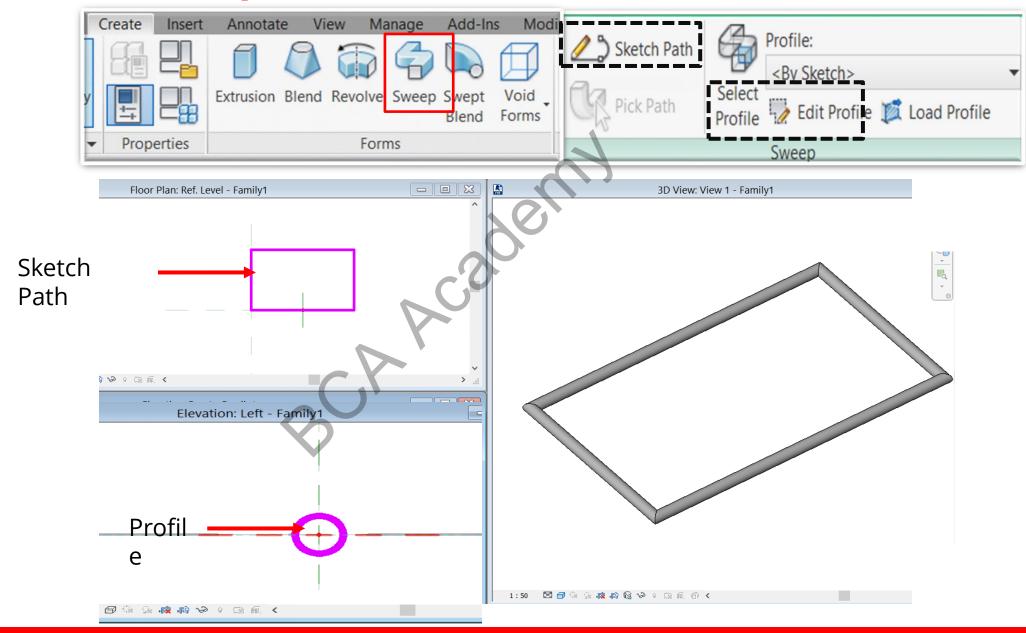
Blend



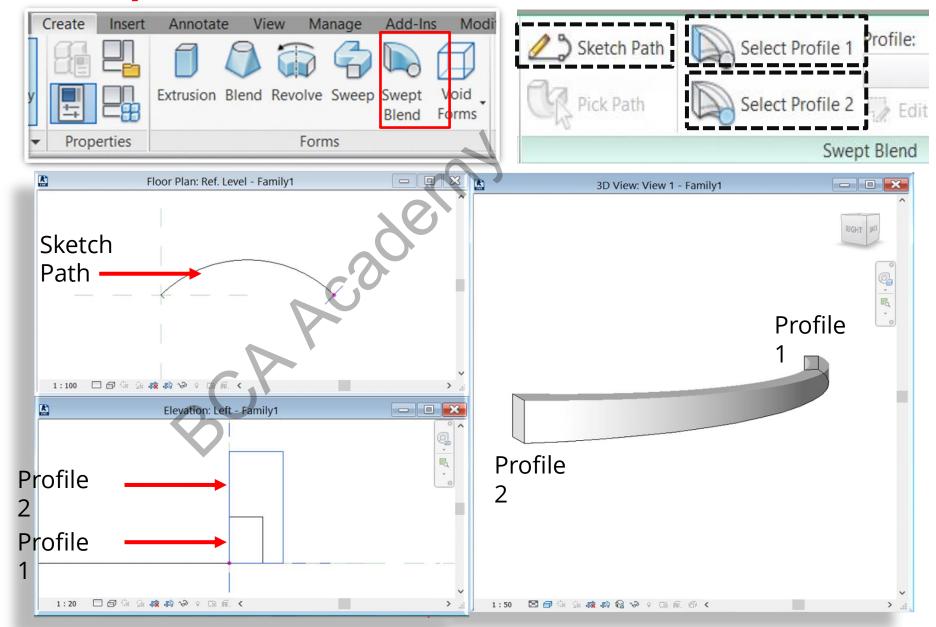
Revolve



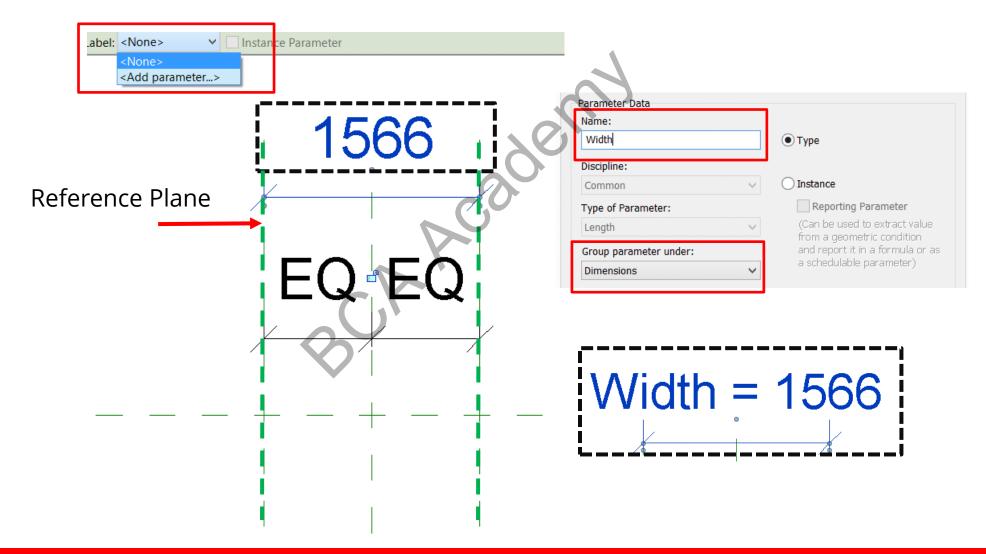
Sweep



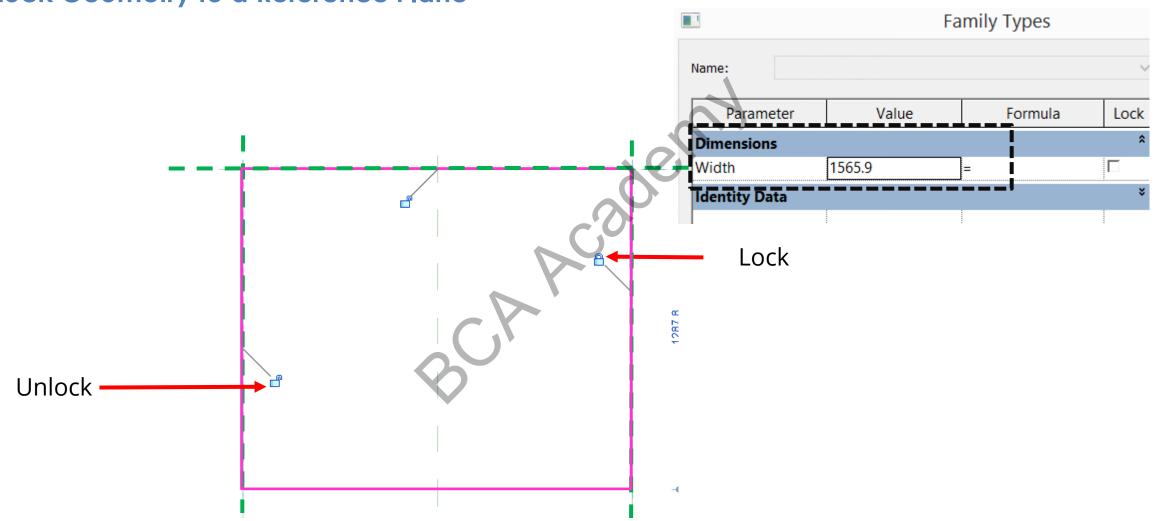
Swept Blend



Reference Plane, Dimension Label (Parametric)



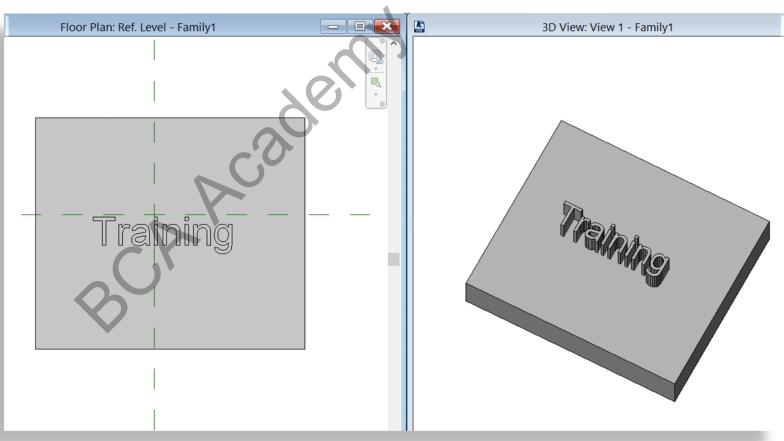
Lock Geometry to a Reference Plane



Model Text



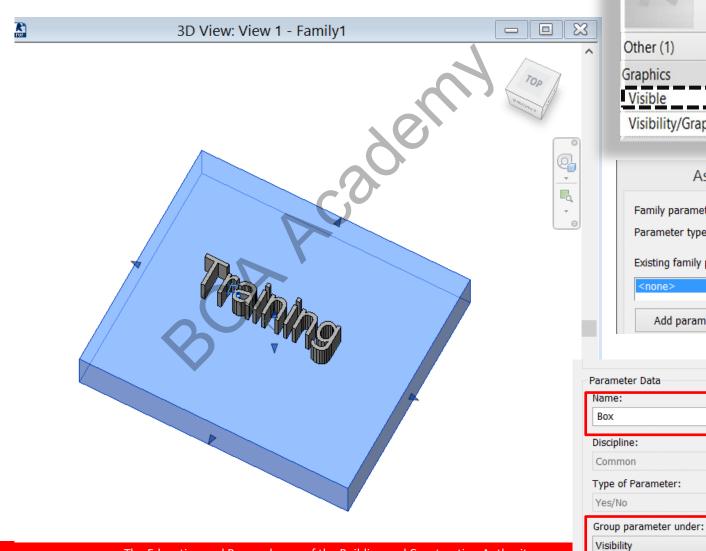
Model Text, Add 3D text to a building model

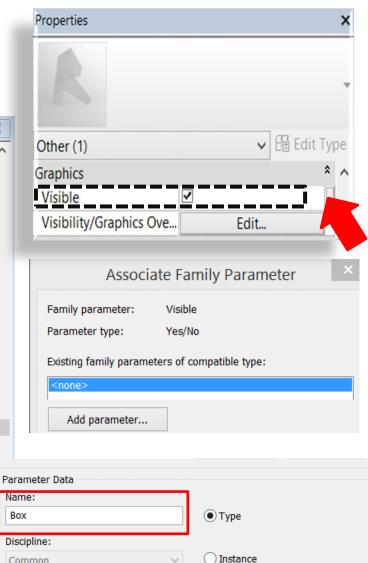


B C A A C A D E M Y

Architectural Family Creation

Visibility, <Yes/No> Parameter





Reporting Parameter

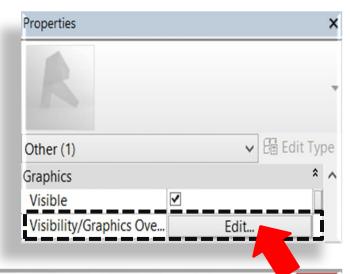
(Can be used to extract value)

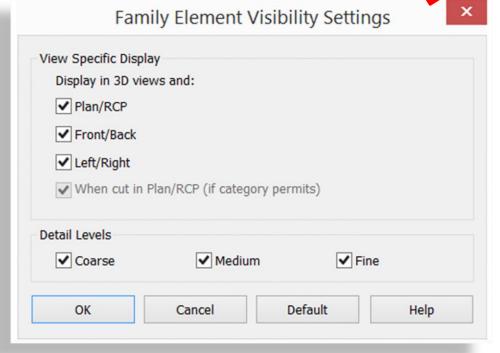
and report it in a formula or as a schedulable parameter)

from a geometric condition

Visibility / Graphics Override

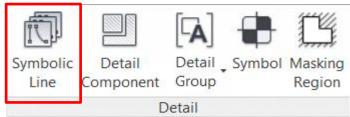






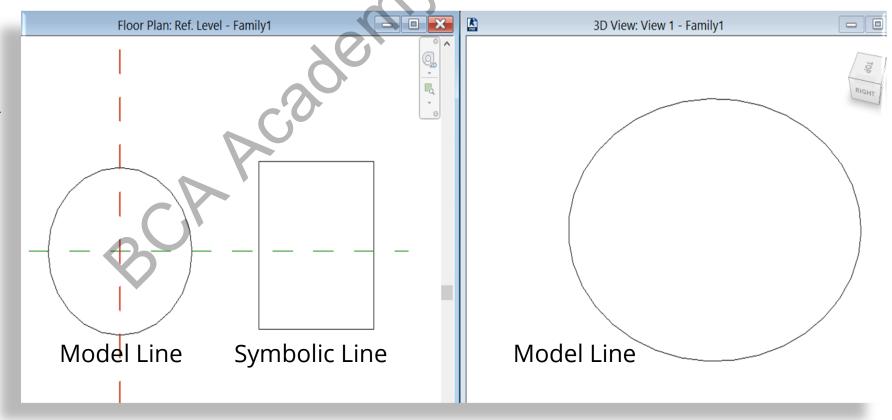
Model Line Vs Symbolic Line





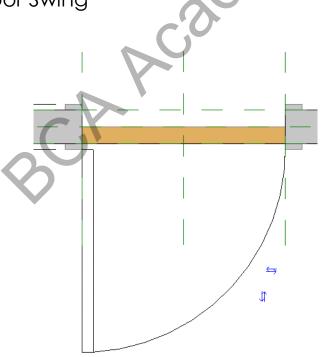
Model Line, Create lines that exists in 3D space and visible in all views

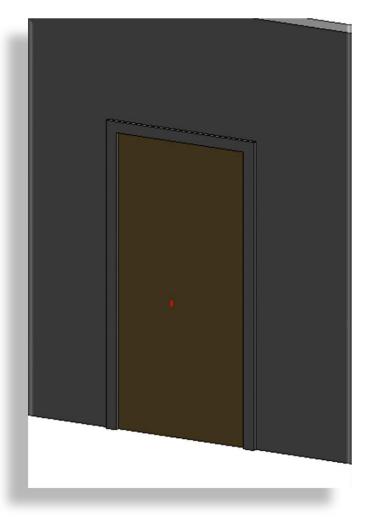
Symbolic Line, Create lines that are meant for symbolic use and visible in current view only



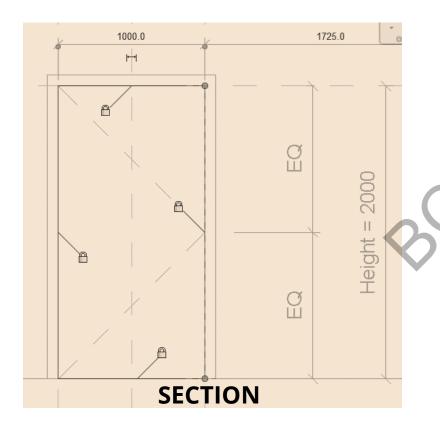
Simple Family Creation

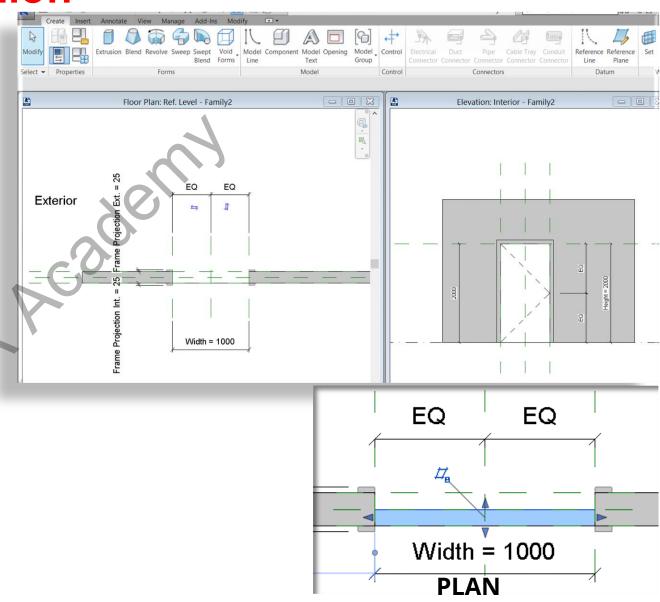
- Create Panel Door using the basic geometry
- Assign parametric dimensions
- Adding Material and Finishes parameter
- Override the visibility graphics of a Panel Door
- Adding symbolic line to show the Door Swing
- Adding Control parameter

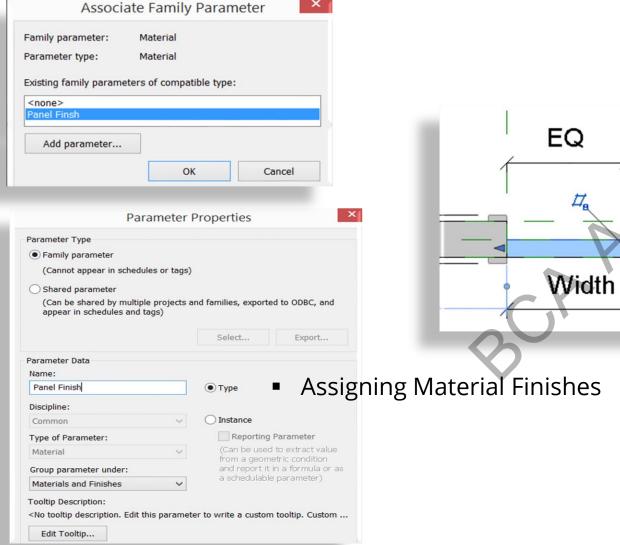


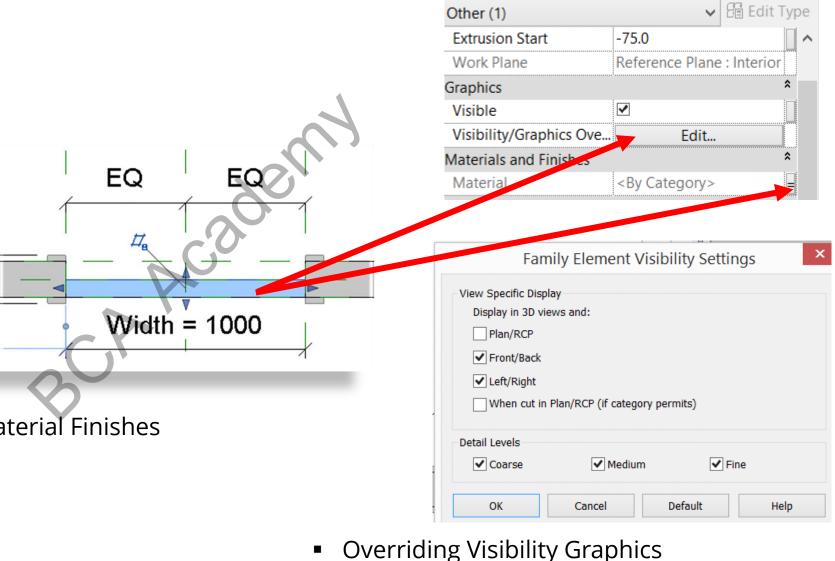


- In the Interior Elevation View, create a Door Panel using Extrusion
- Lock the lines in the Reference Lines
- Finish the Sketch

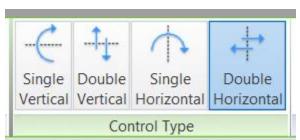


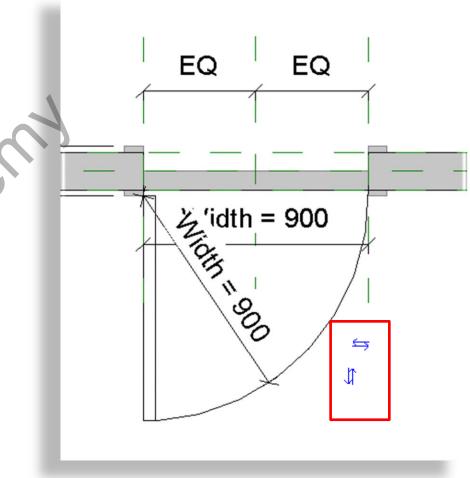






- Create Door Swing using Symbolic Line
- Draw the Door Panel (50 mm thick)
- Draw the opening swing using Center –end Arc
- Dimension the swing using Radial dimension
- Assign Width parameter in the dimension
- Test to change the Width dimension of the door in the Family parameter
- Add Control Flip using Double Vertical and Double Horizontal
- In Family Types, give New name Training Door and save as in desktop





Window Family

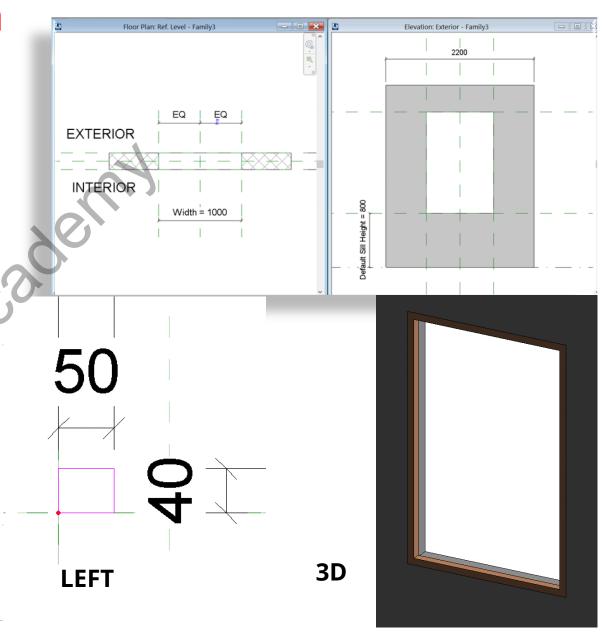
Create the Window Jamb by Sweep,
 In the exterior elevation view Sketch
 the Path of the Jamb, Finish

Edit profile of the window jamb in the left elevation, Finish..

Select the jamb and add parameter
 Frame in material and finishes type

parameter

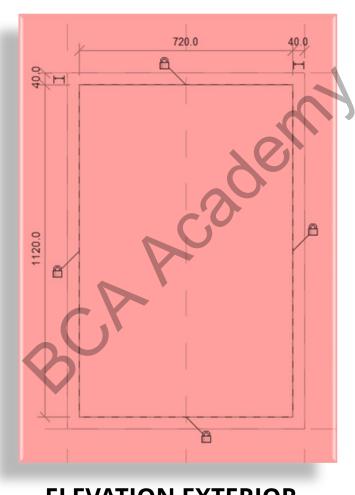
Select anodized aluminium

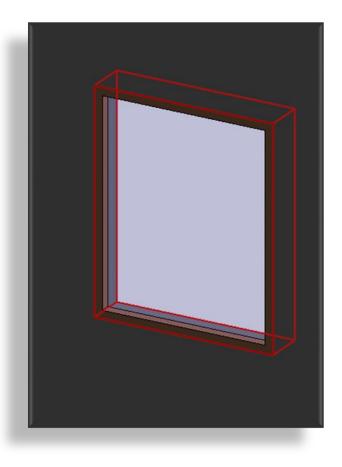


ELEVATION EXTERIOR

Window Family

- Create the Window Glass panel by Extrusion, sketch the panel aligned inside the window jamb and lock the lines
- Select the Panel and add the parameter Glass Frame in material and finishes Type
 Parameter
- Select Glass
- Test the Parameters



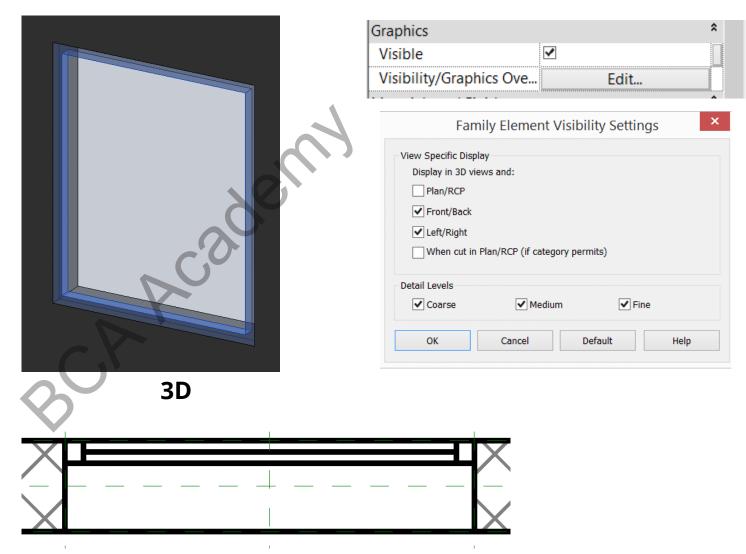


ELEVATION EXTERIOR

3D

Window Family

- In 3D view select the jamb and glass frame
- To control the visibility of the 3D geometry in a particular view, Go to Property bar under Graphics select Visibility/ Graphics Override and unchecked the Plan/RCP and when in cut in Plan/RCP
- Create a sketch of the window projection using symbolic line in Ref level (Plan View)
- In Family Types give a New Family Name (Training Window) and save as in desktop



Project / Share Parameter

Window Family

