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The ultimate reference and tutorial to harness the power of Revit MEP This Autodesk Official Press book will help you develop your expertise with Revit MEP's core concepts and functionality. Based on the authors' years of real-world experience, this comprehensive reference and tutorial has been updated to cover all of the new features of Revit MEP, and includes best practices, techniques, tips, tricks, and real-world exercises to help you hone your skills. Shows how to use the interface effectively, explains how to create and use project templates, and details ways you can improve efficiency with worksharing and collaboration Addresses generating schedules that show quantities, materials, design dependencies, and more Looks at creating logical air, water, and fire protection systems; evaluating building loads; and placing air and water distribution equipment Covers lighting, power receptacles and equipment, communication outlets and systems, and circuiting and panels Zeroes in on creating water systems, plumbing fixtures and their connectors, water piping, and more Featuring real-world scenarios and hands-on tutorials, this Autodesk Official Press book features downloadable before-and-after tutorial files so that you can compare your finished work to that of the professionals. It's the perfect resource for becoming a Revit MEP expert.

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.

The first edition of this book was the first text to be written on the Arena software, which is a very popular simulation modeling software. What makes this text the authoritative source on Arena is that it was written by the creators of Arena themselves. The new third edition follows in the tradition of the successful first and second editions in its tutorial style (via a sequence of carefully crafted examples) and an accessible writing style. The updates include thorough coverage of the new version of the Arena software (Arena 7.01), enhanced support for Excel and Access, a new array editor, and updated examples to reflect the new version of software. The CD-ROM that accompanies the book contains the academic version of the recent Arena software. The software features new capabilities such as, model documentation, enhanced plots, file reading and writing, printing and animation symbols.

The Ultimate Guide to Autodesk Revit Architecture 2015 Responding to reader and instructor feedback, the expert author team updated and refreshed the book's content to make it even more useful, complete, and approachable. Mastering Revit Architecture is organized by real-world workflows and features detailed explanations, interesting real-world examples, and practical tutorials to help readers understand Revit and BIM concepts so that they can quickly start accomplishing vital Revit tasks. Part I discusses key BIM and Revit concepts before giving readers a hands-on look at the Revit interface. Part II explores today's Revit workflows and introduces readers to templates, worksharing, and managing Revit projects. Part III dives into modeling and massing and offers detailed information on the crucial Family Editor as well as visualization techniques for various industries. Part IV covers documentation, including annotation and detailing, and explains how to work with complex walls, roofs and floors as well as curtain walls and advanced stair and railings. The companion website features before-and-after tutorial files (metric and Imperial sets), additional advanced content, and an hour of video on crucial techniques. Whether you are a beginner or an advanced Revit user, this book offers the detailed instruction you need to get the most out of this powerful software product.

When used appropriately, building performance simulation has the potential to reduce the environmental impact of the built environment, to improve indoor quality and productivity, as well as to facilitate future innovation and technological progress in construction. Since publication of the first edition of Building Performance Simulation for Design and Operation, the discussion has shifted from a focus on software features to a new agenda, which centres on the effectiveness of building performance simulation in building life cycle processes. This new edition provides a unique and comprehensive overview of building performance simulation for the complete building life cycle from conception to demolition, and from a single building to district level. It contains new chapters on building information modelling, occupant behaviour modelling, urban physics modelling, urban building energy modelling and renewable energy systems modelling. This new edition keeps the same chapter structure throughout including learning objectives, chapter summaries and assignments. Moreover, the book: • Provides readers with the essential concepts of computational support of performance-based design and operation. • Provides examples of how to use building simulation techniques for practical design, management and operation, their limitations and future direction. It is primarily intended for building and systems designers and operators, and postgraduate architectural, environmental or mechanical engineering students.

This book covers all the steps in order to fabricate a lab-on-a-chip device starting from the idea, the design, simulation, fabrication and final evaluation. Additionally, it includes basic theory on microfluidics essential to understand how fluids behave at such reduced scale. Examples of successful histories of lab-on-a-chip systems that made an impact in fields like biomedicine and life sciences are also provided. This book also: - Provides readers with a unique approach and toolset for lab-on-a-chip development in terms of materials, fabrication techniques, and components - Discusses novel materials and techniques, such as paper-based devices and synthesis of chemical compounds on-chip - Covers the four key aspects of development: basic theory, design, fabrication, and testing - Provides readers with a comprehensive list of the most important journals, blogs, forums, and conferences where microfluidics and lab-on-a-chip news, methods, techniques and challenges are presented and discussed, as well as a list of companies providing design and simulation support, components, and/or developing lab-on-a-chip and microfluidic devices.

Because good lighting is so critical to the final look of your shot, an understanding of how lighting works and how to use the available lighting tools is essential. 3ds max Lighting begins with a discussion of lighting principles and color theory and provides an introduction to the tools in 3ds max, finishing with a number of tutorials demonstrating the application of both 3ds max tools and lighting concepts. Throughout, the emphasis is on making your lighting believable, accurate, and pleasing to the eye.

Building Information Modeling (BIM) refers to the consistent and continuous use of digital information throughout the entire lifecycle of a built facility, including its design, construction and operation. In order to exploit BIM methods to their full potential, a fundamental grasp of their key principles and applications is essential. Accordingly, this book combines discussions of theoretical foundations with reports from the industry on currently applied best practices. The book 's content is divided into six parts: Part I discusses the technological basics of BIM and addresses computational methods for the geometric and semantic modeling of buildings, as well as methods for process modeling. Next, Part II covers the important aspect of the interoperability of BIM software products and describes in detail the standardized data format Industry Foundation Classes. It presents the different classification systems, discusses the data format CityGML for describing 3D city models and COBie for handing over data to clients, and also provides an overview of BIM programming tools and interfaces. Part III is dedicated to the philosophy, organization and technical implementation of BIM-based collaboration, and discusses the impact on legal issues including construction contracts. In turn, Part IV covers a wide range of BIM use cases in the different lifecycle phases of a built facility, including the use of BIM for design coordination, structural analysis, energy analysis, code compliance checking, quantity take-off, prefabrication, progress monitoring and operation. In Part V, a number of design and construction companies report on the current state of BIM adoption in connection with actual BIM projects, and discuss the approach pursued for the shift toward BIM, including the hurdles taken. Lastly, Part VI summarizes the book 's content and provides an outlook on future developments. The book was written both for professionals using or programming such tools, and for students in Architecture and Construction Engineering programs.

The SolidWorks Simulation 2020 Black Book,7th edition is written for professionals and students of Finite Element Analysis field. The book starts with basics of FEA, goes through all the simulation tools and ends up with practical examples of analysis with explanation of Solver selection, iteration methods and integration techniques.

Testing and optimizing digital products with Siemens NX and Simcenter 3D In times of Industry 4.0 the digitalization of the value-chain becomes more and more important. The so-called digital twin allows simulations that are very close to reality. This book provides all necessary basics to perform simple as well as complex simulations with NX and Simcenter 3D (former NX CAE). It is aimed at design engineers, CAE engineers and engineering students. The following topics are covered in the book: - Motion Simulation (MBD) - Design Simulation (FEA, Nastran) - Simcenter/Advanced Simulation (FEA, CFD and EM) - Management of Calculation and Simulation Data (Teamcenter for Simulation) Starting off with brief theoretical introductions each chapter contains learning tasks of increasing difficulty. Most of them are based on the CAD model of the legendary Opel RAK2. The presented methods are based on NX 12 and Simcenter 3D, the new 3D CAE solution. Revised topics in this edition are Motion Simulation with the new Simcenter Motion solver and post-processing in Simcenter 3D (FEA). The CAD data and calculation results of all exercises can be found online. The exercises can be completed in NX 11, NX 12 and probably later versions.

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