Joseph Bertucci BIM Manager - Stanted

2 min

Robert Terry
3D Visualization Designer - Stanted



Joseph Bertucci BIM Manager - Stantec

1 min

Robert Terry
3D Visualization Designer - Stanted



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Robert Terry
3D Visualization Designer - Stanted

Instructional Demo



1

Joseph Bertucci

BIM Manager - Stantec

### Robert Terry

3D Visualization Designer - Stantec







## About the speaker

#### Joseph Bertucci @BIMtucci

- BIM Manager and Revit Architecture Certified Professional
- Bachelor's Degree in Architecture at the Illinois Institute of Technology
- Digital Design / Fabrication Specialization
- Revit Architecture Certified Professional
- Designer / Leader / Educator
- Specialized BIM outreach/support and develop highly customized workflows
- Background in Themed Entertainment, Hospitality, and Commercial projects



## About the speaker

#### Robert Terry @3dRobT

- 3D Visualization Designer and 3DS Max Certified Professional
- Bachelor's Degree in Fine Arts at the University of Massachusetts
- 3D Artist / Animator with more than 20 years experience
- 3DS Max Certified Professional
- Develop highly customized workflows
- High quality renderings, animations, and real-time interactive previsualizations
- Background in Themed Entertainment, Hospitality, Commercial, and Government projects

## Safety Moment

In the event of an emergency...know where the exit signs are.

Upon leaving – we will see you at Table 6!

Be cautious when gambling – 3 phases (a.k.a. 1/3 rule)

- Temptation
  - Winning
    - Losing

In the event of an emergency...

You know where the exit signs are!!!



## Learning Objectives

DISCOVER DIFFERENT WORKFLOWS

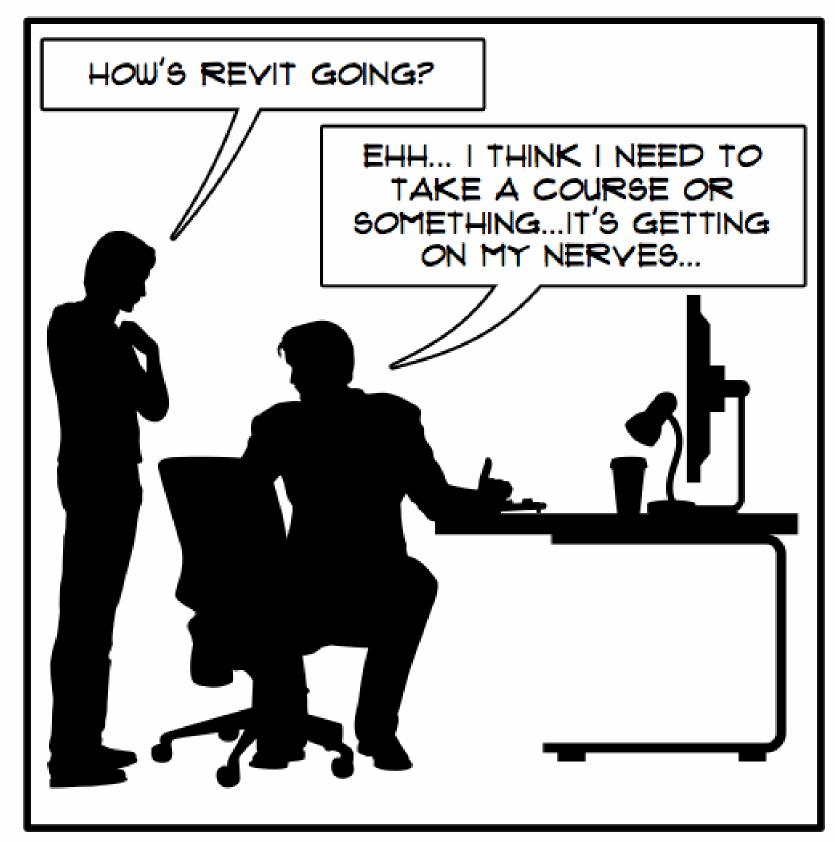
EXPLORE USE OF REVIT DOCUMENTATION WITH LANDSCAPE

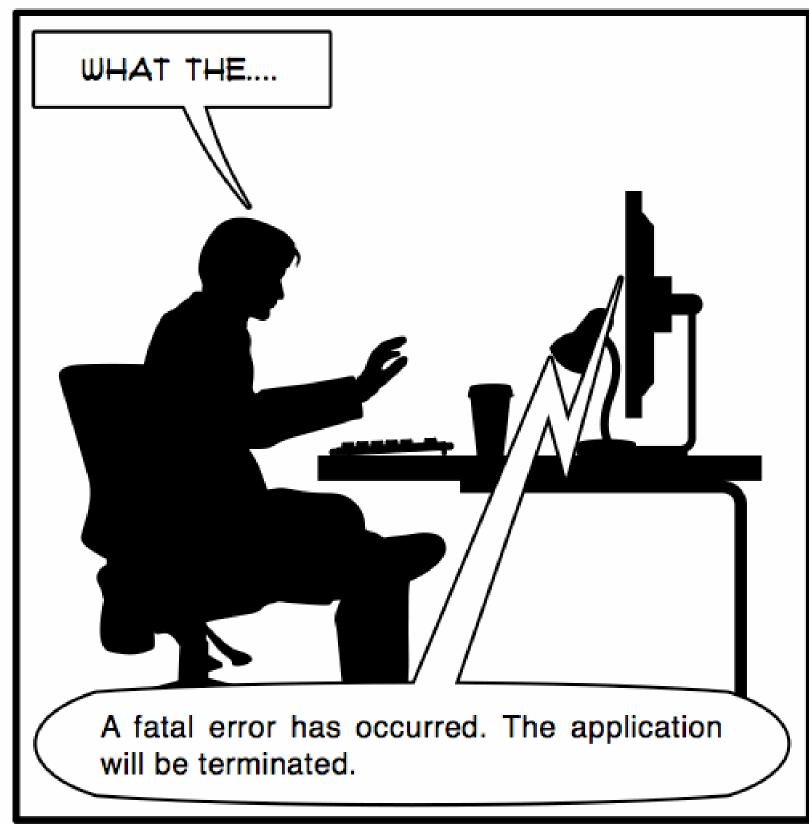
JUSTIFY EARLY COST TO MODELING SITE

STRENGTHS AND LIMITATIONS OF BIM SOFTWARE

# "We want to commit, but..."

## I Don't Know Where I Am Going







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## Disruptive Innovation

- Fear in Change
- Same Process Different Tool
- Deliverables are not changing just how we are producing them
- Being Ahead Of The Curve
- BIM is an ideal we strive for and where we are going

## So Why BIM?

#### **INHERENT**

- Automation of manual tasks
- Better communication of design intent

#### **ATTAINABLE**

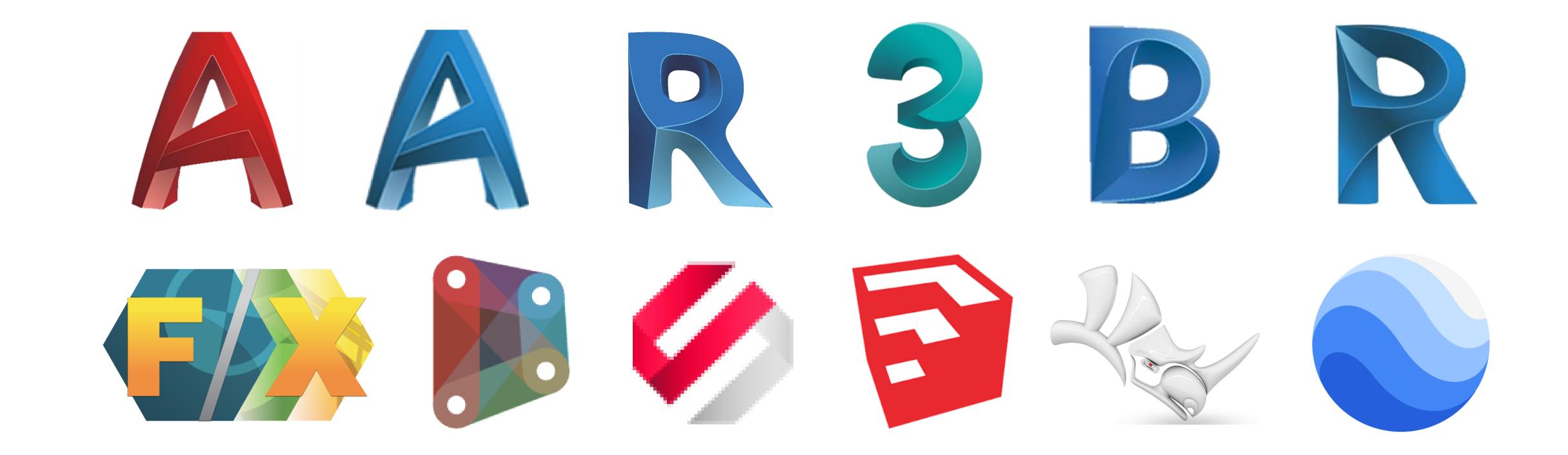
- Improved coordination
- Improved quality and efficiency

#### **INEVITABLE**

- Industry direction
- Client requirements







# The Right Tool for the Job

Multiple solutions for a desired result

All contribute to the development of Site

We will be focusing on Revit and 3DS Max

## Plus / Minus (Delta)

#### **AUTOCAD**

Plus = Familiar and versatile, stepping stone to 3d programs like SketchUp

Delta = Not multi-discipline solution

#### **REVIT**

Plus = Interoperability, High impact 3d visuals, Multi-discipline solution, Documentation

Delta = Learning Curve, Different Approach

#### 3DS MAX

Plus = Versatile product for modeling/renderings/animations

Delta = Intimidating interface



### Migration Monday (a.k.a. Migraine Monday)

How do we migrate from CAD into Revit?

"We" as BIM Managers are the GPS.

- Remove 3D from the equation for the moment
- Yes...I know...not the best Revit sales pitch
- Take advantage of schedules, areas, revisions, and documentation tools
- Multi-discipline collaboration

4 Phases/Stages Process



# Phases/Stages

4

#### **MANIPULATE**

3

#### **ELEVATE**

DYNAMO & AUTOMATION

Sloped Floors, Topo
Adjustments, Hosting Elements

2

**FLAT** 

HORIZONTAL 3D

Floors, Planting, Subregions

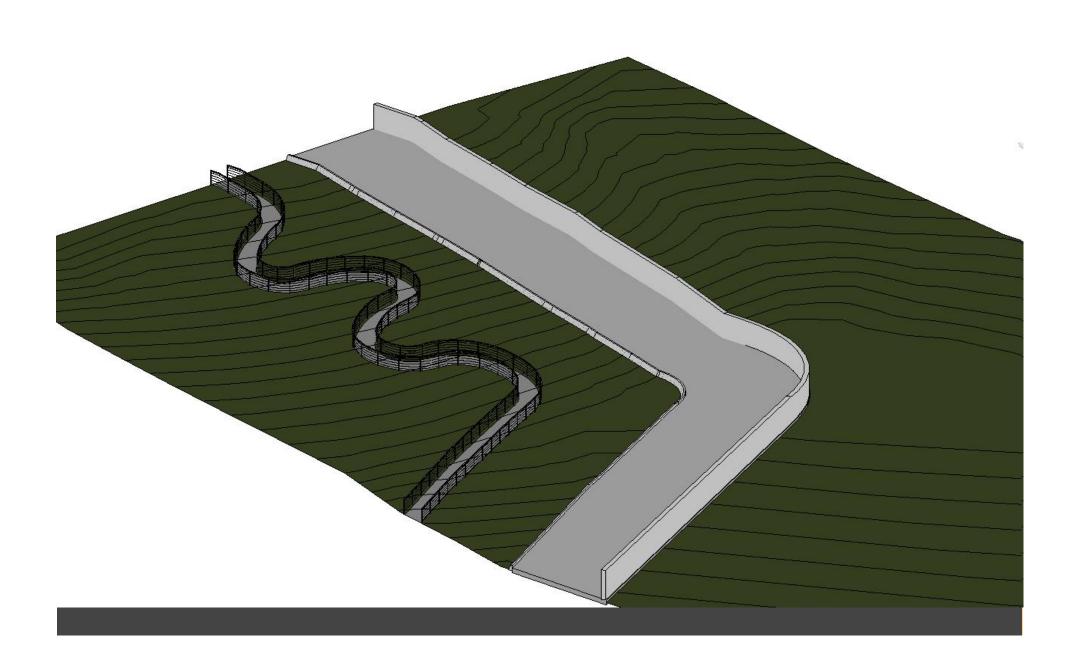
VERTICAL 3D

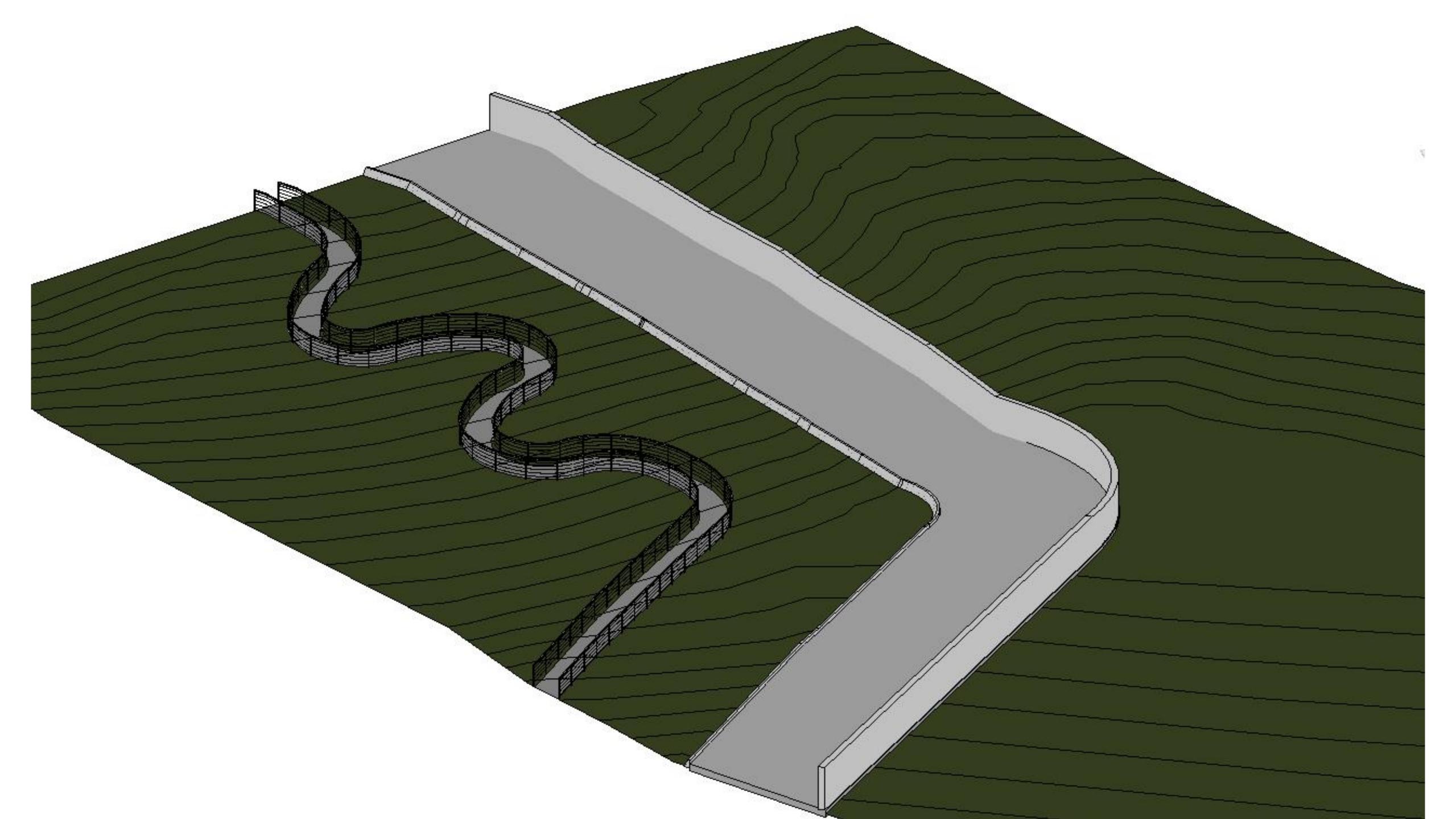
Levels, Walls, Stairs, Ramps, Railings

CONTAINER

2D ELEMENTS

Details, Symbols, Legends,
Notes, Schedules, Cartoon Set





### Modeling Techniques

#### FLOORS & SUBREGIONS

Hardscape / Landscape to be placed as these.

Use of subregions will help map floor to topo

#### TREE PLACEMENT

Place trees along curves with Dynamo

Use plant families with nested root balls.

#### RAILINGS & CURBS

Railing can host to topo since 2018 Revit.

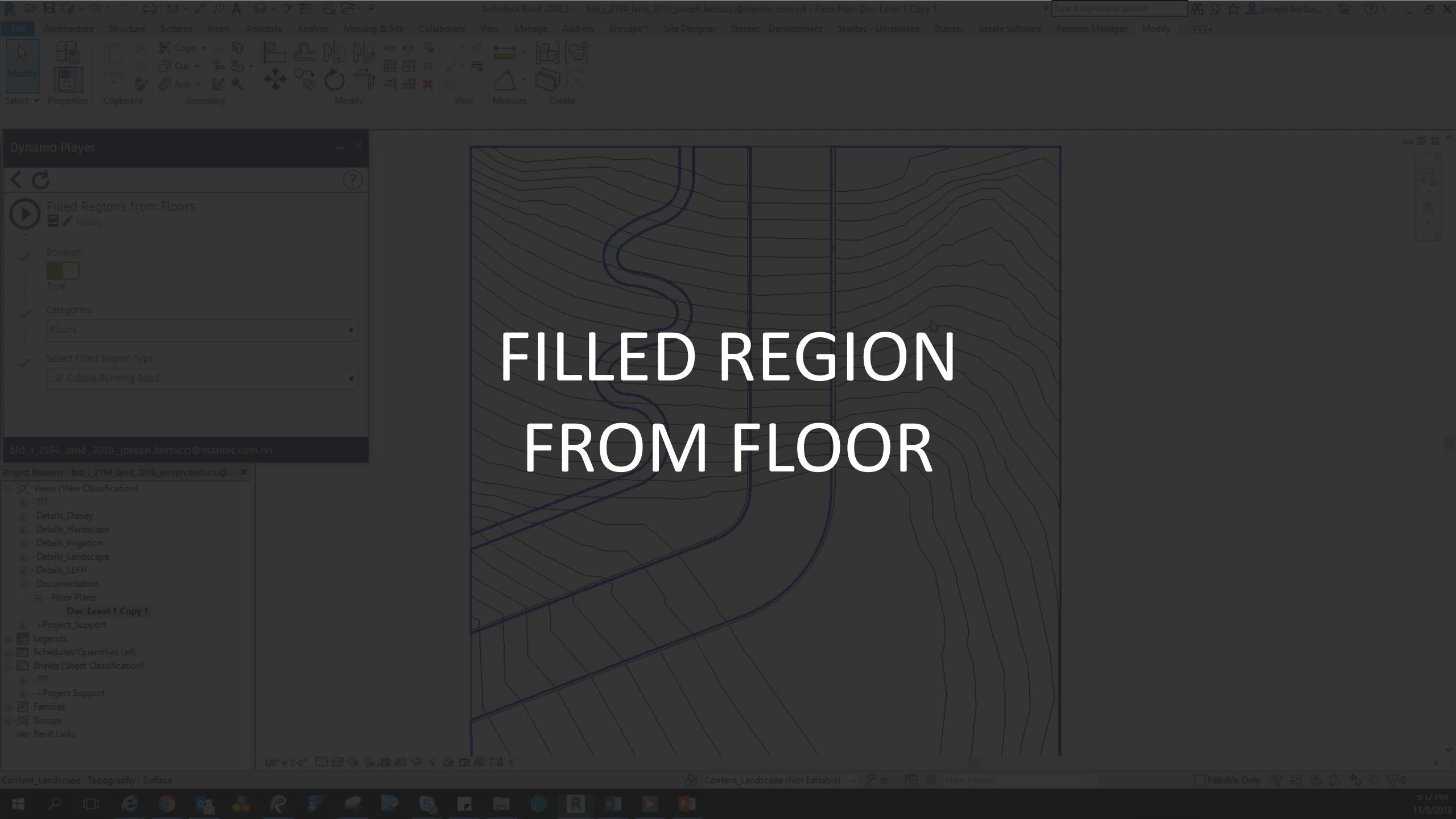
Curbs can be railings

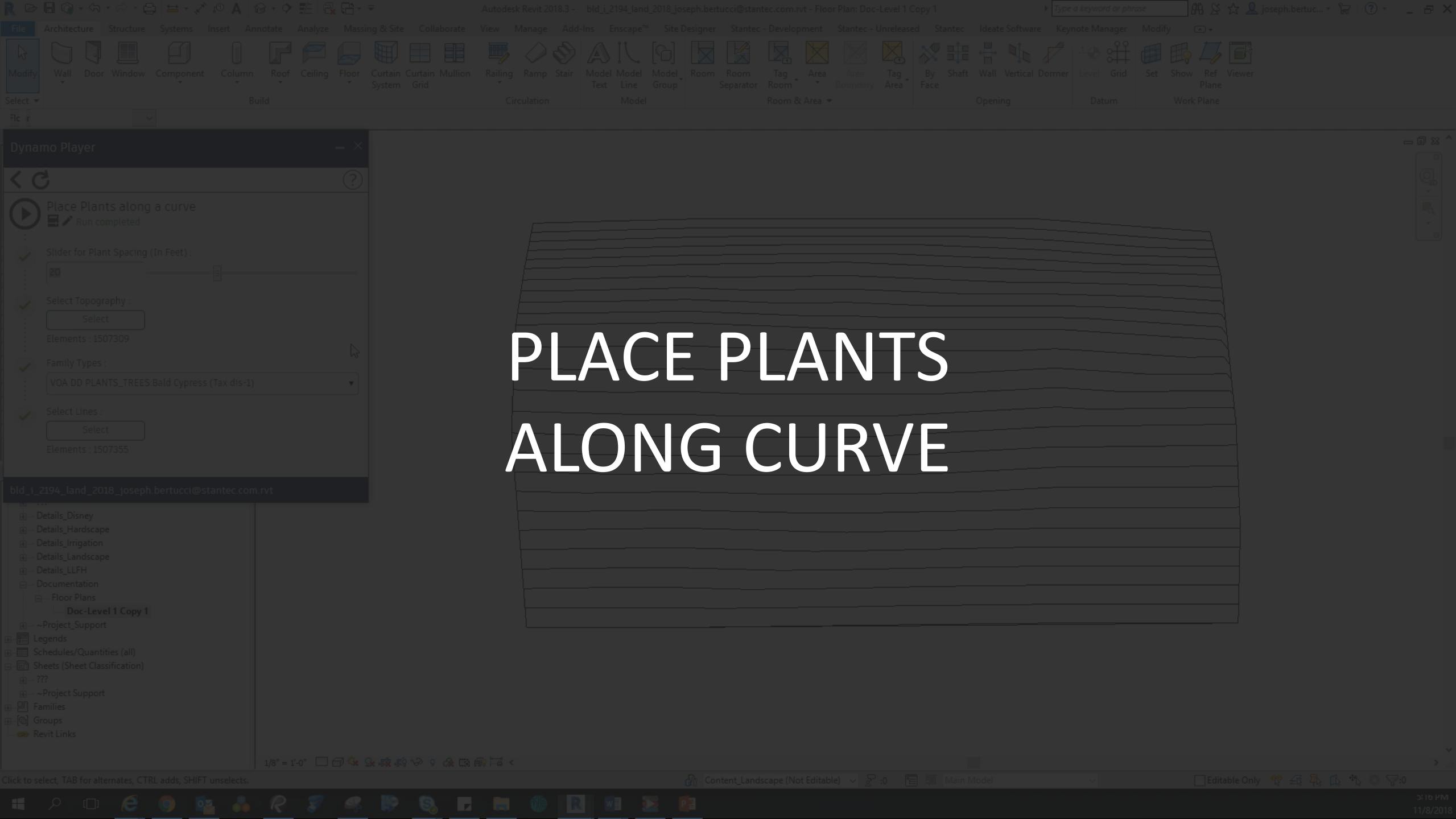
#### PLANT CALCULATIONS

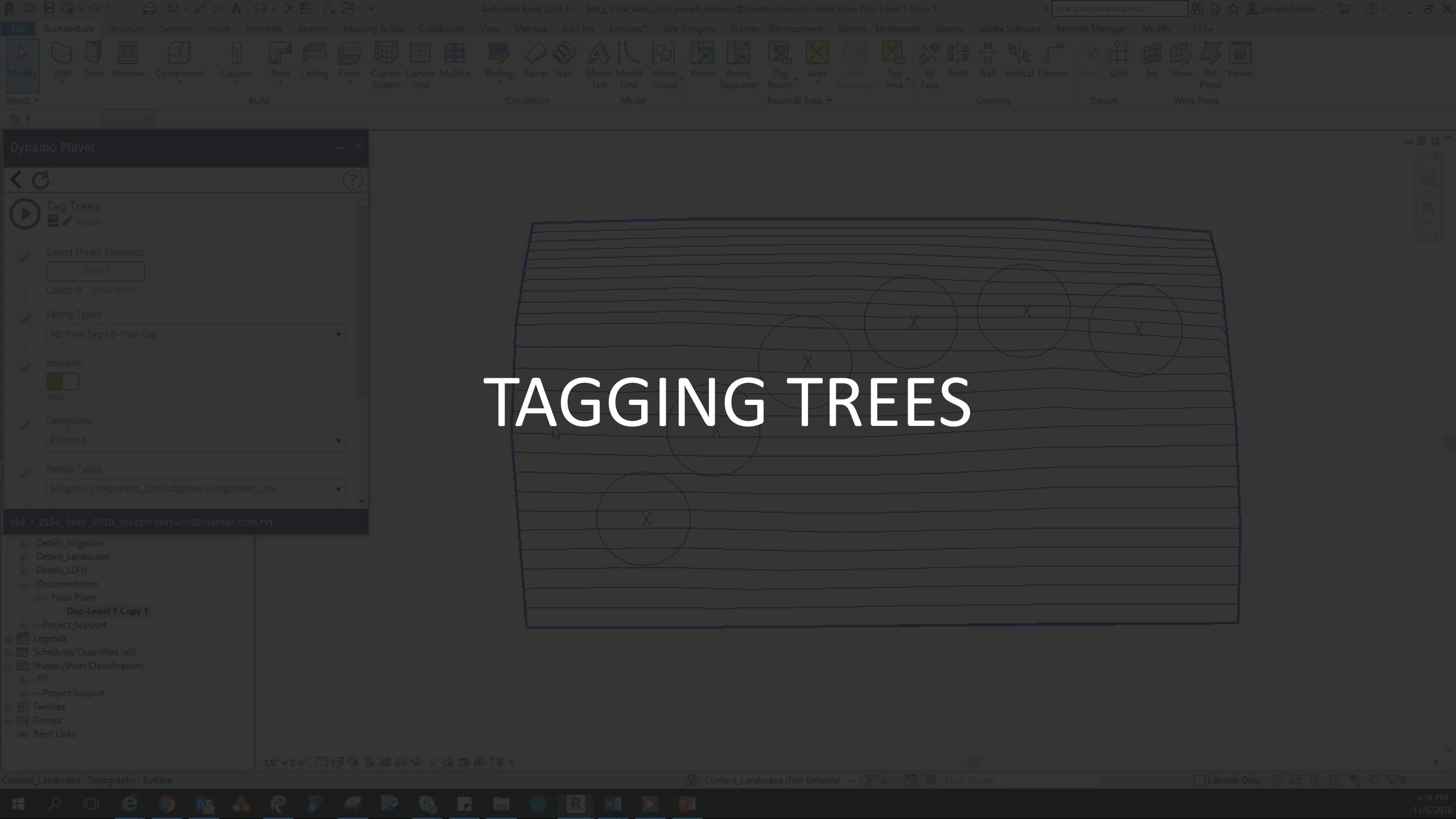
Annotation tags made to enhance documentation

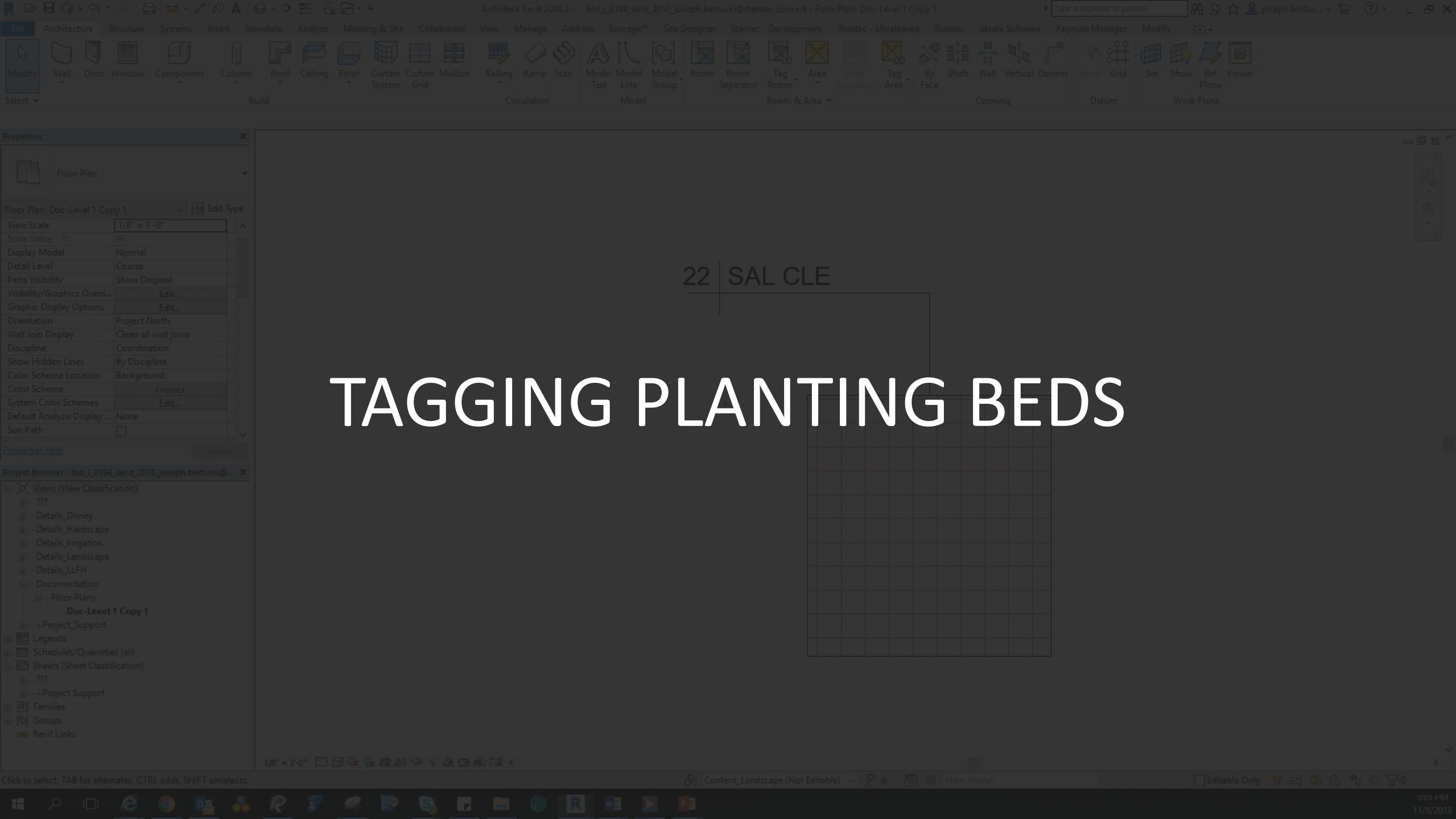
Tags recognize Plants per sq/ft parameter in floors









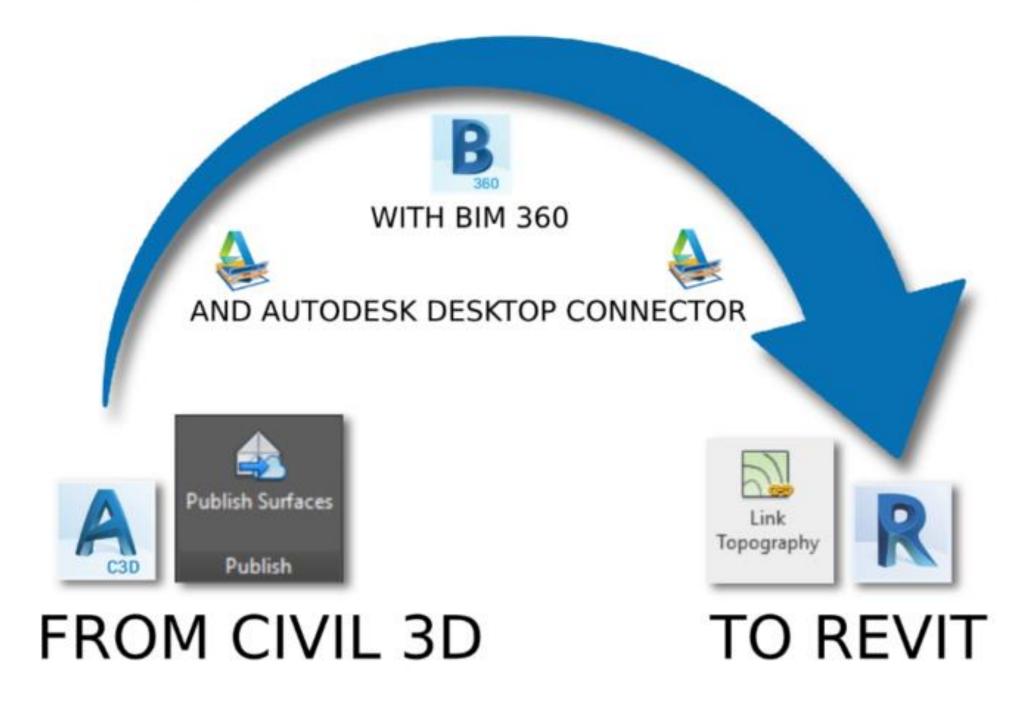




### Civil with Revit

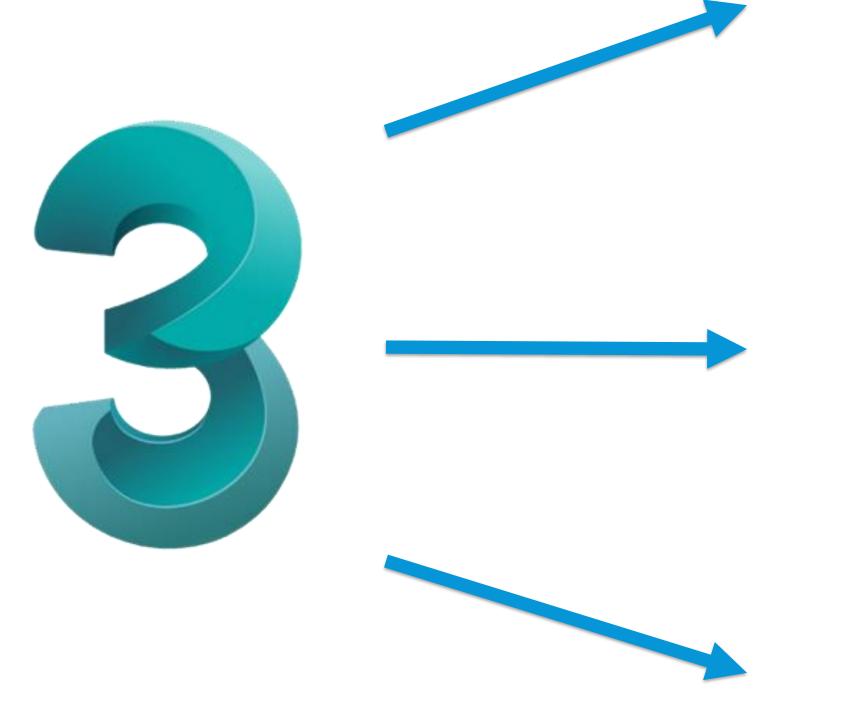
- Revit 2019 Link to Topography
- BIM360 use for team collaboration
- From Civil 3D 2019 publish surfaces to BIM360 Document Management using Desktop Connector.
- Retain shared coordinates between software.
- Updates subregions upon re-load

### TRANSFER YOUR TOPOGRAPHY



# DESIGN ENHANCE PRESENT





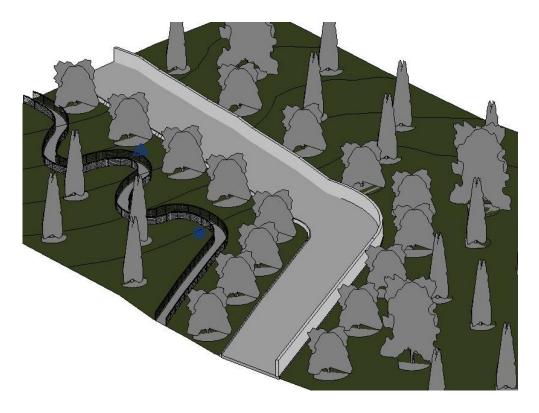


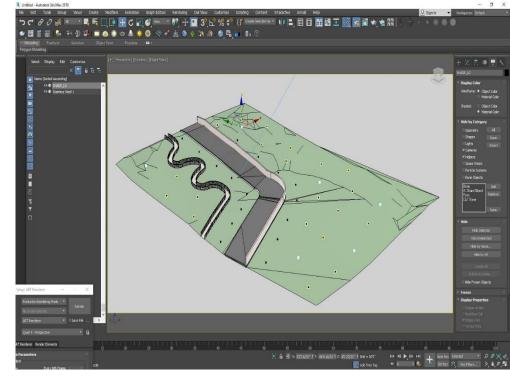


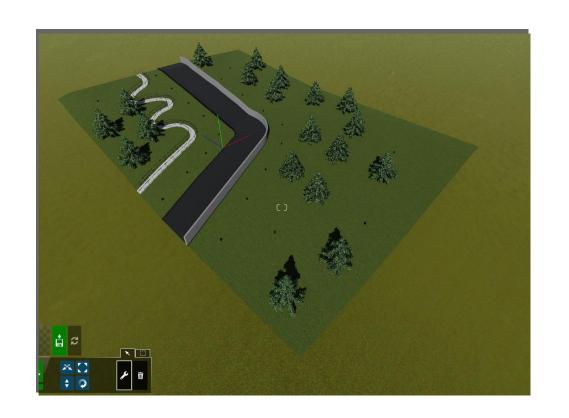


## Workflow Example









Plant families – Nested root ball family (categorized as site) with a material associated to the plant type

Place trees in Revit – Export each tree type as separate FBX

Link FBX (do Not Combine

Entities) – Trees are "dummy"

objects but root ball is

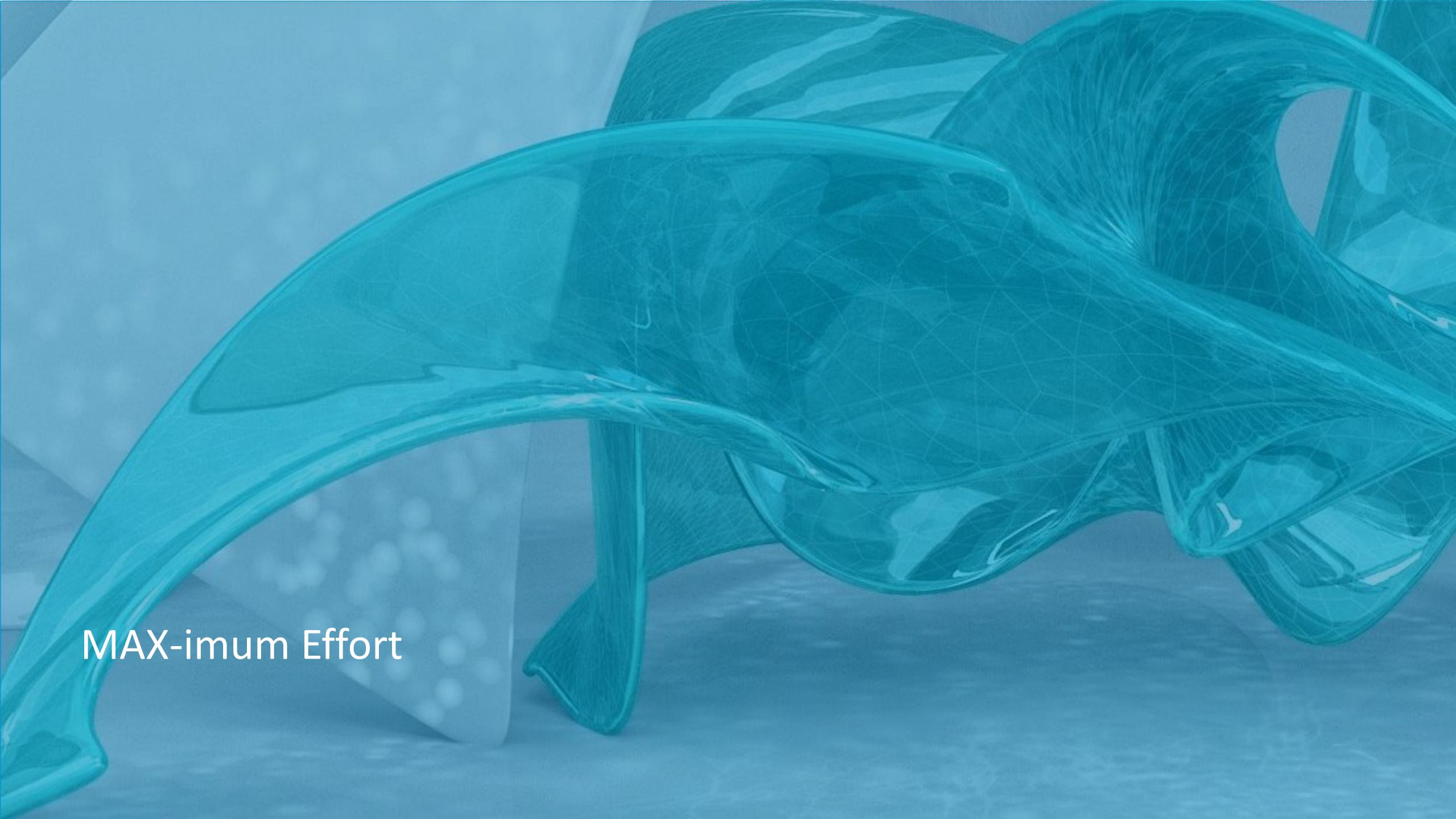
recognized as geometry. Export

as FBX for Lumion.

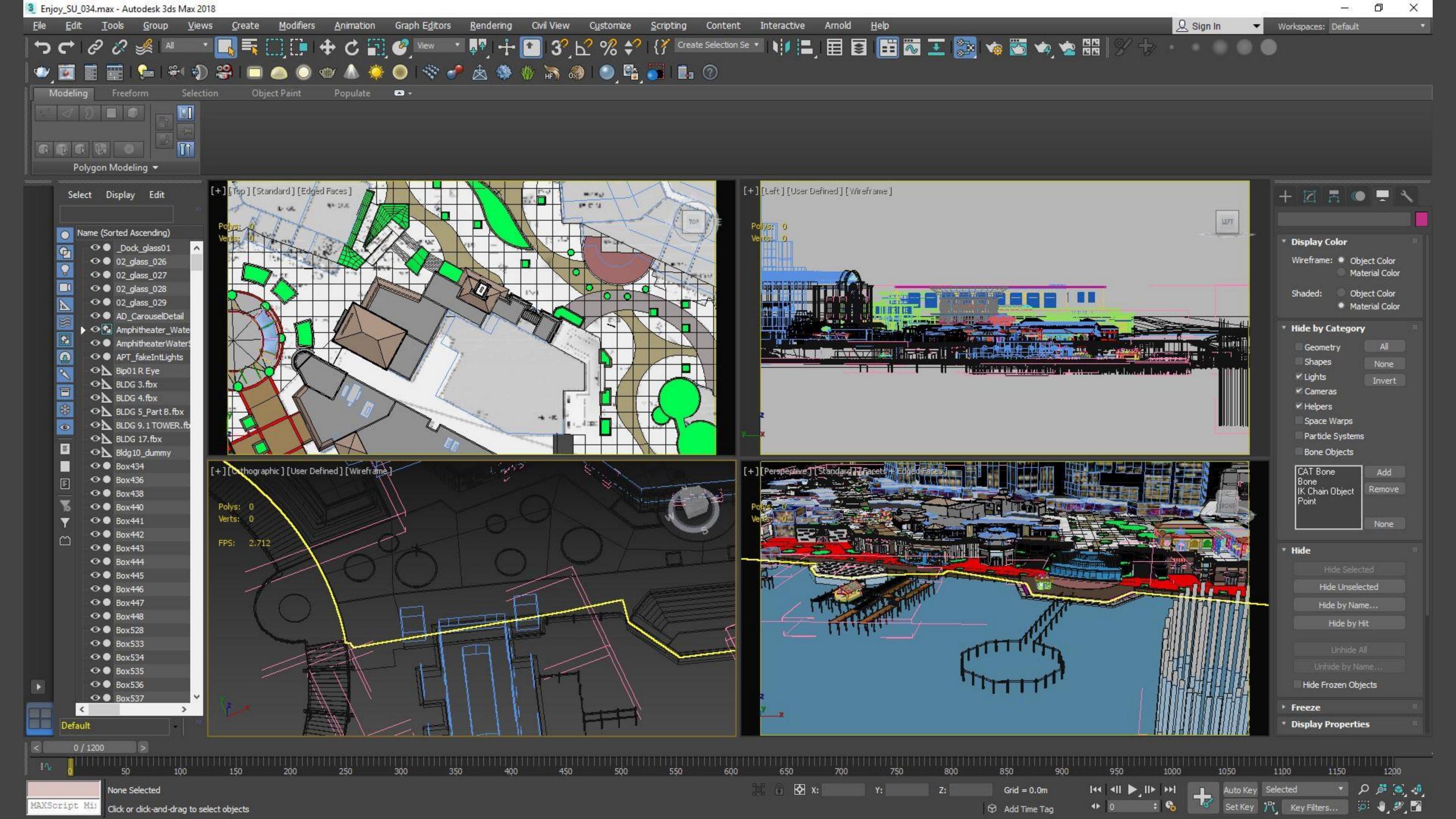
Place item on nodes in Lumion













## Form Follows Function

## 3ds Max – Another tool in the toolbox

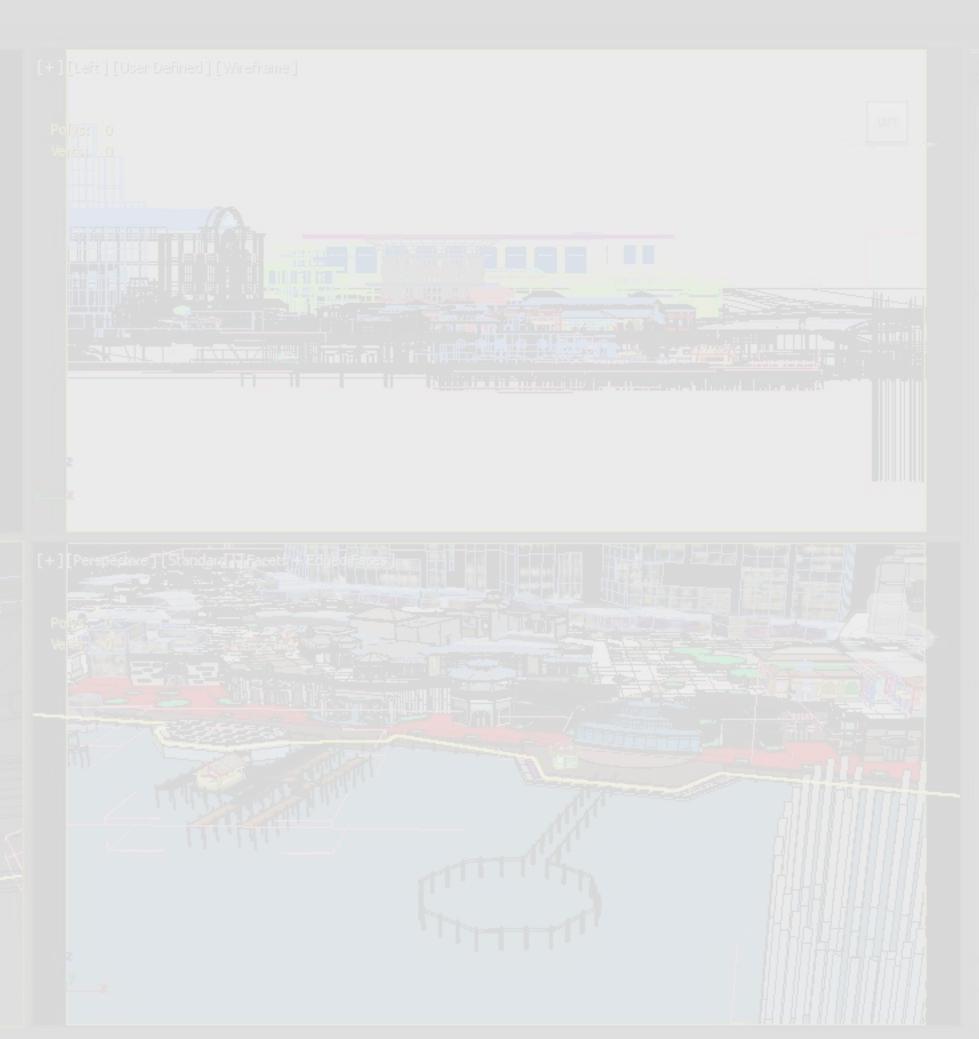
- -parametric design options
- -material mapping control
- -animation

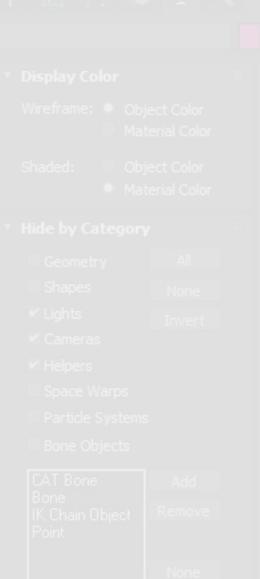
### SCULPTURAL / TENSILE / FABRIC

- Spline based parametric modeling techniques
- NURBS

### MOUNTAINS / ROCKWORK

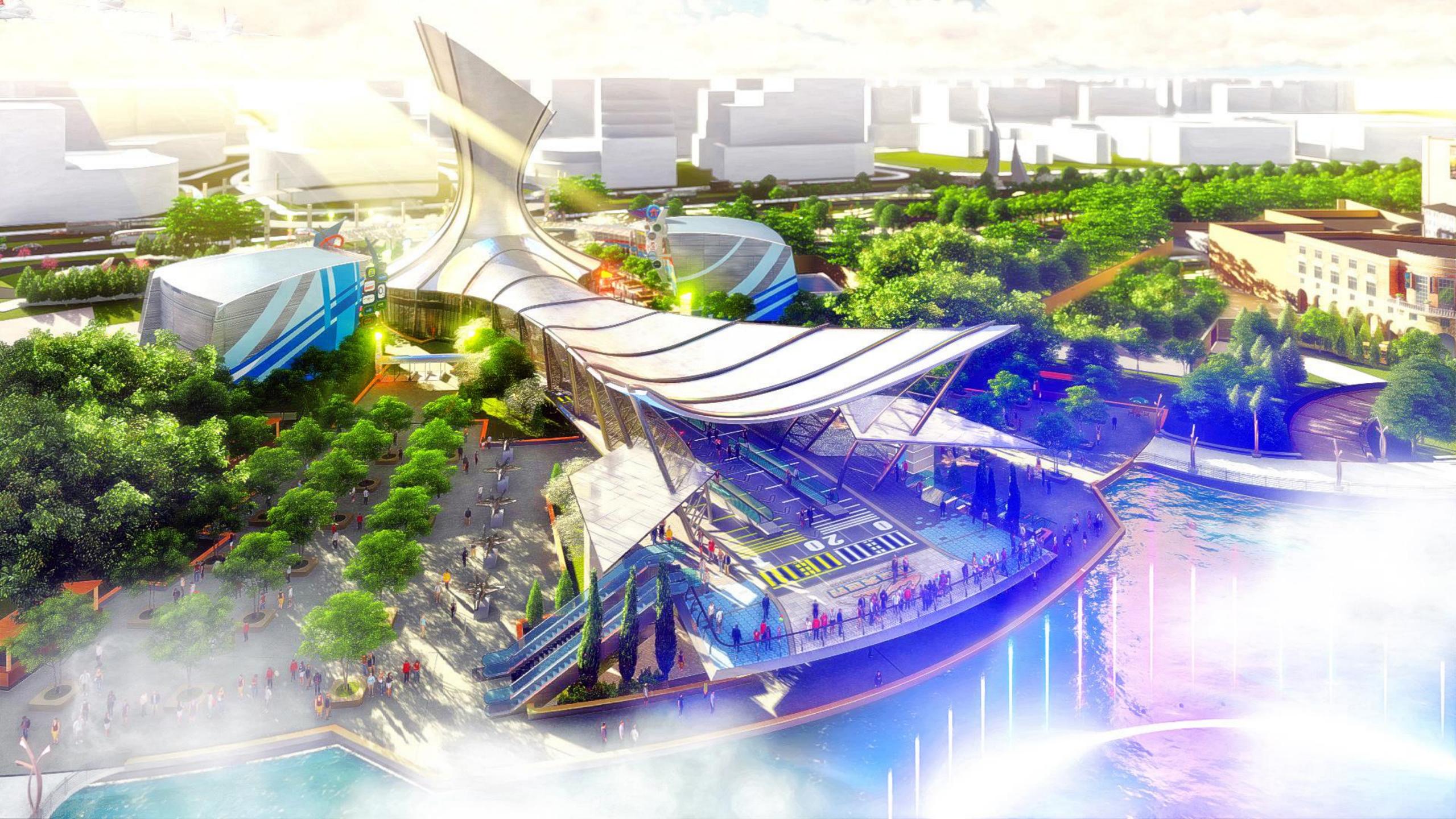
- Amorphous, organic modeling
- Procedural modeling

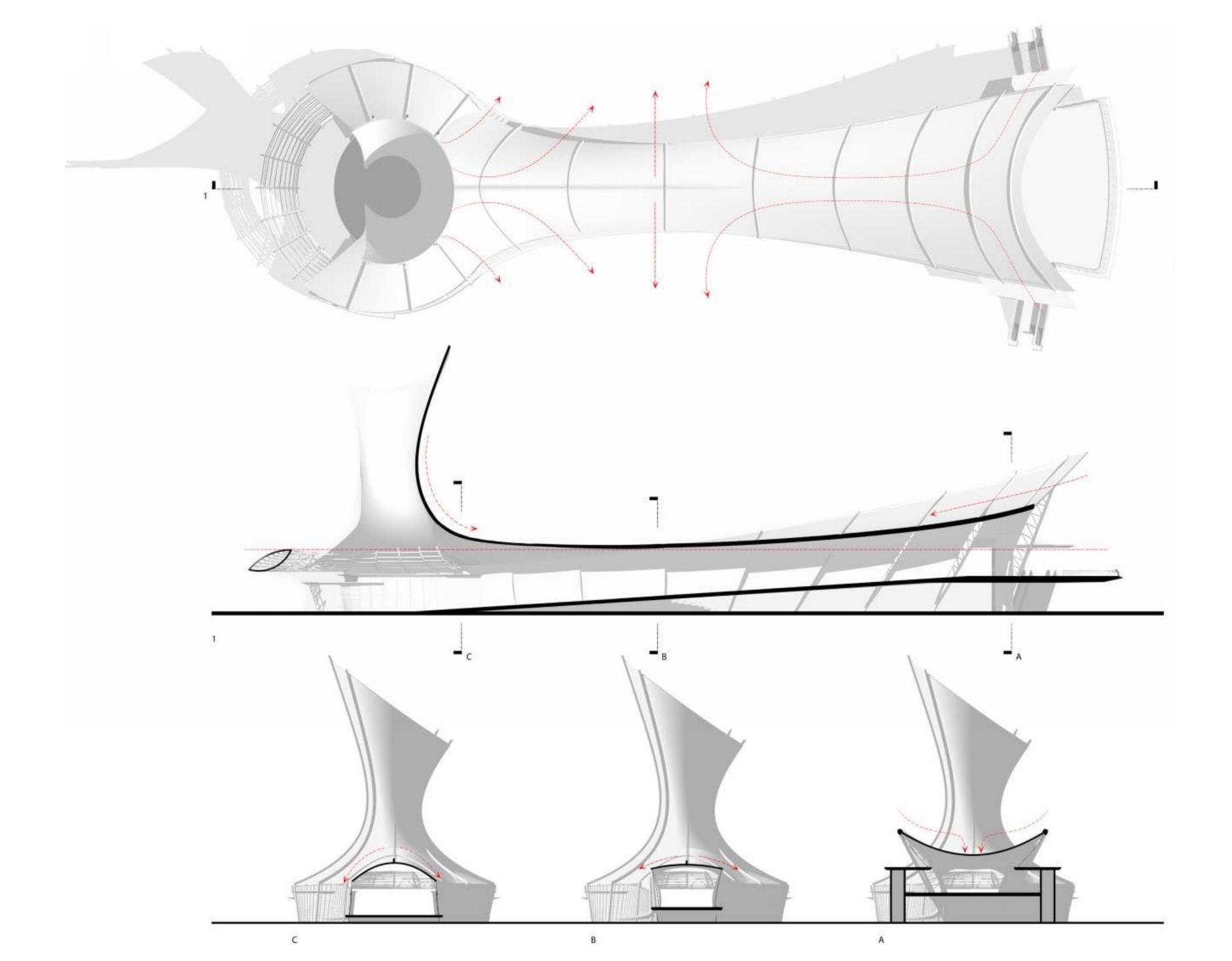


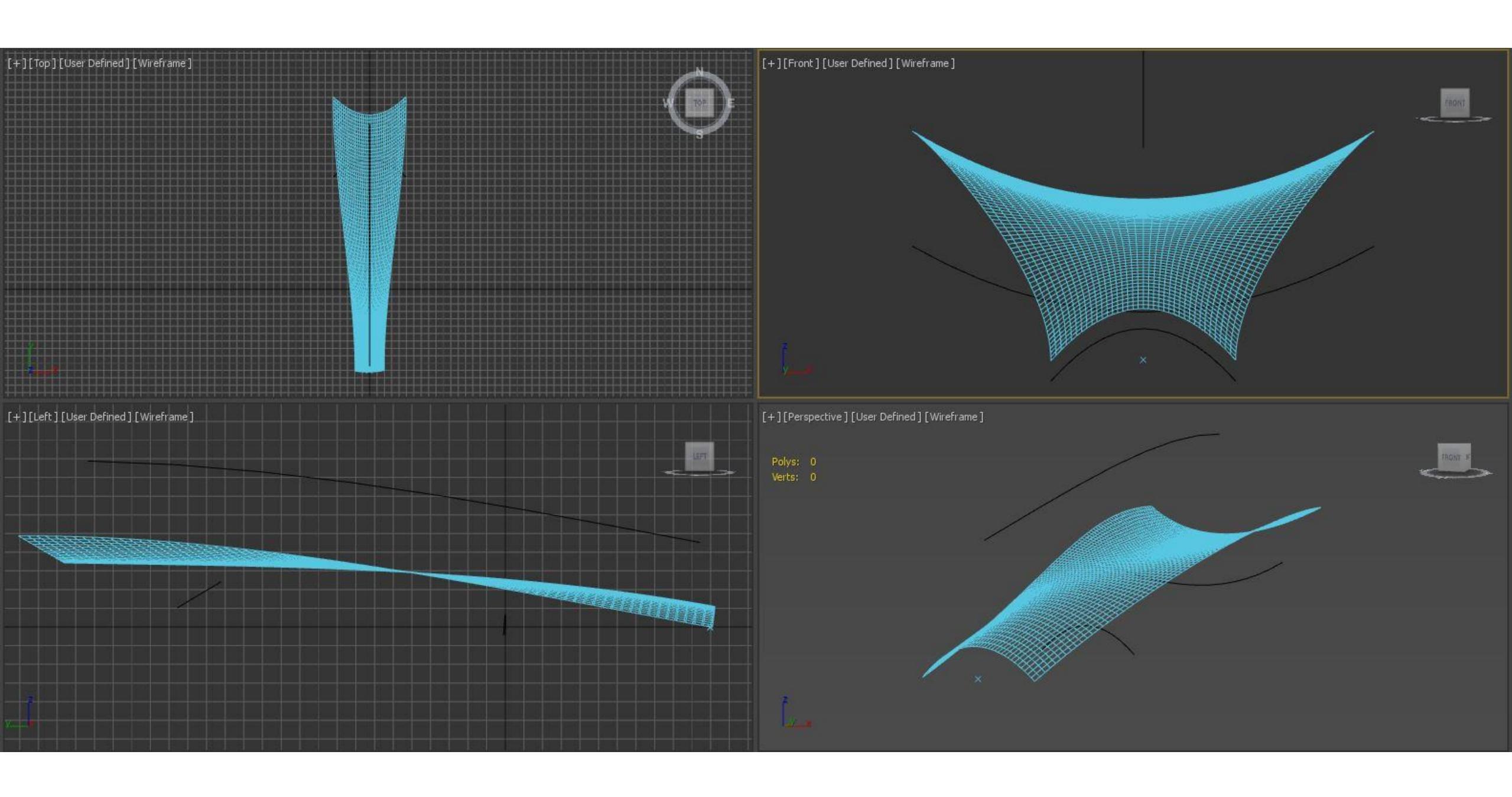


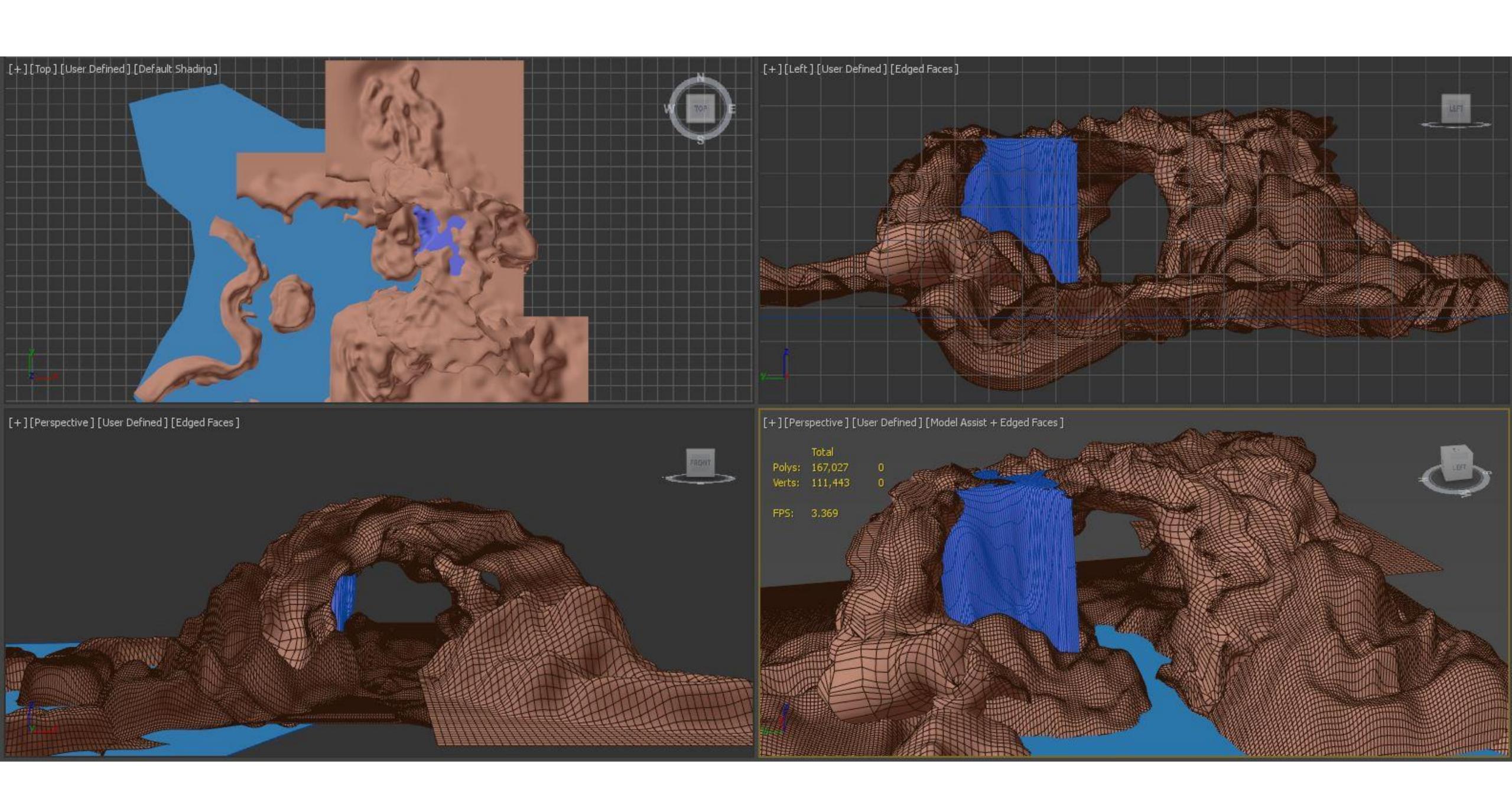
Display Properties

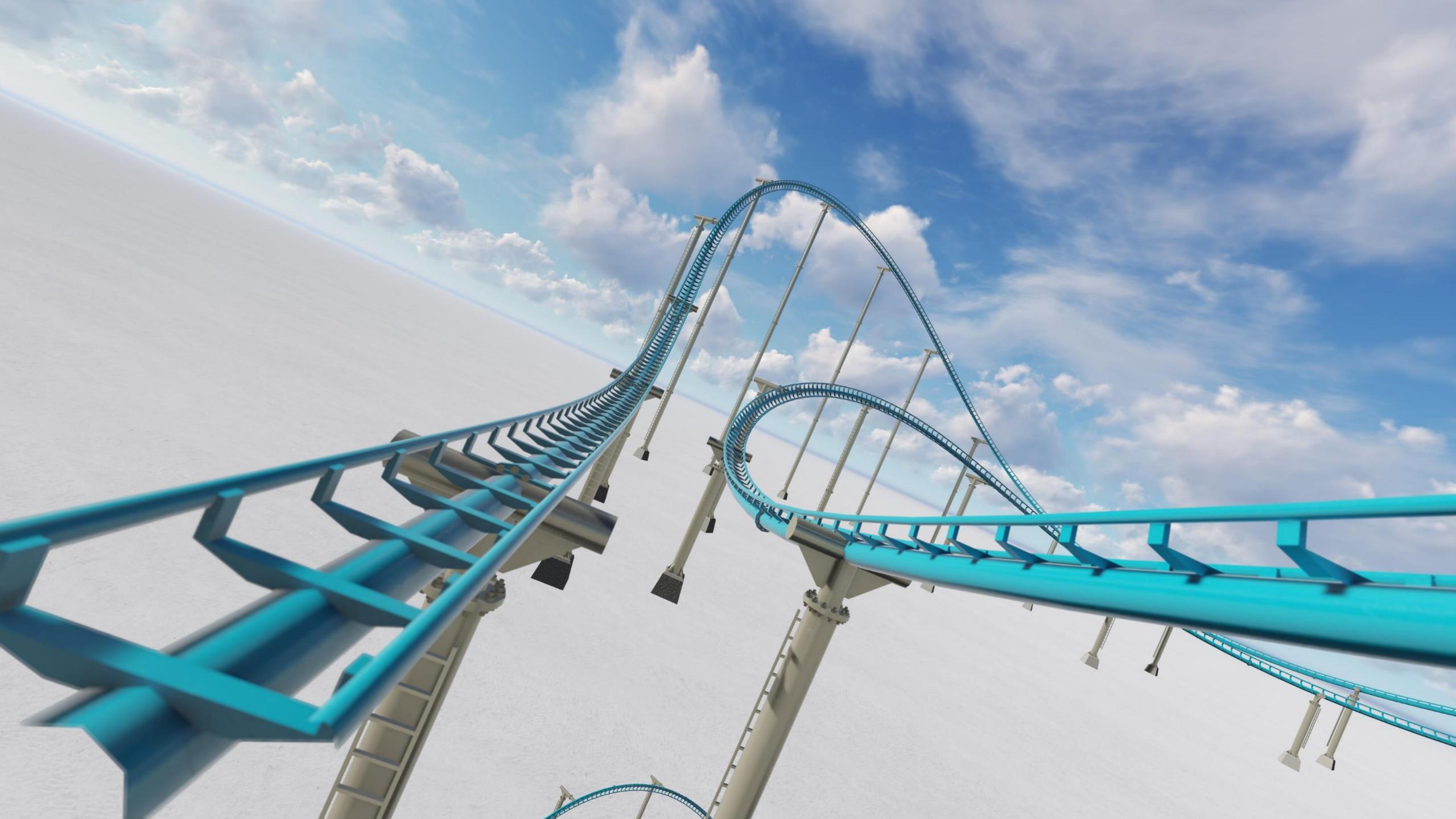








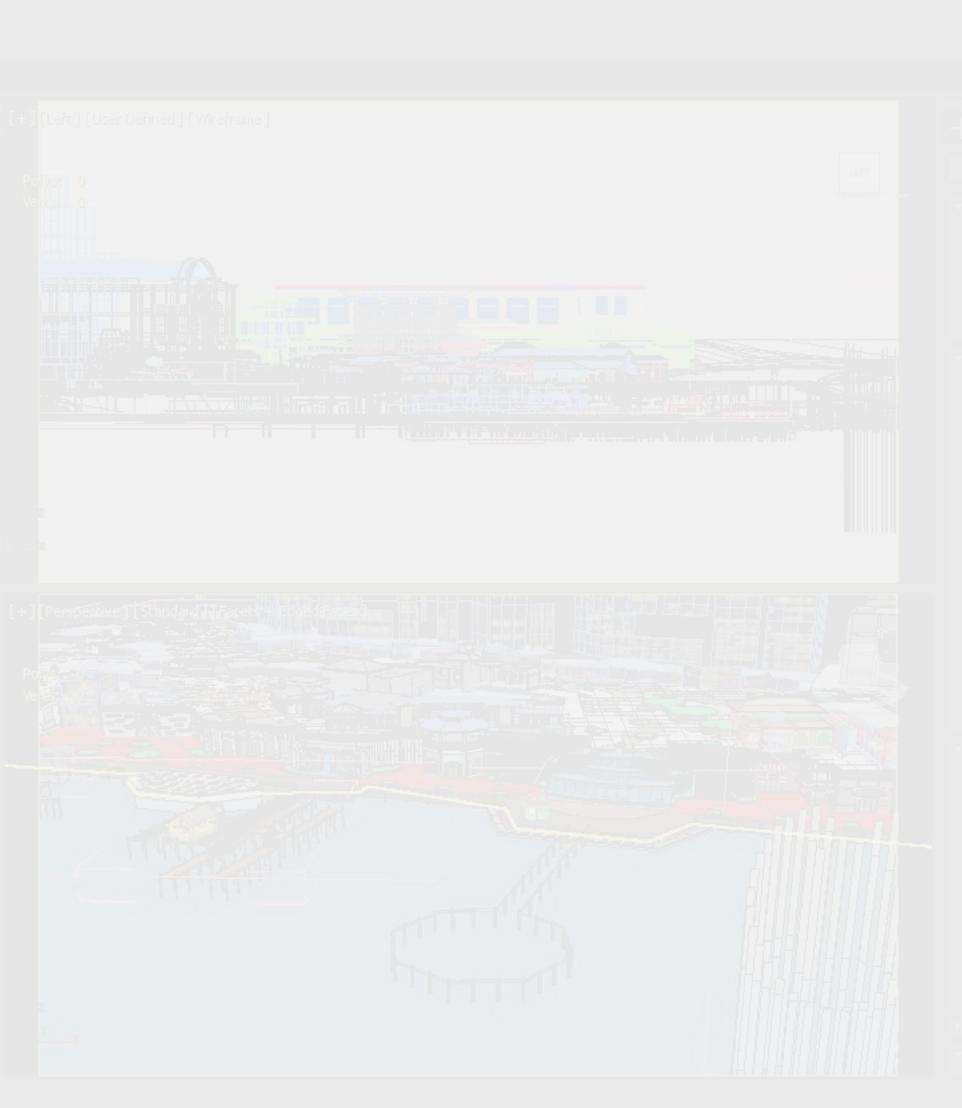




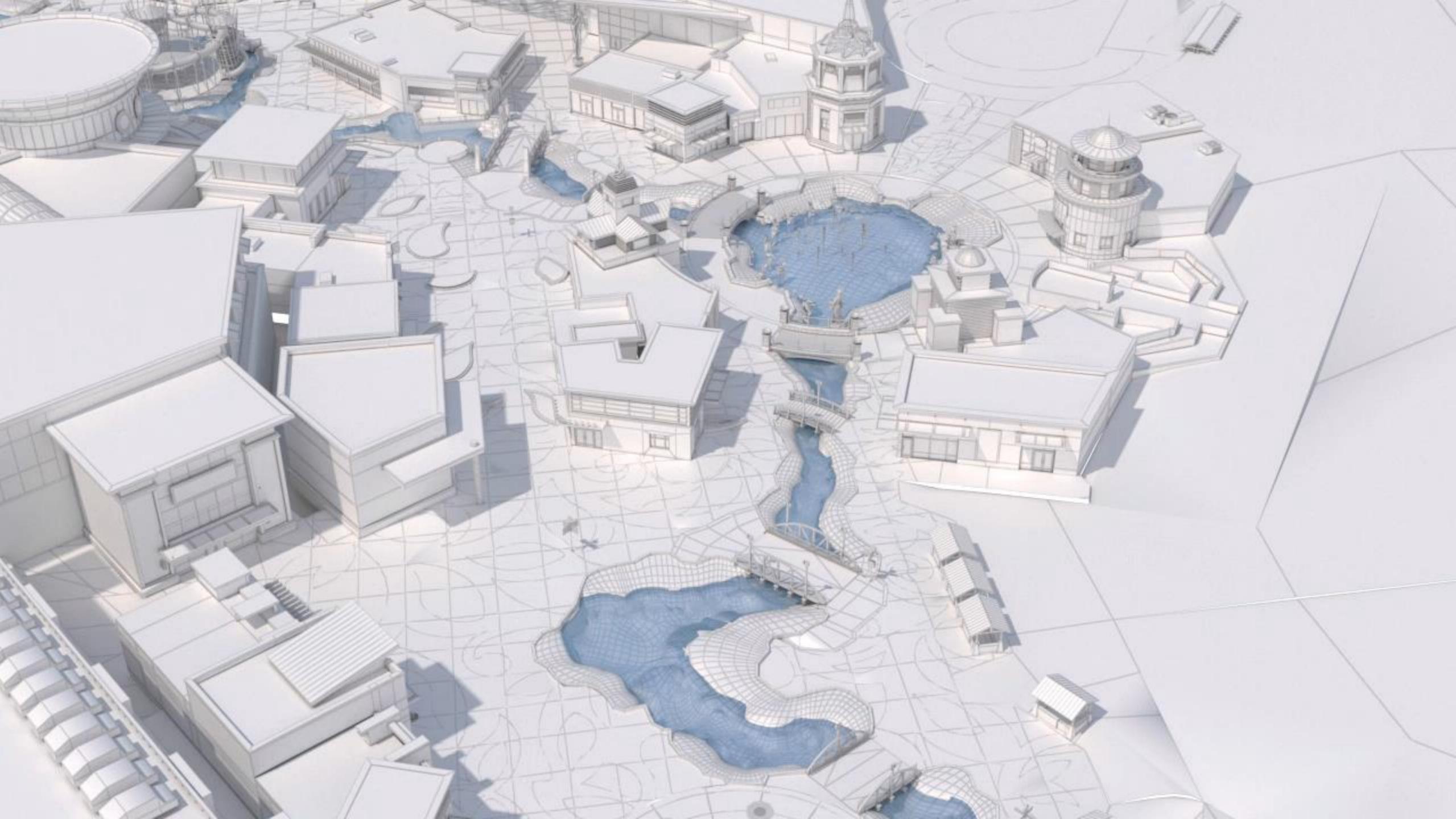


3ds Max – Another tool in the toolbox

- -parametric design options
- -material mapping control
- -animation
- ADDING JOINTS / BEVELED EDGES
- PATTERNS OVERLAY
- SOFTSCAPE / WATER EDGE







# 



# IM ON GRUISE CONTROL

## Revit Integration

As we push the limits of the tools we use, we discover adaptive and creative solutions to problems.

Typically relying on 3ds Max for tensile type structures, we learned how to create this type of model using Revit....

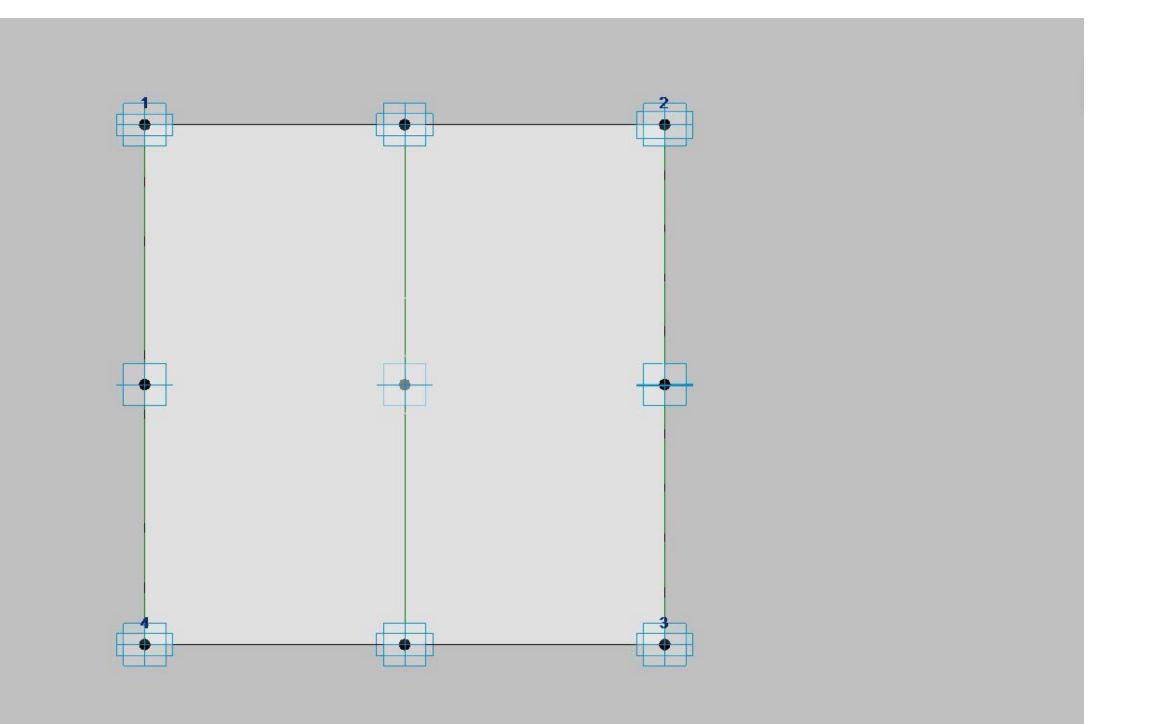
## Adaptive Families

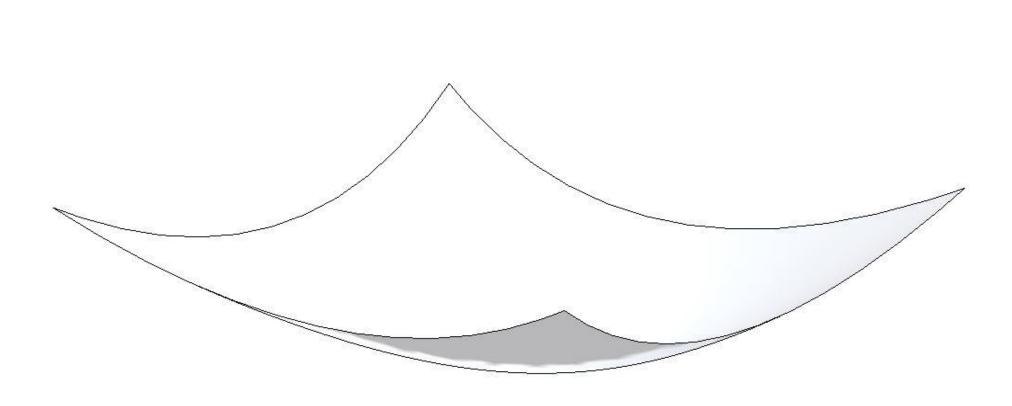
#### MULTIPLE POINTS OF INSERTION

4 Points placed in clockwise direction in plan for vertices

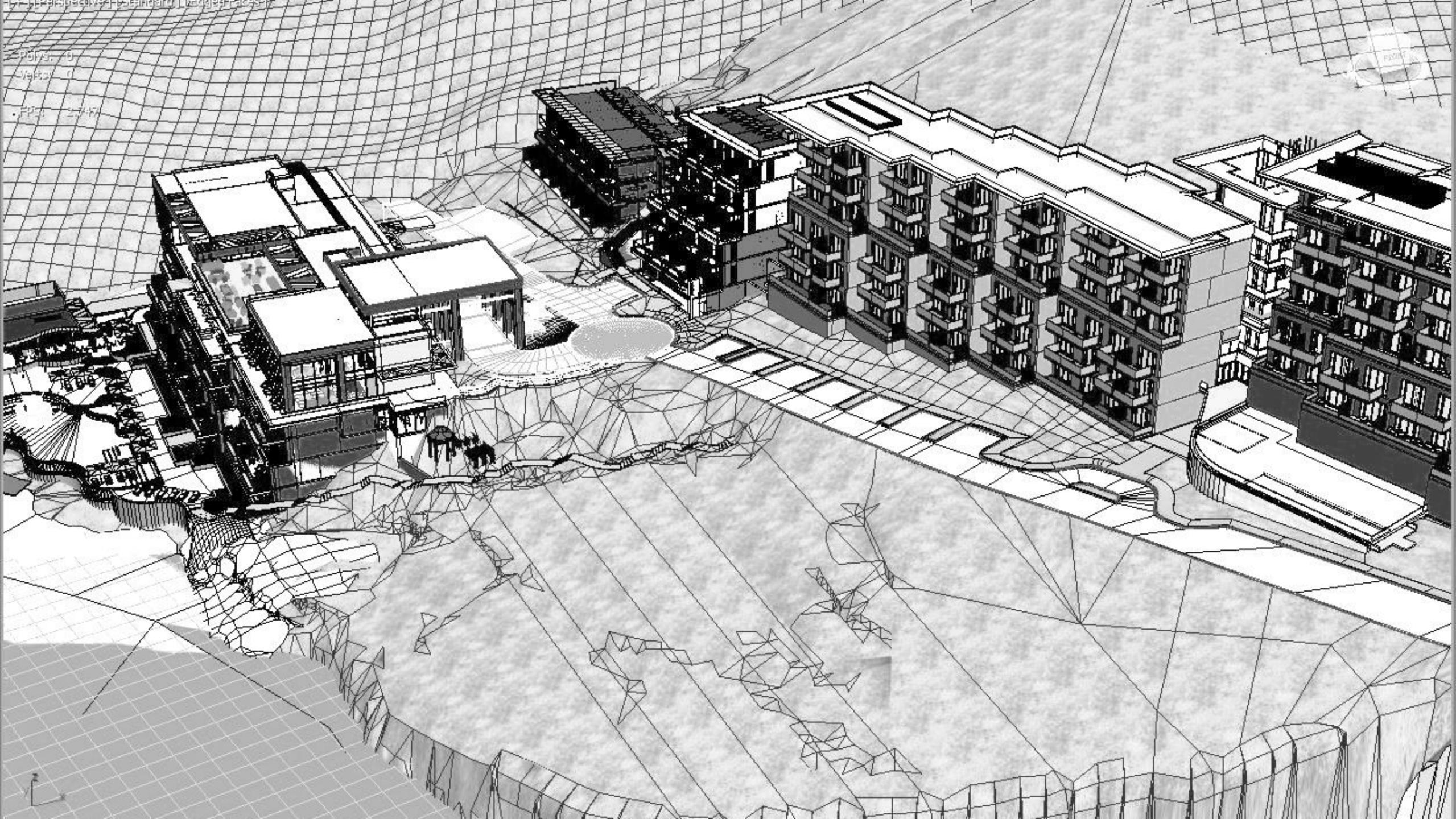
### CONTROL "SAG" IN ELEMENT

With additional point on edges and in the center, we can control the amount of "sag"





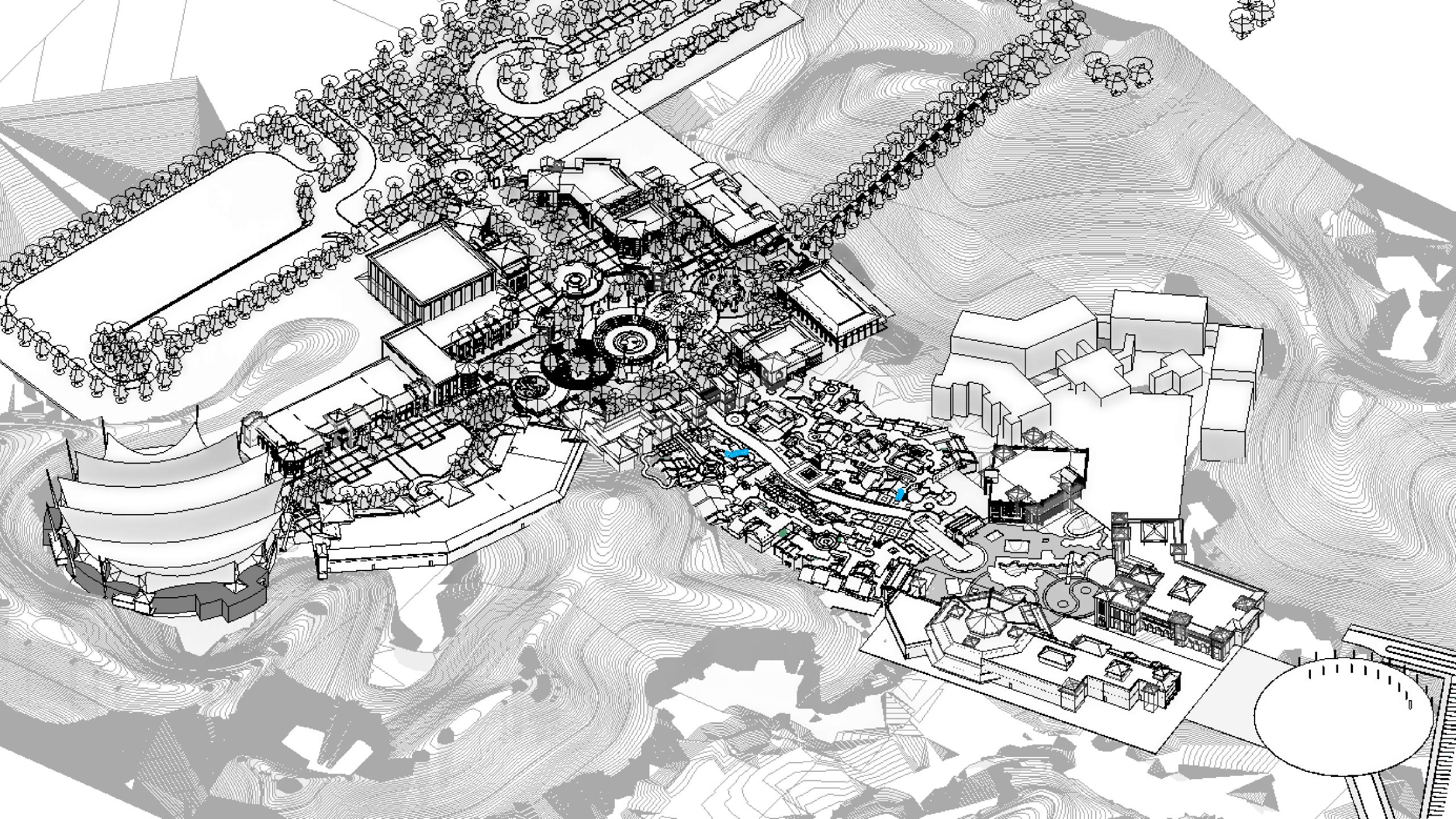




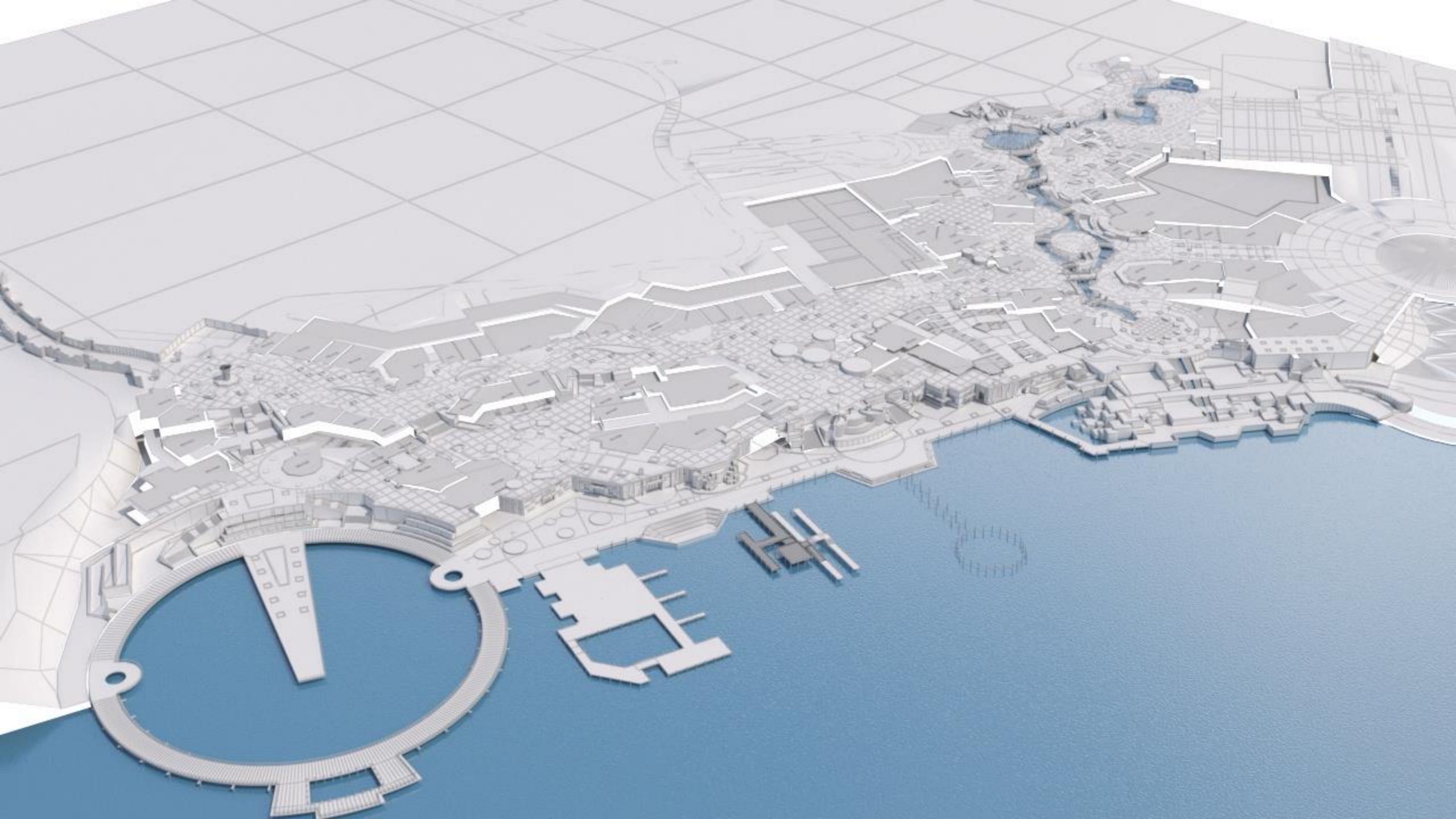






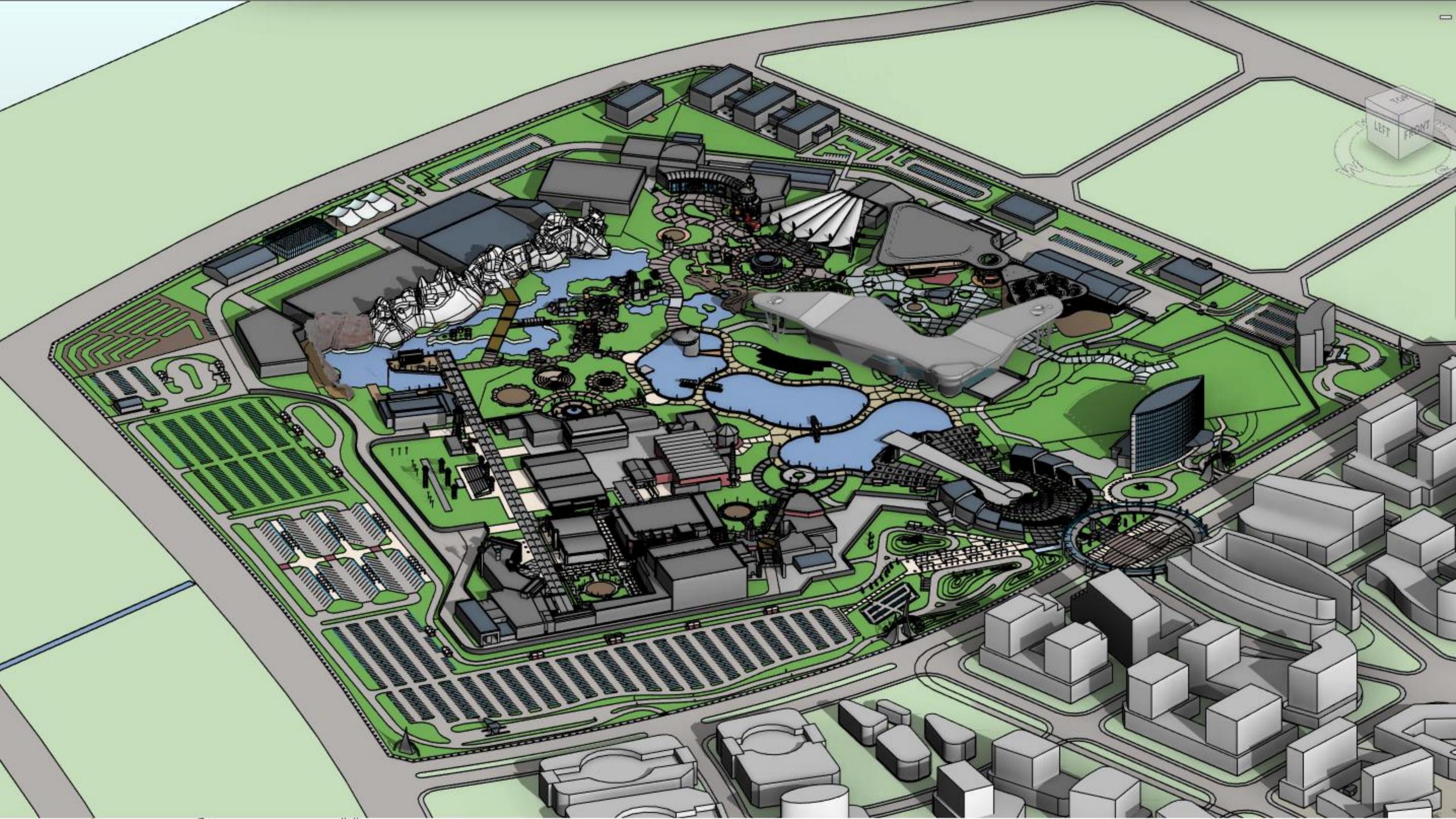
















## Final Thoughts...





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