



Mastering Autodesk® Revit® Architecture 2015

Eddy Krygiel
James Vandezande





Senior Acquisitions Editor: Willem Knibbe

Development Editors: Jim Compton and Jennifer Leland

Technical Editor: David Light

Production Editor: Christine O'Connor Copy Editor: Linda Recktingwald Editorial Manager: Pete Gaughan

Vice President and Executive Group Publisher: Richard Swadley

Associate Publisher: Chris Webb

Book Designers: Maureen Forys, Happenstance Type-O-Rama and Judy Fung Proofreaders: Jen Larson, Josh Chase, and Sarah Kaikini, Word One New York

Indexer: Robert Swanson

Project Coordinator, Cover: Todd Klemme

Cover Designer: Wiley

Copyright © 2014 by John Wiley & Sons, Inc., Indianapolis, Indiana

Published simultaneously in Canada

ISBN: 978-1-118-86285-8 ISBN: 978-1-118-93247-6 (ebk.) ISBN: 978-1-118-86301-5 (ebk.)

No part of this publication may be reproduced, stored in a retrieval system or transmitted in any form or by any means, electronic, mechanical, photocopying, recording, scanning or otherwise, except as permitted under Sections 107 or 108 of the 1976 United States Copyright Act, without either the prior written permission of the Publisher, or authorization through payment of the appropriate per-copy fee to the Copyright Clearance Center, 222 Rosewood Drive, Danvers, MA 01923, (978) 750-8400, fax (978) 646-8600. Requests to the Publisher for permission should be addressed to the Permissions Department, John Wiley & Sons, Inc., 111 River Street, Hoboken, NJ 07030, (201) 748-6011, fax (201) 748-6008, or online at http://www.wiley.com/go/permissions.

Limit of Liability/Disclaimer of Warranty: The publisher and the author make no representations or warranties with respect to the accuracy or completeness of the contents of this work and specifically disclaim all warranties, including without limitation warranties of fitness for a particular purpose. No warranty may be created or extended by sales or promotional materials. The advice and strategies contained herein may not be suitable for every situation. This work is sold with the understanding that the publisher is not engaged in rendering legal, accounting, or other professional services. If professional assistance is required, the services of a competent professional person should be sought. Neither the publisher nor the author shall be liable for damages arising herefrom. The fact that an organization or Web site is referred to in this work as a citation and/or a potential source of further information does not mean that the author or the publisher endorses the information the organization or Web site may provide or recommendations it may make. Further, readers should be aware that Internet Web sites listed in this work may have changed or disappeared between when this work was written and when it is read.

For general information on our other products and services or to obtain technical support, please contact our Customer Care Department within the U.S. at (877) 762-2974, outside the U.S. at (317) 572-3993 or fax (317) 572-4002.

Wiley publishes in a variety of print and electronic formats and by print-on-demand. Some material included with standard print versions of this book may not be included in e-books or in print-on-demand. If this book refers to media such as a CD or DVD that is not included in the version you purchased, you may download this material at http://booksupport.wiley.com. For more information about Wiley products, visit www.wiley.com.

Library of Congress Control Number: 2014931948

TRADEMARKS: Wiley and the Sybex logo are trademarks or registered trademarks of John Wiley & Sons, Inc. and/or its affiliates, in the United States and other countries, and may not be used without written permission. Autodesk and Revit are registered trademarks of Autodesk, Inc. All other trademarks are the property of their respective owners. John Wiley & Sons, Inc. is not associated with any product or vendor mentioned in this book.

 $10\,9\,8\,7\,6\,5\,4\,3\,2\,1$

Dear Reader,

Thank you for choosing *Mastering Autodesk Revit Architecture* 2015. This book is part of a family of premium-quality Sybex books, all of which are written by outstanding authors who combine practical experience with a gift for teaching.

Sybex was founded in 1976. More than 30 years later, we're still committed to producing consistently exceptional books. With each of our titles, we're working hard to set a new standard for the industry. From the paper we print on, to the authors we work with, our goal is to bring you the best books available.

I hope you see all that reflected in these pages. I'd be very interested to hear your comments and get your feedback on how we're doing. Feel free to let me know what you think about this or any other Sybex book by sending me an email at contactus@sybex.com. If you think you've found a technical error in this book, please visit http://sybex.custhelp.com. Customer feedback is critical to our efforts at Sybex.

- Will-

Best regards,

Chris Webb

Associate Publisher, Sybex

Acknowledgments

Ah, acknowledgments. While all the glory of writing a book is consumed by the authors, it takes so many more people than just us to actually make this happen. Just like building design, the process of writing and publishing a book is truly a team sport—and without the hard work, dedication, and willingness to put up with the authors, this book would have never happened.

Of all the people to thank, first of all, we'd like to thank the staff at the Revit Factory. Without their fine work, this would be a very short book. Thank you guys and gals for your hard work, innovative ideas, and desire to stay in touch with current design and construction issues.

Also, a big thanks to our technical and production team. They dot our i's, cross our t's, and chide us every time we turn in something late. Their work and effort ensure that we as authors can produce something that you, the reader, can actually follow. So a thank-you to our developmental editor, Jennifer Leland, for putting up with our drama (no one can ever say we're boring); to copy editor Linda Recktenwald for taking our school-yard grammar and making it into whole sentences; and to production editor Christine O'Connor for putting all the pieces together and getting it ready for print. Thanks also to Pete Gaughan for watching the schedule and allowing us to use you as an excuse not to work on the honey-do list on weekends during "Book Season." A huge thank-you to David Light, technical editor, who has given a careful and detailed eye to all of our Revit workflows in both Imperial and the Queen's units, and to our excellent support team at Sybex, who helped us develop this foxy content. And a big thank-you to Willem Knibbe, who started us on this journey in the first place. We're going to miss working with you.

The building image on the cover, of the Baldivis Secondary College in Baldivis, Western Australia, was provided by the architectural firm JCY. A huge thanks to Brooke Randall for providing the image.

ABOUT JCY AND THE BALDIVIS SECONDARY COLLEGE

JCY, originally established in 1986, has created an outstanding body of work founded on a dynamic culture of research, collaboration, inventiveness, and excellence. Their office, with an operating staff of approximately 50 people, works on projects with a construction cost between \$1M and \$700M.

The scope of their work is extensive as are their clients, resulting in an exciting and diverse portfolio of projects reflecting their knowledge and our desire to express the uniqueness of people, environment, and vision. Their philosophy is to LISTEN first and then respond. JCY has worked in urban, rural, and remote areas of Australia as well as in Malaysia and New Zealand, where their skills and design excellence have been sought by numerous clients. Services range from feasibility studies, master plans, urban design, and architectural design from inception to completion including interior design, graphics, and signage.

Baldivis Secondary College was constructed on a brownfield site, requiring significant site remediation and clearance of acid sulphate soils as well as endemic subsoil water issues, and located in a community historically based around industrial and agricultural development. The aim was to create a sustainable school environment locating the buildings within a reinstated bushland setting in recognition of the area before agricultural use decimated it. While a new school in a new subdivision, Baldivis Secondary College is located within an established and historic community, which has traditionally been focused on market gardening and industry and has developed a strong focus on sustainability and community. It is this contextual setting that developed the architectural language for the school, conceived of as a contemporary reimagining of the archetypal Australian industrial "shed" set within a reinstated native bush landscape.

For more information on the Baldivis Secondary College project, visit http://www.jcy.net.

About the Authors



Eddy Krygiel is a registered architect, LEED professional, and the Chief Technology Officer at BNIM Architects, headquartered in Kansas City, Missouri. He has been using Revit since 2003 to complete projects ranging from single-family residences and historic remodels to 1.6-million-square-foot office buildings. Eddy is responsible for the use of technology within his firm, including implementing BIM and also consults for other architecture and contracting firms around the country looking to implement BIM. He teaches Revit to practicing architects and architectural students in the Kansas City

area and has lectured around the nation on the use of BIM in the construction industry. Eddy has also coauthored several other titles on Revit and sustainability.



James Vandezande is a registered architect and a principal at HOK in New York City, where he is a member of the firm-wide BIM leadership and is managing its building SMART initiatives. After graduating from the New York Institute of Technology in 1995, he worked in residential and small commercial architecture firms performing services ranging from estimating and computer modeling to construction administration. In 1999, he landed at SOM and transformed his technology skills into a 10-year span as a digital design manager. In this capacity, he pioneered the implementation of BIM

on such projects as One World Trade Center, aka Freedom Tower. James has been using Revit since version 3.1 and has lectured at many industry events, including Autodesk University, the VisMasters Design, Modeling and Visualization Conference, CMAA BIM Conference, McGraw-Hill Construction, and the AIANYS Convention. He is a cofounder of the NYC Revit Users Group (www.meetup.com/nyc-rug) and has been an adjunct lecturing professor at the NYU School for Continuing and Professional Studies as well as the Polytechnic Institute of NYU.

Contents at a Glance

Introduc	ction	xxv
Part 1	• Fundamentals	1
	Chapter 1 • Introduction: The Basics of BIM	3
	Chapter 2 • Applying the Principles of the User Interface and Project Organization	19
	Chapter 3 • The Basics of the Toolbox	65
	Chapter 4 • Configuring Templates and Standards	107
Part 2	e Collaboration and Teamwork	159
	Chapter 5 • Working in a Team	161
	Chapter 6 • Working with Consultants	197
	Chapter 7 • Interoperability: Working Multiplatform	229
Part 3	• Modeling and Massing for Design	269
	Chapter 8 • Advanced Modeling and Massing	271
	Chapter 9 • Conceptual Design and Design Analysis	325
	Chapter 10 • Working with Phasing, Groups, and Design Options	363
	Chapter 11 • Visualization	417
Part 4	• Extended Modeling Techniques	473
	Chapter 12 • Creating Walls and Curtain Walls	475
	Chapter 13 • Modeling Floors, Ceilings, and Roofs	539
	Chapter 14 • Designing with the Family Editor	573
	Chapter 15 • Creating Stairs and Railings.	623

Part 5 • Documentation
Chapter 16 • Detailing Your Design
Chapter 17 • Documenting Your Design
Chapter 18 • Annotating Your Design
Part 6 • Construction and Beyond795
C hapter 19 ● Working in the Construction Phase
Chapter 20 • Presenting Your Design
Chapter 21 • Working with Point Clouds
Appendices867
Appendix A • The Bottom Line
Appendix B • Tips, Tricks, and Troubleshooting
Appendix C • Autodesk Revit Architecture Certification
Index919

Contents

C	hapter 1 • Introduction: The Basics of BIM
W	That Is Revit?
U	nderstanding a BIM Workflow
L	everaging BIM Processes
	Visualizing
	Analyzing
_	Strategizing
Fo	ocusing Your Investment in BIM
	Staffing for BIM
	Understanding Project Roles.
Tri	Establishing a BIM Execution Plan
11	ne Bottom Line
C	hapter 2 • Applying the Principles of the User Interface
	nd Project Organization
	nderstanding the User Interface
Ū	Accessing and Using the Application Menu
	Using the Quick Access Toolbar
	Using the InfoCenter
	Getting to Know the Ribbon
	Using Other Aspects of the UI
D	efining Project Organization
	Introducing Datum Objects (Relationships)
	Using Content
	Working with Views
	Highlighting Project Management
T.	ne Bottom Line
C	hapter 3 • The Basics of the Toolbox
	electing, Modifying, and Replacing Elements
-	Selecting Elements
	Selection Options
	Filtering Your Selection
	Using Selection-based Filters
	Selecting All Instances
	Using the Properties Palette
	Matching Properties
	Using the Context Menu

Editing Elements Interactively	
Moving Elements	
Copying Elements	
Rotating and Mirroring Elements	
Arraying Elements	
Scaling Elements	
Aligning Elements	
Trimming or Extending Lines and Walls	
Splitting Lines and Walls	82
Offsetting Lines and Walls	
Keeping Elements from Moving	
Exploring Other Editing Tools	
Using the Join Geometry Tool.	
Using the Split Face and Paint Tools	
Copying and Pasting from the Clipboard	86
Using the Create Similar Tool	
Using Keyboard Shortcuts (Accelerators)	
Double-click to Edit	
Modeling Site Context	
Using a Toposurface	
Creating a Building Pad	
Generating Property Lines	
Cut/Fill Schedules	
The Bottom Line	
Chapter 4 • Configuring Templates and Standards	107
Introducing Project Templates	
Customizing Project Settings for Graphic Quality	
Discovering Object Styles	
Using Line Settings	
Defining Materials	
Defining Fill Patterns	
Preconfiguring Color Schemes	
Increasing Efficient View Management	
Organizing Views	
Creating and Assigning Filters	
Using View Templates	
Creating Custom Annotations	141
Introducing Tag Family Fundamentals	
Creating a Custom Door Tag	
Customizing View Tags	
Starting a Project with a Custom Template	
Strategies for Managing Templates	
Aggregating Template Data	
The Bottom Line	

Part 2 • Collaboration and Teamwork	159
Chapter 5 • Working in a Team	161
Understanding Worksharing Basics	
Enabling Worksharing on Your Project	
Describing the Types of Worksets	
Creating a Central File	
Selecting a Starting View	
Creating a Local File	
Using Worksharing Usernames	
Organizing Worksets	
Moving Elements between Worksets	
Managing Workflow with Worksets	
Saving Work	
Saving at Intervals	
Loading Work from Other Team Members	
Using Worksharing Visualization	
Managing Workset Visibility in View Templates	
Closing Revit	
Disabling Worksharing	
Understanding Element Ownership in Worksets	
Understanding Editing Requests	
Placing an Editing Request	
Granting an Editing Request	
Relinquishing Permission	
Using the Worksharing Monitor	
Collaborating in the Cloud	
The Bottom Line	
Chapter 6 • Working with Consultants	
Preparing for Collaboration	
Managing the Coordination Process	
Using Linked Models in Revit	202
Agreeing on Shared Positioning	
Using Project Base Point and Survey Point	$\dots \dots \dots \dots \dots 205$
Using Worksets to Organize Linked Models	
Summarizing the Benefits and Limitations of Linked Models	$\dots \dots \dots \dots 213$
Using Linked Models - Two Exercises	
Using the Coordination Tools	217
Using the Copy/Monitor Command	
Using the Copy/Monitor Command - An Exercise	
Using the Coordination Review Tool	
Using the Coordination Review Tool - An Exercise	
Using Interference Checking in 3D Coordination	\dots
The Bottom Line	

Chapter 7 • Interoperability: Working Multiplatform	229
Examining Interoperability on a BIM Curve	229
nserting CAD Data	230
Using Predefined Settings for Inserted CAD Data	
Importing vs. Linking	
Using Options During Importing/Linking	233
Manipulating Inserted CAD Data	
Using Inserted 2D Data	
Setting Options for BIM Conversion	
Using CAD Data in Other Ways	
Linking Details	
Using Inserted 3D Data	
Using CAD Data as a Mass	
Using CAD Data as a Face	
Using CAD Data as an Object	
Exporting CAD Data	
Preparing for CAD Exports	
Exporting DWG Settings	
Exporting 2D CAD Data	
Exporting 3D Model Data	
Exporting to SketchUp	
Using IFC Interoperability	
The Bottom Line	
The Bottom Line Modeling and Massing for Design	269
The Bottom Line	269
Modeling and Massing for Design Chapter 8 • Advanced Modeling and Massing The Massing User Interface and Functionality	269271
Modeling and Massing for Design Chapter 8 • Advanced Modeling and Massing The Massing User Interface and Functionality Creating Mass Geometry.	
Modeling and Massing for Design Chapter 8 • Advanced Modeling and Massing The Massing User Interface and Functionality Creating Mass Geometry. Creating an In-Place Mass.	
Modeling and Massing for Design Chapter 8 • Advanced Modeling and Massing The Massing User Interface and Functionality Creating Mass Geometry. Creating an In-Place Mass. Placing a Mass.	
Modeling and Massing for Design Chapter 8 • Advanced Modeling and Massing The Massing User Interface and Functionality Creating Mass Geometry. Creating an In-Place Mass. Placing a Mass. Creating Mass Floors.	
Modeling and Massing for Design Chapter 8 • Advanced Modeling and Massing The Massing User Interface and Functionality Creating Mass Geometry Creating an In-Place Mass Placing a Mass Creating Mass Floors Scheduling Masses	
Modeling and Massing for Design Chapter 8 • Advanced Modeling and Massing The Massing User Interface and Functionality Creating Mass Geometry Creating an In-Place Mass Placing a Mass Creating Mass Floors Scheduling Masses Massing Surfaces	
Modeling and Massing for Design Chapter 8 • Advanced Modeling and Massing The Massing User Interface and Functionality Creating Mass Geometry Creating an In-Place Mass Placing a Mass Creating Mass Floors Scheduling Masses Massing Surfaces Using Freeform Building Massing	
Modeling and Massing for Design Chapter 8 • Advanced Modeling and Massing The Massing User Interface and Functionality Creating Mass Geometry Creating an In-Place Mass Placing a Mass Creating Mass Floors Scheduling Masses Massing Surfaces Using Freeform Building Massing Dissolving and Rebuilding	
Modeling and Massing for Design Chapter 8 • Advanced Modeling and Massing The Massing User Interface and Functionality Creating Mass Geometry. Creating an In-Place Mass. Placing a Mass. Creating Mass Floors Scheduling Masses Massing Surfaces Using Freeform Building Massing Dissolving and Rebuilding Creating Formula-driven Massing	
Modeling and Massing for Design Chapter 8 • Advanced Modeling and Massing The Massing User Interface and Functionality Creating Mass Geometry. Creating an In-Place Mass. Placing a Mass. Creating Mass Floors Scheduling Masses Massing Surfaces Using Freeform Building Massing Dissolving and Rebuilding Creating Formula-driven Massing Creating a Generic Model Mass Family	
Modeling and Massing for Design Chapter 8 • Advanced Modeling and Massing The Massing User Interface and Functionality Creating Mass Geometry. Creating an In-Place Mass. Placing a Mass. Creating Mass Floors Scheduling Masses Massing Surfaces Using Freeform Building Massing Dissolving and Rebuilding Creating Formula-driven Massing Creating a Generic Model Mass Family Creating a Complex Mass Family	
Modeling and Massing for Design Chapter 8 • Advanced Modeling and Massing The Massing User Interface and Functionality Creating Mass Geometry. Creating an In-Place Mass. Placing a Mass. Creating Mass Floors Scheduling Masses Massing Surfaces Using Freeform Building Massing Dissolving and Rebuilding Creating Formula-driven Massing Creating a Generic Model Mass Family	
Modeling and Massing for Design Chapter 8 • Advanced Modeling and Massing The Massing User Interface and Functionality Creating Mass Geometry. Creating an In-Place Mass. Placing a Mass. Creating Mass Floors Scheduling Masses Massing Surfaces Using Freeform Building Massing Dissolving and Rebuilding Creating Formula-driven Massing Creating a Generic Model Mass Family Creating a Complex Mass Family	
Modeling and Massing for Design Chapter 8 • Advanced Modeling and Massing The Massing User Interface and Functionality Creating Mass Geometry. Creating an In-Place Mass. Placing a Mass. Creating Mass Floors Scheduling Masses Massing Surfaces Using Freeform Building Massing Dissolving and Rebuilding Creating Formula-driven Massing Creating a Generic Model Mass Family Creating a Complex Mass Family The Bottom Line.	269 271 274 275 286 286 286 287 300 300 316 324
Modeling and Massing for Design Chapter 8 • Advanced Modeling and Massing The Massing User Interface and Functionality Creating Mass Geometry Creating an In-Place Mass Placing a Mass Creating Mass Floors Scheduling Masses Massing Surfaces Using Freeform Building Massing Dissolving and Rebuilding Creating Formula-driven Massing Creating a Generic Model Mass Family Creating a Complex Mass Family The Bottom Line Chapter 9 • Conceptual Design and Design Analysis	269 271 274 275 286 286 288 288 289 300 300 310 324
Modeling and Massing for Design Chapter 8 • Advanced Modeling and Massing The Massing User Interface and Functionality Creating Mass Geometry Creating an In-Place Mass Placing a Mass Creating Mass Floors Scheduling Masses Massing Surfaces Using Freeform Building Massing Dissolving and Rebuilding Creating Formula-driven Massing Creating a Generic Model Mass Family Creating a Complex Mass Family The Bottom Line Chapter 9 • Conceptual Design and Design Analysis	268 271 274 275 286 288 288 288 296 303 304 316 324 325

Energy Modeling	
Conceptual Energy Analysis	
Energy Analysis Setup	
Running Energy Analysis Simulations	
Refining the Conceptual Analysis	
Detailed Energy Modeling	
Exporting to gbXML	
The Bottom Line	
Chapter 10 • Working with Phasing, Groups,	
and Design Options	363
Using Phasing	
What Can You Phase?	
Implementing Phase Settings	
Illustrating the Geometry Phase	
Using the View Phase	
Creating and Using Groups	
Creating Groups	
Modifying Groups	
Creating New Groups	
Excluding Elements within Groups	
Saving and Loading Groups	
Creating Groups from Links	
Using Best Practices for Groups	
Making Design Options for Design Iteration	
Creating Design Options	
Editing Design Options	
Viewing and Scheduling Design Options	
Removing Design Options and Option Sets	
Combining Phasing, Groups, and Design Options	
Phase 1: Demolition	
Phase 1: Proposed	405
Phase 2: Demolition	
Phase 2: Proposed	408
Scheduling	410
Using the Design Option Tool	
The Bottom Line	
Chapter 11 • Visualization	417
Explaining the Role of Visualization	417
Understanding View Controls	
Setting the Detail Level	
Working with Graphic Display Options	
Working with the Section Box	
Understanding Analytic Visualization	
Project Parameters	
Setting User-Defined Parameters	

	Identifying Design Elements	440
	Setting Solar and Shadow Studies	
	Understanding Photo-realistic Visualization	443
	Rendering Sequence and Workflow	443
	Creating Perspective Views	444
	Locking Your View	
	Creating a Walkthrough	448
	Exporting a Walkthrough	451
	Rendering Settings	453
	Using Monochromatic Views to Examine Context and Lighting	
	Adjusting Lighting and Interior Renderings	460
	Placing Artificial Lighting	461
	Manipulating Light Groups	
	Assigning Materials	
	Rendering in the Cloud	469
	The Bottom Line	471
Part 4	• Extended Modeling Techniques	473
	Chapter 12 • Creating Walls and Curtain Walls	.47 5
	Using Extended Modeling Techniques for Basic Walls	475
	Creating Basic Wall Types	
	Adding Wall Articulation	
	Modeling Techniques for Basic Walls	492
	Creating Custom In-Place Walls	499
	Creating Stacked Walls	500
	Creating Simple Curtain Walls	
	Designing a Curtain Wall	
	Customizing Curtain Wall Types	511
	Creating Complex Curtain Walls	
	Dividing the Surface	
	Dividing the Surface with Intersects	
	Applying Patterns	
	Editing the Pattern Surface	
	Editing a Surface Representation	
	Adding Definition	
	Creating Custom Patterns	
	Limiting the Size of Pattern-based Families	
	Using the Adaptive Component Family	
	Scheduling Pattern-based Panels	
	The Bottom Line	537
	Chapter 13 • Modeling Floors, Ceilings, and Roofs	
	Understanding Floor Types	539
	Modeling a Floor	
	Creating a Structural Floor	542

Madeling Floor by Food	
Modeling Floor by Face	544
Defining a Pad	544
Sketching for Floors, Ceilings, and Roofs	
Modeling Slab Edges	546
Creating a Custom Floor Edge	
Modeling Floor Finishes	
Using a Split Face for Thin Finishes	550
Modeling Thick Finishes	
Creating Ceilings	
Understanding Roof Modeling Methods	555
Constructing a Roof by Footprint	557
Applying a Roof by Extrusion	560
Roof In-Place	
Creating a Roof by Face	562
Creating a Sloped Glazing	562
Using Slope Arrows	563
Using Additional Roof Tools	564
Using Advanced Shape Editing with Floors and Roofs	
Creating a Roof with a Sloped Topping	
Applying a Variable Thickness to a Roof Layer	569
The Bottom Line	
Chapter 14 • Designing with the Family Editor	573
Getting Started with a Family	
Cretting Started with a Family	
Understanding In-Place Families	574
Understanding In-Place Families	574 575
Understanding In-Place Families	
Understanding In-Place Families	574 575 579 580
Understanding In-Place Families	
Understanding In-Place Families	
Understanding In-Place Families	
Understanding In-Place Families. Choosing the Right Family Template and Category. Choosing Between Hosted and Non-hosted Family Types. Creating Other Types of Families in the Family Editor. Understanding the Family Editor. Creating the Framework for a Family Component. Creating the Necessary Reference Planes, Lines, and Points Using Dimensions to Control Geometric Parameters.	
Understanding In-Place Families. Choosing the Right Family Template and Category. Choosing Between Hosted and Non-hosted Family Types. Creating Other Types of Families in the Family Editor. Understanding the Family Editor. Creating the Framework for a Family Component. Creating the Necessary Reference Planes, Lines, and Points Using Dimensions to Control Geometric Parameters. Reviewing the Differences Between Type and Instance	
Understanding In-Place Families. Choosing the Right Family Template and Category. Choosing Between Hosted and Non-hosted Family Types. Creating Other Types of Families in the Family Editor. Understanding the Family Editor. Creating the Framework for a Family Component. Creating the Necessary Reference Planes, Lines, and Points Using Dimensions to Control Geometric Parameters. Reviewing the Differences Between Type and Instance Parameters.	
Understanding In-Place Families. Choosing the Right Family Template and Category. Choosing Between Hosted and Non-hosted Family Types. Creating Other Types of Families in the Family Editor. Understanding the Family Editor. Creating the Framework for a Family Component. Creating the Necessary Reference Planes, Lines, and Points Using Dimensions to Control Geometric Parameters. Reviewing the Differences Between Type and Instance Parameters. Organizing Solids and Lines in a Family Editor.	
Understanding In-Place Families. Choosing the Right Family Template and Category. Choosing Between Hosted and Non-hosted Family Types. Creating Other Types of Families in the Family Editor. Understanding the Family Editor. Creating the Framework for a Family Component. Creating the Necessary Reference Planes, Lines, and Points Using Dimensions to Control Geometric Parameters. Reviewing the Differences Between Type and Instance Parameters. Organizing Solids and Lines in a Family Editor. Modeling Techniques in the Family Editor.	
Understanding In-Place Families. Choosing the Right Family Template and Category. Choosing Between Hosted and Non-hosted Family Types. Creating Other Types of Families in the Family Editor. Understanding the Family Editor. Creating the Framework for a Family Component. Creating the Necessary Reference Planes, Lines, and Points Using Dimensions to Control Geometric Parameters. Reviewing the Differences Between Type and Instance Parameters. Organizing Solids and Lines in a Family Editor. Modeling Techniques in the Family Editor Creating an Extrusion	
Understanding In-Place Families. Choosing the Right Family Template and Category. Choosing Between Hosted and Non-hosted Family Types. Creating Other Types of Families in the Family Editor. Understanding the Family Editor. Creating the Framework for a Family Component. Creating the Necessary Reference Planes, Lines, and Points Using Dimensions to Control Geometric Parameters. Reviewing the Differences Between Type and Instance Parameters. Organizing Solids and Lines in a Family Editor. Modeling Techniques in the Family Editor Creating an Extrusion Creating a Sweep	
Understanding In-Place Families. Choosing the Right Family Template and Category. Choosing Between Hosted and Non-hosted Family Types. Creating Other Types of Families in the Family Editor. Understanding the Family Editor. Creating the Framework for a Family Component. Creating the Necessary Reference Planes, Lines, and Points Using Dimensions to Control Geometric Parameters. Reviewing the Differences Between Type and Instance Parameters. Organizing Solids and Lines in a Family Editor. Modeling Techniques in the Family Editor Creating an Extrusion Creating a Sweep Creating a Revolve	
Understanding In-Place Families. Choosing the Right Family Template and Category. Choosing Between Hosted and Non-hosted Family Types. Creating Other Types of Families in the Family Editor. Understanding the Family Editor. Creating the Framework for a Family Component. Creating the Necessary Reference Planes, Lines, and Points Using Dimensions to Control Geometric Parameters. Reviewing the Differences Between Type and Instance Parameters. Organizing Solids and Lines in a Family Editor. Modeling Techniques in the Family Editor Creating an Extrusion Creating a Sweep Creating a Revolve Creating a Blend and Swept Blend.	
Understanding In-Place Families. Choosing the Right Family Template and Category. Choosing Between Hosted and Non-hosted Family Types. Creating Other Types of Families in the Family Editor. Understanding the Family Editor. Creating the Framework for a Family Component. Creating the Necessary Reference Planes, Lines, and Points Using Dimensions to Control Geometric Parameters. Reviewing the Differences Between Type and Instance Parameters. Organizing Solids and Lines in a Family Editor. Modeling Techniques in the Family Editor. Creating an Extrusion Creating a Sweep Creating a Revolve Creating a Blend and Swept Blend. Nesting Families.	
Understanding In-Place Families. Choosing the Right Family Template and Category. Choosing Between Hosted and Non-hosted Family Types. Creating Other Types of Families in the Family Editor. Understanding the Family Editor. Creating the Framework for a Family Component. Creating the Necessary Reference Planes, Lines, and Points Using Dimensions to Control Geometric Parameters. Reviewing the Differences Between Type and Instance Parameters. Organizing Solids and Lines in a Family Editor. Modeling Techniques in the Family Editor. Creating an Extrusion Creating a Sweep Creating a Revolve Creating a Blend and Swept Blend Nesting Families. Troubleshooting Techniques	
Understanding In-Place Families. Choosing the Right Family Template and Category. Choosing Between Hosted and Non-hosted Family Types. Creating Other Types of Families in the Family Editor. Understanding the Family Editor. Creating the Framework for a Family Component. Creating the Necessary Reference Planes, Lines, and Points Using Dimensions to Control Geometric Parameters. Reviewing the Differences Between Type and Instance Parameters. Organizing Solids and Lines in a Family Editor. Modeling Techniques in the Family Editor. Creating an Extrusion Creating a Sweep Creating a Revolve Creating a Blend and Swept Blend. Nesting Families Troubleshooting Techniques Doing a Visibility Check	
Understanding In-Place Families. Choosing the Right Family Template and Category. Choosing Between Hosted and Non-hosted Family Types. Creating Other Types of Families in the Family Editor. Understanding the Family Editor. Creating the Framework for a Family Component. Creating the Necessary Reference Planes, Lines, and Points Using Dimensions to Control Geometric Parameters. Reviewing the Differences Between Type and Instance Parameters. Organizing Solids and Lines in a Family Editor. Modeling Techniques in the Family Editor. Creating an Extrusion Creating a Sweep Creating a Revolve Creating a Blend and Swept Blend Nesting Families. Troubleshooting Techniques	

Chapter 15 • Creating Stairs and Railings	623
Designing Stairs and Railings	623
Reviewing the Key Components of Stairs and Railings	
Reviewing the Basic Rules of Stairs	
Working with Stair Components	
Reviewing the Components of Railings	
Creating Stairs	
Understanding the Stair Tools	
Using the Components for Customizing Stairs	
Creating Stairs with Other Tools	
Annotating Stairs	
Creating Railings	
Creating a Custom Railing	
Creating Glass Railings with the Curtain Wall Tool	
Using the Railing Tool for Other Objects	
The Bottom Line	
Part 5 • Documentation	
Chapter 16 • Detailing Your Design	
Creating Details	
View Types for Detailing	
Working with the Detailing Process	
Detailing Tools	
Using the Detail Line Tool	
Using the Linework Tool	
Using Filled Regions and Masking Regions	
Adding Detail Components	
Repeating Detail Component	
Using Line-based Detail Components	
Drafting Insulation	
Creating Detail Groups	
Adding Detail Components to Families	
Reusing Details from Other Files	
Using CAD Details	
Using Details from Other Revit Projects	
The Bottom Line	/10
Chapter 17 • Documenting Your Design	
Documenting Plans	
Calculating Space Using Room Objects	
Creating Area Plans	
Adding Area Objects	
Modifying Area Plans	
Creating Schedules and Legends	
Creating Schedules	
Using Legends	

Laying Out S	Sheets	741
	ne Area Plan	
	g a View	
	ide Grids	
	ne Schedule	
0	the Sheet	
	Line	
The Bottom E	Site	
Chapter 18	• Annotating Your Design	749
Annotating w	vith Text and Keynotes	749
	t	
	notes	
	vith Tags	
	Tags	
	Tag Toolset	
	ensions	
~		
	nension Equality	
	ing Dimension Text	
	imension Strings	
	ernate Units	
	vith Project and Shared Parameters	
	Project Parameters	
	The sun of Demand of the sun	70.4
0	Shared Parameters	
0	ine	
0		
The Bottom L	Line	792
The Bottom L Construction	on and Beyond	
The Bottom L Construction	Line	
The Bottom L Construction Chapter 19	on and Beyond	
The Bottom I Construction Chapter 19 Using Revision	on and Beyond • Working in the Construction Phase	
Construction Chapter 19 Using Revision Creating a	• Working in the Construction Phase	
Construction Chapter 19 Using Revision Creating a Placing Re	• Working in the Construction Phase ons in Your Project. a Revision Cloud. evision Clouds	
Construction Chapter 19 Using Revision Creating a Placing Revision Tagging a	• Working in the Construction Phase ons in Your Project. a Revision Cloud. evision Clouds Revision Cloud.	
Chapter 19 Using Revision Creating a Placing Revision Tagging a Disabling	• Working in the Construction Phase ons in Your Project. a Revision Cloud. evision Clouds Revision Cloud the Leader	
Chapter 19 Using Revision Creating a Placing Revision Tagging a Disabling Using Digital	• Working in the Construction Phase ons in Your Project. a Revision Cloud. evision Clouds Revision Cloud the Leader I Markups	
Chapter 19 Using Revision Creating a Placing Revision Tagging a Disabling Using Digital Publishing	• Working in the Construction Phase ons in Your Project. a Revision Cloud. evision Clouds Revision Cloud the Leader I Markups g to Design Review	
Chapter 19 Using Revision Creating a Placing Revision Tagging a Disabling Using Digital Publishing Modeling for	• Working in the Construction Phase ons in Your Project. a Revision Cloud. evision Clouds Revision Cloud the Leader I Markups g to Design Review Construction	
Chapter 19 Using Revision Creating a Placing Revision Tagging a Disabling Using Digital Publishing Modeling for Creating F	• Working in the Construction Phase ons in Your Project. Revision Cloud. evision Clouds Revision Cloud the Leader I Markups g to Design Review Construction	
Chapter 19 Using Revision Creating a Placing Revision Tagging a Disabling Using Digital Publishing Modeling for Creating F Modifying	• Working in the Construction Phase ons in Your Project. a Revision Cloud. evision Clouds Revision Cloud the Leader I Markups g to Design Review Construction Parts g Parts	
Construction Chapter 19 Using Revision Creating a Placing Revision Tagging a Disabling Using Digital Publishing Modeling for Creating F Modifying Scheduling	• Working in the Construction Phase ons in Your Project. a Revision Cloud. evision Clouds Revision Cloud the Leader I Markups g to Design Review Construction Parts g Parts g Parts	
Construction Chapter 19 Using Revision Creating a Placing Revision Tagging a Disabling Using Digital Publishing Modeling for Creating F Modifying Scheduling Creating A	• Working in the Construction Phase ons in Your Project. a Revision Cloud. evision Clouds Revision Cloud the Leader I Markups g to Design Review Construction Parts g Parts g Parts Assemblies.	
Chapter 19 Using Revision Creating a Placing Revision Tagging a Disabling Using Digital Publishing Modeling for Creating F Modifying Scheduling Creating F Creating F Creating F	• Working in the Construction Phase ons in Your Project. a Revision Cloud. evision Clouds Revision Cloud the Leader I Markups g to Design Review Construction Parts g Parts g Parts Assemblies. Assembly Views	
Chapter 19 Using Revision Creating a Placing Revision Tagging a Disabling Using Digital Publishing Modeling for Creating F Modifying Scheduling Creating F Creating F Creating F	• Working in the Construction Phase ons in Your Project. a Revision Cloud. evision Clouds Revision Cloud the Leader I Markups g to Design Review Construction Parts g Parts g Parts Assemblies.	
Chapter 19 Using Revision Creating a Placing Revision Tagging a Disabling Using Digital Publishing Modeling for Creating F Modifying Scheduling Creating F Creating F Creating F The Bottom L	• Working in the Construction Phase ons in Your Project. a Revision Cloud. evision Clouds Revision Cloud the Leader I Markups g to Design Review Construction Parts g Parts g Parts Assemblies. Assembly Views Line	
Chapter 19 Using Revision Creating a Placing Revision Tagging a Disabling Using Digital Publishing Modeling for Creating F Modifying Scheduling Creating F	• Working in the Construction Phase ons in Your Project. a Revision Cloud. evision Clouds Revision Cloud the Leader I Markups g to Design Review Construction Parts g Parts g Parts Assemblies. Assembly Views Line. • Presenting Your Design	
Chapter 19 Using Revision Creating a Placing Revision Tagging a Disabling Using Digital Publishing Modeling for Creating For Modifying Scheduling Creating For Chapter 20 Understanding	• Working in the Construction Phase ons in Your Project. a Revision Cloud. evision Clouds Revision Cloud the Leader I Markups g to Design Review Construction Parts g Parts g Parts Assemblies. Assembly Views Line. • Presenting Your Design ng Color Fill Legends	
Chapter 19 Using Revision Creating a Placing Revision Tagging a Disabling Using Digital Publishing Modeling for Creating For Modifying Scheduling Creating For Cr	• Working in the Construction Phase ons in Your Project. a Revision Cloud. evision Clouds Revision Cloud the Leader I Markups g to Design Review Construction Parts g Parts g Parts Assemblies. Assembly Views Line. • Presenting Your Design	

Modifying Other Settings	. 830
Using Numerical Ranges for Color Schemes	. 832
Presenting with 3D Views	. 834
Orienting to Other Views	. 834
Annotating 3D Views	. 837
Editing Viewport Types	. 838
Creating "Exploded" Axonometric Views	
The Bottom Line	. 845
Chapter 21 • Working with Point Clouds	847
Understanding LiDAR	. 847
Selecting the Hardware	
Benefitting from LiDAR	
Planning for a LiDAR Survey	
Deciding on an Exterior or Interior Scan	
Determining the Level of Detail	
Using Imagery	
Setting a Scanning Schedule	
Using the Scan in a Project	
Getting Started with a Point Cloud	
Modeling with a Point Cloud	
The Bottom Line	
Appendix A • The Bottom Line	869
Chapter 1: Introducing the Basics of BIM	. 869
Chapter 2: Applying the Principles of the User Interface and Project Organization	
Chapter 3: The Basics of the Toolbox	
Chapter 4: Configuring Templates and Standards	. 871
Chapter 5: Working in a Team	. 872
Chapter 6: Working with Consultants	. 873
Chapter 7: Interoperability Working Multiplatform	. 874
Chapter 8: Advanced Modeling and Massing	. 875
Chapter 9: Conceptual Design and Design Analysis	
Chapter 10: Working with Phasing, Groups, and Design Option	. 877
Chapter 11: Visualization	
Chapter 12: Creating Walls and Curtain Walls	
Chapter 13: Modeling Floors, Ceilings, and Roofs	
	. 881
Chapter 14: Designing with the Family Editor	000
Chapter 15: Creating Stairs and Railings	
Chapter 15: Creating Stairs and Railings	. 883
Chapter 15: Creating Stairs and Railings Chapter 16: Detailing Your Design Chapter 17: Documenting Your Design	. 883 . 884
Chapter 15: Creating Stairs and Railings Chapter 16: Detailing Your Design Chapter 17: Documenting Your Design Chapter 18: Annotating Your Design	. 883 . 884 . 885
Chapter 15: Creating Stairs and Railings Chapter 16: Detailing Your Design Chapter 17: Documenting Your Design Chapter 18: Annotating Your Design Chapter 19: Working in the Construction Phase.	. 883 . 884 . 885 . 886
Chapter 15: Creating Stairs and Railings Chapter 16: Detailing Your Design Chapter 17: Documenting Your Design Chapter 18: Annotating Your Design	. 883 . 884 . 885 . 886 . 887

Appendix B • Tips, Tricks, and Troubleshooting	889
Optimizing Performance	889
Use Best Practices	892
Quality Control	896
Keeping an Eye on File Size	896
Using Schedules	901
Reviewing Warnings	905
Other Tips and Shortcuts	906
Additional Resources	909
Appendix C • Autodesk Revit Architecture Certification	911

Introduction

Architecture is the process of turning a thought into space. While it's so simple to convey that in the written word, the actual act of doing so is much more than it is possible to write. It's glory, it's torment, it's frustration, it's freedom, it's the realization that one miscalculation means a complete redesign, like blowing on a house of cards, and it's the 3 a.m. epiphany when you realize that the new design was what you were meant to get to in the first place. With all of that, it's also the burning desire to work relentlessly to make something better one step at a time.

Autodesk® Revit® Architecture software is one of the many tools we employ to help us through this organic process. It's one tool in the toolbox, but it can be much more than that. It can be the workflow that helps to empower a team. That team is the designers, the contractors, and ultimately the owners who are all looking to speak the same language.

We hope that in the process of using this book, you'll experience a bit of the struggle to realize a bit of the satisfaction of finding the solution. We hope what you learn in this book helps inspire you to your own bit of greatness. Because what's most important is that architecture isn't about buildings. It's about what we are able to accomplish with what little time we have. This is the elegant essence of Revit. Before we go much further, there are a few semantics to discuss.

First off, all the tutorial files necessary to complete the book's exercises plus sample families are hosted online at www.sybex.com/go/masteringrevit2015.

Don't have a copy of Revit 2015? Download the trial version of Revit Architecture at http://usa.autodesk.com/revit-architecture, where you'll also find complete system requirements for running Revit.

For the clearest direction when following the exercises in this book, please make sure to install all of the Revit support files that come with the default installation. We reference them heavily, and you'll need them to best leverage the software.

Also, it should be noted there are a few flavors of Revit. Starting with the 2013 edition, Autodesk released Revit Architecture, Revit Structures, and Revit MEP as separate packages. They also released a One Box solution that has all of those products in a single version of Revit. Depending on what you have installed—Revit as One Box or Revit Architecture, there will be some slight variations in the user interface. We have focused this book on the use of Revit Architecture. If you're using the One Box solution, the variations will be slight and hopefully manageable.

Finally, most of our offices purchase the Revit software on subscription. With subscription comes a host of benefits and add-ons to Revit. This includes tools like access to cloud rendering, storage, and analysis, which we demonstrate in Chapter 9, "Conceptual Design and Design Analysis." You can go here to create an account: http://subscription.autodesk.com.

Who Should Read This Book

This book is written for architects and designers who have had some exposure to Revit and are eager to learn more. It's for architects of any generation—you don't need to be a computer wizard to understand or appreciate the content within. We've designed the book to follow real project workflows and processes to help make the tools easier to use. The chapters are full of handy tips to make Revit easier to leverage in your day-to-day world.

This book is also for the entire range of architects, from those who are fresh out of school to seasoned project managers. We have endeavored to include content for all walks of the profession so that regardless of your role on a project, you can learn how BIM changes both workflow and culture within a project team. With that, a basic understanding of Revit will make it easier to work through the book. Revit is a very robust tool requiring more than one project iteration to master.

For BIM managers, the book offers insights into the best practices for creating good project or office templates; these managers should also take a sneak peek into the powerful world of building content and Revit families. We've added many time-saving and inspiring concepts to the book, supported by examples from our own projects and the rest of the real world, to help motivate and inspire you on your journey through building information modeling.

What You Will Learn

This book will help you take the basics of Revit and BIM that you already know and expand on them using real-world examples. We will show you how to take a preliminary model and add layers of intelligence to help analyze and augment your designs. We'll show you how to create robust and accurate documentation, and then we'll help you through the construction process.

We go beyond introductory topics. To that end, we won't be starting a project from scratch or teaching you how to build a simple BIM model. If you are interested in learning at that level, we strongly recommend you pick up *Autodesk® Revit® Architecture 2015 Essentials* (Wiley, 2014) before plunging headlong into this book. Instead, our book begins with a brief overview of the BIM approach. As you are already aware, BIM is more than just a change in software; it's a change in architectural workflow and culture. To leverage the full advantages of both BIM and Revit in your office structure, you will need to make some changes to your practice. We've designed the book around an ideal, integrated workflow to help you make this transition.

Starting with the project team, standards, and culture, we'll discuss how BIM changes your project approach and how to best build your team around a newer workflow. From there, we'll delve into conceptual design and sustainability studies, continuing through best practices for design iteration and refinement. You'll learn how to use powerful modeling techniques, how to design documentation best practices, how to make compelling presentation graphics, and how to take advantage of parametric design with the Family Editor. We'll explore workflow topics like tracking changes and worksharing as well as some strategies that move beyond traditional concepts of BIM. The book concludes with an appendix on troubleshooting and best practices so you can avoid common pitfalls. Throughout the book we've shared our practical experience with you, particularly in the form of real-world-scenario sidebars.

Whether you're studying Revit on your own or in a class or training program, you can use the "Master It" questions in the section called "The Bottom Line" at the end of each chapter to test your mastery of the skills you've learned.

FREE AUTODESK SOFTWARE FOR STUDENTS AND EDUCATORS

The Autodesk Education Community is an online resource with more than five million members that enables educators and students to download—for free (see website for terms and conditions)—the same software used by professionals worldwide. You can also access additional tools and materials to help you design, visualize, and simulate ideas. Connect with other learners to stay current with the latest industry trends and get the most out of your designs. Get started today at www.autodesk.com/joinedu.

The Mastering Series

The Mastering series from Sybex provides outstanding instruction for readers with intermediate and advanced skills, in the form of top-notch training and development for those already working in their field and clear, serious education for those aspiring to become pros. Every Mastering book includes the following:

- Real-world scenarios, ranging from case studies to interviews, that show how the tool, technique, or knowledge presented is applied in actual practice
- Skill-based instruction, with chapters organized around real tasks rather than abstract concepts or subjects
- ♦ Self-review test questions, so you can be certain you're equipped to do the job right

What's New?

The Autodesk Revit team works continuously to improve the software, add new features, and eliminate bugs. It's a constant evolution. Following you will find a list of the items that have been added or enhanced in the 2015 release.

Sketchy Lines Use the new Sketchy Lines feature to apply a hand-sketched graphic style to the current view or define the settings in a view template to apply the style to multiple views.

Anti-Aliasing In the Options dialog, the Use Anti-Aliasing option has been changed to Smooth Lines With Anti-Aliasing. You now have the ability to enable anti-aliasing for all views in the project or for selected views. Corresponding settings in Revitini allow you to predefine these options for users.

Ray Trace Usability Improvements The Ray Trace interactive rendering visual style for views has been enhanced to provide a faster, higher-quality, smoother rendering as well as improved color accuracy and improved shadows with all backgrounds.

Added Formulas You'll find the following enhancements to formulas:

- exp(x): In formulas in prior releases, the software evaluated exp(x) as 10^x. Starting with this release, the software evaluates exp(x) as e^x.
- ln(x): Starting with this release, you can represent natural logarithm (logarithm base e) in formulas as ln(x).

Hidden Lines These have the following enhancements:

- You can now display all hidden lines automatically in 3D views.
- In View Properties, use the new Show Hidden Lines parameter to control the display of hidden lines in the current view. You can also define this parameter for view templates.
- To support the new Show Hidden Lines parameter, the Hidden Lines subcategory has been added to the following categories: Structural Connections, Structural Rebar, and Structural Stiffeners.
- ◆ In previous releases, the Discipline view parameter controlled whether hidden lines displayed in a view. In the 2015 release, the Discipline parameter and the Show Hidden Lines view parameter can act independently of one another.

Revision Clouds These have the following enhancements:

- Use standard draw tools, such as a line or rectangle, to sketch the revision cloud shape. Press the Spacebar to flip the arc direction in the cloud shape.
- You can specify the minimum arc length for revision clouds in a project on the Sheet Issues/Revisions dialog.

IFC Imports The importing and handling of IFC files are enhanced as follows:

- Link IFC: To link an IFC file to the current project, use the new Link IFC tool on the Insert tab.
- When opening an IFC file, you can specify whether elements join automatically (walls to walls or walls to columns). In the Open IFC File dialog, the Auto-Join Elements option is turned on by default. Turning off this option provides more control over the results and may improve performance during the import process.
- In the Import IFC Options dialog, column headings have been revised to improve clarity.
- Enhancements to improve the quality of linked IFC data result in increased visual fidelity and improved performance during the import process.

Schedules/Material Takeoffs The following parameters can now be included in a wall schedule or material takeoff:

- ◆ Base Constraint
- Base Offset
- Top Constraint
- ◆ Top Offset
- Unconnected Height

You can specify custom text to display for the Grand Totals title in the Custom Grand Total title field on the Sorting/Grouping tab of the Schedule Properties dialog.