

# Lecturer in Building Information Modelling (BIM) and Rendering

Diploma in Building Information Modelling (BIM) & Graphic Illustration (Level 8).

Griffith College Dublin  
Faculty of Design

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## Building Information Modelling (BIM) and Rendering - Lecturer Job Description

Applications are invited for a part-time Building Information Modelling (BIM) lecturing role in the Faculty of Design for Level 8 of the Special Purpose Diploma in Building Information Modelling (BIM) & Graphic Illustration. We are looking for a Lecturer who is enthusiastic and passionate.

<b>JOB TITLE:</b>	Building Information Modelling (BIM) and Rendering Lecturer
<b>REPORTING TO:</b>	Faculty Head / Programme Director
<b>HOURS OF WORK:</b>	As per course requirements, additional hours as may be required in line with the needs of the service.
<b>PURPOSE:</b>	The primary focus of this post will be to play an active role in the academic direction of your module including teaching, assessment and administration.
<b>Employing:</b>	Griffith College
<b>Location:</b>	Dublin
<b>Website:</b>	<a href="http://www.griffith.ie">http://www.griffith.ie</a>

Informal queries can be made to the Programme Director;  
Britt Berentzen ([britt.berentzen@griffith.ie](mailto:britt.berentzen@griffith.ie))  
Design Faculty  
Griffith College Dublin  
South Circular Road  
Dublin 8

Email CVs to: [design.opportunities@griffith.ie](mailto:design.opportunities@griffith.ie) with Building Information Modelling (BIM) and Rendering Lecturer in the subject box.

For more information on the Faculty of Design see <https://www.griffith.ie/faculties/design>

<b>Advertising Date:</b>	Tuesday 31 <sup>st</sup> August 2021
<b>Closing Date:</b>	Friday 10 <sup>th</sup> September 2021
<b>Interview Date:</b>	Wednesday 15 <sup>th</sup> September 2021

Griffith College is an equal opportunities employer. All candidates applying for teaching posts must undergo a mock lecture before being interviewed; they may be asked demonstrate ability via portfolio.

**Required Qualifications:**

Candidates will be expected to have a Level 9 Qualification or equivalent in Architecture or a cognate discipline; proven teaching excellence and ability to support curriculum development; demonstrated leadership and problem solving skills; excellent interpersonal skills; and the ability to build relations and to work collaboratively. Membership of a Professional body and any record of research, scholarship and publications are an advantage.

**Successful applicants should have the following attributes:**

- Recent proven teaching excellence, an ability to support curriculum development and excellent communication skills.
- Demonstrated leadership and problem solving skills;
- Excellent interpersonal skills; and the ability to build relations and to work collaboratively.
- A keen interest in the subject, a broad knowledge of the topic and experience in commercial and residential projects.
- Up to date with regulations and guidelines and innovation related to the topic
- To design, develop and produce learning and teaching material and deliver the module.
- Lecturers will ensure the efficient and effective delivery of teaching programmes in accordance with the College strategy, policy and procedures, contribute to activities which influence leading edge practice and may also undertake research activity.
- Have experience of working in a positive, flexible manner.
- Willing to arrange student trips and site visits.
- Have experience of openly exchanging information and supporting colleagues
- Have an understanding and be able to demonstrate a commitment to Equal Opportunities and Diversity.

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**Introduction to BIM (using Revit) (20 ECTS) - Semester 1 Descriptor:**

This module enable the learner to develop basic skills in Building Information Modelling (BIM) using Revit. Within the module learners are facilitated (learning by doing) to develop the skills to construct basic 3D models relating the built environment, and for interiors to include lighting. In completing the model, learners will be facilitated to research and select appropriate products, materials and fittings using their understanding of technology and professional standard specifications gained through the programme

Mode: Part Time – Semester 1

Contact Hours: 60 hours (Timetabled on Thursdays from 18.30-21.30 and every second Saturday)

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**Revit Rendering (5 ECTS) - Semester 1 Descriptor:**

This module enables the learner to develop basic rendering skills using Revit. Using 3D model views, and computer aided software, learners will develop the skills to create aesthetically pleasing interior and exterior renders and walkthroughs. They will develop an understanding of the importance of researching, specifying and including appropriate materials, textures, natural and artificial lighting in generating renders. This will be facilitate by the learners' awareness of property location, material properties and daylight analysis.

Mode: Part Time – Semester 1

Contact Hours: 15 hours (Timetabled on Thursdays from 18.30-21.30)

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**Advanced BIM and BIM Collaboration (using Revit) (20 ECTS) - Semester 2 Descriptor:**

BIM Collaboration (using Revit) (20 ECTS) This module enable the learner to develop advanced skills in Building Information Modelling (BIM) and BIM Collaboration using Revit. This module builds on the technical and computer application skills developed by the learner in Introduction to BIM (using Revit) to further support their engagement with BIM projects. In this module learners develop an awareness of advanced building modelling relating to protected structures/historic buildings. They learn how to export the BIM model from a BIM tool to use in other tools applications. Learners carry out cloud-based daylight and performance analysis. Learners also develop skill in BIM 360 (collaboration), BIM Management and clash detection. In addition, learners develop an awareness of the BIM relating to costing for Quantity Surveyors.

Mode: Part Time

Contact Hours: 60 hours (Timetabled on Thursdays from 18.30-21.30 and every second Saturday)

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**Advanced Rendering (5 ECTS) - Semester 2 Descriptor:**

This module enables the learner to develop advanced rendering skills using rendering software. They will be facilitated to research and specify materials, textures, natural and artificial lighting to support an accurate and photorealistic visualization of a proposed design. Learners will focus on the generation of interior and exterior renders from 3D model views, and produce a walkthrough, using advanced rendering techniques. Workflow skills will be developed through learning by doing.

Mode: Part Time

Contact Hours: 15 hours (Timetabled on Thursdays from 18.30-21.30)

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**Guidelines for Mock Lecture**

- As part of the interview process, candidates are required to give a 5 – 10 minute mock lecture, regarding the interview panel as students.
  - The lecture should cover an item (or items) of the candidate's choice from an existing (or proposed) course offered by the Faculty or Department.
  - The candidate is free to use whatever medium and teaching aids are appropriate, including and projector, but is encouraged to use new technology.
  - The lecture should not be the first lecture in a course, nor should it be an overview of a course.
  - The lecture will focus on explaining a particular aspect of the course to students who are unfamiliar with the topic.
  - The lecturer should begin by outlining any previous information that the students are expected to know (e.g. "I'm assuming you know how to ..... which we covered last week").
  - Questions will be asked of the lecturer, either during or after the lecture.
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