Architectural CAD, IET-161	Name:
Spring 2013, Week 4	
In Class Evaluation (ICE)	Day and date:
Evaluation Model, Project Model	
50 points total	

Evaluation Model (20pts), download this model from the website

- Dimension the alcove so that the distance dimension from the south wall is 27' 0" from core face exterior to the core face exterior of both walls (1pt), make the interior of the room (NS) 19' 6" from the core face interior of the walls (1pt)
- Dimensions as a layout tool, place a string of dimensions using the Align dimension, on the Options Bar prefer the "Center of core" and select a string starting at the wall between rooms 105 and 106 and extend the string to the wall between rooms 108 and 109, 4 dimensions total (1pt), apply the Equality constraint (1pt), Equality Display set to "Value" (1pt), all dimensions 10' (1pt).
- Create a floor slab for the bottom floor by editing a type of floor family using the following guidelines: duplicate an existing floor and rename it to "5" Concrete Slab on Grade, Tile (1pt), change the structure to "Concrete, Cast-in-Place gray" (1pt), appropriate thickness (1pt), add a Finish 1 layer on top of the structural layer (1pt) "Tile Mosaic, Gray" (1pt) 3/8" thick (1pt).
- Install this floor on FLOOR 1 "Extend into wall (to core)" using the interior core boundary (1pt), alcove also, this will take some editing (1pt)
- Install the floor "Wood Joist 10" Wood Finish" on FLOOR 2 "Extend into wall (to core)" using the exterior core boundary (1pt), do not include the alcove, reorient the span direction to north south (1pt), attach the first floor walls to the bottom of the floor (1pt), support the floor with the exterior walls (cut out the wall) (1pt).
- Reorder the dimensions, annotations and symbols and eliminate redundancies so that they are neat and orderly using techniques discussed in class (larger dimension on the outside, no overlapping annotations on top of each other or on object lines, etc..) (2pts)
- Errors and Extras

Project Model (30 points total)

- Dimension your model per guidelines demonstrated in class, overall dimensions on exterior wall, core face exterior to core face exterior (1pt), whole units to1/2 foot increments (1pt) exterior wall jogs core face exterior to core face exterior (1pt), whole units to1/2 foot increments (1pt), 2 interior rooms, length and width (1pt), whole units to1/2 foot increments (1pt), 6 windows and/or doors from a nearby consistent reference (1pt)
- Dimensions as a layout tool, place a string of dimensions using the Align dimension, on the Options Bar prefer the "Center of core" and select a string on at least 5 repeating elements in your model (doors, windows, components, walls, etc...) (2pts), apply the Equality constraint (1pt), Equality Display set to "Value" (1pt), all dimensions the same value (1pt).

- Create a custom floor of your choice using the following guidelines: duplicate an existing floor and rename it to a name of your choice (use existing conventions) (1pt), modify the structure (1pt), modify the thickness (1pt), add a Finish 1 layer(s) on top of the structural layer (1pt) element(s) of your choosing (1pt) appropriate thickness(es) (1pt).
- Install this floor on your Level 1 "Extend into wall (to core)" using the interior core boundary (1pt)
- Install an existing or custom floor on FLOOR 2 "Extend into wall (to core)" using the exterior core boundary (1pt), reorient the span direction to north south (1pt), attach the first floor walls to the bottom of the floor (1pt), support the floor with the exterior walls (cut out the wall) (1pt).
- Install leader text callouts, on 4 items in your model that need additional information, 2 segment leaders (1pt), 3/32" Arial (1pt), CAPITAL lettering (1pt), multiline line text (1pt), neat and orderly (1pt).
- Reorder the dimensions, annotations and symbols and eliminate redundancies so that they are neat and orderly using techniques discussed in class (larger dimension on the outside, no overlapping annotations on top of each other or on object lines, etc..) (2pts)
- Errors and Extras