Create a Revit model of the following parameters: (21pts)

1. Elevations. Align all elevations grid lines and bubbles. (2pts)
2. Place grid lines (1, 2, 3, A, and B) as shown below. Aligned and lock grid lines to face of exterior walls. (2pts)

3. Model a three story building using levels shown above. (2pts)

4. Exterior wall is Brick on CMU for three walls. (2pts)

5. South Exterior wall is a curtain wall to level 4. Place curtain wall using horizontal dimensions, shown below. Vertical dimensions should be approximately half the wall height and are not critical. (3pts)

6. Place curtain wall double glass door using dimensions shown below. (2pts)
7. Roof's base level is level 4, has 9”/12” slope on north/south sides of building with 3 foot overhang on all sides. \(2\) pts

8. Roof material is basic generic 12”. \(1\) pt

9. Extend exterior walls to roof. \(1\) pt

10. Place 4, 36”x48” windows on level 1, 2, and 3. Use figure for horizontal locations. Sill height is 3 feet. \(2\) pts
11. Dimension grid lines and west windows as shown in figure below.  

Part II Modify Roof and East/West Walls (4pts)

1. Modify roof at level 5 (45’-0”) by adding a basic generic 12” flat roof.  

2. Investigate west and east walls. Notice the gap between the roof and wall. Fix this by modifying the wall to Attach to Top/Base (roof).
Part III – Add Furniture and Camera View (4pts)

1. On first level add furniture (2pts)

2. Take Camera a view (2pts)
Add Furniture and Camera View