

## Master Syllabus

### CAT 1121 - Introduction to Revit & BIM

**Division:** Science, Mathematics and Engineering

**Department:** Civil Engineering Technology

**Credit Hour Total:** 3.0

**Lecture Hrs:** 2.0 **Lab Hrs:** 2.0

**Prerequisite(s):** CAT 1101

**Date Revised:** January 2015

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### Course Description:

Learn Building Information Modeling (BIM) techniques and methodology. Develop proficiency with Revit Architecture modeling software including: user interface, modeling techniques, proper modeling workflow and document generation. Learn rendering and animation communication techniques. Two classroom, two lab hours per week.

### General Education Outcomes:

- ❑ Oral Communication Competency
- ❑ Written Communication Competency
- ❑ Critical Thinking/Problem Solving Competency
- ❑ Computer Literacy Competency
- ❑ Information Literacy Competency

### Course Outcomes:

#### Revit interface

Develop working knowledge of Revit user interface to create, revise and communicate model components and systems.

**Assessment Method:** Portfolios

**Performance Criteria:**

Score of 70% or better

#### Building Information Modeling

Develop knowledge of BIM strategies and techniques. Learn appropriate methods of modeling techniques for creating architectural models, including both system and component families.

**Assessment Method:** Portfolios

**Performance Criteria:**

Score of 70% or better

#### Revit communication techniques

Learn appropriate methods of sharing Revit models using drawings, renderings, walk-throughs and animations.

**Assessment Method:** Portfolios

**Performance Criteria:**

Score of 70% or better

#### Revit workflow

Develop working knowledge of proper sequencing, worksharing and prioritization in development of Revit architectural models.

**Assessment Method:** Portfolios

**Performance Criteria:**

Score of 70% or better

### Outline:

Software resources and support

User interface, project browser and library organization

System families and modeling techniques

Components and modeling techniques

Project organization and workflow

Rendering, animations and walk-throughs