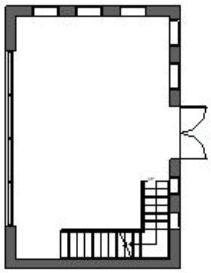
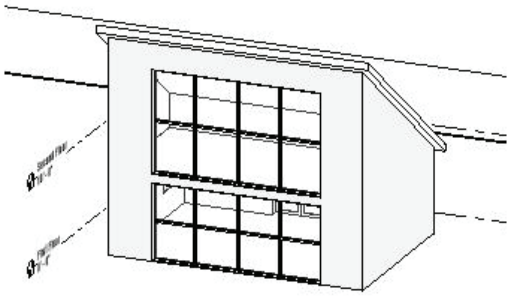
Project Description

Imagine you have purchased some property near Wimberly in the hill country and decided to build a studio for your new design practice. After talking to your contractor, it has been determined that the budget limits you to 600 sq ft of interior space on the first floor. Fortunately, by using a Gable or Shed roof, you can squeeze in a second floor. Thus, for your first assignment, you are to design a small studio space using Revit and the basic commands we covered in the first three lessons.

Begin by using the "default.rte" template that we have used in class and then import the CSV (comma-separated values) file (default units = inches) to create the ground plane (toposolid). Because we haven't yet learned how to deal with "non-flat" terrain, begin by creating your own "favorite" wall and layout a footprint of 600 sq ft on the **East** side of the site. Next use the systems we discussed (Floors, Ceilings and a Roof) to complete the space. Please note that the floor and site will conflict, so you'll have to use the "cut" command to resolve this.

To gain additional space for a "second floor", adjust slopes to your roof to create a Gable or Shed roof, rather than an additional level. For any exposed vertical gaps between the ceiling and "second floor", use an interior partition and adjust the instance's "Base" and "Top" constraints. Because the views are amazing, I would like you to use the "Curtain Wall" type to imbed a large "picture" window in the **West** elevation. With a second "floor", you'll need a stair to get to the second level. Depending on the roof configuration, your stair will likely need two runs and a landing. Watch where you locate it as the ceiling/roof may be too low.

For the main components, place a door and any number of windows. Since the default template includes a minimal number of each, you might want to load RFA files from the libraries (or sources I showed in class). Feel free to add any additional components, such as furniture and lights as we will be creating at least one interior rendering for the second and final assignment.

Don't worry about setting up any views (or sheets) as I will only be grading the 3D model. Everything you need to submit will be included in the single **RVT** file.

Schedule

Your **RVT** file is due on Canvas by 11:59 pm on February 12th, 2026. If you have issues uploading your files to Canvas, you can send them as an attachment to me electronically at **pnoldt@uh.edu**