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Autore	Dzambazova Tatjana
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Nota di contenuto	Mastering Revit Architecture 2008; Acknowledgments; About the Authors; Contents at a Glance; Contents; Introduction; Who Should Read This Book; What You Will Learn; Chapter 1: Understanding BIM: From the Basics to Advanced Realities; The Advantages of Building Information Modeling; What to Expect from BIM; Where Can You Go From Here?; The Bottom Line; Chapter 2: Revit Fundamentals; Working with Revit Parametric Elements; The Revit User Interface; Using the Project Browser; The Bottom Line; Chapter 3: Know Your Editing Tools; Selecting, Changing, and Replacing Elements Editing Elements Interactively Other Useful Tools; The Bottom Line; Chapter 4: Setting up your templates and Office Standards; Starting a Project with a Custom Template; Settings for Graphic Consistency; Creating Custom Annotation Tags; Creating Custom Title Blocks; Creating a Custom Title Block with the Family Editor; The Bottom Line; Chapter 5: Customizing System Families and Project Settings in Your Template; Wall Types; Floor and Roof Types; Ceiling Types; Door and Window Types; Stair Types; Types and Type Catalogs; Graphic Overrides of Host Objects with Complex Structure

Additional Global Project Settings
The Bottom Line; Chapter 6: Modeling Principles in Revit; Modeling with Revit; Principles of Modeling in Revit; Where Can You Go From Here?; The Bottom Line; Chapter 7: Concept Massing Studies; Massing Studies; The Bottom Line; Chapter 8: From Conceptual Mass to a Real Building; Conceptual Design and Early Studies; The Bottom Line; Chapter 9: Working with Design Options; Revit Design Options; Chapter 10: Creating Custom 3D Content; Modeling Parametric 3D Families; Choosing the Right Family Template; Types of Families
Smart Workflow: Nesting One Family into Another Parametric Arrays in the Family Editor; Encoding Design Rules; Building a Parametric 3D Family; The Bottom Line; Chapter 11: Extended Modeling Techniques; Basic Walls: Advanced Modeling Techniques; Curtain Walls: Advanced Design Techniques; Roofs; Roofs and Slabs: Advanced Shape Editing; Railings and Fences; The Bottom Line; Chapter 12: Presenting Your Design; Drawings with Shadows; Color-Coded Plans and Sections; Elevations That Convey Depth; Working with Perspective Views; Rendering; Creating Animated Walk throughs; Exporting to Other Formats
The Bottom Line Chapter 13: Fine-Tuning Your Preliminary Design; Preliminary Design Tools; Calculating Areas; Schedules; Using Schedules for Preliminary Cost Estimates; The Bottom Line; Chapter 14: Evaluating Your Preliminary Design: Sustainability; Sustainability in Architecture; Preliminary Design Tools; Tracking Recycled Materials; Window Surface Percentage vs. Room Area; Energy Analysis; The Bottom Line; Chapter 15: Annotating Your Model; Annotating Your Views; Displaying Information about Rooms; Schedule Keys; Tags; Shared Parameters; Text and Keynotes; The Bottom Line
Chapter 16: Developing the Design with Smart Workflows

Sommario/riassunto

Revit Architecture has revolutionized how architects design, develop, and deliver projects-and now you can join the revolution with this expert guide. Authored by a team of Revit aficionados and experts, this in-depth book uses clear explanations, detailed tutorials, and practical examples to show you how to best implement Revit in the real world. Starting with a focused look at the basics of Revit and Building Information Modeling (BIM), you'll move quickly into setting up and customizing your Revit tools, preparing your office/project templates and settings, creating your library of componen
