## Virtual Design and Construction (VDC) Functions

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*Interactions: As a project develops, functions may be added or deleted, and		Phase								Interaction with Model* L=Lead, S=Support, U=Use					
cap not part func any func <b>mos</b> <b>Lea</b>	functions have multiple leads - this can be different leads for different aspects (e.g., 2D Drawing Generation) or a collaboration (e.g., Design Decision Support). <b>pport:</b> Provide input to the Lead.	Conceptualization	Criteria Design	Detailed Design	Implementation Docs	Final Buyout	Agency Review	Construction	Closeout	Owner	Architect	Engineers	GC	Subcontractors	
1.	Visualization								-						
	1.1. Design decision support									S	L/U	L/U	S	S	
	1.2. Rendering									U	L/U				
	1.3. 2D Drawing generation										L/U	L/U	U	L/U	
2.	Space or Program Planning														
	2.1. Programming									S	L				
	2.2. Safety and security									S	L/U				
	2.3. Disaster planning									S	L				
	2.4. Code compliance, ADA										L/U				
	2.5. Operation simulation									S/U	L/U	S		S	
3.	Analysis							1							
	3.1. Structural analysis										S	L/U		S	
	3.2. Sun path and climate studies										L/U	L/U			
	3.3. Comfort studies									U	L/U	L/U			
	3.4. Ventilation (natural and artificial)										S/U	L/U			
	3.5. HVAC sizing and configuration										S/U	L/U		L/U	
	3.6. CFD (computational fluid										S/U	L/U		U	
	3.7. Lighting (natural and artificial)									S	S/U	L/U			
	3.8. Energy consumption										S/U	L/U		S	
	3.9. Fire safety										S/U	L/U			
	3.10. Acoustics									S	S/U	L/U			
	3.11. Code review						<u> </u>		<u> </u>						
4.	Sustainability Measures	1						1			0.41				
<u> </u>	4.1. Design for credits (LEED, other)									S	S/U	S	L	S	
	4.2. Design for carbon footprint									S	S/U	S	L	S	
	4.3. Design for renewable energy									S	L/U	L/U	S	S	
	4.4. Sustainability metric tracking										U		L	S	

*Interact	Phase								Interaction with Model*						
functions may be added or deleted, and interactions might vary based on										L=Lead, S=Support, U=Use					
	es of the parties and whether or														
	cific consultant is on board for a														
	function. In an IPD setting														
	of parties are often blurred - i.e.,														
	might use or support any														
	The notations here refer to the														
	valent interactions.														
Lead:	Primary author. Note that some functions have multiple leads -														
	this can be different leads for				SOC										
	different aspects (e.g., 2D	uo		_	Õ										
	Drawing Generation) or a	ati	gn	igr	ion		ew	_						ors	
	collaboration (e.g., Design	aliz	esi	Jes	tat	out	evi	ion				(0		acto	
	Decision Support).	otu	Õ	D D	ner	nya	/ R	uct	t		ರ	ers		Itra	
	Provide input to the Lead.	Conceptualization	Criteria Design	Detailed Design	Implementation Docs	Final Buyout	Agency Review	Construction	Closeout	Owner	Architect	Engineers		Subcontractors	
Use:	Extract output from the model for	Son	Crite	)eti	du	ine	vge	Son	Sice	DWL	vrch	Ug	g	duŝ	
5. 4D S	input to one's own work.	0	0		-		A	0	0	0	<		0	0	
	Scheduling Sequencing									U	S	S		S	
5.1.	1 0									0	3	3	L	S/U	
5.2.	0 1 0										S	0			
5.3.	6									U	5	S	L	S	
5.4.										U			L	S	
	t Estimating									0/11	0/11	0/11		0/11	
6.1.	0 0									S/U	S/U	S/U	L	S/U	
6.2.	8 8 7									S/U	L/U	S	L	S	
6.3.	6									U	S	S	L	S	
	struction Coordination	1	1	1					1		1	1			
7.1.	,, , , , , ,											_	L	L/S/	
7.2.											S	S	SU	L	
7.3.	,										U	S	L	S	
7.4.	0,												L	S/U	
7.5.	Automated fabrication										S/U	S/U	S/U	L/U	
7.6.	1 00										S/U		U	L/U	
7.7.	Permit submittals										L/U	S	S	S	
7.8.	0										U		L/U	U	
7.9.	Laser survey - precision										U		L/U	U	
7.10	). Laser survey - precision layout										S	S	L/U	S/U	
7.11	. Record model										U		L	S	
7.12	2. As-built model									U	U		L	S	
8. Clos	seout	_	-	-	_						-	-	-	-	
8.1.	Punch list										S/U		L/U	S/U	
9. Faci	ilities Management														
9.1.	Space and asset management									S/U	L	S	S	S	
9.2.	Maintenance management									S/U	L	S	S	S	
9.3.	Remodeling/repurposing									S/U	L	S	S	S	
0.0.														<u> </u>	
9.4.	Wayfinding and mapping									S/U	L	S	S	S	
										S/U S/U	L	S	S S	S	