Architectural CAD, IET-161   Name: _____

Spring 2013, Week 6

In Class Evaluation (ICE)   Day and date: _____

Evaluation Model, Project Model

60 points total

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

- Create a ceiling by duplicating, editing and renaming the "GWB on Mtl. Stud" type to "GWB on Wood Stud" (1pt), structure to "Structure, Wood Joist/Rafter Layer" (1pt), structure to 3 1/2" (1pt).
- Install this ceiling on the second floor in rooms 201 through 206 (verify this by a section) (1pt).
- Install the ceiling "2' x 4' ACT System" in rooms 210 through 213 (1pt), rotate the ceiling grid in room 213 by 45 degrees (1pt), rotate the ceiling grid in room 212 by 90 degrees (1pt), rotate from the center, to maintain symmetry (1pt), install Troffer lights "Troffer Light - 2x4 Parabolic" in every other full grid (checkerboard) in room 212 (1pt), "Aligned" to the ceiling grids (align the first one, select it, use the copy command, check multiple on the Options Bar and use a common end point (like a corner) to copy the rest of them) (1pt).
- Install stair, FLOOR 1 to FLOOR 2, Run, Straight options (1pt), modify the risers to 18 (1pt), start sketching in the main hallway in the center of the building facing west, sketch out 9 stairs, provide a landing, then 9 stairs sketching east (1pt), align and lock the landing to the wall with door 10 on it (1pt), align and lock the south side of the stairs to the wall with door 11 on it (1pt).
- Cut out the FLOOR 2 to accommodate the stairs, "L" shaped section (1pt) aligned and locked (1pt) cut out the eastern portion of this floor by about 15 feet (1pt), install a railing "Handrail – Pipe" around the open area of the stairs and the open eastern section of the floor (1pt), Camera Views named "Camera Stair" and "Camera Railing" to verify your stairs and railing, show the whole item in the view (1pt).
- Errors and Extras

Project Model (40 points total)

- Create a ceiling by editing and renaming the "GWB on Mtl. Stud" type to a type using a wood veneer on the bottom of the wall board (like the book) and wooden studs (1pt), "GWB on Wood Stud - Wood" (1pt), structure to "Structure, Wood Joist/Rafter Layer" (1pt), structure to 3 1/2" (1pt) wood veneer of your choice (1pt).
- Install this ceiling in a large room of your choice (1pt), provide a camera showing the length of this room named "Camera Wood Ceiling" (1pt).

- Install a "2' x 4' ACT System" ceiling in a hallway of your choosing (1pt), trim boundary so that only the hall or a small linear portion of the ceiling is showing (1pt), line the ceiling grids so that there are full panels, that are symmetric, down the length of the hallway (use your reference plane and an aligned dimension) (1pt), install Troffer lights "Troffer Light - 2x4 Parabolic" in every other full grid down the center of the hall (1pt), "Aligned" to the ceiling grids (align the first one, select it, use the copy command, check multiple on the Options Bar and use a common end point (like a corner) to copy the rest of them) (1pt), camera view named "Camera Hall" (1pt).
- Install straight stairs: One floor to the next, Run, Straight options (1pt), rename and make 5 foot wide (1pt), landing (1pt) lined up with itself and symmetric (1pt), aligned and locked to nearby walls or structures (1pt), looks proper (1pt), extra credit for extra details here (EC)
- Install spiral stairs: One floor to the next (1pt), aligned to nearby walls or structures (1pt), looks proper (1pt), extra credit for extra details here (EC)
- Provide an open area on one floor to the floor below (1pt), install railings on edge (1pt)
- Install windows on all exterior walls, at least 3 different types (1pt), exterior doors (2 at least), interior doors for all rooms (1pt).
- Install at least 20 different components like furniture, lights and entourage (2pts), Go the Revit Seek and download some items and install them (1pt), Go to Revit City and download some items and install them (2pts), Camera views named "Camera Seek" and "Camera Revit City" showing these items (1pt).
- On your long hallway with the troffer lights insert an Interior Elevation named "LONG HALL LIGHT PLACEMENT" of that wall (1pt), place doors if it is a featureless hall, install a series of sconce lights "Sconce Light – Uplight" on that wall at a consistent wall height (1pt), and consistent distance from each other and doors (1pt).
- Camera view down the length of that hall and name it "Camera Hall" (1pt), elevation 2', target elevation 10' (1pt) have entourage and furniture in the hall also (1pt), render an image, Setting – Medium (use Draft until you get it right) (1pt), Lighting – Interior: Sun and Artificial (1pt), While the image and dialog box are still open adjust the exposure if needed. Save image to project (same name as the camera view).
- Errors and Extras