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Unity for Architectural Visualization - Stefan Boeykens 2013-09-25
A tutorial packed with practical examples and screenshots to help you become an expert in architectural visualization using Unity.This book is written for students and professional architects who know how to model buildings in 3D and have a need to turn their design into an interactive model, even if you have never used Unity before. Experience with visualization and programming will be helpful, but is not required to follow along. You will learn all the basics throughout with the help of step-by-step examples. The majority of the examples work fine in any recent version of the Unity software, on Windows or Mac, but occasionally features of the Pro version are required.

BIM Handbook - Rafael Sacks 2018-07-03
Discover BIM: A better way to build better buildings Building Information Modeling (BIM) offers a novel approach to design, construction, and facility management in which a digital representation of the building product and process is used to facilitate the exchange and interoperability of information in digital format. BIM is beginning to change the way buildings look, the way they function, and the ways in which they are designed and built. The BIM Handbook, Third Edition provides an in-depth understanding of BIM technologies, the business and organizational issues associated with its implementation, and the profound advantages that effective use of BIM can provide to all members of a project team. Updates to this edition include: Information on the ways in which professionals should use BIM to gain maximum value New topics such as collaborative working, national and major construction clients, BIM standards and guides A discussion on how various professional roles have expanded through the widespread use and the new avenues of BIM practices and services A wealth of new case studies that clearly illustrate exactly how BIM is applied in a wide variety of conditions Painting a colorful and thorough picture of the state of the art in building information modeling, the BIM Handbook, Third Edition guides readers to successful implementations, helping them to avoid needless frustration and costs and take full advantage of this paradigm-shifting approach to construct better buildings that consume fewer materials and require less time, labor, and capital resources.

Siapa Bilang Bikin Desain Rumah Minimalis 3D itu Sulit? - Anditya

State of the Art Virtual Reality and Augmented Reality Knowhow - Nawaz Mohamudally 2018-05-23
State-of-the-Art Virtual Reality and Augmented Reality Knowhow is a compilation of recent advancements in digital technologies embracing a wide arena of disciplines. Amazingly, this book presents less business cases of these emerging technologies, but rather showcases the scientific use of VR/AR in healthcare, building industry and education. VR and AR are known to be resource intensive, namely, in terms of hardware and wearables - this is covered in a chapter on head-mounted display (HMD). The research work presented in this book is of excellent standard presented in a very pragmatic way; readers will appreciate the depth and breadth of the methodologies and discussions about the findings. We hope it serves as a springboard for future research and development in VR/AR and stands as a lighthouse for the scientific community.

BIM and Integrated Design - Randy Deutsch 2011-08-15

"Ready or not, it's high time to make BIM a part of your practice, or at least your vocabulary, and this book has as much to offer beginners as it does seasoned users of building information modeling software." —Chicago Architect The first book devoted to the subject of how BIM affects individuals and organizations working within the ever-changing construction industry, BIM and Integrated Design discusses the implementation of building information modeling software as a cultural process with a focus on the technology's impact and transformative effect—both potentially disruptive and liberating—on the social, psychological, and practical aspects of the workplace. BIM and Integrated Design answers the questions that BIM poses to the firm that adopts it. Through thorough research and a series of case study interviews with industry leaders—and leaders in the making out from behind the monitor—BIM and Integrated Design helps you learn: Effective learning strategies for fully understanding BIM software and its use Key points about integrated design to help you promote the process to owners and your team How BIM changes not only the technology, process, and delivery but also the leadership playing field How to become a more effective leader no matter where you find yourself in the organization or on the project team How the introduction of BIM into the workforce has significant education, recruitment, and training implications Covering all of the human issues brought about or exacerbated by the advent of BIM into the architecture workplace, profession, and industry, BIM and Integrated Design shows how to overcome real and perceived barriers to its use.

Lumion 3D Best Practices - Ciro Cardoso 2015-06-30
Lumion is a real-time 3D technology that lets you create amazing visualizations without the need for long rendering hours. Lumion 3D Best Practices covers the most important Lumion features and techniques that can be incorporated in to any real production environment. Each chapter covers a different stage of a production workflow. The first two chapters provide a good foundation, in particular for when creating content for Lumion. Furthermore, the book provides an efficient workflow by covering two classic visualization scenes: interior and exterior scenes. You then get to know the best techniques to create physically based materials that boost the look and realism of any 3D scene. Special chapters are reserved to create efficient animations, still images and movies. By the end of this practical guide, users will be familiar with the professional and effective techniques to increase efficiency in producing high-end quality visualizations in Lumion.

ArchiCAD - Thomas M. Simmons 2001

Dynamo and Grasshopper for Revit Cheat Sheet Reference Manual - Marcello Sgambelluri 2020-12-15
The Dynamo and Grasshopper for Revit Cheat Sheet Reference Manual is a collection of side by side Dynamo and Grasshopper examples in a one-page summary format also referred to as "Cheat Sheets".
Architectural Program Report, June 1997 - University of California, Berkeley. Department of Architecture 1997

Autodesk Revit Architecture 2012 Essentials - Phil Read 2011-03-31
Get the Essentials on Autodesk's fastest-growing software package! The new Essentials series from Sybex

helps you quickly learn and use Autodesk software. This beautiful, task-based, full-color Autodesk Official Training Guide thoroughly covers the fundamentals of Revit Architecture, teaching readers what they need to become quickly productive with this popular building information modeling (BIM) architectural design software. By following the book's clear explanations, practical tutorials, and step-by-step exercises, you'll cover all the essentials of a typical design workflow. Topics include how to best use the interface, creating floor plans, adding walls and curtain walls, generating color fill plans, preparing documentation, as well as annotating, collaborating, and more. This four-color Essentials guide provides you with the fast and thorough grounding you need in Revit Architecture. Covers Revit Architecture 2012 fundamentals, so you become quickly productive with the software Prepares you for the Revit Architecture Associate and Professional certification exams Uses straightforward explanations and real-world, hands-on exercises and tutorials to teach the software's core features and functions Helps you quickly develop the skills needed throughout a project, whether you're a beginner or a more experienced user brushing up on the basics Go from concepts to complete construction documents with this essential, full-color guide.

Belajar Mudah & Praktis ArchiCAD Buku 01 - Suparno Sastra M. 2013-04-30
"Belajar Mudah dan Praktis ArchiCAD Buku 1 adalah sebuah buku panduan yang membahas materi ArchiCAD secara lengkap dan detail, di mana materi dan metode pembahasannya dikhususkan bagi pengguna ArchiCAD untuk tingkat dasar. Dengan konsep pembahasan ""to the point"" serta metode ""step by step"" yang dilengkapi dengan tutorial dan referensi, buku ini sangat fleksibel dan sesuai bagi siapa pun yang ingin belajar dan mengembangkan kemampuannya menggunakan ArchiCAD untuk visualisasi desain, baik desain Arsitektur maupun Interior. Buku ini merupakan rangkaian seri Desain Arsitektur, yang secara keseluruhan terdiri atas empat buku yang materinya saling berkaitan antara satu dengan yang lain. Untuk memperoleh hasil belajar yang maksimal, sangat disarankan bagi Anda untuk mempelajari buku seri tersebut secara berurutan, dimulai dari Buku 1, Buku 2, Buku 3, kemudian Buku 4. Materi pembahasannya sudah diurutkan dari tingkat dasar berlanjut ke tingkat menengah hingga tingkat mahir, dan dilengkapi pembahasan khusus mengenai finishing, teknik rendering, serta animasi. Dengan mempelajari buku ini, Anda akan mendapatkan pengetahuan yang lengkap tentang dasar penggunaan ArchiCAD untuk membantu dalam proses pengerjaan (realisasi) desain. Materi yang dibahas dalam buku mencakup: * Pemahaman maupun aplikasi perangkat gambar dan edit * Perangkat bantu dan operasional pendukung program ArchiCAD * Bidang kerja program ArchiCAD * Pemahaman dan aplikasi perangkat yang muncul pada interface ArchiCAD * Mengamankan dan menyimpan data * Persiapan sebelum membuat desain * Aplikasi-aplikasi bantu penggambaran * Sistem koordinat dan perputaran sudut * Membuat notasi teks dan ukuran gambar * Membuat gambar tampak dan potongan * Latihan aplikasi desain Arsitektur"

Computer Aided Design Guide for Architecture, Engineering and Construction - Ghassan Aouad 2013-06-17
Recent years have seen major changes in the approach to Computer Aided Design (CAD) in the architectural, engineering and construction (AEC) sector. CAD is increasingly becoming a standard design tool, facilitating lower development costs and a reduced design cycle. Not only does it allow a designer to model designs in two and three dimensions but also to model other dimensions, such as time and cost into designs. Computer Aided Design Guide for Architecture, Engineering and Construction provides an in-depth explanation of all the common CAD terms and tools used in the AEC sector. It describes each approach to CAD with detailed analysis and practical examples. Analysis is provided of the strength and weaknesses of each application for all members of the project team, followed by review questions and further tasks. Coverage includes: 2D CAD 3D CAD 4D CAD nD modelling Building Information Modelling parametric design, virtual reality and other areas of future expansion. With practical examples and step-by-step guides, this book is essential reading for students of design and construction, from undergraduate level onwards.

Intelligent Computing in Engineering and Architecture - Ian F.C. Smith 2006-11-23
This book constitutes the thoroughly refereed proceedings of the 13th Workshop of the European Group for Intelligent Computing in Engineering and Architecture, EG-ICE 2006, held in Ascona, Switzerland in June 2006. The 59 revised full papers were carefully reviewed and selected from numerous submissions for inclusion in the book. All issues of advanced informatics are covered including a range of techniques.
MacUser - 1996-07

PC World - 1997

Architectural Record - 1997

Discover Smart BIM - Ken Good 2009
The emphasis of the book is to guide the intended audience through simple steps to produce a complete virtual building model, covering the most important points such as modelling, visualisation, detailing, scheduling, and documentation.
Hibernate Tips - Thorben Janssen 2018-01-09
When you use Hibernate in your projects, you quickly recognize that you need to do more than just add @Entity annotations to your domain model classes. Real-world applications often require advanced mappings, complex queries, custom data types and caching. Hibernate can do all of that. You just have to know which annotations and APIs you need to use. Hibernate Tips - More than 70 solutions to common Hibernate problems shows you how to efficiently implement your persistence layer with Hibernate's basic and advanced features. Each Hibernate Tip consists of one or more code samples and an easy to follow step-by-step explanation. You can also download an example project with executable test cases for each Hibernate Tip. Throughout this book, you will get more than 70 ready-to-use solutions that show you how to: - Define standard mappings for basic attributes and entity associations. - Implement your own attribute mappings and support custom data types. - Use Hibernate's Java 8 support and other proprietary features. - Read data from the database with JPQL, Criteria API, and native SQL queries. - Call stored procedures and database functions. This book is for developers who are already working with Hibernate and who are looking for solutions for their current development tasks. It's not a book for beginners who are looking for extensive descriptions of Hibernate's general concepts. The tips are designed as self-contained recipes which provide a specific solution and can be accessed when needed. Most of them contain links to related tips which you can follow if you want to dive deeper into a topic or need a slightly different solution. There is no need to read the tips in a specific order. Feel free to read the book from cover to cover or to just pick the tips that help you in your current project.

Visualizing Architecture Volume 4 - Alex Hogrefe 2016
An architecture portfolio designed by Alex Hogrefe describing 4 original projects with a focus on unique representational techniques and styles.

How Designers Think - Bryan Lawson 2006
In this fourth edition, Bryan Lawson continues his discussion, trying to understand how designers think. He does this by mapping out the issues concerned with the design process, with design problems and solutions and design thinking. This edition adds to the previous debates by including a new chapter on 'Design as Conversation' reflecting on how designers, either consciously or unconsciously, monitor, reflect on, control and change their thinking. It also includes a new series of case studies on notable designers including the racing car designer Gordon Murray, product designer James Dyson, and architects such as Edward Cullinan and Glenn Murcott. * A unique look at the psychology of the designer that provides a greater insight to the process of design * 'Demystifies' the complexity of the subject and uncovers new ways that design can be done * Conclusions are drawn from years of research and provide the very latest debate on the subject

The SKETCH - Olga Sorokina 2016-11-02
Meet this very actionable and fun book that, if you would work with, will definitely change your interior design project presentation and, possibly, even your whole creative life. This book is written particularly for interior designers and interior design students who are new to freehand sketching and want to master an amazing skill for better performance on the interior design scene.Here you will find a lot of tools, tips and tricks for freehand sketching. Richly illustrated this book can serve as a source of great inspiration, and for some of you it is going to become a desk book.
Verbum - 1987

Freecad [How-To] - Brad Falck 2012-09-18
A hands-on guided introduction to the most powerful and flexible open-source CAD application.

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Mastering Autodesk Revit Architecture 2011 - Eddy Krygiel 2010-07-20
The Ultimate Real-World Reference for Revit Architecture This comprehensive guide has been completely updated to provide the most modern, detailed, and in-depth coverage of Autodesk's leading building information modeling software. This packed new edition features clear discussions of core topics that are reinforced by compelling examples and tutorials to guide you to Revit Architecture mastery. The expert authors use real-world workflows to show you how to immediately implement and use Revit Architecture 2011 with spectacular results. They delve deeply into every crucial topic, including how to most productively use the interface, how to create fantastic building designs with Revit, and how to produce solid documentation. They also explore such advanced topics as using Revit Architecture during construction and how to leverage the API. Coverage includes: A thorough, complete overview of the Revit Architecture tool chest Advanced modeling and massing using the Family Editor Designing simple and complex walls, curtain walls, roofs, floors, stairs, and railings Preparing your designs for presentation with color fills, animations, visualizations, and more Using the Revit API to create custom applications Performing various types of sustainable design analysis Advanced topics not covered anywhere else, including modeling for construction, and Revit for film and stage Other critical coverage such as managing Revit projects, family creation, office standards, and more Quickly Become Productive Using Core Revit Features and Functions Document, Detail, Annotate, and Present Your Designs Improve Your Workflow with Worksharing and Collaboration Explore the Essentials of Sustainable Design Prepare for the Revit Architecture 2011 Certified Associate and Certified Professional Exams
Architectural Graphics - Frank Ching 2014-05-16
Architectural Graphics focuses on the techniques, methodologies, and graphic tools used in conveying architectural ideas. The book takes a look at equipment and materials, architectural drafting, and architectural drawing conventions. Discussions focus on drawing pencils, technical drawing pens, set squares/templates, circle templates/compasses, line weight/line types, drafting technique, drawing circular elements, floor plan, doors and windows in plan, stairs, wall indications, plan grids, and site boundaries. The manuscript examines rendition of value and context and graphic symbols and lettering. Topics include tonal values, media and techniques, value/texture rendition, material rendition, shades and shadows, people, furniture, graphic representation symbols, and hand lettering. The text explores freehand drawing and architectural presentations, including freehand sketching, graphic diagraming, and sketching equipment. The publication is a valuable reference for architects interested in doing further studies in architectural graphics.
ArchiCAD Step by Step Tutorial - Thomas M. Simmons 2000

Revit Architecture 2010 - Eric Wing 2009-12-22
Author and Revit Architecture expert Eric Wing walks you through designing, documenting, and presenting a four-story office building. The continuous tutorial begins with the Revit interface and standard conventions for placing walls, doors, and windows, then progresses through the building's design as would happen in the real world. You'll learn how to work with structural grids, beams, and foundations; add text and dimensions; build floors layer by layer; join exterior and interior walls; and create roofs and ceilings as well as stairs, ramps, and railings. You'll also be introduced to using embedded families and formulas, crucial site considerations, and importing and exporting to various formats. For Instructors: Teaching supplements are available for this title.
Implementing Successful Building Information Modeling - Erika Epstein 2012
Building Information Modeling (BIM) is the process of generating and managing building data during a building's lifecycle. Today, more and more architectural firms have adopted BIM software and processes because it allows them to produce measurably more work of better quality, in shorter periods of time. Featuring case studies of firms of all sizes, this practical resource shows professionals how to implement BIM in the building industry around the globe. The book explains how BIM allows the data collected to plan, design and build projects to continue to be used and added to during the occupied life of the building. Readers also become knowledgeable about the changing role of architects within the building industry as they embed BIM in their workflow. From interoperability and open standards, knowledge sharing, and gathering data, to the BIM software suite, implementation planning, and project workflow, this authoritative volume provides a thorough understanding of key aspects of BIM that practitioners need to understand.
Essential Algorithms - Rod Stephens 2013-07-25
A friendly and accessible introduction to the most useful algorithms Computer algorithms are the basic recipes for programming. Professional programmers need to know how to use algorithms to solve difficult programming problems. Written in simple, intuitive English, this book describes how and when to use the most practical classic algorithms, and even how to create new algorithms to meet future needs. The book also includes a collection of questions that can help readers prepare for a programming job interview. Reveals methods for manipulating common data structures such as arrays, linked lists, trees, and networks Addresses advanced data structures such as heaps, 2-3 trees, B-trees Addresses general problem-solving techniques such as branch and bound, divide and conquer, recursion, backtracking, heuristics, and more Reviews sorting and searching, network algorithms, and numerical algorithms Includes general problem-solving techniques such as brute force and exhaustive search, divide and conquer, backtracking, recursion, branch and bound, and more In addition, Essential Algorithms features a companion website that includes full instructor materials to support training or higher ed adoptions.
Heritage Building Information Modelling - Yusuf Arayici 2017-02-10
Building Information Modelling (BIM) is being debated, tested and implemented wherever you look across the built environment sector. This book is about Heritage Building Information Modelling (HBIM), which necessarily differs from the commonplace applications of BIM to new construction. Where BIM is being used, the focus is still very much on design and construction. However, its use as an operational and management tool for existing buildings, particularly heritage buildings, is lagging behind. The first of its kind, this book aims to clearly define the scope for HBIM and present cutting-edge research findings alongside international case studies, before outlining challenges for the future of HBIM research and practice. After an extensive introduction to HBIM, the core themes of the book are arranged into four parts: Restoration philosophies in practice Data capture and visualisation for maintenance and repair Building performance Stakeholder engagement This book will be a key reference for built environment practitioners, researchers, academics and students engaged in BIM, HBIM, building energy modelling, building surveying, facilities management and heritage conservation more widely.
SketchUp for Site Design - Daniel Tal 2016-01-27
The site designer's guide to SketchUp's powerful modeling capabilities SketchUp for Site Design is the definitive guide to SketchUp for landscape architects and other site design professionals. Step-by-step tutorials walk you through basic to advanced processes, with expert guidance toward best practices, customization, organization, and presentation. This new second edition has been revised to align with the latest software updates, with detailed instruction on using the newest terrain modeling tools and the newly available extensions and plug-ins. All graphics have been updated to reflect the current SketchUp interface and menus, and the third part of the book includes all-new content featuring the use of new grade and terrain extensions. Developed around the needs of intermediate professional users and their workflows, this book provides practical all-around coaching on using SketchUp specifically for modeling site plans. SketchUp was designed for usability, with the needs of the architect, industrial designer, and engineers at center stage. This book shows you how the software's powerful terrain and grade functions make it an ideal tool for site designers, and how to seamlessly integrate it into your workflow for more efficient design and comprehensive planning. Master the SketchUp basics, navigation, components, and scripts Turn 2D sketches into 3D models with volume, color, and material Create detailed site plans, custom furnishings, gradings, and architecture Learn sandbox tools, organization strategies, and model presentation tips SketchUp has undergone major changes since the publication of this guide's first edition, with its sale to Trimble Navigation bringing about a number of revisions and the availability of more immediately useful features. SketchUp for Site Design shows you how to harness the power of this newly expanded feature set to smooth and optimize the site design workflow.
Understanding Architecture Through Drawing - Brian Edwards 2008-08-20
This second edition is fully revised and updated and includes new chapters on sustainability, history and

archaeology, designing through drawing and drawing in architectural practice. The book introduces design and graphic techniques aimed to help designers increase their understanding of buildings and places through drawing. For many, the camera has replaced the sketchbook, but here the author argues that freehand drawing as a means of analyzing and understanding buildings develops visual sensitivity and awareness of design. By combining design theory with practical lessons in drawing, Understanding Architecture Through Drawing encourages the use of the sketchbook as a creative and critical tool. The book is highly illustrated and is an essential manual on freehand drawing techniques for students of architecture, landscape architecture, town and country planning and urban design.

Basic Elements of Landscape Architectural Design - Norman K. Booth 1989-10-01
Singularly highlights landscape architectural elements with clear design principles! Designed to be used as a helpful resource by individuals beginning their careers, Basic Elements of Landscape Architectural Design presents the thoughts and key design theories fundamental to landscape architecture in simple words and illustrations. Still available from Waveland Press, this highly regarded sourcebook offers the vocabulary, significance, characteristics, potential uses, and design guidelines for landform, plant materials, buildings, pavement, site structures, and water in landscape architectural design. It will help your students overcome common mistakes and misconceptions typical in the early phases of their design career and will heighten their understanding and awareness of the major physical components of the outdoor environment.

ArchiCAD 19 – The Definitive Guide - Scott H. MacKenzie 2015-06-30
ArchiCAD 19 – The Definitive Guide ensures that you are equipped with the knowledge and skills required to take up any construction project, empowering you to successfully create your own projects. You will create two complete projects right from scratch, including a residential and a healthcare building. The first is a small residential house that utilizes all the basic modeling and drafting tools in ArchiCAD. It will give you a firm grip on the fundamentals of ArchiCAD before we move on to take up the more advanced and complex project that follows. The second project is a multi-storey healthcare building, where you will explore the leading-edge tools of ArchiCAD, thereby gaining the skills needed to use them in your own projects. The book will also take you through the design of the buildings, the output of all drawings, and associated construction documents. Best practice tips are inserted at key points along the way.

BL Desain Rumah Mungil dgn ArchiCAD+CD -

Advanced Educational Technology in Technology Education - Anthony Gordon 1993-09-29
Proceedings of the NATO Advanced Study Institute on Advanced Educational Technology in Technology Education, held in Salford, U.K., August 17-28, 1992
Builder - 1995

Windows Magazine - 1996

Mastering Autodesk Revit 2020 - Robert Yori 2019-11-14
The best-selling Revit guide, now more complete than ever with all-new coverage on the 2020 release Mastering Autodesk Revit 2020 is packed with focused discussions, detailed exercises, and real-world examples to help you get up to speed quickly on the latest version of Autodesk Revit. Organized according to how you learn and implement the software, this book provides expert guidance for all skill levels. Hands-on tutorials allow you to dive right in and start accomplishing vital tasks, while compelling examples illustrate how Revit for Architecture is used in every project. Available online downloads include before-and-after tutorial files and additional advanced content to help you quickly master this powerful software. From basic interface topics to advanced visualization techniques and documentation, this invaluable guide is your ideal companion through the Revit workflow. Whether you're preparing for Autodesk certification exams or just want to become more productive with the architectural design software, practical exercises and expert instruction will get you where you need to be. Understand key BIM and Revit concepts and master the Revit interface Delve into templates, work-sharing, and managing Revit projects Master modeling and massing, the Family Editor, and visualization techniques Explore documentation, including annotation, detailing, and complex structures BIM software has become a mandatory asset in today's architecture field; automated documentation updates reduce errors while saving time and money, and Autodesk's Revit is the industry leader in the BIM software space.

Renaissance Revit - Paul F. Aubin 2013-11-12
Leverage the power of the Revit family editor to create complex forms drawn from classical architecture. This book brings together three of the author's favorite things: architecture, history and Revit in a hands-on manual like nothing else available! From the foreword: "Paul Aubin has carved out a distinctive niche in the overlapping worlds of BIM, Revit & Education. He offers support to self-directed learners who have caught the BIM bug and are seeking greater fluency & deeper knowledge. To a large extent I think his success is rooted in his own eagerness to explore and learn; plus his ability to share that enthusiasm with others. In this book he has taken that approach to a new level, seizing on one of his long-term interests, embarking on a journey of discovery, and sharing the results with his audience...And there is no better way to deepen your insight than to build your own versions of the classical orders using a programme like Revit. I think Paul has hit upon an explosive combination. Let him draw you in and take you on two rides for the price of one. Let the synergy generated by the disparate worlds of software & history drive your learning experience forward. You may well find that, like a child, you learn new skills and knowledge in an effortless riot of exploratory play...So buy the book, make the journey and take your BIM pencil for a walk across the virtual pages of history."