# REVIT MATERIALS

Tutorial 3

# INTRO TO USING MATERIALS IN REVIT

- Organizing and documenting materials is an important task for the interior design professional.
- This involves developing material collections/ systems for spaces, understanding products being specified (and material options available for them), building code constraints, (flame spread ratings), cost, availability, etc.
- Revit allows much of this to be managed in the BIM database.
- We will cover the basics and apply it to our Law Office project.

# INTRO TO USING MATERIALS IN REVIT

- In Revit, a material is a "container" which helps keep track of:
  - Identity
    - Descriptive information
    - Product information
    - Annotation information
  - Graphics asset
    - Shading
    - Surface pattern and color
    - Cut pattern and color
  - Appearance asset
    - Photo-realistic render appearance
      - Texture
      - Reflectivity
      - Transparency
      - Self-illumination, etc.

# INTRO TO USING MATERIALS IN REVIT

- Physical asset
  - Structural engineering data
    - Concrete
    - Steel
    - Aluminum
    - Wood
- Thermal asset
  - Energy Modeling data
    - Thermal conductivity
    - Specific heat
    - Etc.

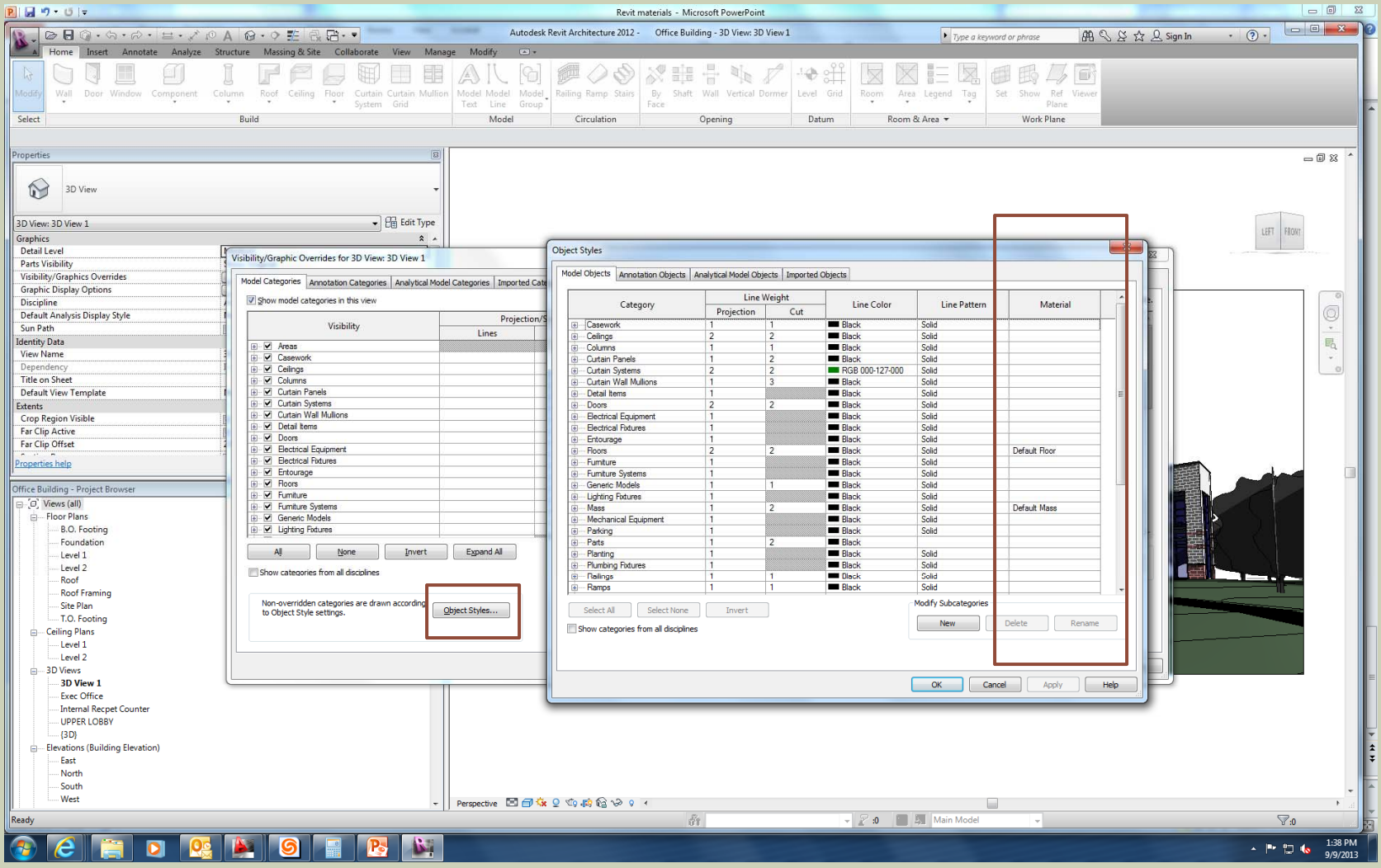
# INTRO TO USING MATERIALS IN REVIT

- In Revit, a single item called a Material holds all of this information.
- There are three primary ways a material is used, or applied, in a model: by category, by element, by face.

# BY CATEGORY

- When a 3D element does not have a specific Material applied, the project-wide is Object Style is used.
  - Manage → settings → object styles

# BY CATEGORY


Revit materials - Microsoft PowerPoint
Autodesk Revit Architecture 2012 - Office Building - 3D View: 3D View 1
Visibility/Graphic Overrides for 3D View: 3D View 1
Object Styles
Object Styles...
Office Building - Project Browser

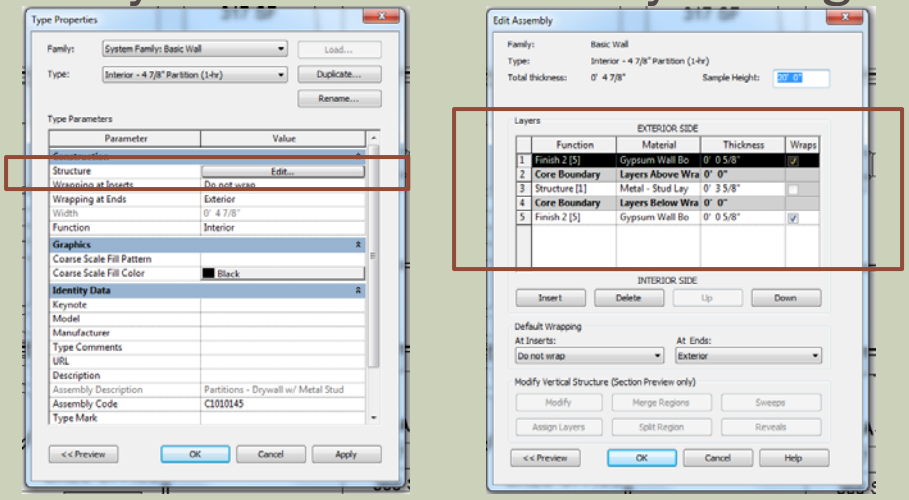
# BY CATEGORY

- On the schedule we just saw, notice the various categories listed: furniture, casework, doors, etc.
- These are hard wired categories Revit uses to organize elements, control visibility and how elements look. Each category may be assigned a default Material.
- When a 3D element has its Material parameter set to <By Category> the Object Style Material is used.

# BY ELEMENT

- The most common way a Material is applied to something is By Element. This is true for systems families and Loadable Families.

- Systems families: walls, ceiling floors. These elements cannot exist outside of a project, therefore the Material adjustment option is built into the dialog box which is used to develop the assembly. The Edit Assembly dialog box is shown below.



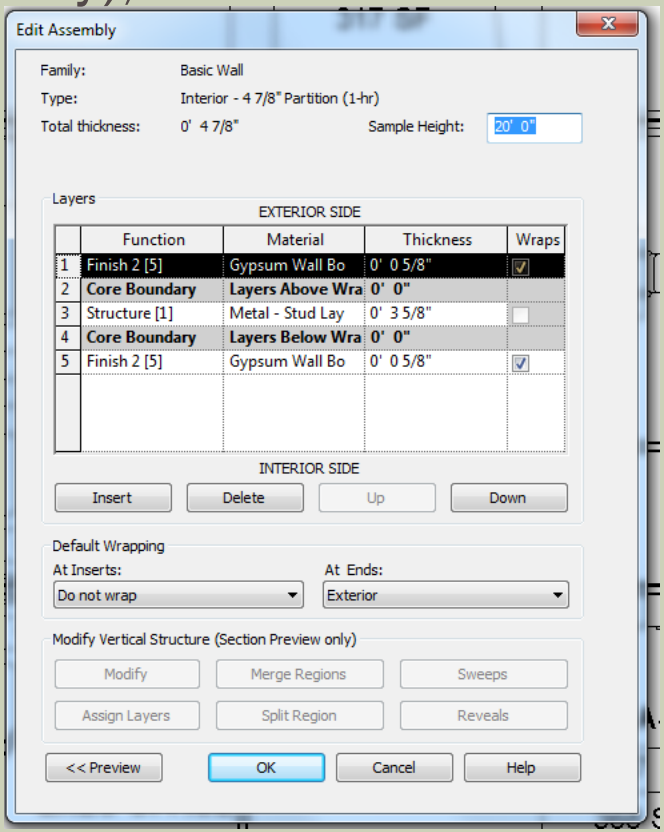
# BY ELEMENT

- Loadable families: furniture, casework, specialty equipment, doors, etc.

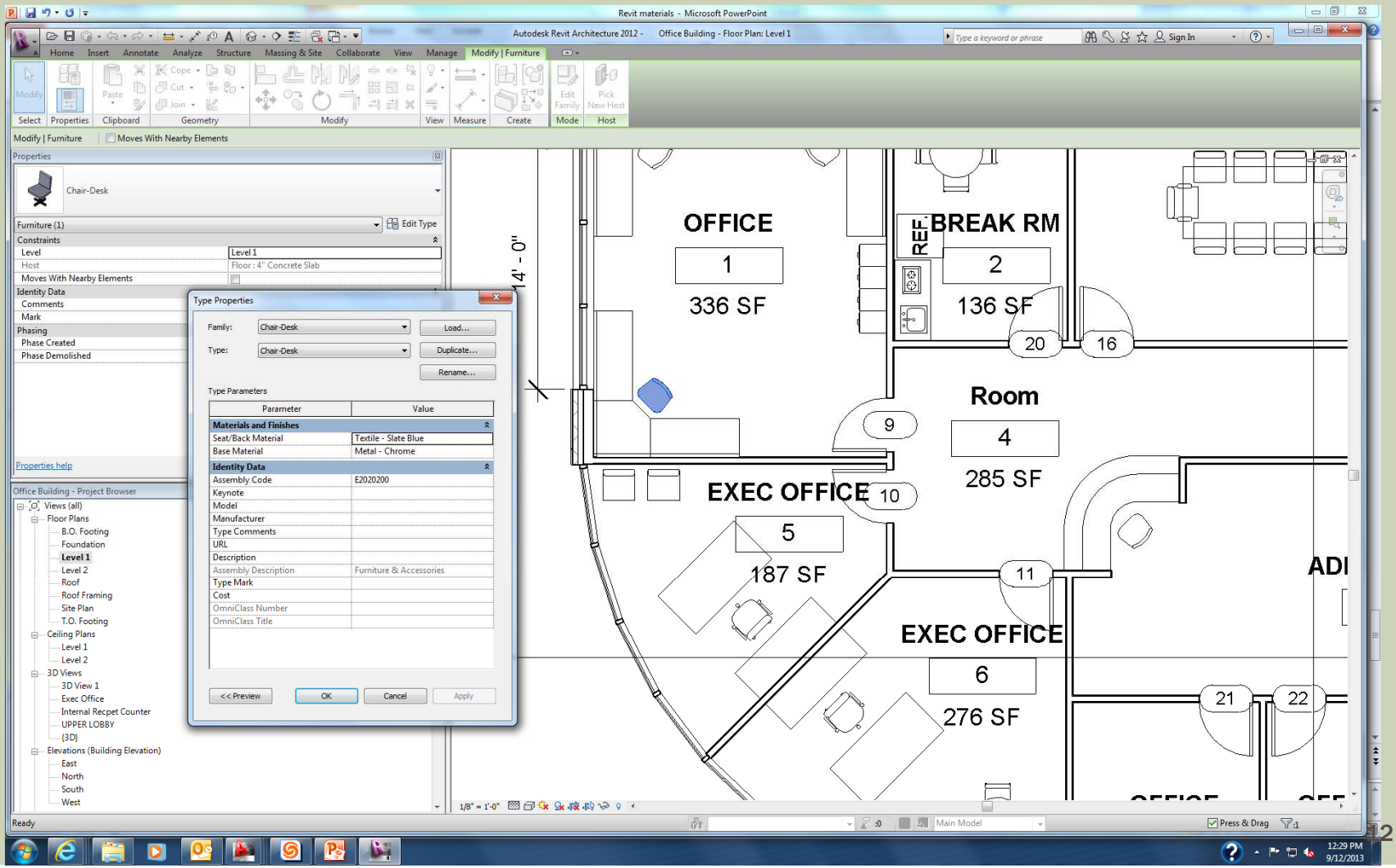
- These are families which are developed in the Family Editor environment. Every 3D element is a Family has a Material parameter. When the item is first created, the Material parameter is set to By Category. This parameter is usually changed in one of two ways: picking a material, mapping to a material parameter.

# BY ELEMENT

- The Edit Assembly dialog highlights how the material selection is built into the workflow for developing an assembly (system family), a wall in this case.



# NOTICE THE OPTIONS WHEN CLICKING EDIT/TYPE ON THE CHAIR…



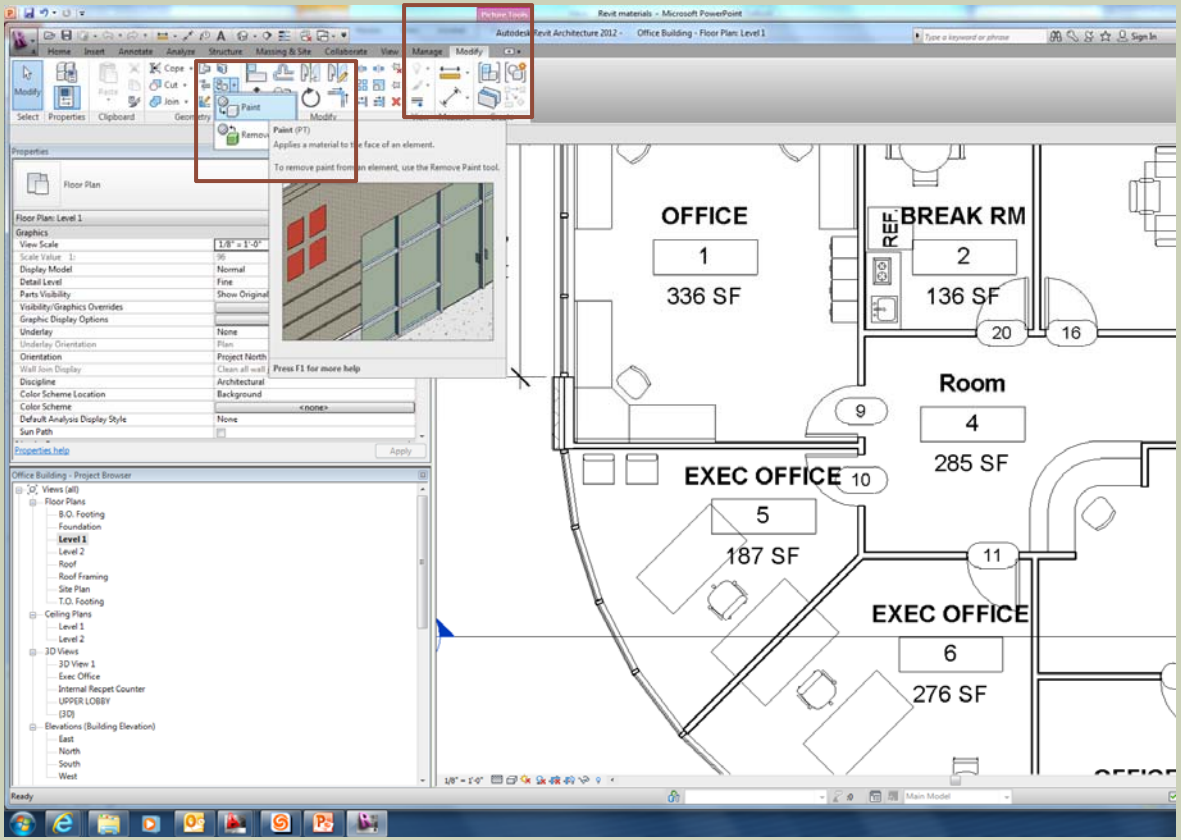
# BY ELEMENT

- Notice the two Material Parameters: Seat/Back Material and Tablet Material.
- These can both be changed to another Material by clicking on the Value field and selecting the small button that appears to the right. This opens the Material Dialog, from which another Material can be selected or created.
- By changing a Type Parameter, every chair of this type within the project will be instantly updated.
- Sometimes you cannot change, for example, the chair legs or back support; they can only be changed in the Family Editor.

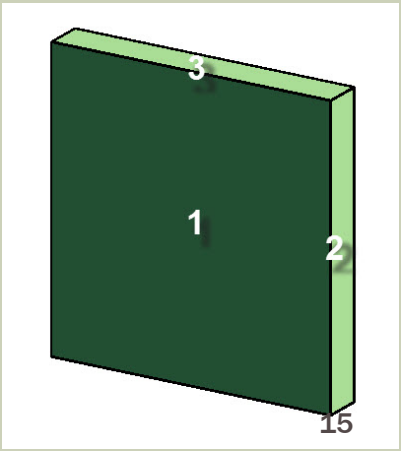
# BY FACE

- The third way in which a Material is typically applied is by using the Paint tool, which adds a material to a single face. This can have some limitations.
- The Paint tool is used on Systems Families, such as walls, floors, ceilings, etc.
- The Paint tool is selected on the modify tab, a material is selected from a dialog that appears, and then individual faces are selected.

# BY FACE




The image below shows a wall with three of the six faces visible from this vantage point. You can only change the surface material of these three faces. You would need to change the view of the wall to override the other faces.



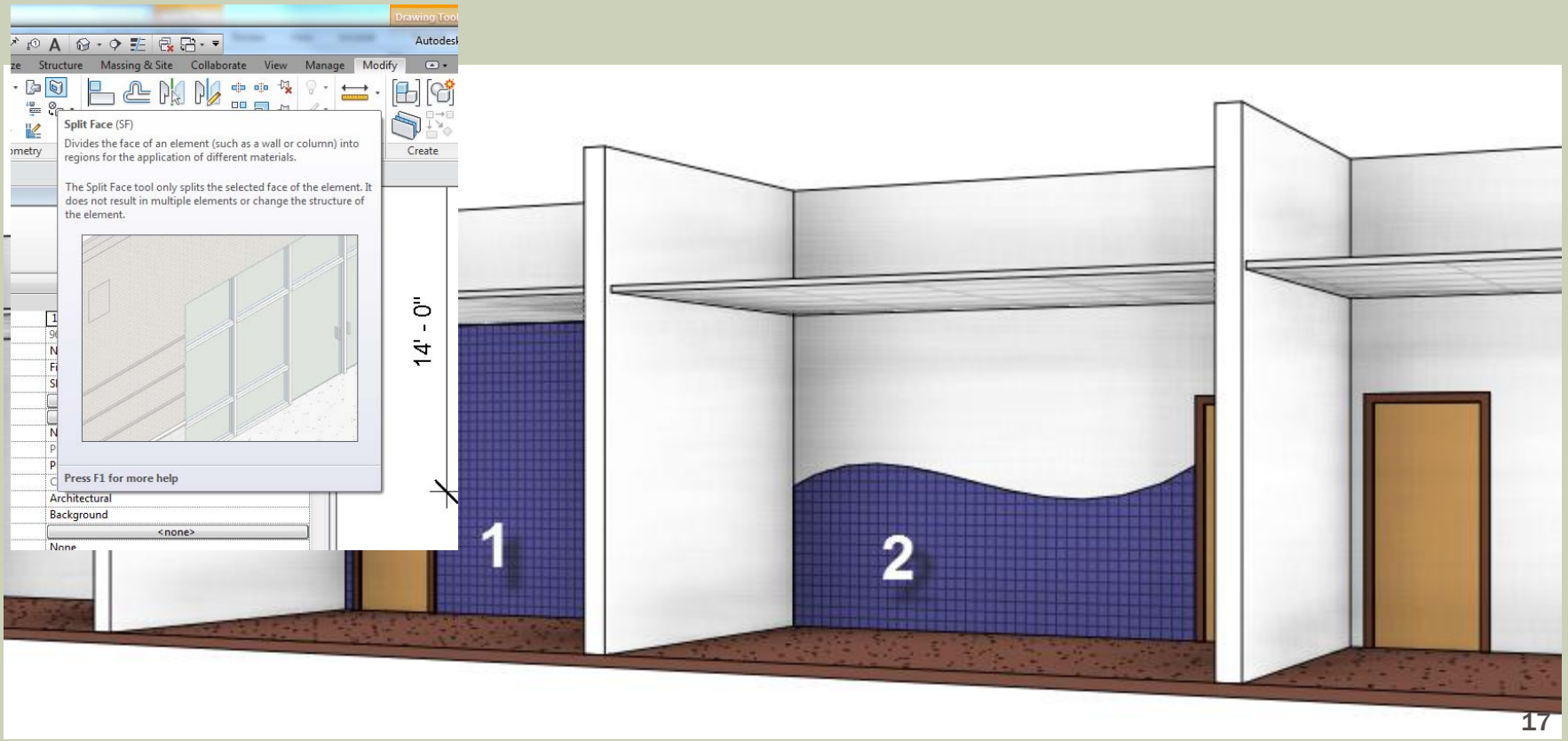
# BY FACE

- When a surface is painted, Revit paints the entire face, not just the portion visible in the current view.

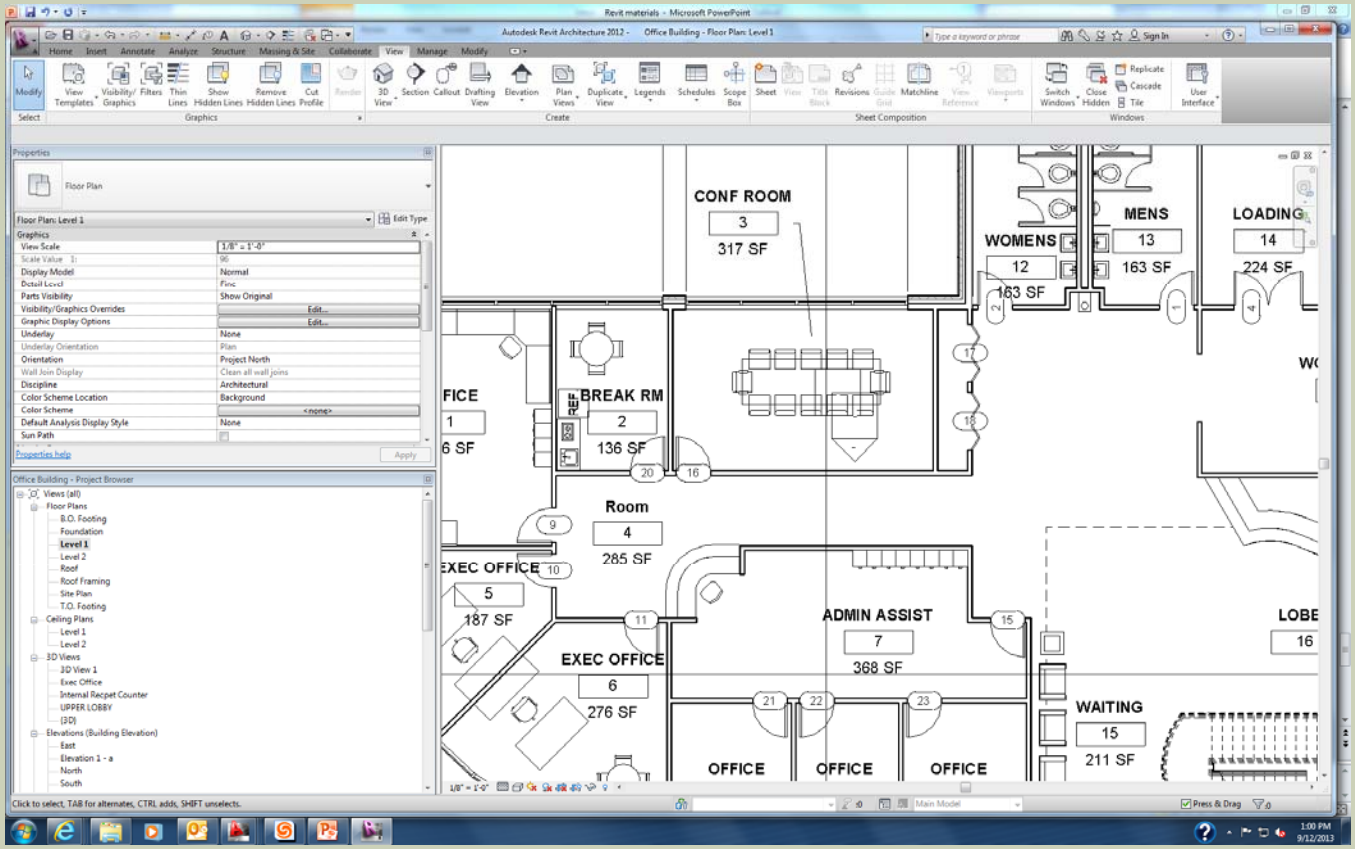
- For example, an interior elevation might be of a wall common to a corridor, or hallway. Revit will paint the entire side of the corridor wall, not just the portion visible in the specific room you are in.

# BY FACE

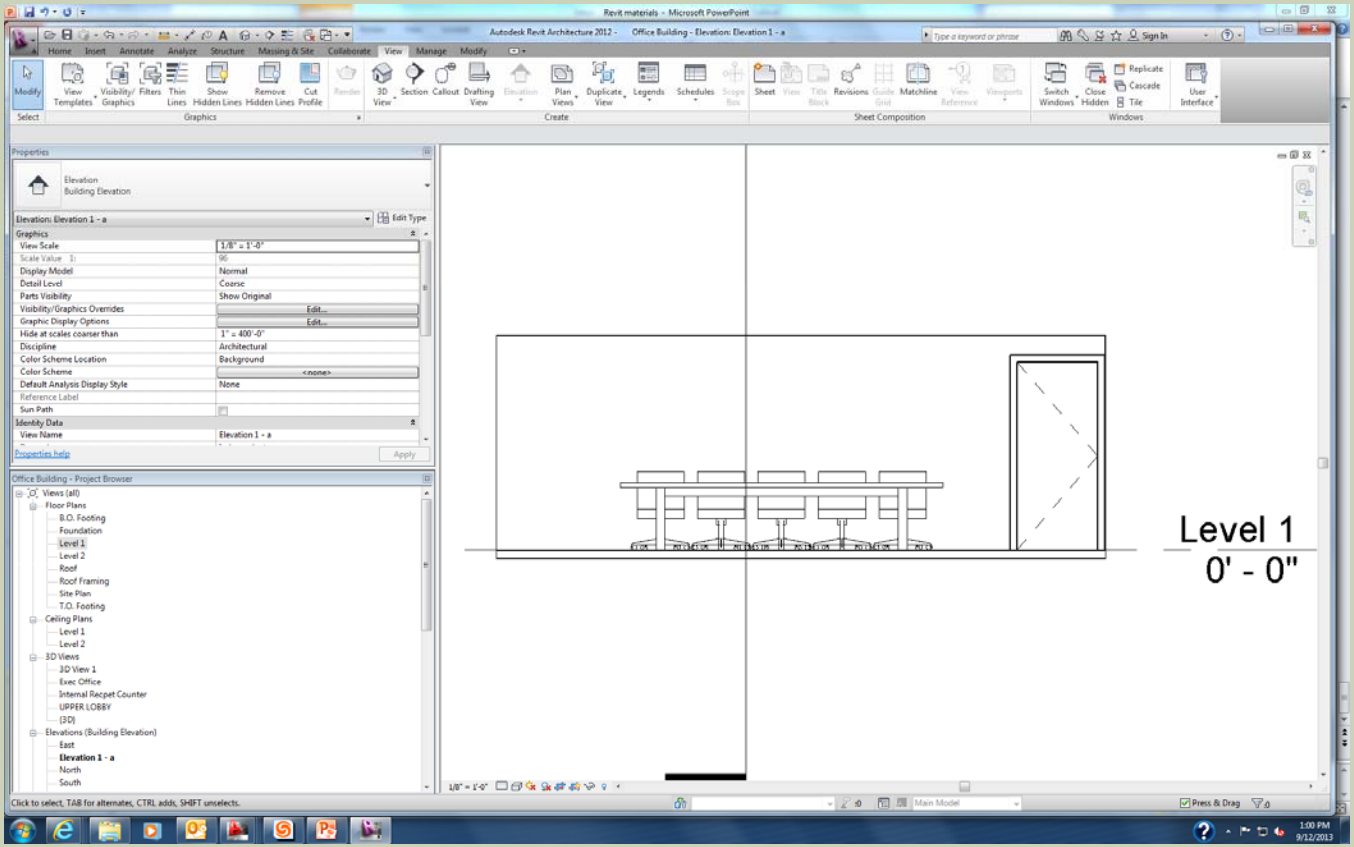
- You can constrain the area, or extents, of a material to be painted on a face. This is done by using the Split Face tool.



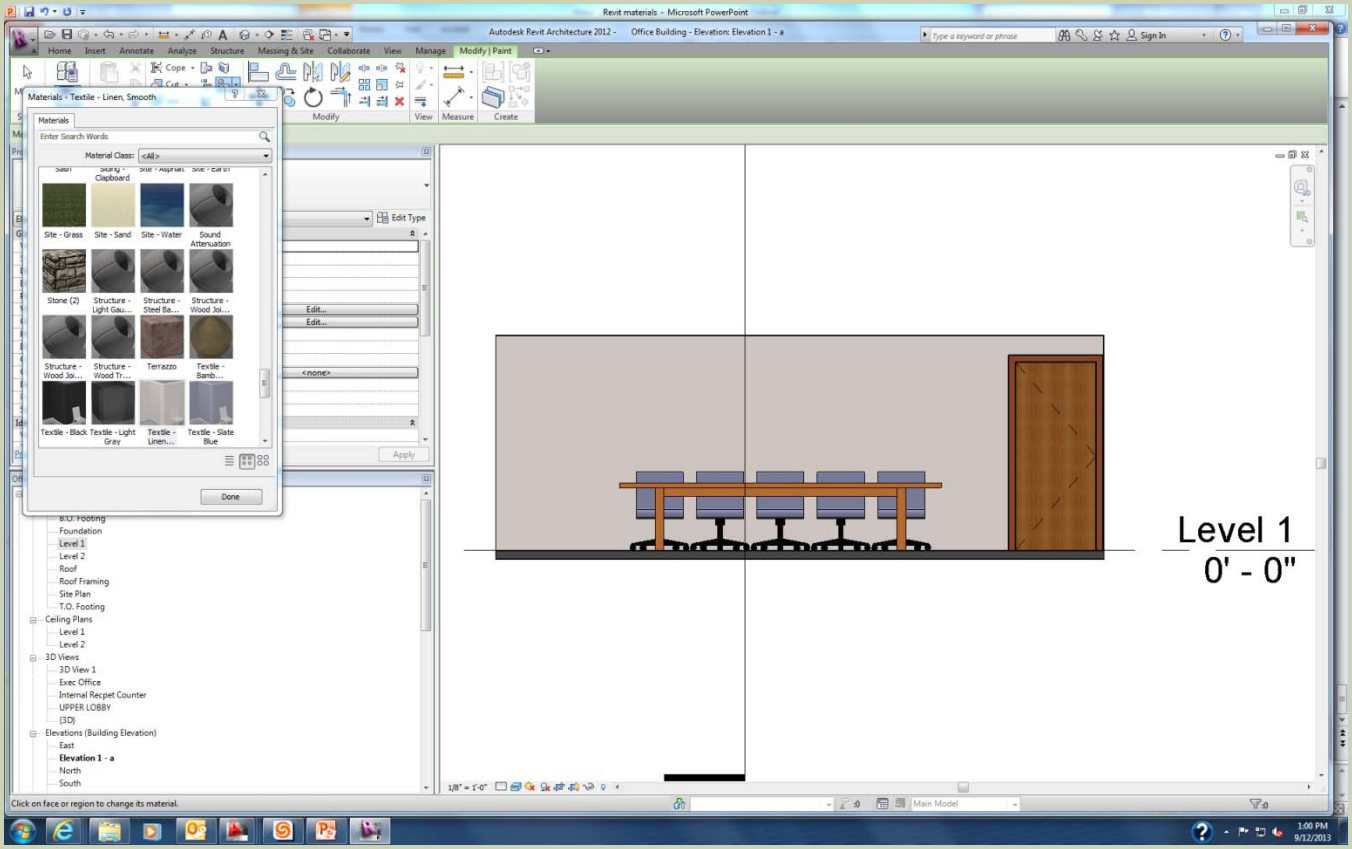
# PLACE ELEVATION IN CONFERENCE ROOM



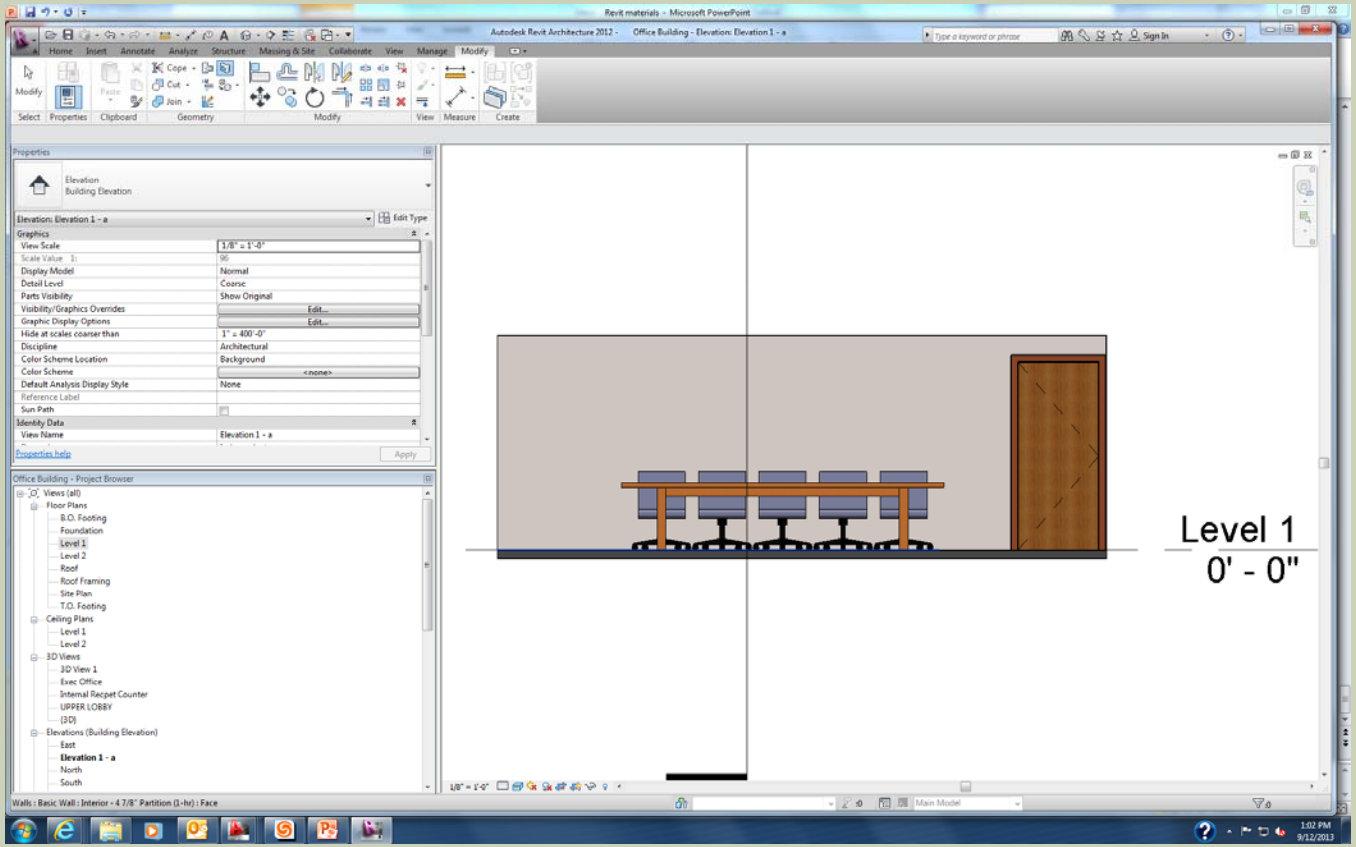
# ELEVATION OF WALL BELOW



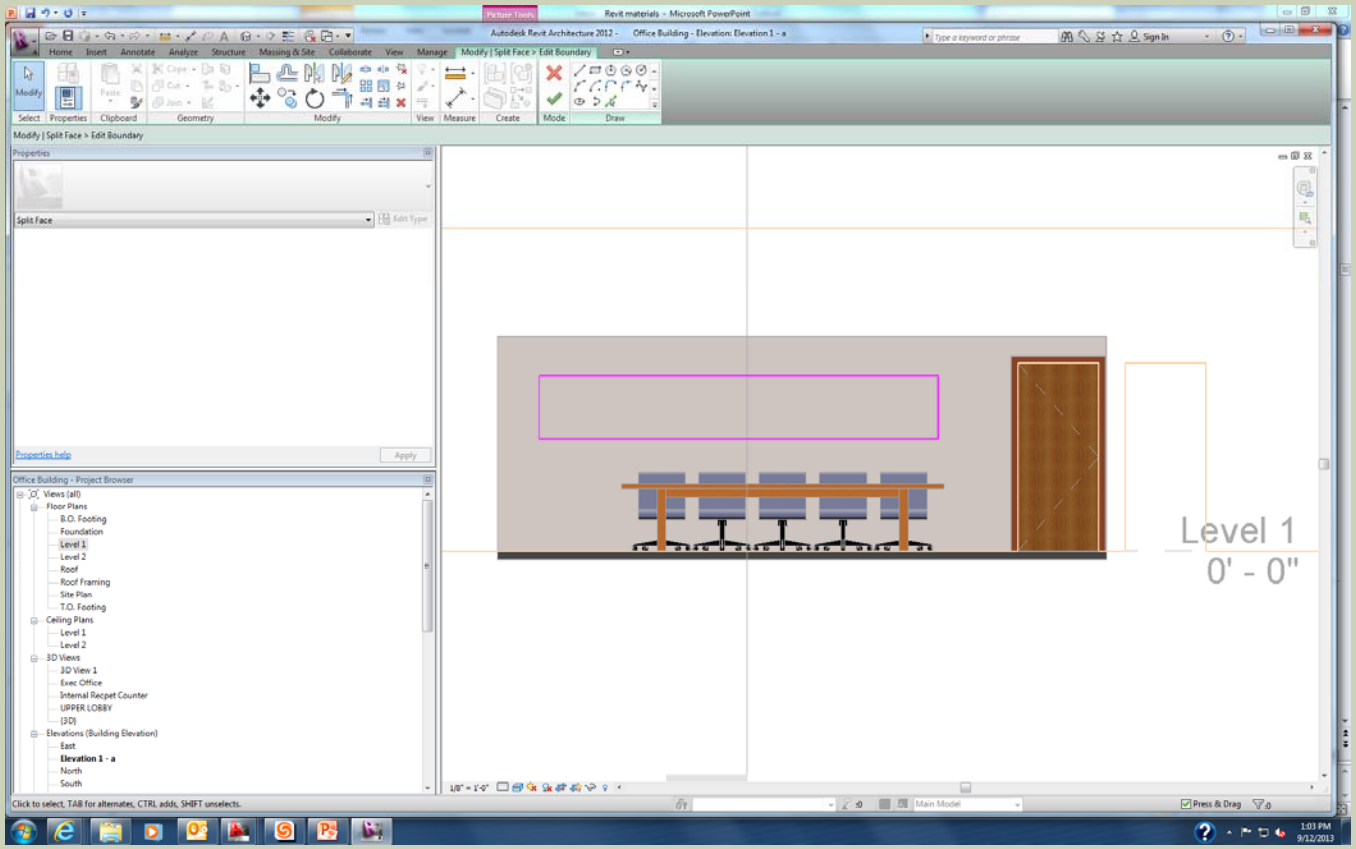
# REALISTIC VIEW, PAINT WALL A NEUTRAL MATERIAL

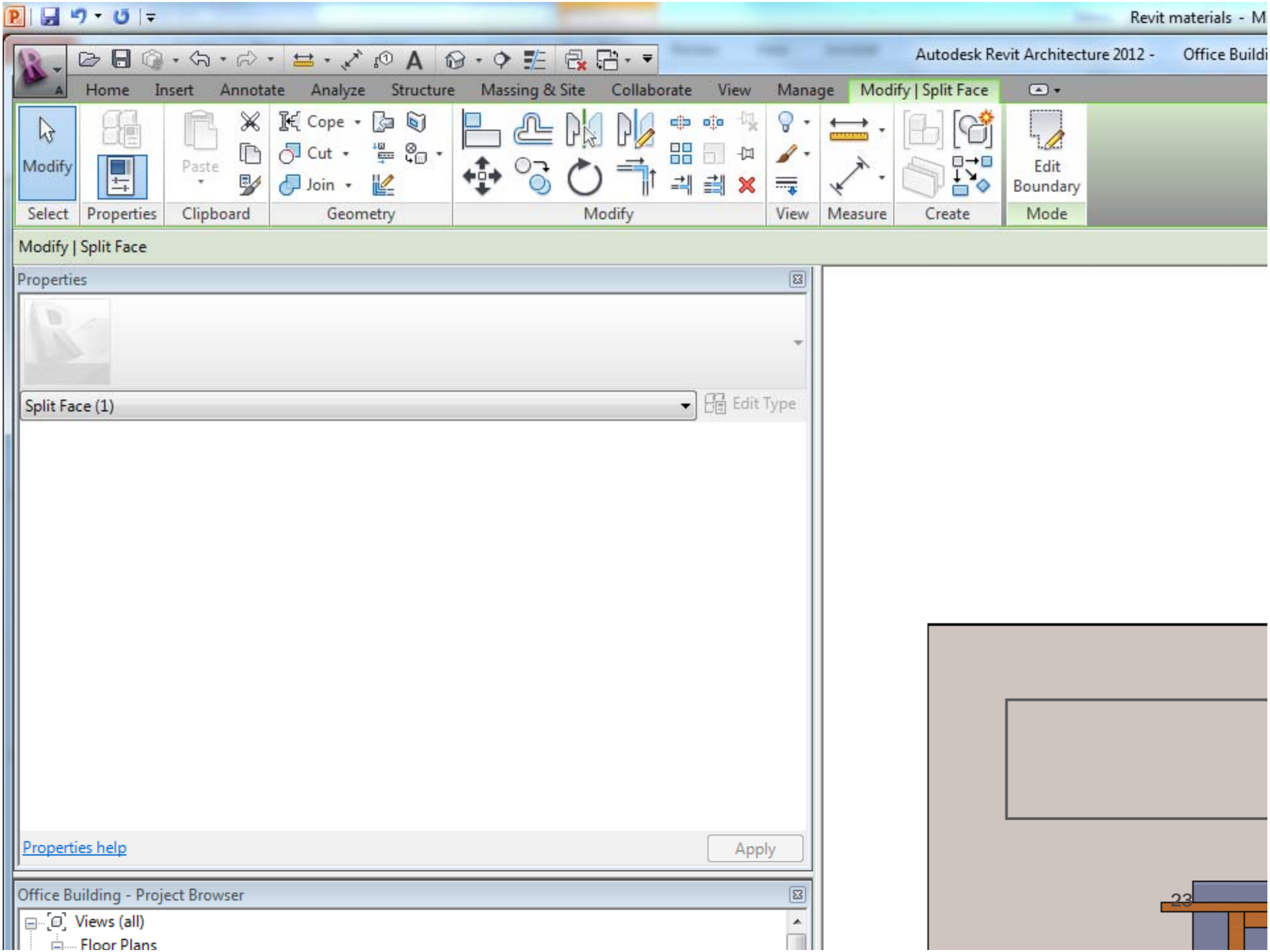


# ELEVATION OF WALL BELOW: NOW CLICK SPLIT FACES, NEXT TO PAINT



# TAB TO SELECT WALL, SKETCH ANY SHAPE, CLICK GREEN CHECKMARK




Revit materials - M
Autodesk Revit Architecture 2012 -
Office Buildi
Home
Insert
Annotate
Analyze
Structure
Massing & Site
Collaborate
View
Manage
Modify | Split Face
Modify
Paste
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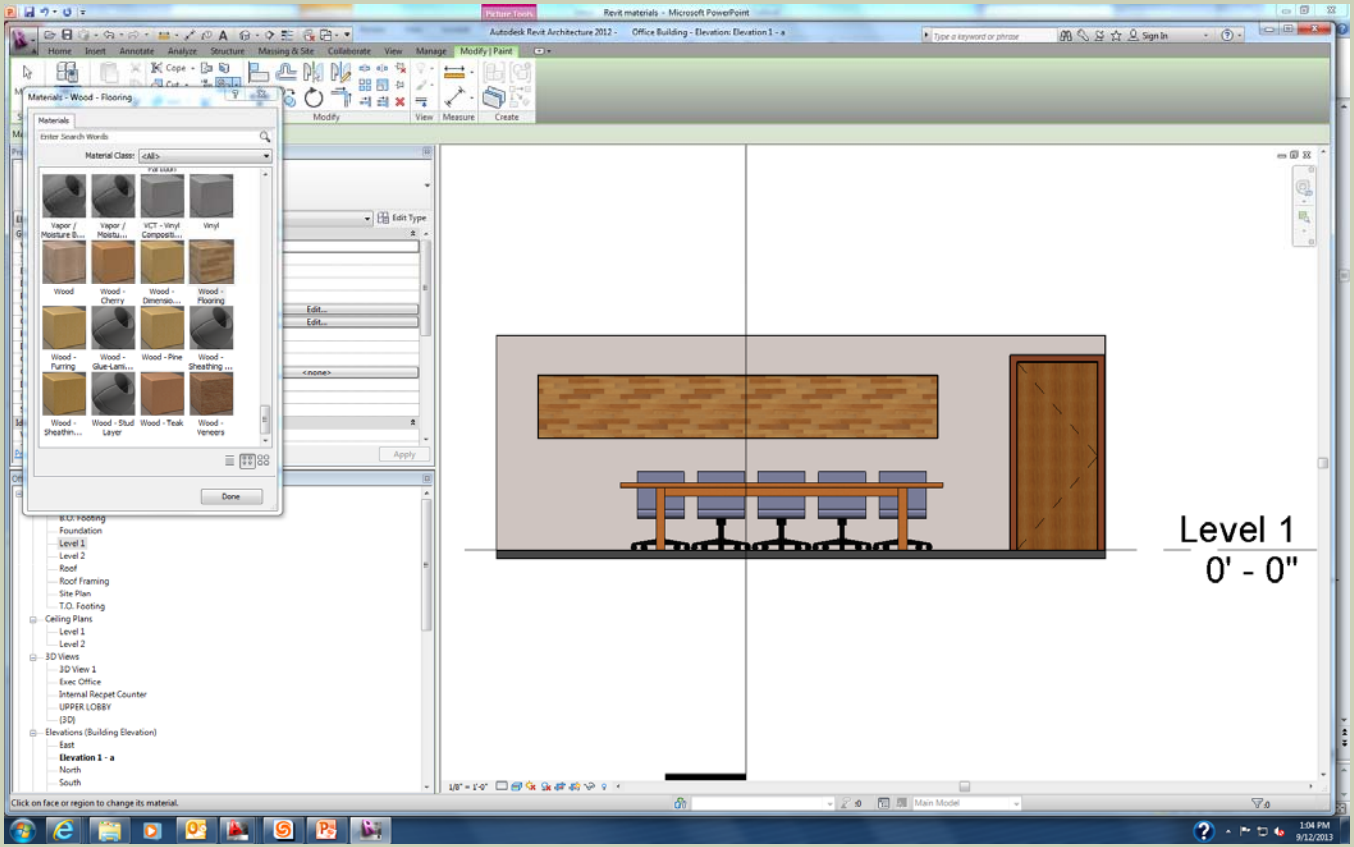
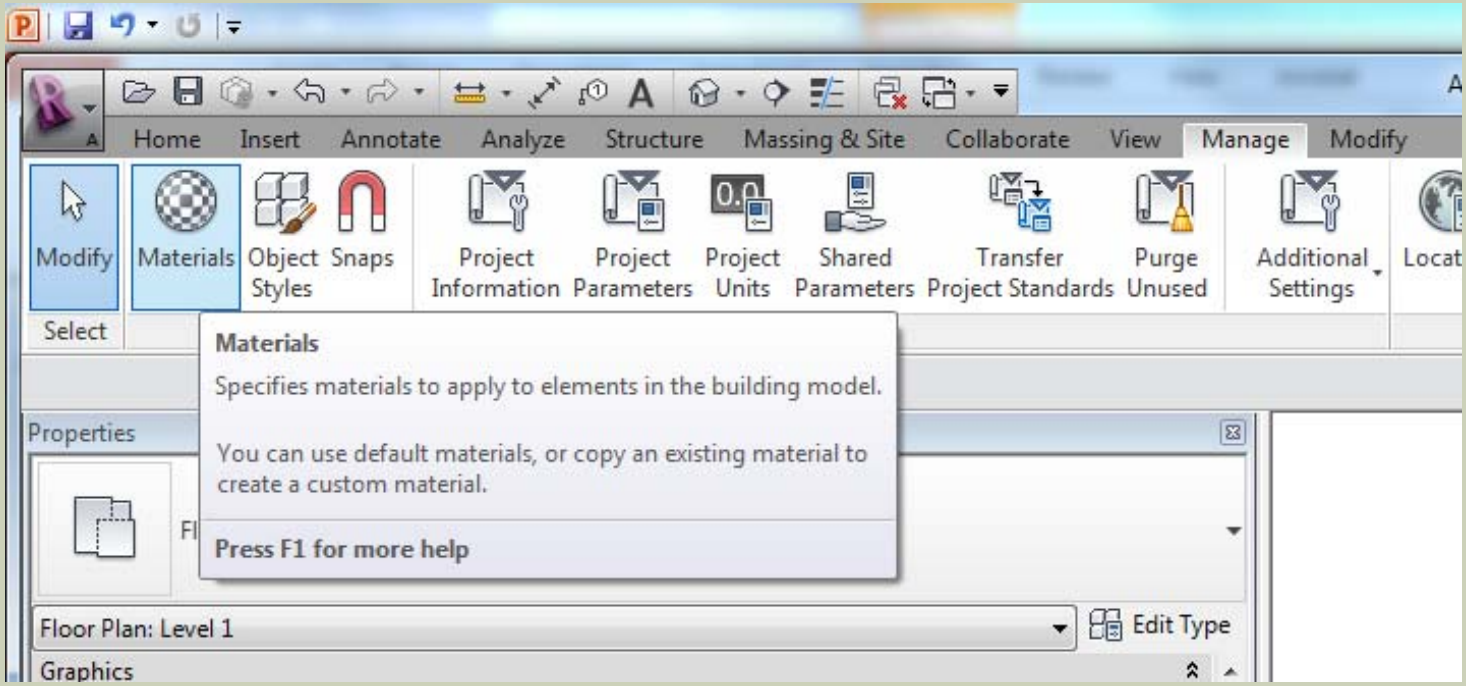
Join
Edit Boundary
Select
Properties
Clipboard
Geometry
Modify
View
Measure
Create
Mode
Modify | Split Face
Properties
Split Face (1)
Edit Type
Properties help
Apply
Office Building - Project Browser
Views (all)
Floor Plans
23

# PAINT SECOND AREA WITH A DIFFERENT MATERIAL, NOTICE RESULT

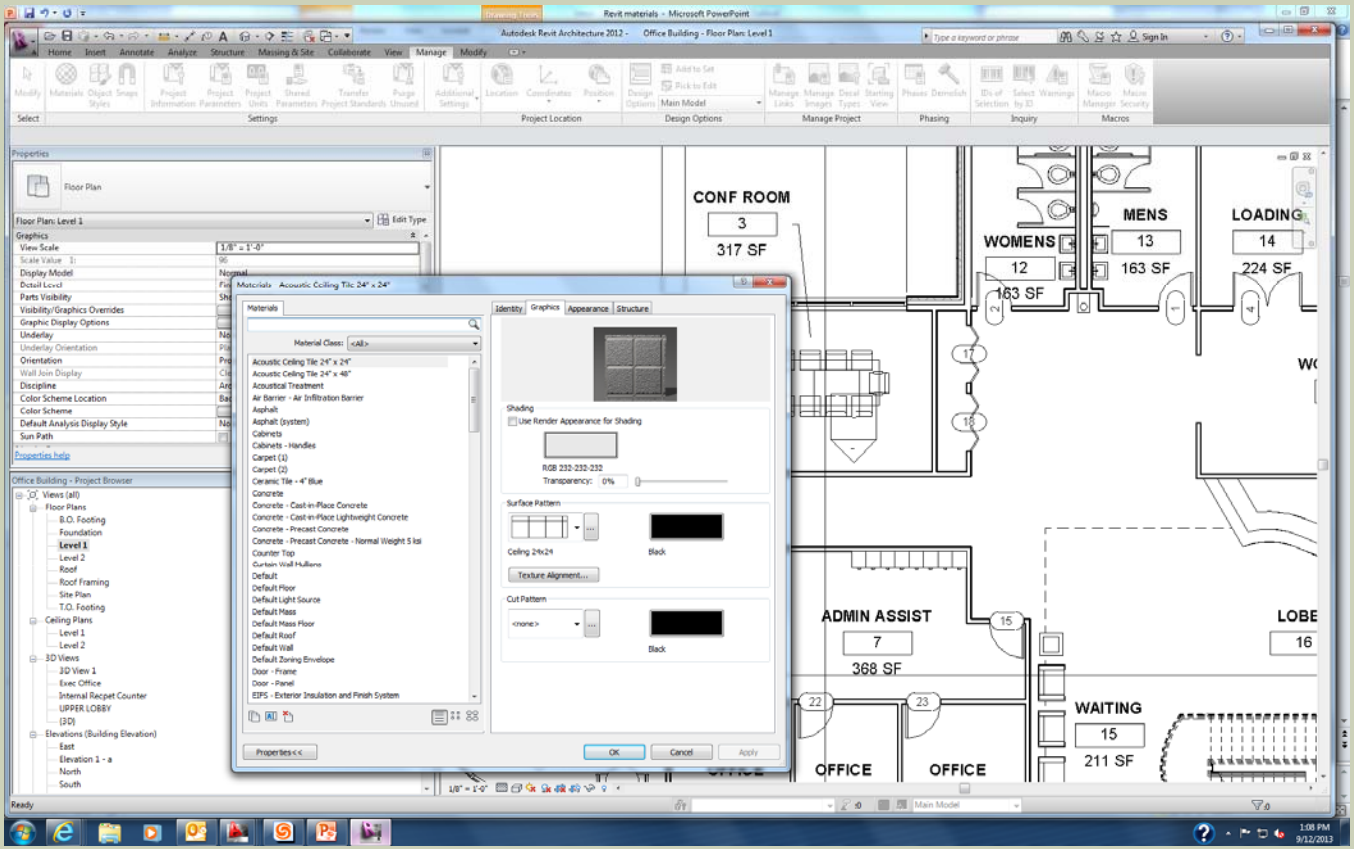


# A DETAILED LOOK AT REVIT MATERIALS

- To explore the Materials in a project, most of which comes from the project template, click the Materials button on the manage tab.



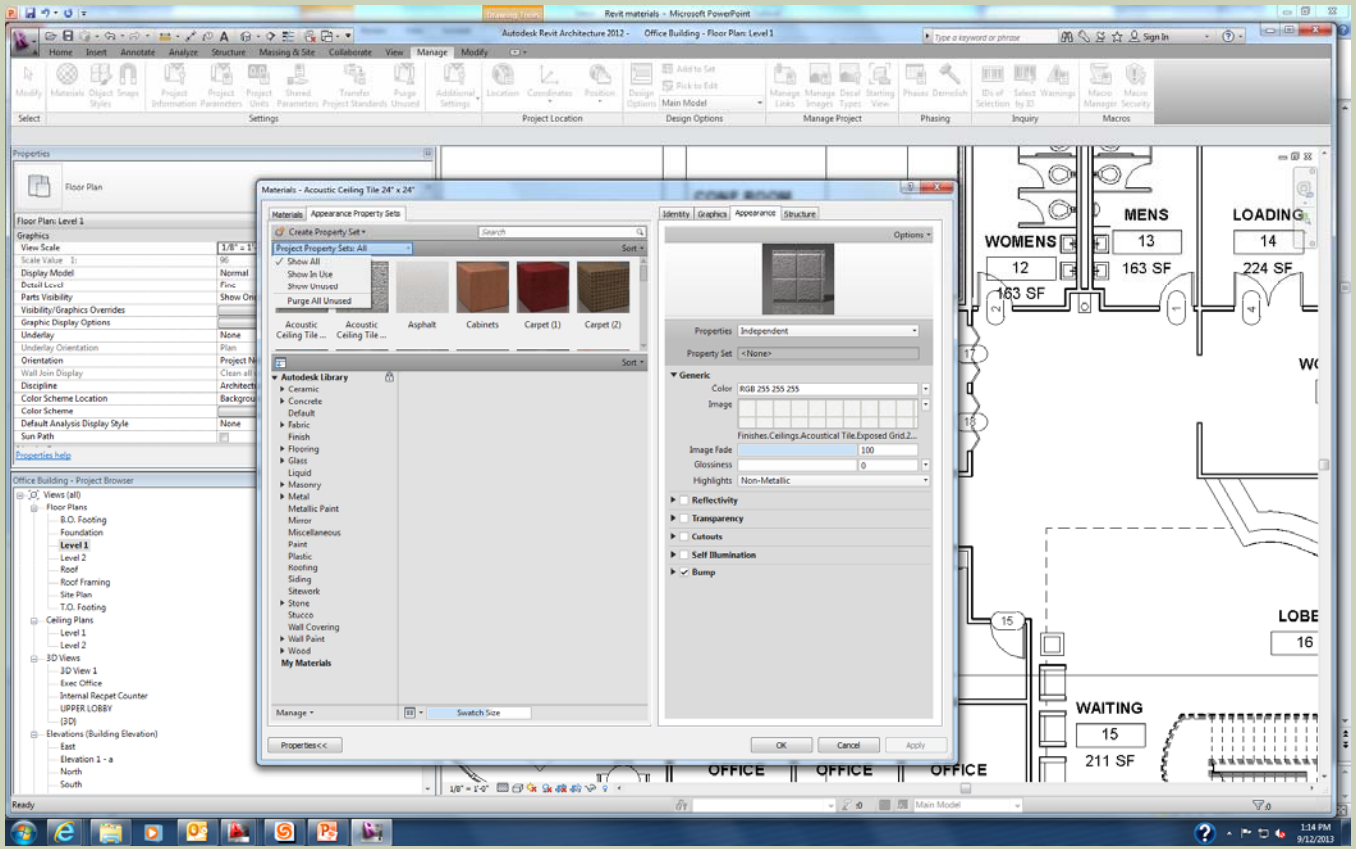
# A DETAILED LOOK AT REVIT MATERIALS → MANAGE → MATERIALS



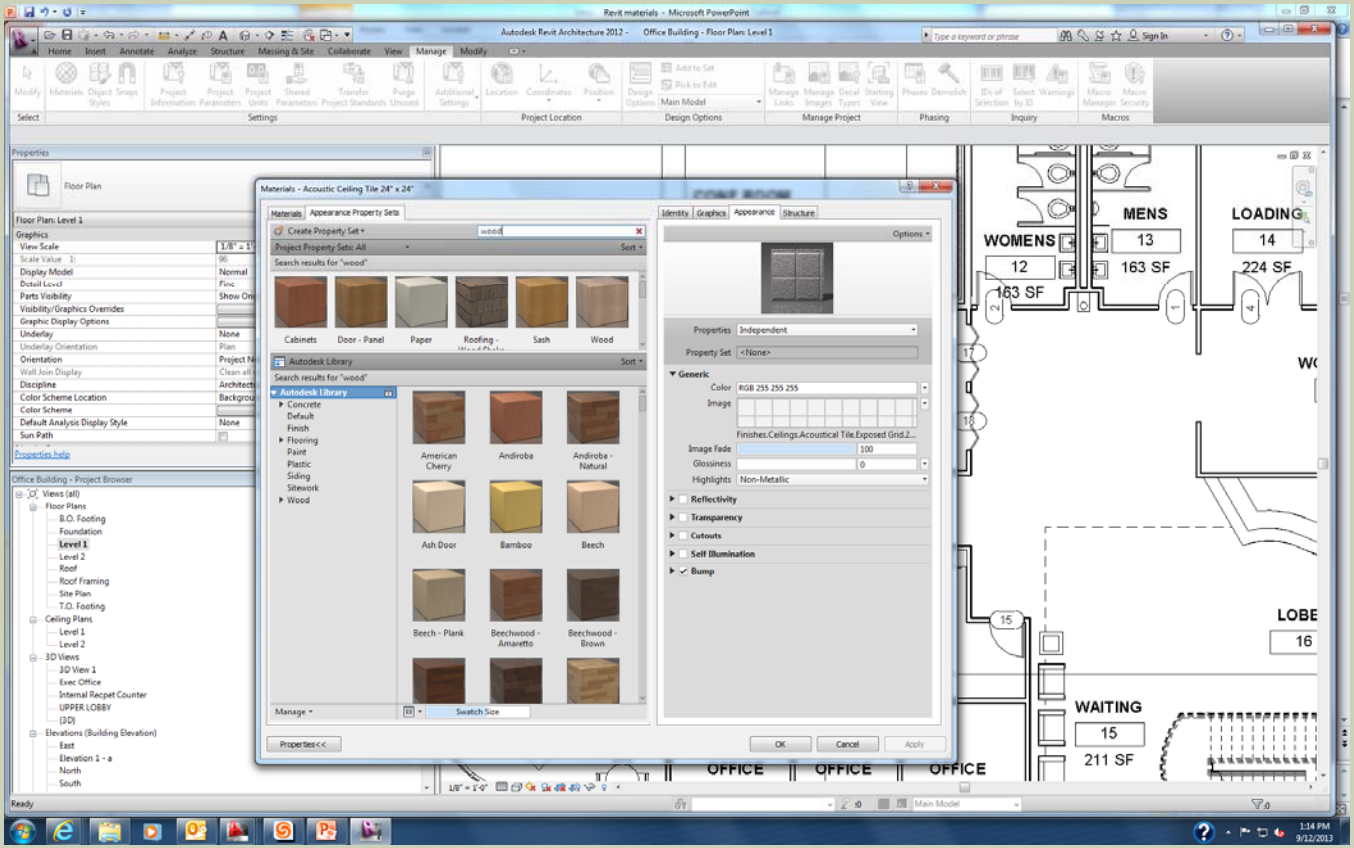
# A DETAILED LOOK AT REVIT MATERIALS

- In the Materials Dialog, notice the list of Materials on the left side of the screen.
- This can be sorted in two ways: Material Usage State, Search Words.
- Selecting the drop down list allows you to narrow the list to just Materials used in the project, or not used. The default is Show All, so both used and not used appear in the list.

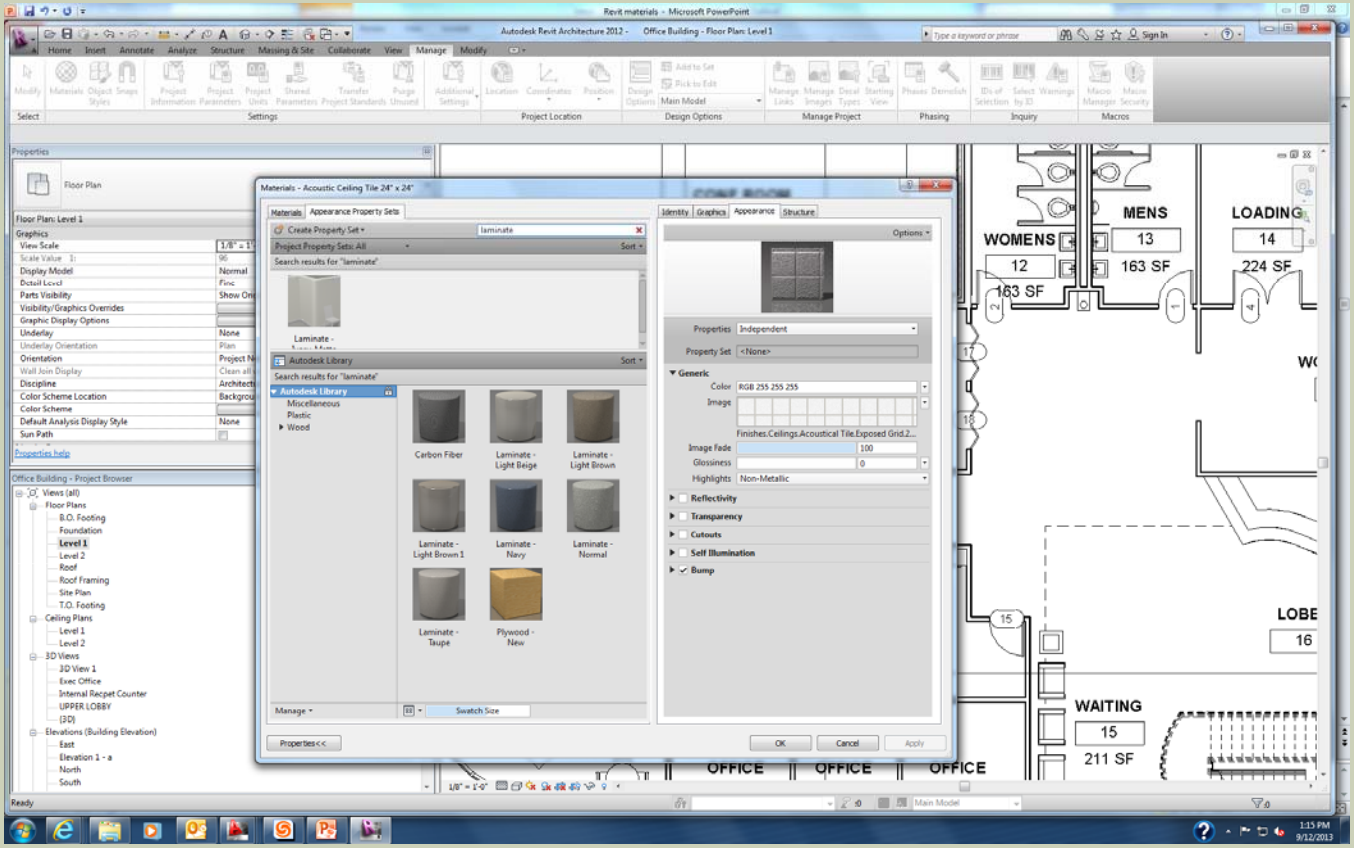
# A DETAILED LOOK AT REVIT MATERIALS



# A DETAILED LOOK AT REVIT MATERIALS: SEARCH FOR WOOD

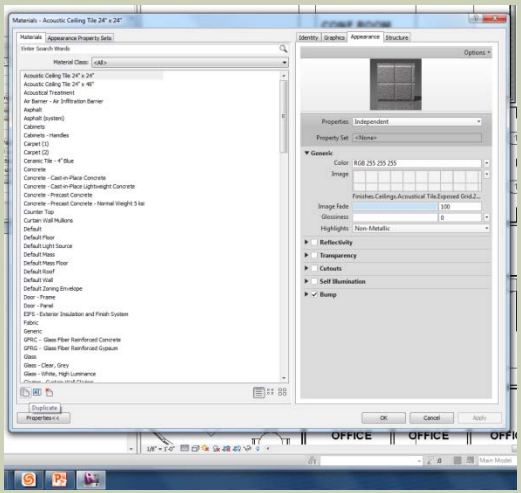


# SEARCH FOR LAMINATES: NOTICE THE RESULTS



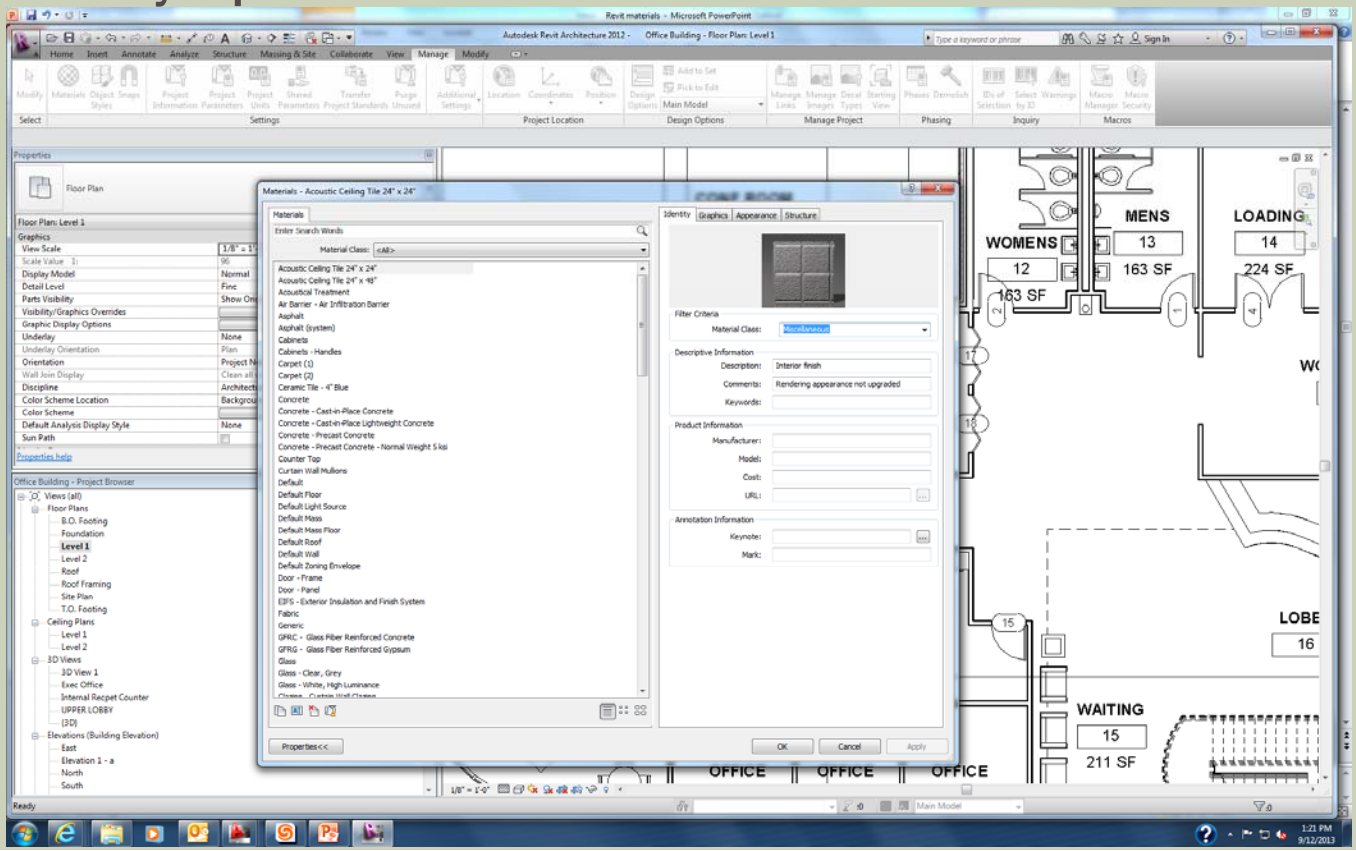
# A DETAILED LOOK AT REVIT MATERIALS

- When you right click on a Material name, you can Duplicate; Rename and Delete materials. Also, at the bottom, you can create a new Material or Duplicate an existing one.



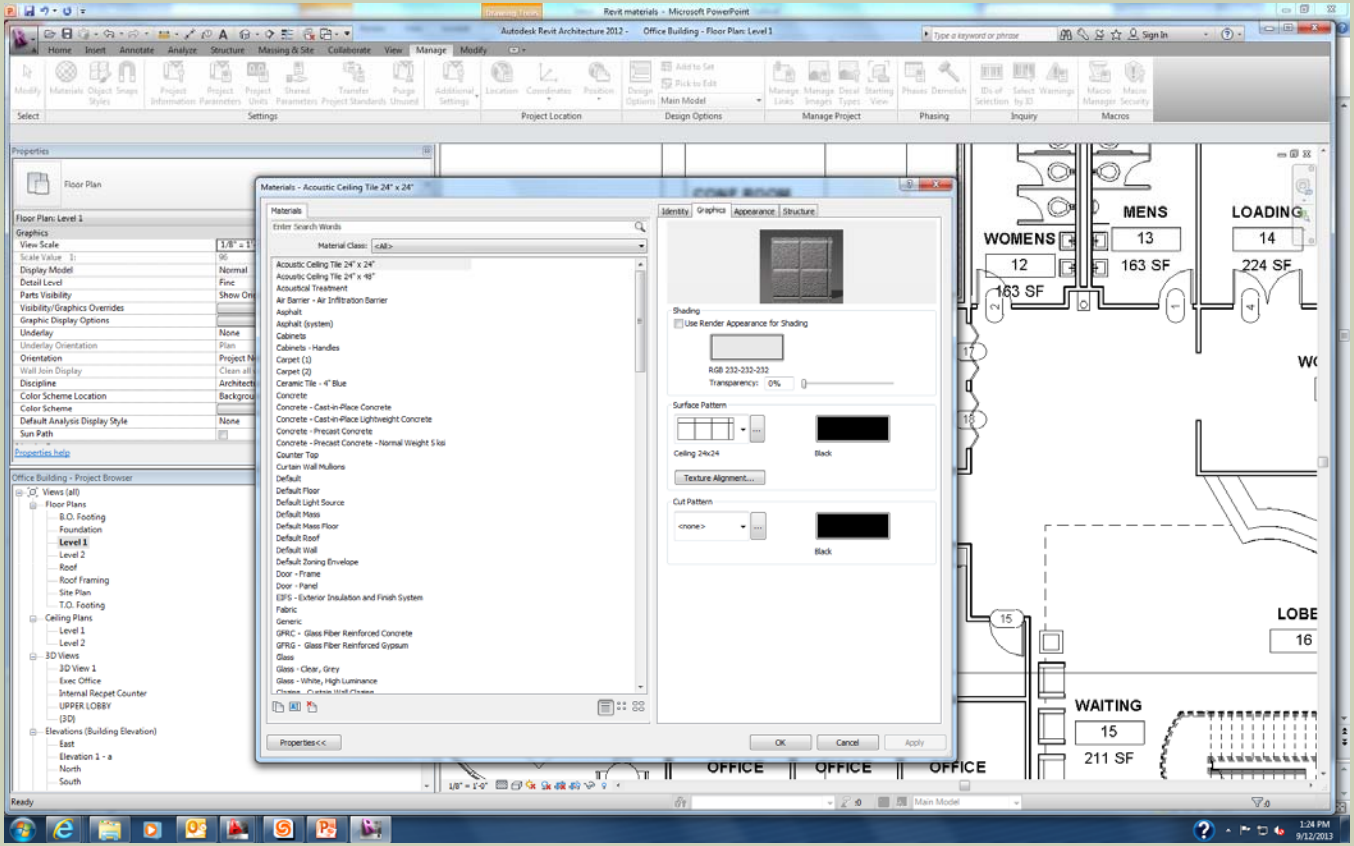
- Now we will take a look at the information contained within each Material.
- This is viewed in the Material Editor dialog, and the information seen is based on which Material is selected in the Material Browser.
- If the Material Editor is not visible, click the small icon in the lower right corner of the Material Browser.

- Identity: with the first material selected in the Material Browser list on the left, Acoustic Ceiling Tile 24”x24”, notice the Identity options available.



- Descriptive Info: material name and what it is used for
- Product info: who makes the material, how much does it cost, where can I find more info.
- Revit Annotation Info: it is possible to add smart text with optional arrows, which is called a Tag, in a drawing view to report info about a specific Material. If the info changes, the tag will update automatically. We will learn more about keynoting later.

# GRAPHIC ASSET: ACOUSTICAL CEILING TILE 24”X24”



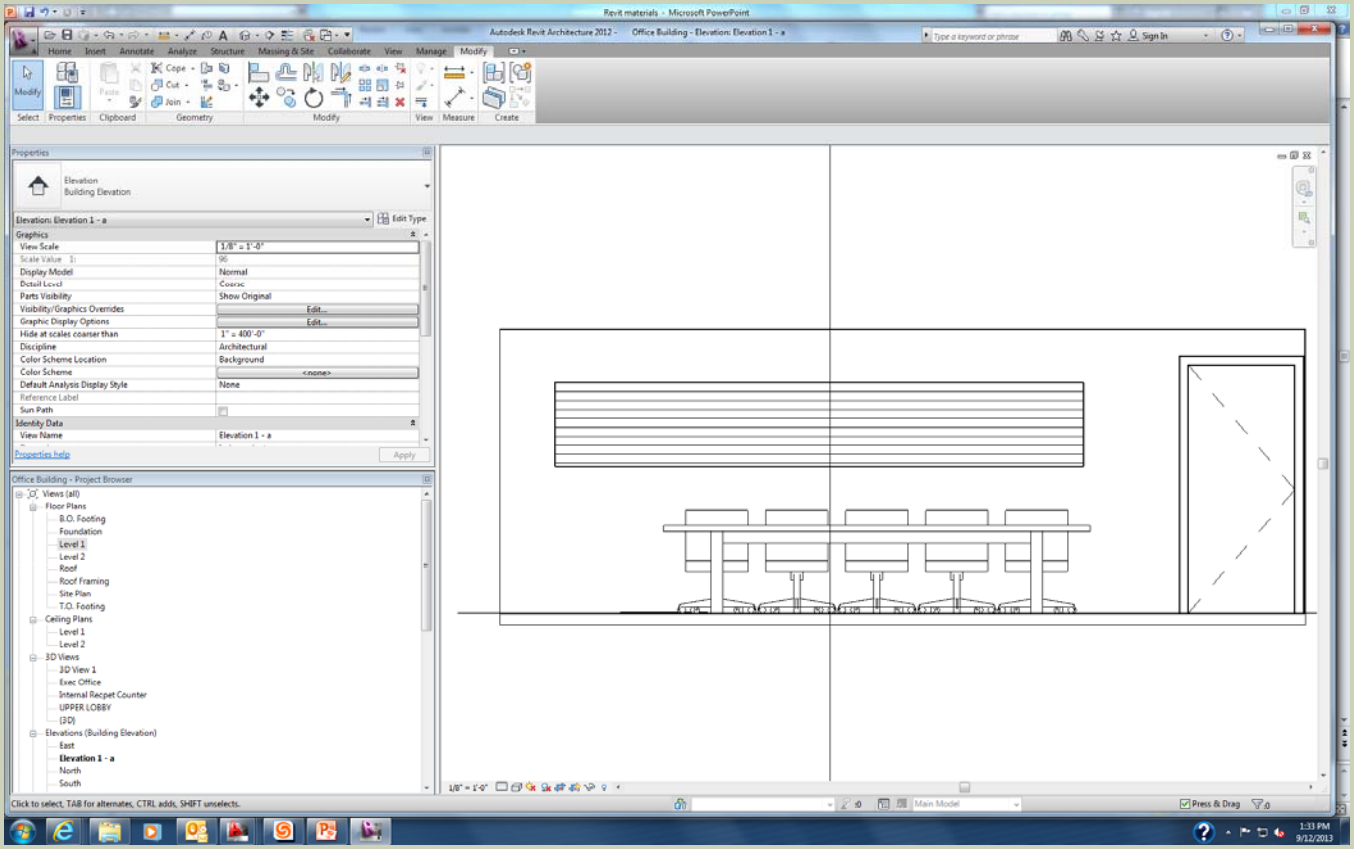
- The info. found in the Graphics panel primarily relates to how the various Materials appear on screen and how they print on paper, or in a PDF. This closely relates to the development of the CD deliverables.

- Shading: this is the solid color used on screen when the visual style is set to Shaded or Consistent Colors.
  - Transparency setting is used to make certain objects see through. This applies to all of the visual styles. The most common application of this is on glass.

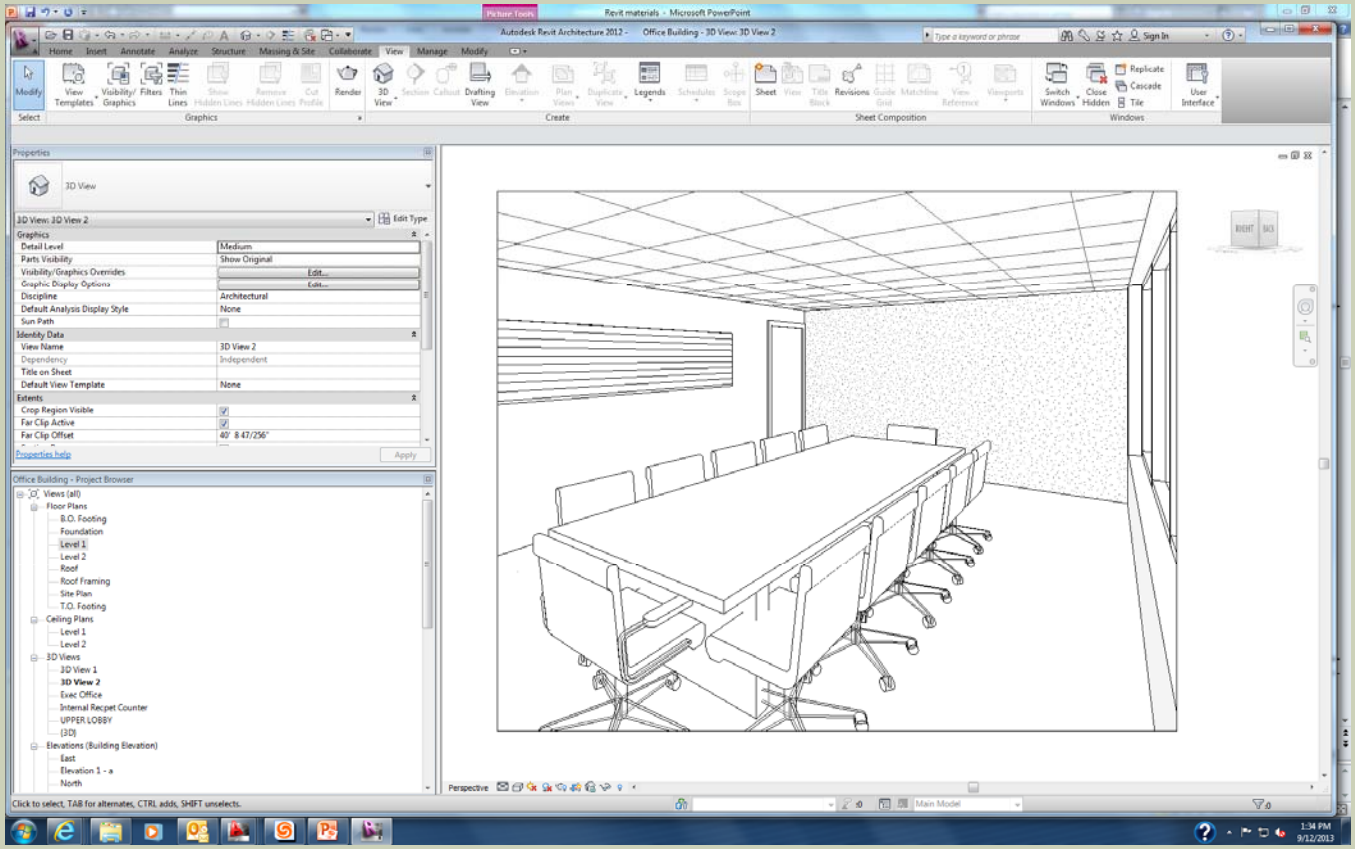
- Surface Pattern and Color: when a surface pattern is selected, Revit will display this pattern on a surface in a visible view. If the ACT material is applied, you will see it on the ceiling plan and 3D views.

- Cut Pattern: when a cut pattern is selected, Revit will display that pattern within the boundary of an object, if the object is being cut in the view. A common example would be walls since a floor plan has a cut plane at 3'-6" above the level.

# SURFACE PATTERN SHOW BELOW: WOOD PORTION OF WALL FROM EARLIER



# HIDDEN LINE 3D: ACT AND WOOD PORTION OF WALL

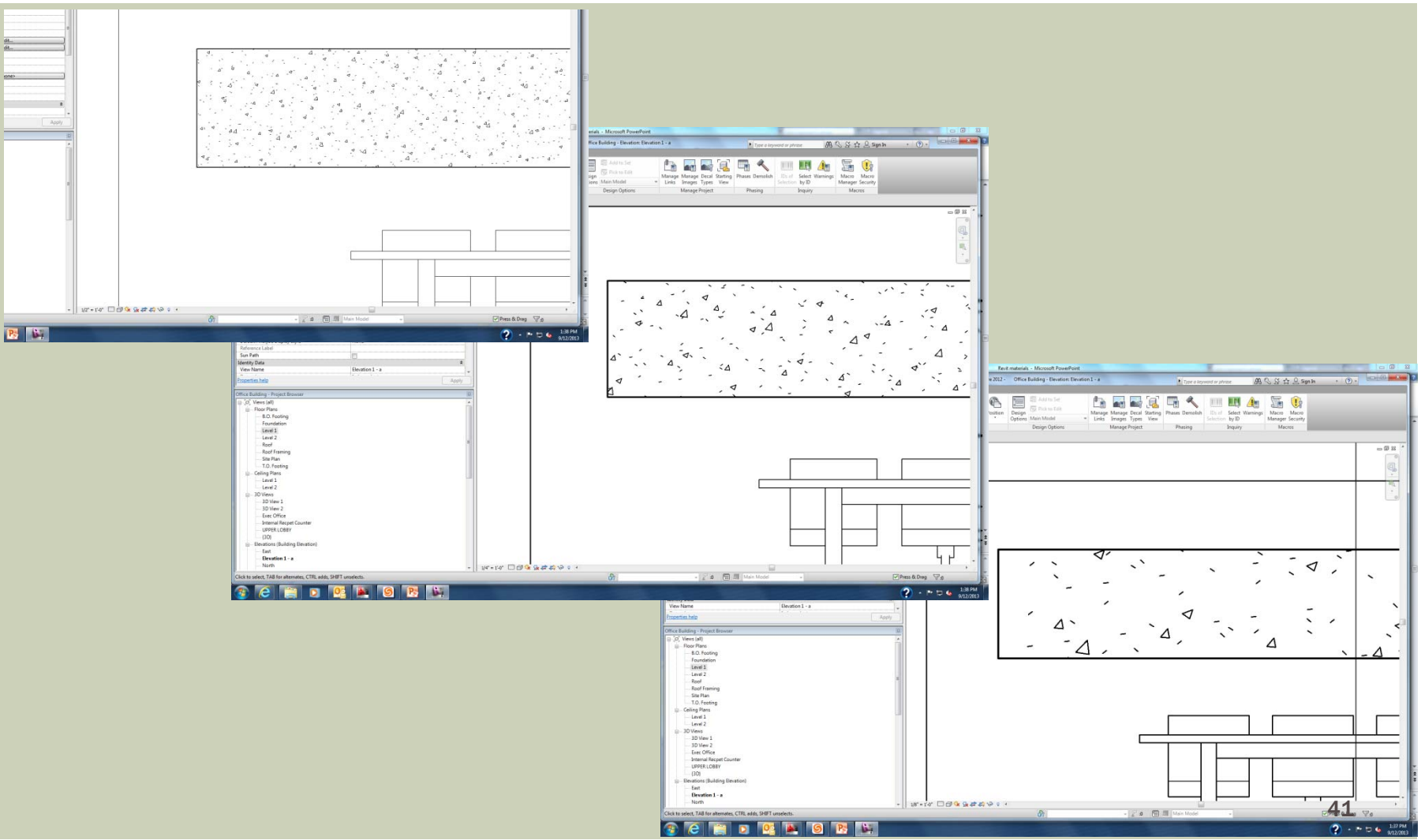


# SURFACE AND CUT PATTERNS (OPTIONAL)

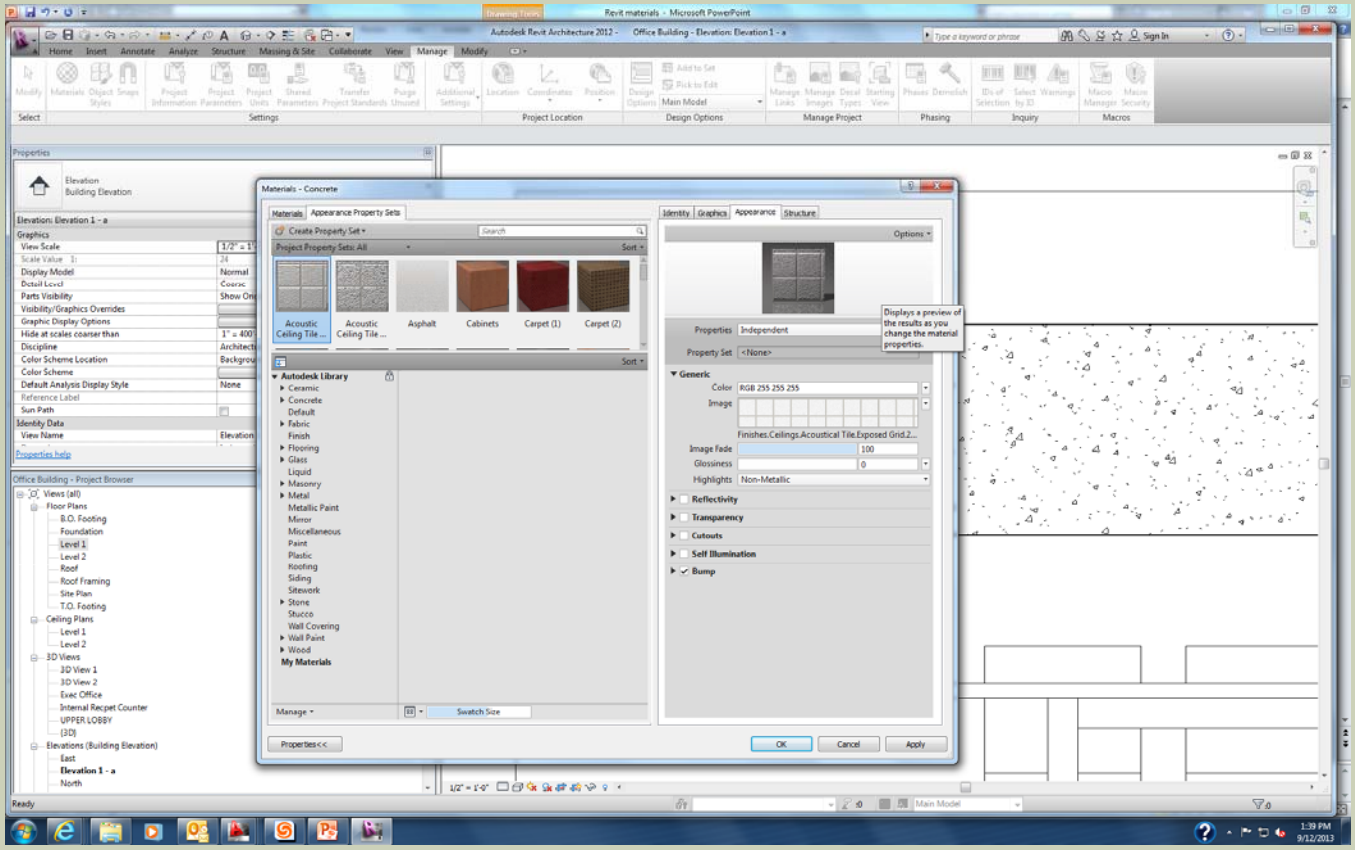
- Keep in mind that surface and cut patterns are optional.
- In large commercial projects it is not desirable to see a floor pattern as the drawing gets too cluttered with notes, dimensions and tags.

- Pattern scale: there are two types of fill patterns in Revit: model and drafting.
  - Model patterns typically represent actual materials such as ceiling tile, concrete block, and brick.
  - Drafting patterns symbolically represent a material. They automatically adjust size with view scale.

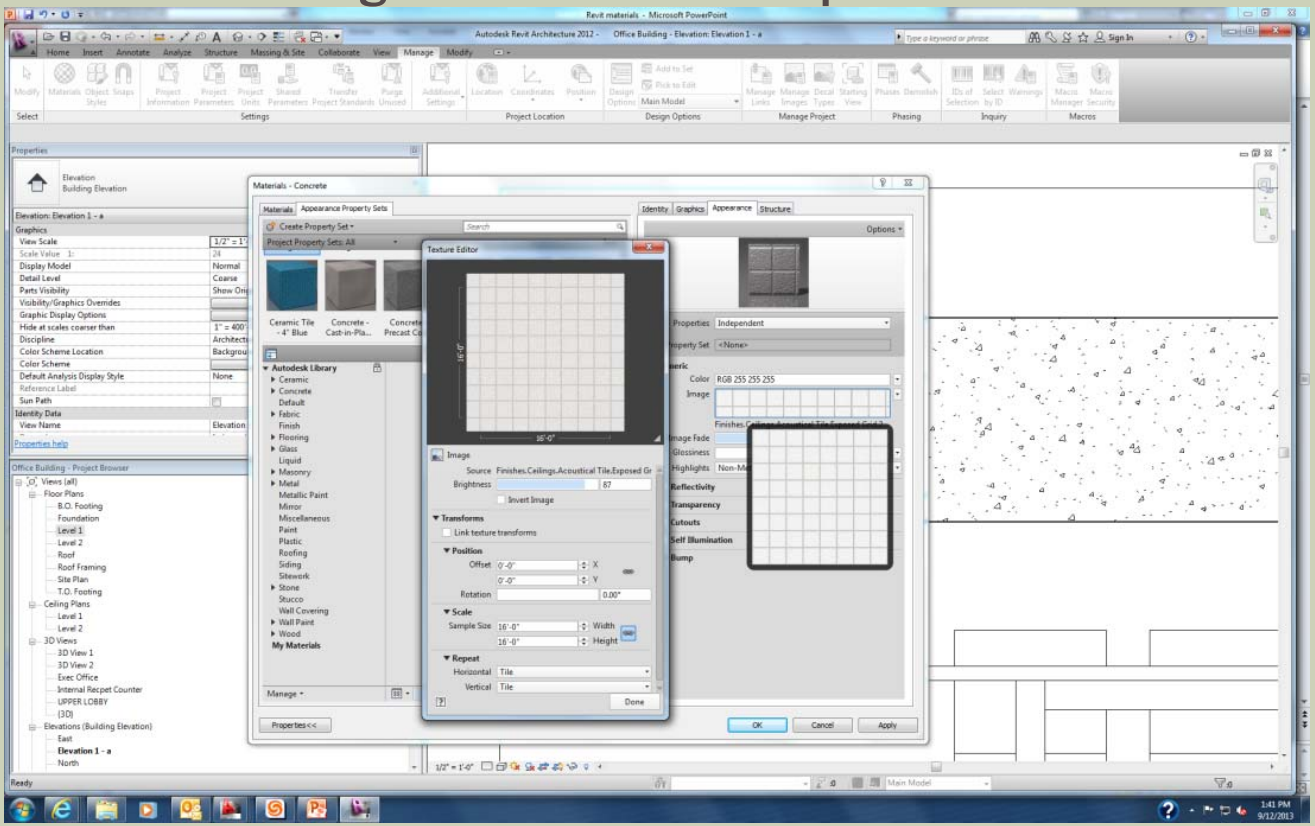
# PATTERN SCALE



# APPEARANCE ASSET



- Double click on the image of the material and another dialog box appears. Here you can adjust how the image is applied to the surface and align it with the fill pattern.



- Physical Asset: primarily used by the structural engineer to manage the structural properties for concrete, steel, aluminum and wood.
- Thermal Asset: used in energy modeling calculations.
- Adding or Replacing Assets: all assets except graphics can be replaced with another option from the provided library.

# MATERIALS LIBRARY

- Materials Library: if the material you want is not available in your project, in the In Document Area of the Material Browser, you can either create one or load it from the AEC Materials Library.

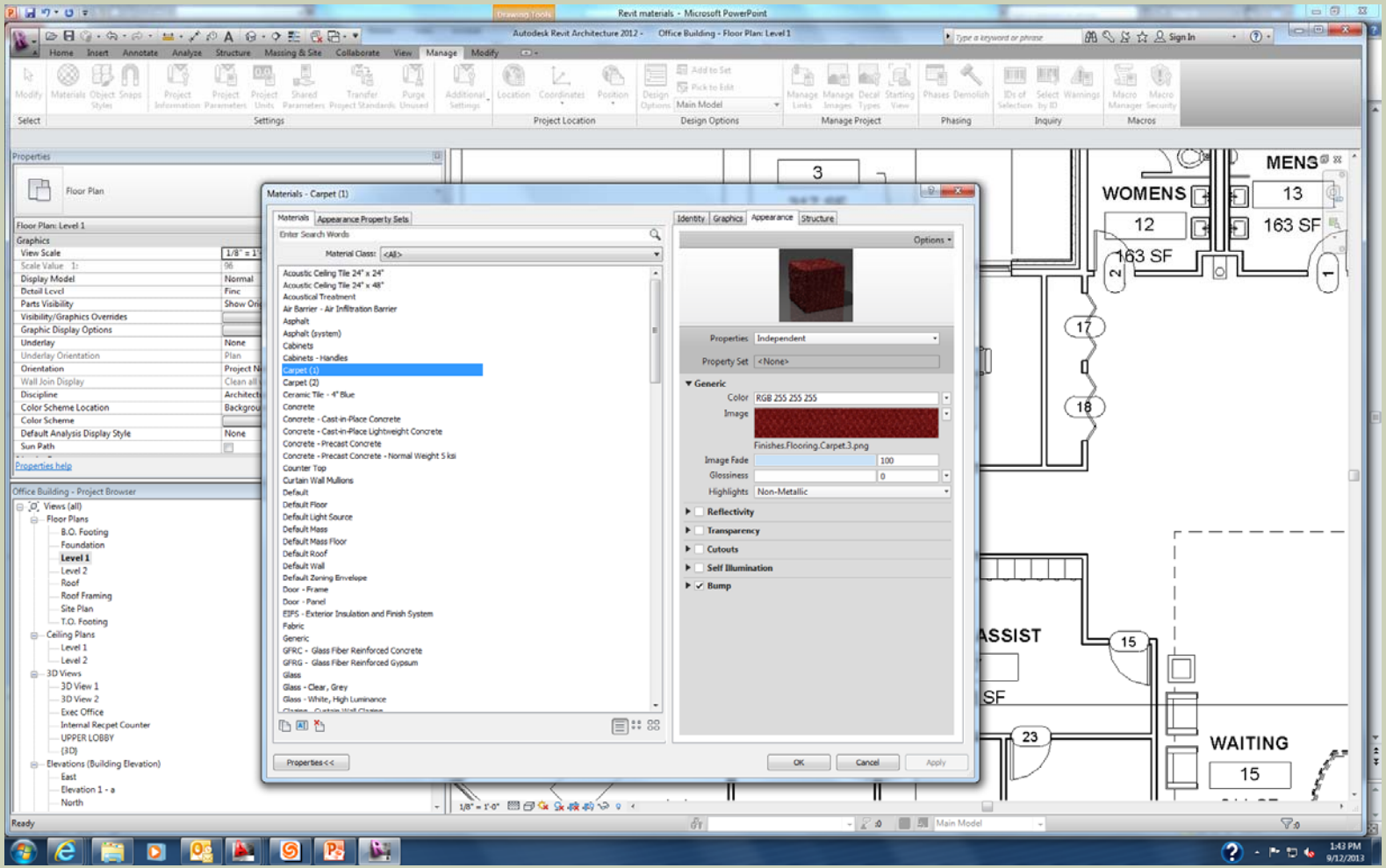
- If the material you want exists in the library, this is much faster than creating your own as it has all the assets, including physical and thermal preloaded.

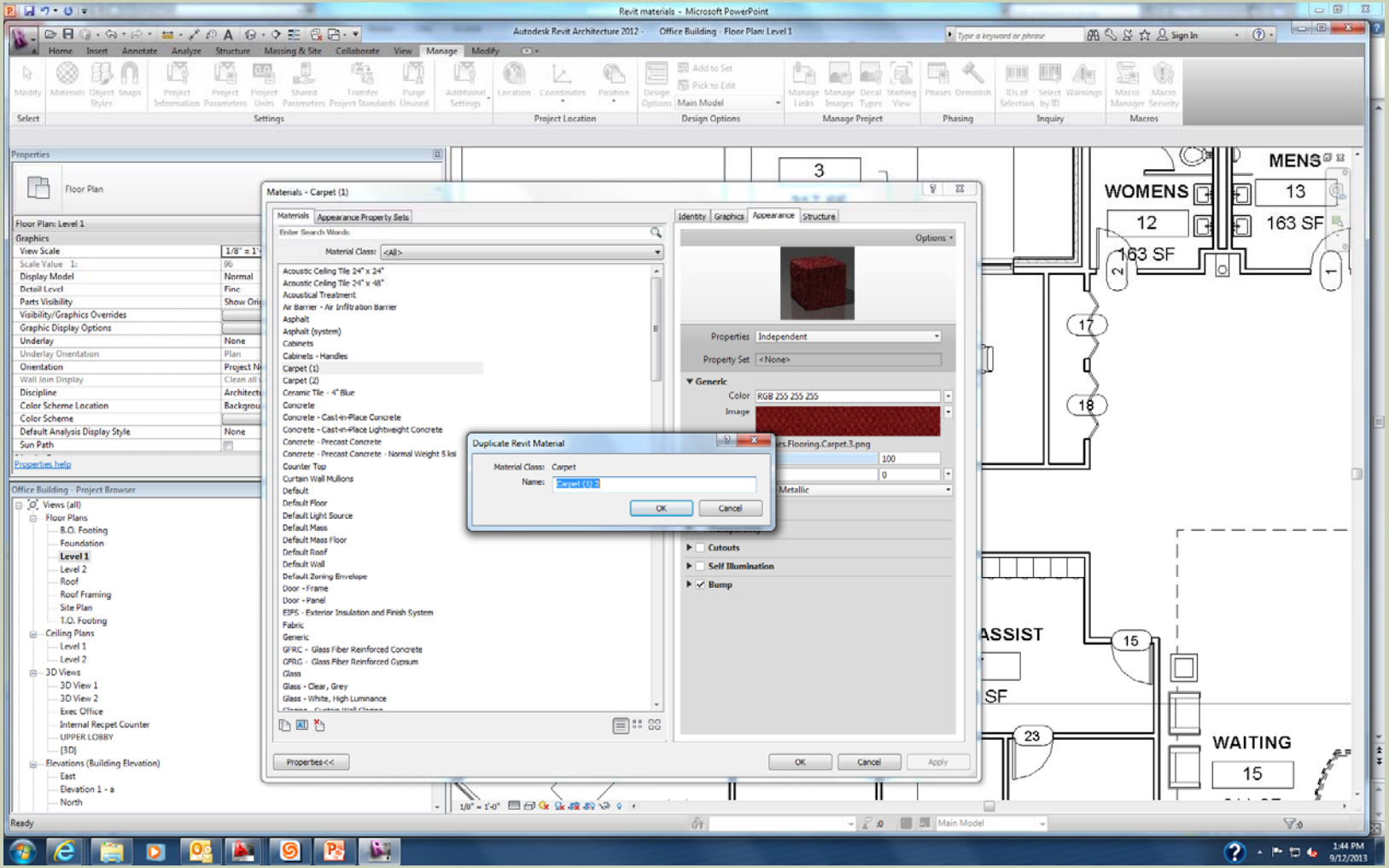
To load a material into your project from the library, simply double click on it.

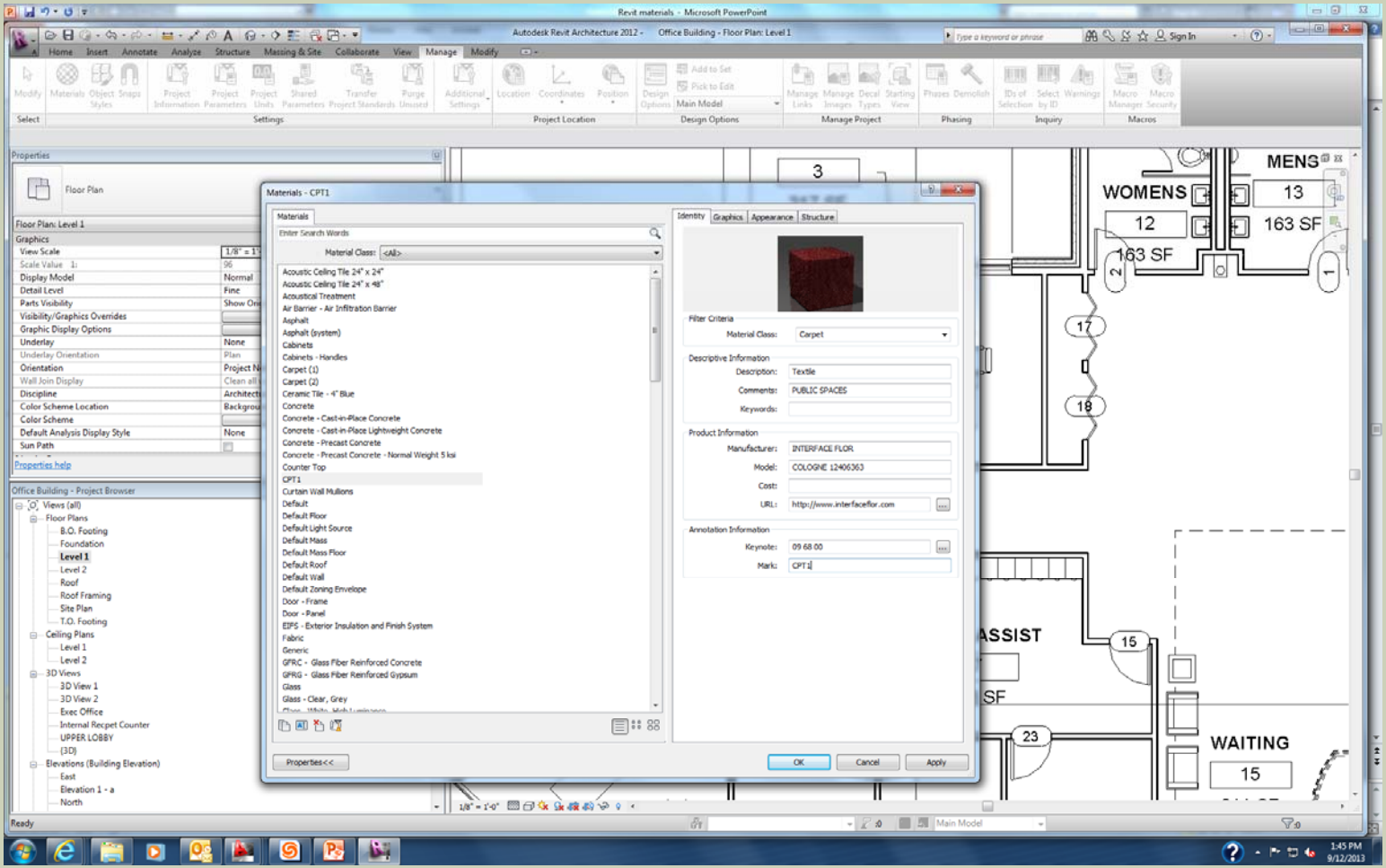
# CREATING MATERIALS

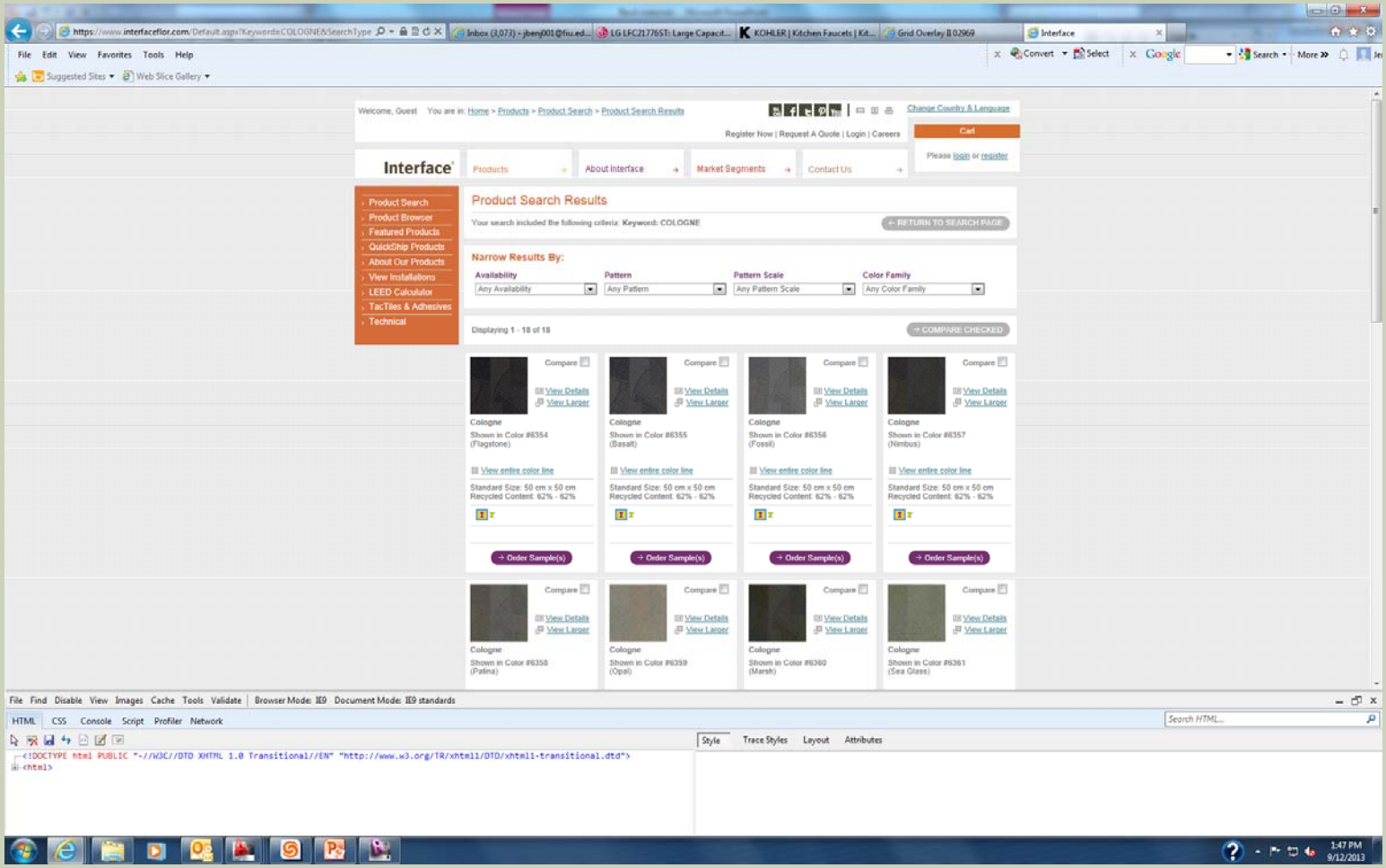
- Open the law office project
- Select manage → settings → materials
- Next you will create a duplicate of the carpet material.
  - First select a similar material to the one you want to create
  - In the materials list we will select carpet-1
  - Right click carpet 1 then duplicate
  - A new material will be created with a name similar to the orignal
  - Right click to rename and type cpt1

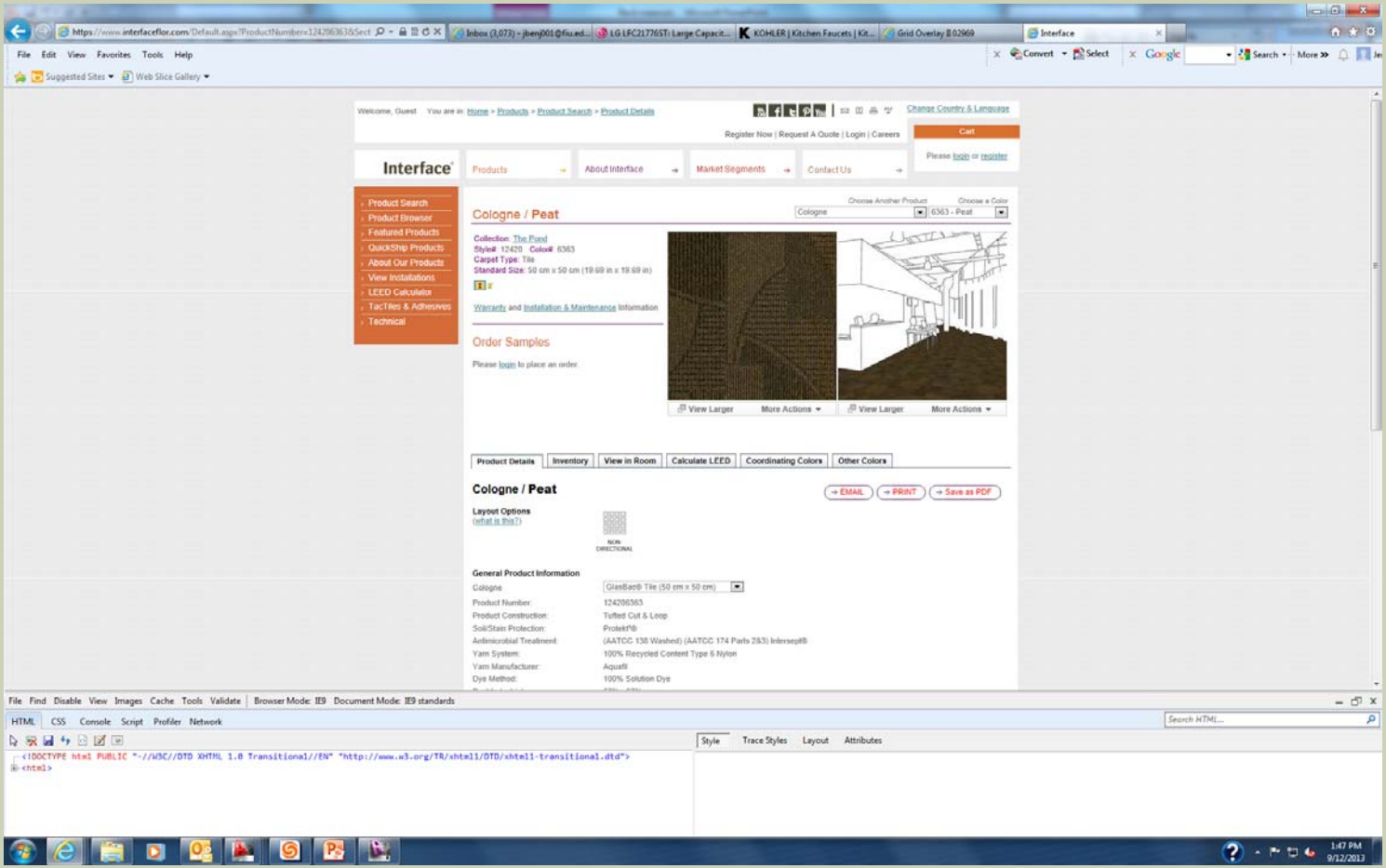
# REVIT MATERIALS CONCEPTS APPLIED – PART 1

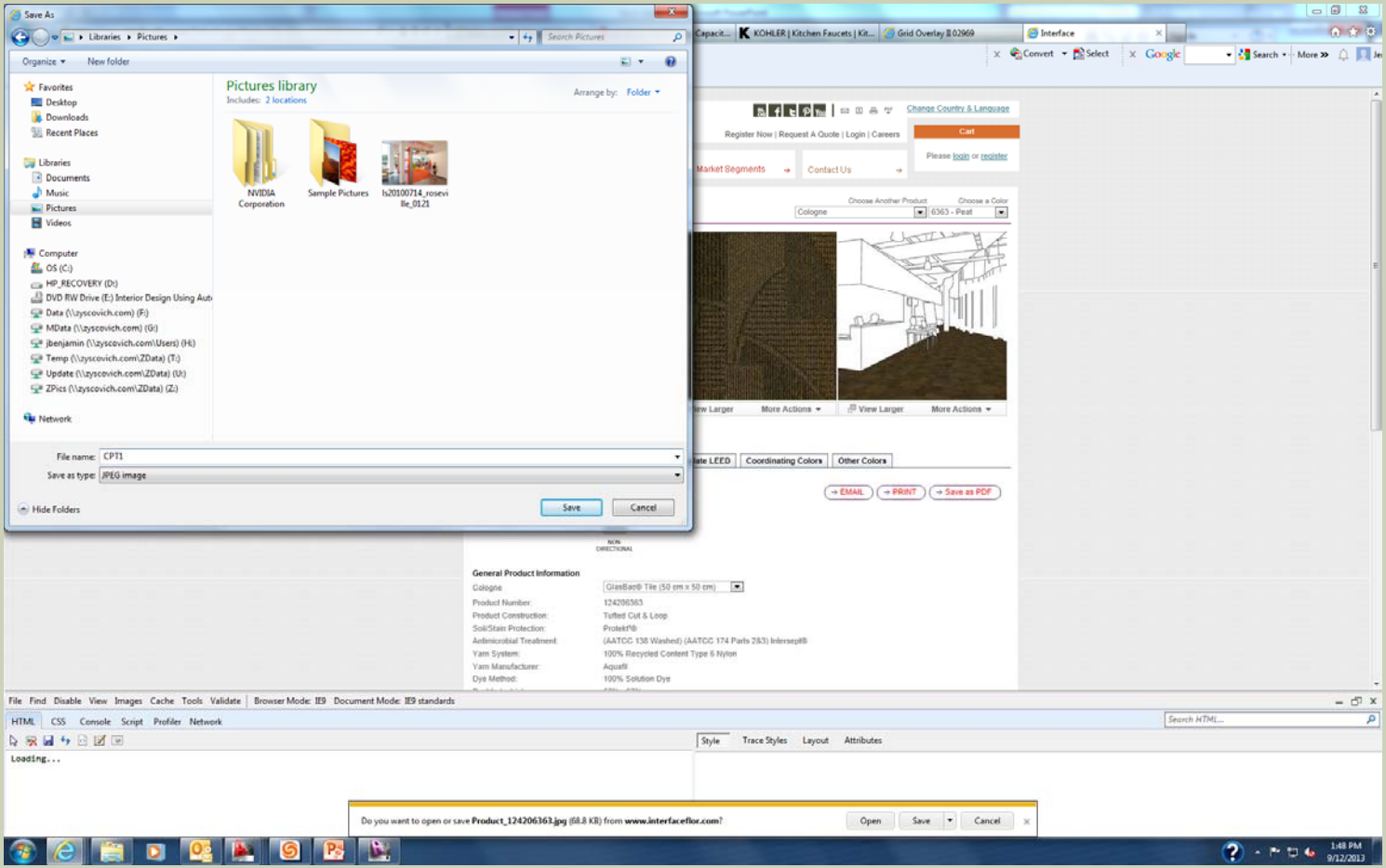


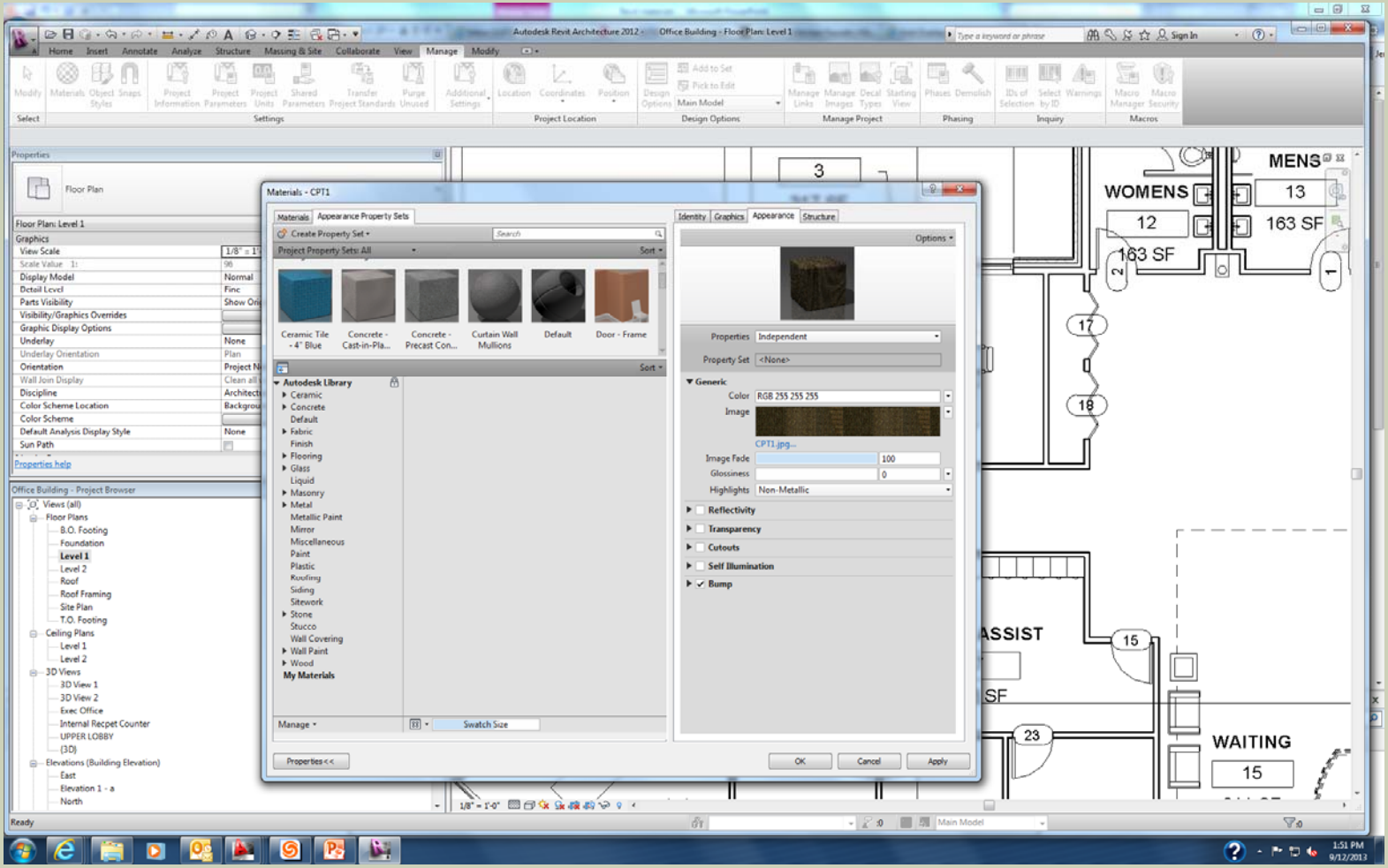

Revit materials - Microsoft PowerPoint
Autodesk Revit Architecture 2012 - Office Building - Floor Plan: Level 1
Materials - Carpet (1)
Duplicate Revit Material
Material Class: Carpet
Name: Carpet (1)
OK
Cancel
Properties
Floor Plan
Floor Plan: Level 1
Office Building - Project Browser
WOMENS
MENS
WAITING
163 SF
Ready

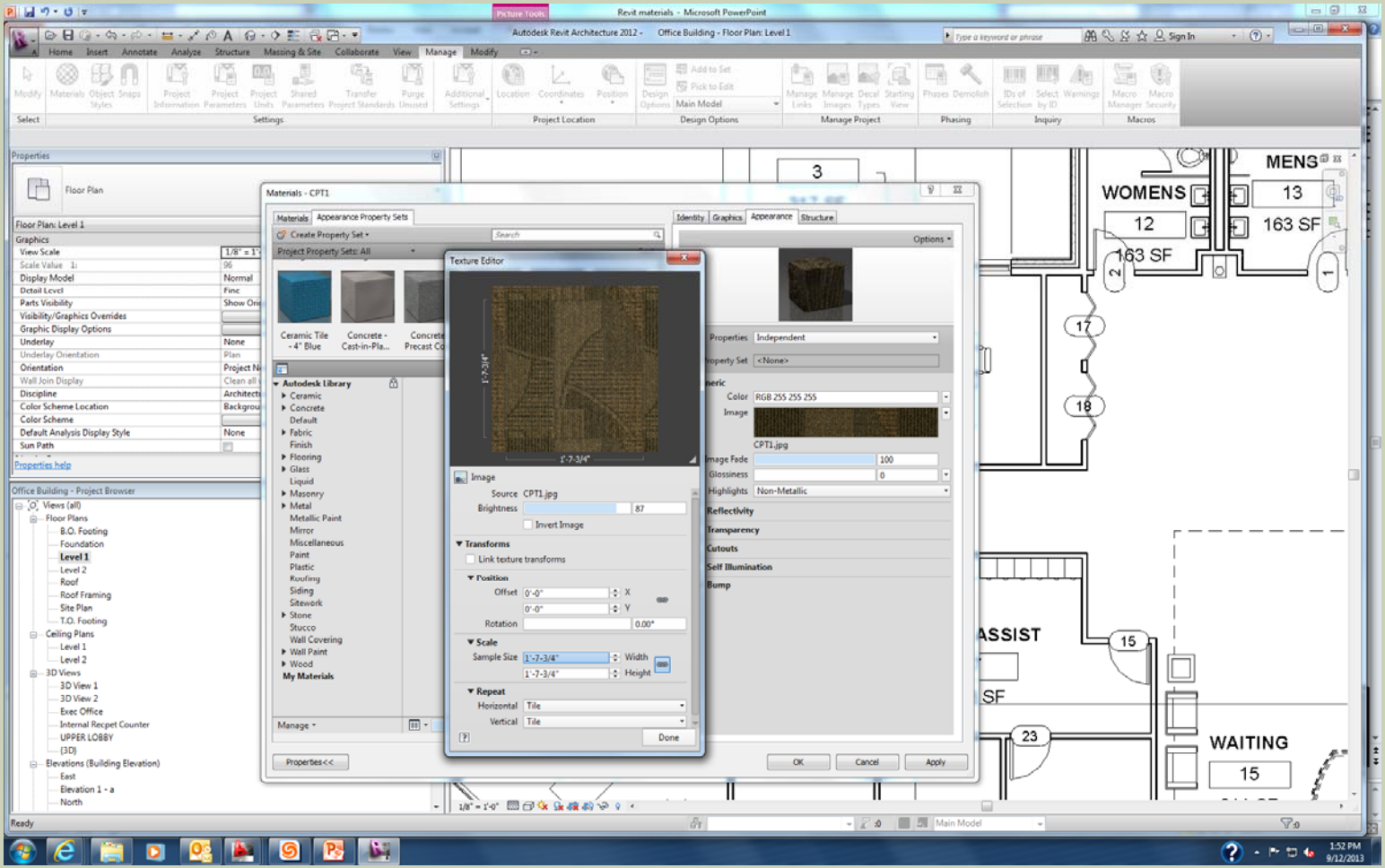

Revit materials - Microsoft PowerPoint
Autodesk Revit Architecture 2012 - Office Building - Floor Plan: Level 1
Materials - CPT1
Identity
Graphics
Appearance
Structure
Filter Criteria
Material Class: Carpet
Descriptive Information
Description: Textile
Comments: PUBLIC SPACES
Keywords:
Product Information
Manufacturer: INTERFACE FLOR
Model: COLOGNE 12406363
Cost:
URL: http://www.interfaceflor.com
Annotation Information
Keynote: 09 68 00
Mark: CPT1
OK
Cancel
Apply
WOMENS
MENS
WAITING
ASSIST
163 SF
Ready

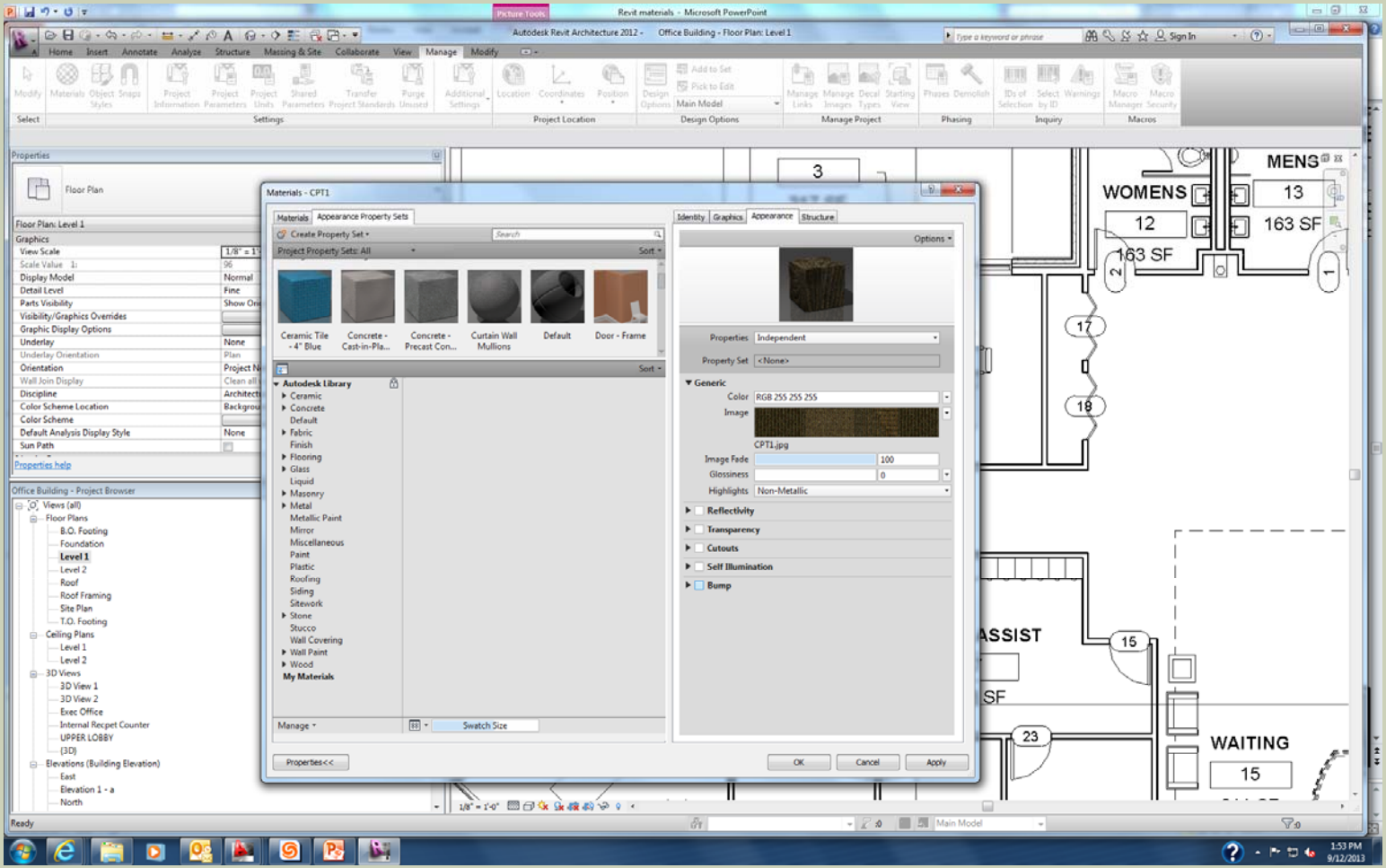

Interface
Products
About Interface
Market Segments
Contact Us
Product Search
Product Browser
Featured Products
QuickShip Products
About Our Products
View Installations
LEED Calculator
TacTiles & Adhesives
Technical
Product Search Results
Narrow Results By:
Availability
Pattern
Pattern Scale
Color Family
Cologne
Shown in Color #6354 (Flagstone)
Shown in Color #6355 (Basalt)
Shown in Color #6356 (Fossil)
Shown in Color #6357 (Nimbus)
Shown in Color #6358 (Patina)
Shown in Color #6359 (Opal)
Shown in Color #6360 (Marsh)
Shown in Color #6361 (Sea Glass)
Standard Size: 50 cm x 50 cm
Recycled Content: 62% - 62%
Order Sample(s)
COMPARE CHECKED

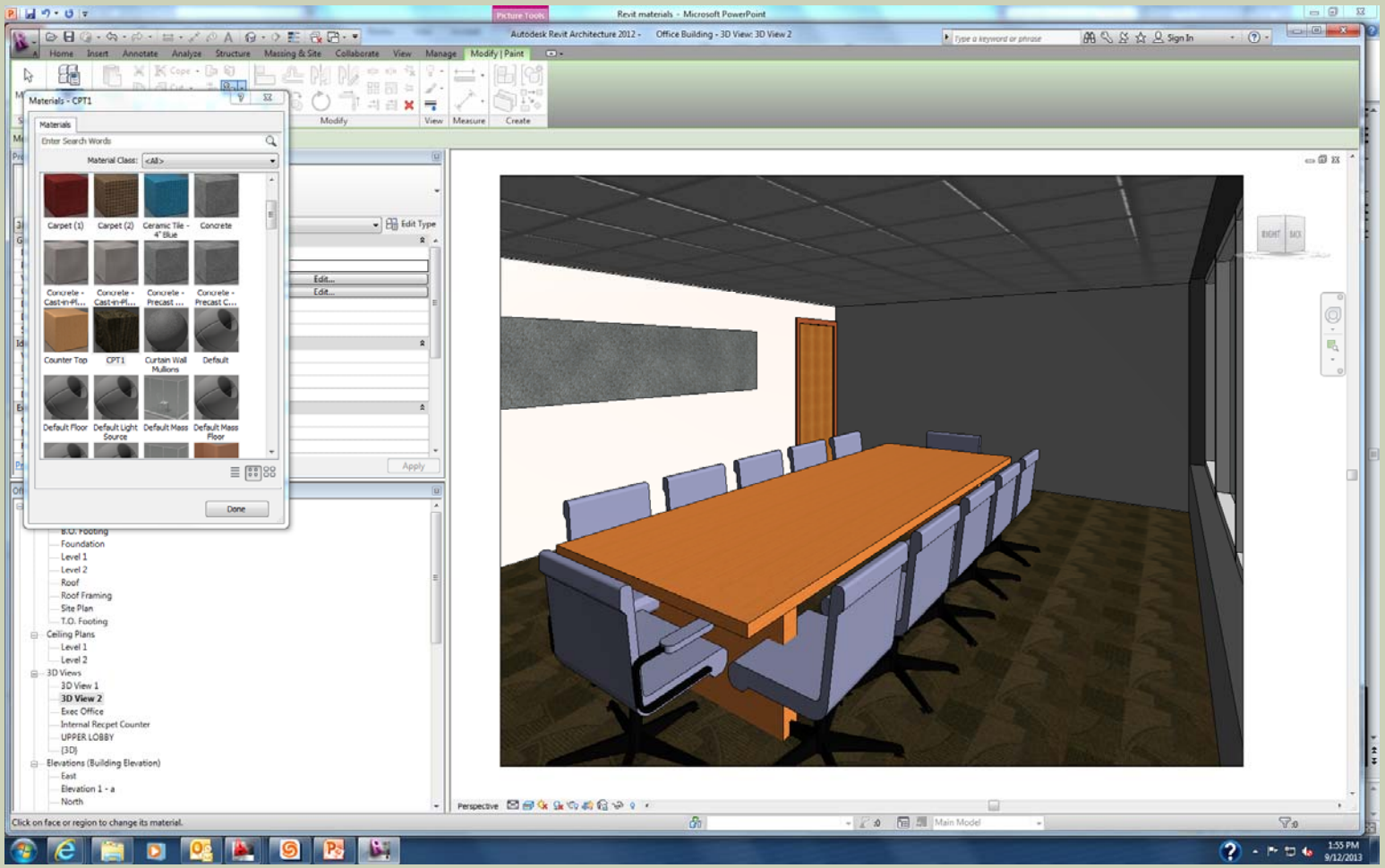

Interface
Cologne / Peat
Product Search
Product Browser
Featured Products
QuickShip Products
About Our Products
View Installations
LEED Calculator
TacTiles & Adhesives
Technical
Order Samples
Product Details
Inventory
View in Room
Calculate LEED
Coordinating Colors
Other Colors
Cologne / Peat
EMAIL
PRINT
Save as PDF
General Product Information

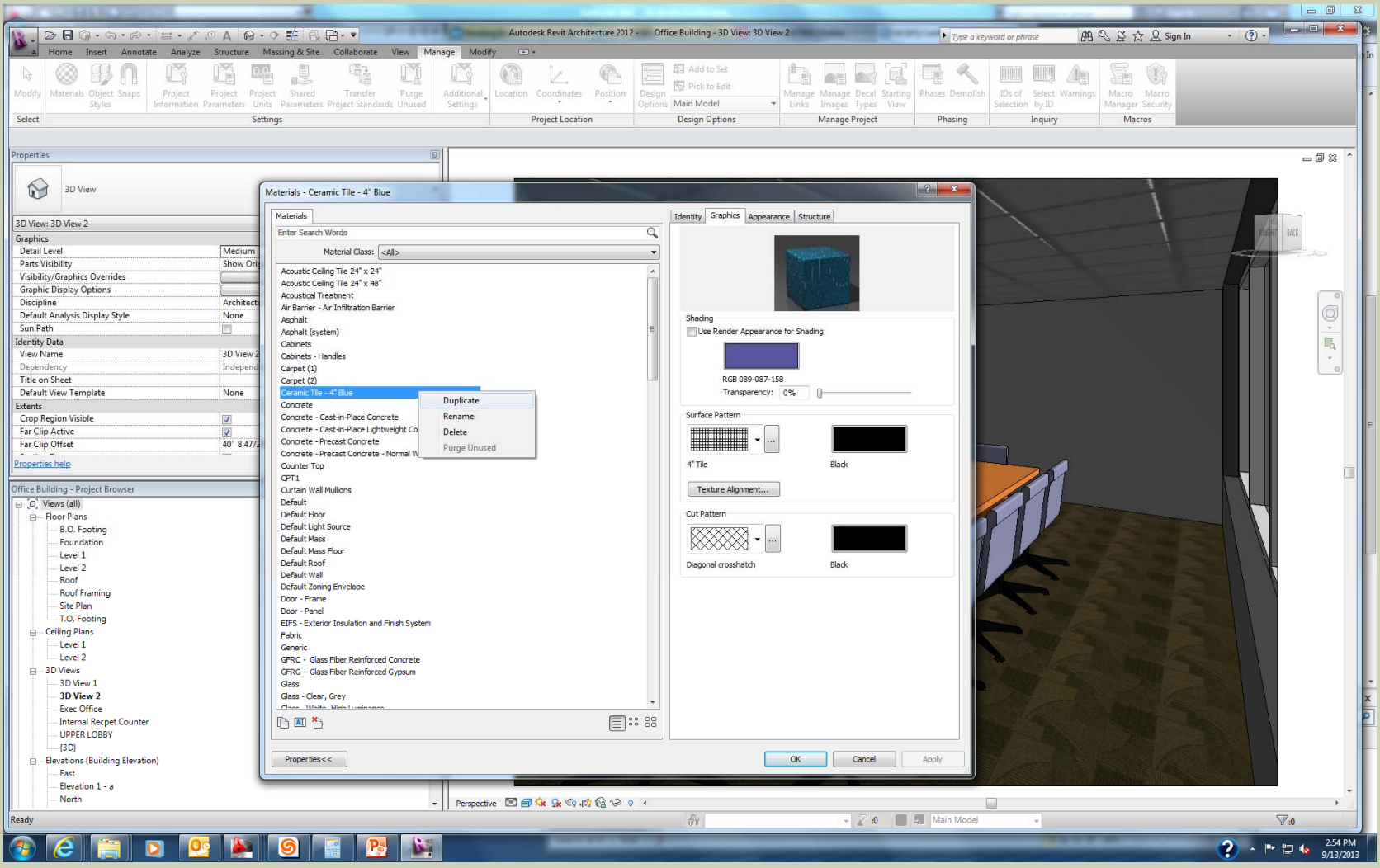

Save As
Libraries ▸ Pictures ▸
Search Pictures
Organize
New folder
Favorites
Desktop
Downloads
Recent Places
Libraries
Documents
Music
Pictures
Videos
Computer
OS (C:)
HP_RECOVERY (D:)
Network
Pictures library
Includes: 2 locations
Arrange by: Folder
NVIDIA Corporation
Sample Pictures
File name: CPT1
Save as type: JPEG image
Hide Folders
Save
Cancel
Interface
Change Country & Language
Register Now | Request A Quote | Login | Careers
Cart
Please login or register
Market Segments
Contact Us
Choose Another Product
Choose a Color
Cologne
6363 - Peat
View Larger
More Actions
Coordinating Colors
Other Colors
EMAIL
PRINT
Save as PDF
General Product Information
Cologne
Product Number: 124206363
Product Construction: Tufted Cut & Loop
Soil/Stain Protection: Protekt®
Yarn System: 100% Recycled Content Type 6 Nylon
Yarn Manufacturer: Aquafil
Dye Method: 100% Solution Dye
HTML
CSS
Console
Script
Profiler
Network
Loading...
Style
Trace Styles
Layout
Attributes
Do you want to open or save Product_124206363.jpg (68.8 KB) from www.interfaceflor.com?
Open
Save
Cancel
1:48 PM
9/12/2013

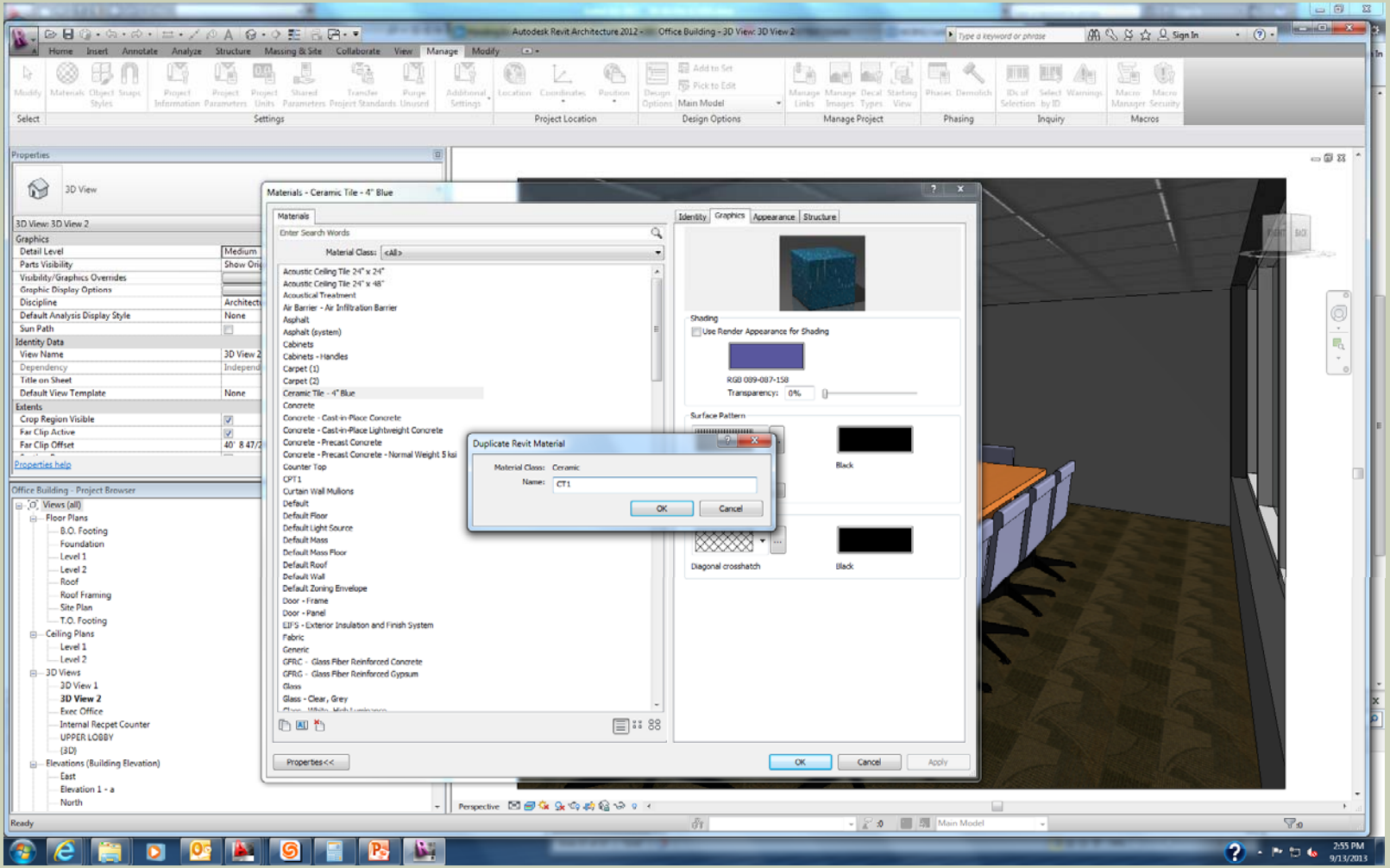

Materials - CPT1
Create Property Set
Project Property Sets: All
Ceramic Tile - 4" Blue
Concrete - Cast-in-Pla...
Concrete - Precast Con...
Curtain Wall Mullions
Default
Door - Frame
Autodesk Library
Ceramic
Concrete
Default
Fabric
Finish
Flooring
Glass
Liquid
Masonry
Metal
Metallic Paint
Mirror
Miscellaneous
Paint
Plastic
Roofing
Siding
Sitework
Stone
Stucco
Wall Covering
Wall Paint
Wood
My Materials
Identity
Graphics
Appearance
Structure
Properties
Independent
Property Set
<None>
Generic
Color
RGB 255 255 255
Image
CPT1.jpg...
Image Fade
100
Glossiness
0
Highlights
Non-Metallic
Reflectivity
Transparency
Cutouts
Self Illumination
Bump
Swatch Size
OK
Cancel
Apply
WOMENS
MENS
WAITING
163 SF
Floor Plan
Floor Plan: Level 1
Office Building - Project Browser
Ready

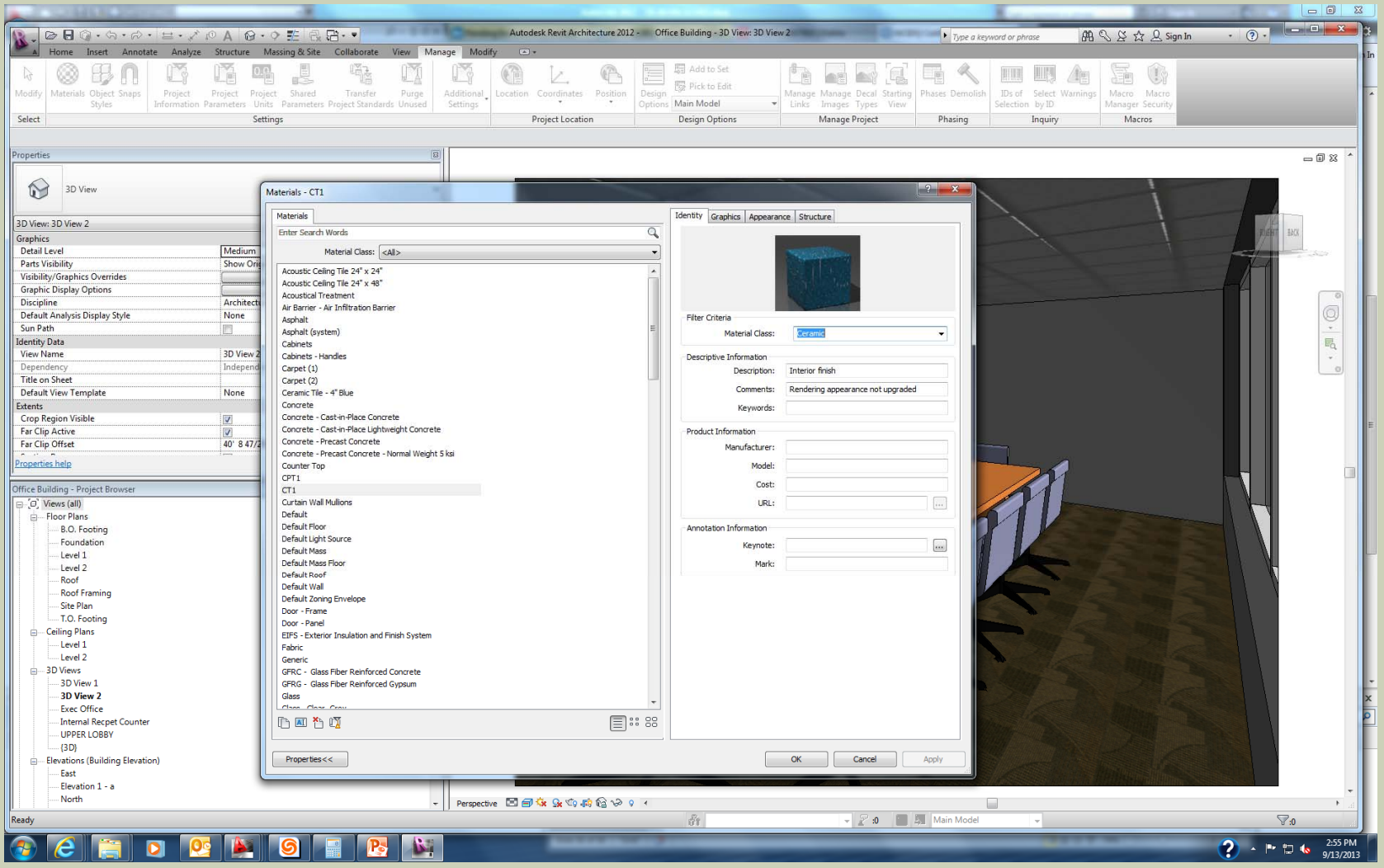

Revit materials - Microsoft PowerPoint
Autodesk Revit Architecture 2012 - Office Building - Floor Plan: Level 1
Materials - CPT1
Texture Editor
Image
Source CPT1.jpg
Brightness 87
Transforms
Link texture transforms
Position
Offset 0'-0" X
0'-0" Y
Rotation 0.00°
Scale
Sample Size 1'-7-3/4" Width
1'-7-3/4" Height
Repeat
Horizontal Tile
Vertical Tile
Done
Properties
Independent
Color RGB 255 255 255
Image
CPT1.jpg
Image Fade 100
Glossiness 0
Highlights Non-Metallic
Reflectivity
Transparency
Cutouts
Self Illumination
Bump
OK
Cancel
Apply
Properties help
Office Building - Project Browser
Floor Plan: Level 1
WOMENS
MENS
13
12
163 SF
163 SF
ASSIST
WAITING
15
Ready

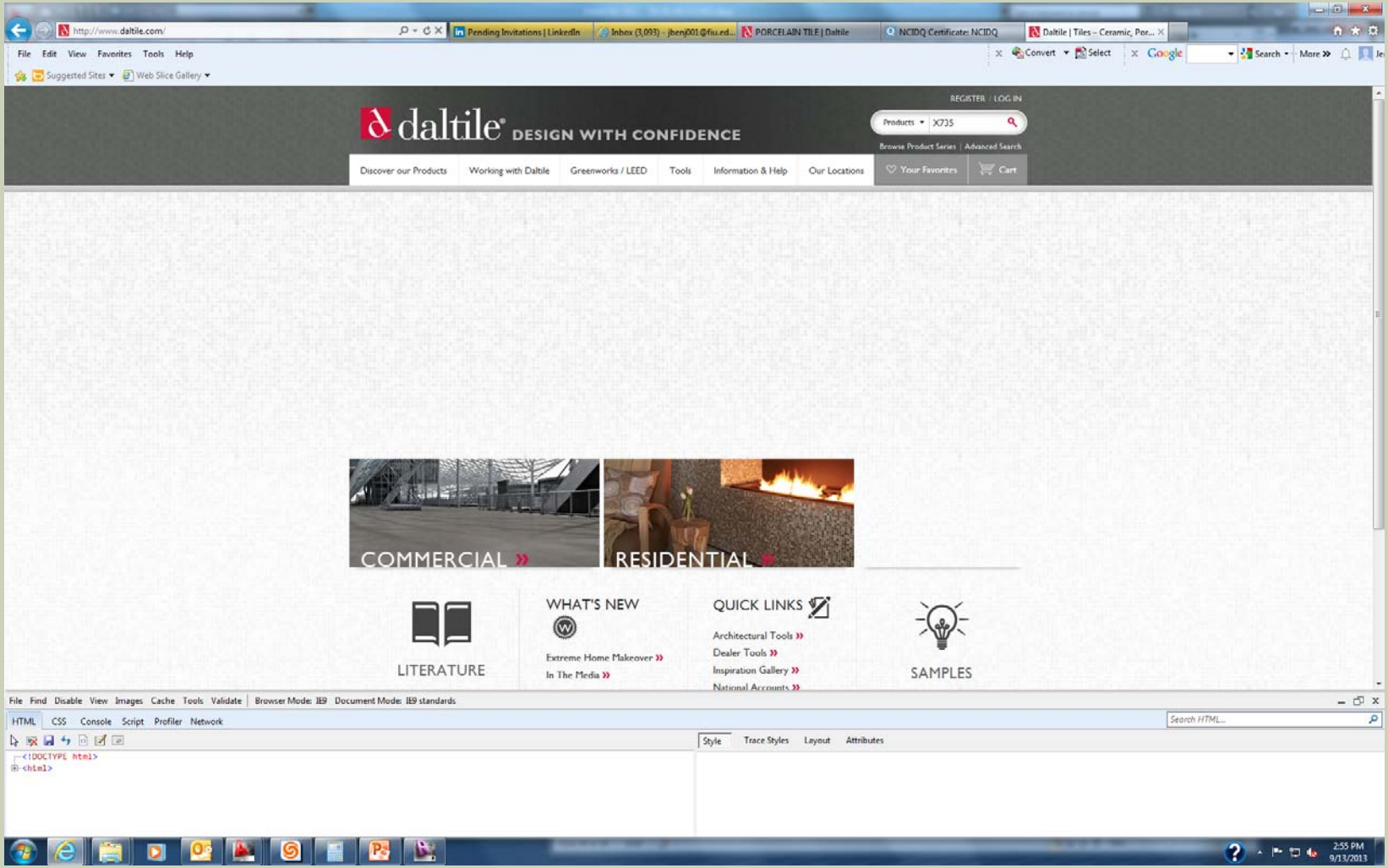

Revit materials - Microsoft PowerPoint
Autodesk Revit Architecture 2012 - Office Building - Floor Plan: Level 1
Materials - CPT1
Materials
Appearance Property Sets
Create Property Set
Project Property Sets: All
Ceramic Tile - 4" Blue
Concrete - Cast-in-Pla...
Concrete - Precast Con...
Curtain Wall Mullions
Default
Door - Frame
Autodesk Library
Ceramic
Concrete
Default
Fabric
Finish
Flooring
Glass
Liquid
Masonry
Metal
Metallic Paint
Mirror
Miscellaneous
Paint
Plastic
Roofing
Siding
Sitework
Stone
Stucco
Wall Covering
Wall Paint
Wood
My Materials
Identity
Graphics
Appearance
Structure
Options
Properties Independent
Property Set <None>
Generic
Color RGB 255 255 255
Image
CPT1.jpg
Image Fade 100
Glossiness 0
Highlights Non-Metallic
Reflectivity
Transparency
Cutouts
Self Illumination
Bump
Manage
Swatch Size
Properties<<
OK
Cancel
Apply
Floor Plan
Floor Plan: Level 1
Graphics
Office Building - Project Browser
Views (all)
Floor Plans
Ceiling Plans
3D Views
Elevations (Building Elevation)
WOMENS
MENS
WAITING
ASSIST
12
13
15
17
18
23
163 SF
Ready

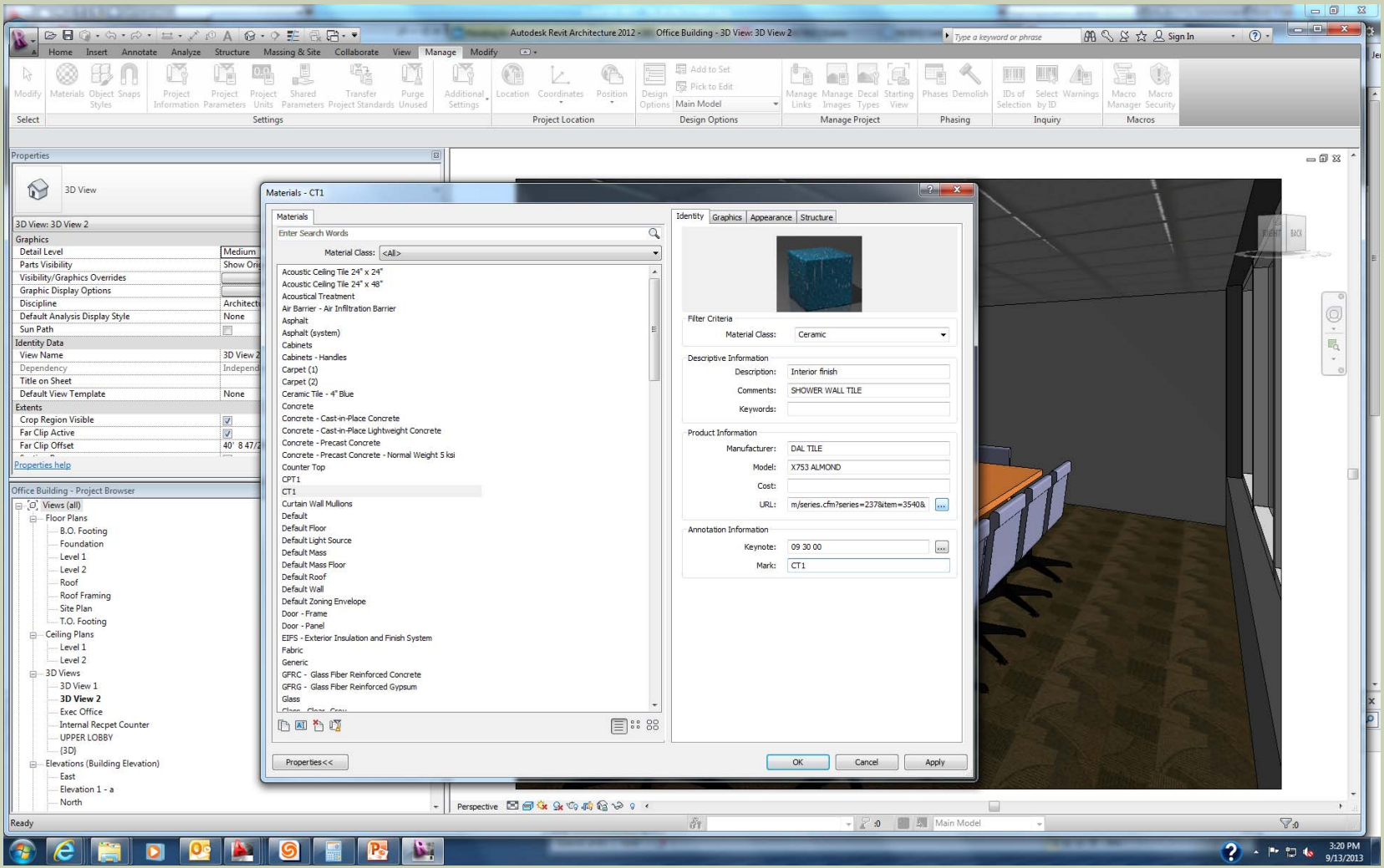

Revit materials - Microsoft PowerPoint
Autodesk Revit Architecture 2012 - Office Building - 3D View: 3D View 2
Materials - CPT1
Materials
Enter Search Words
Material Class: <All>
Carpet (1)
Carpet (2)
Ceramic Tile - 4" Blue
Concrete
Counter Top
CPT1
Curtain Wall Mullions
Default
Default Floor
Default Light Source
Default Mass
Default Mass Floor
Done
Foundation
Level 1
Level 2
Roof
Roof Framing
Site Plan
T.O. Footing
Ceiling Plans
3D Views
3D View 1
3D View 2
Exec Office
Internal Recpet Counter
UPPER LOBBY
{3D}
Elevations (Building Elevation)
East
Elevation 1 - a
North
Perspective
Click on face or region to change its material.
Main Model
1:55 PM
9/12/2013


Autodesk Revit Architecture 2012 - Office Building - 3D View: 3D View 2
Materials - Ceramic Tile - 4" Blue
Materials
Enter Search Words
Material Class: <All>
Acoustic Ceiling Tile 24" x 24"
Acoustic Ceiling Tile 24" x 48"
Acoustical Treatment
Air Barrier - Air Infiltration Barrier
Asphalt
Asphalt (system)
Cabinets
Cabinets - Handles
Carpet (1)
Carpet (2)
Ceramic Tile - 4" Blue
Concrete
Concrete - Cast-in-Place Concrete
Concrete - Precast Concrete
Concrete - Precast Concrete - Normal W
Counter Top
CPT1
Curtain Wall Mullions
Default
Default Floor
Default Light Source
Default Mass
Default Mass Floor
Default Roof
Default Wall
Default Zoning Envelope
Door - Frame
Door - Panel
EIFS - Exterior Insulation and Finish System
Fabric
Generic
GFRC - Glass Fiber Reinforced Concrete
GFRG - Glass Fiber Reinforced Gypsum
Glass
Glass - Clear, Grey
Duplicate
Rename
Delete
Purge Unused
Identity
Graphics
Appearance
Structure
Shading
Use Render Appearance for Shading
RGB 089-087-158
Transparency: 0%
Surface Pattern
4" Tile
Black
Texture Alignment...
Cut Pattern
Diagonal crosshatch
Black
Properties<<
OK
Cancel
Apply
Properties
3D View
3D View: 3D View 2
Graphics
Detail Level
Medium
Parts Visibility
Visibility/Graphics Overrides
Graphic Display Options
Discipline
Default Analysis Display Style
None
Sun Path
Identity Data
View Name
3D View 2
Dependency
Title on Sheet
Default View Template
None
Extents
Crop Region Visible
Far Clip Active
Far Clip Offset
Properties help
Office Building - Project Browser
Views (all)
Floor Plans
B.O. Footing
Foundation
Level 1
Level 2
Roof
Roof Framing
Site Plan
T.O. Footing
Ceiling Plans
Level 1
Level 2
3D Views
3D View 1
3D View 2
Exec Office
Internal Recpet Counter
UPPER LOBBY
{3D}
Elevations (Building Elevation)
East
Elevation 1 - a
North
Perspective
Ready
Main Model
2:54 PM
9/13/2013

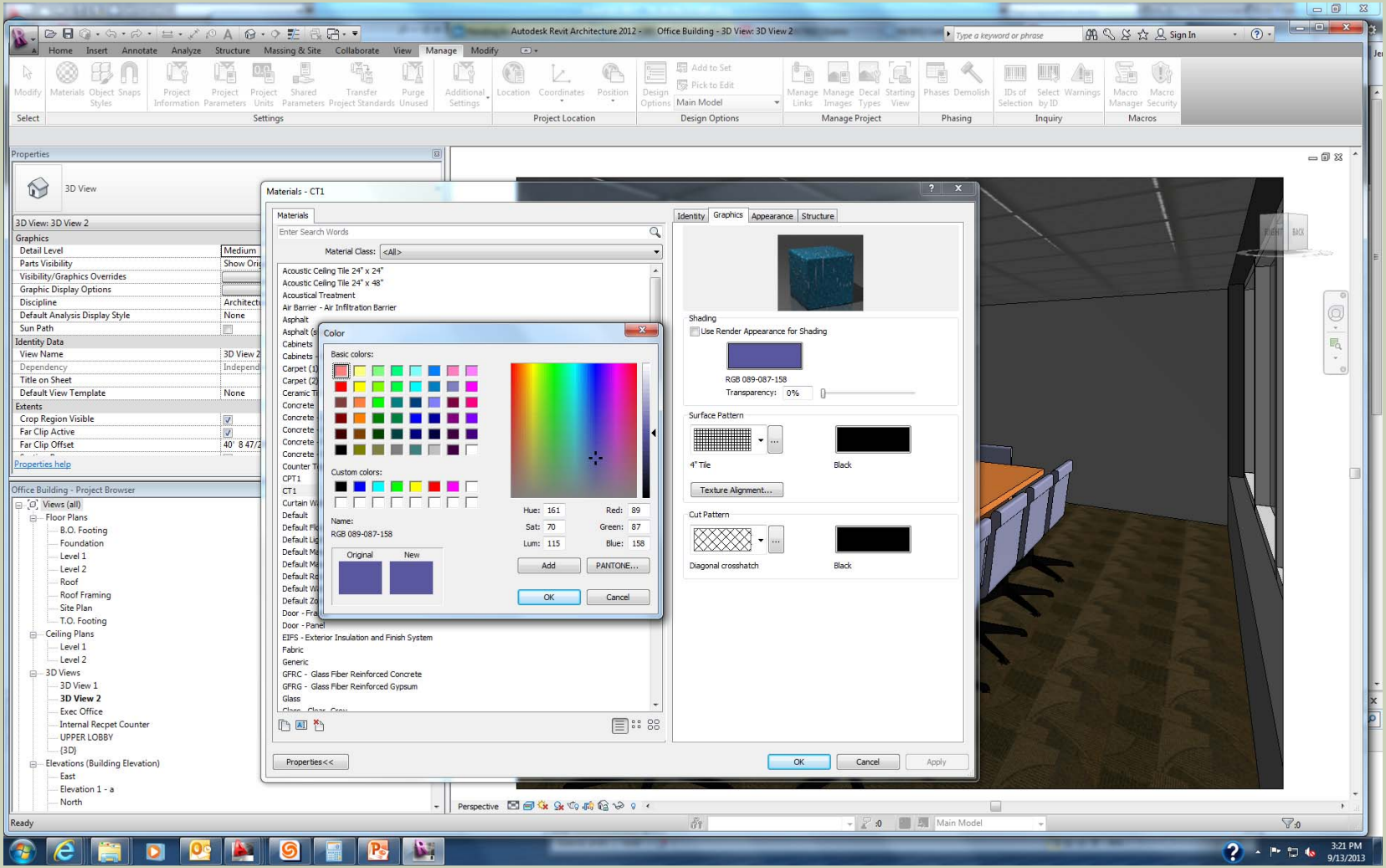

Autodesk Revit Architecture 2012 - Office Building - 3D View: 3D View 2
Materials - Ceramic Tile - 4" Blue
Duplicate Revit Material
Material Class: Ceramic
Name: CT1
OK
Cancel
Properties
Office Building - Project Browser
Ready


Autodesk Revit Architecture 2012 - Office Building - 3D View: 3D View 2
Materials - CT1
Materials
Identity
Graphics
Appearance
Structure
Enter Search Words
Material Class: <All>
Acoustic Ceiling Tile 24" x 24"
Acoustic Ceiling Tile 24" x 48"
Acoustical Treatment
Air Barrier - Air Infiltration Barrier
Asphalt
Asphalt (system)
Cabinets
Cabinets - Handles
Carpet (1)
Carpet (2)
Ceramic Tile - 4" Blue
Concrete
Concrete - Cast-in-Place Concrete
Concrete - Cast-in-Place Lightweight Concrete
Concrete - Precast Concrete
Concrete - Precast Concrete - Normal Weight 5 ksi
Counter Top
CPT1
CT1
Curtain Wall Mullions
Default
Default Floor
Default Light Source
Default Mass
Default Mass Floor
Default Roof
Default Wall
Default Zoning Envelope
Door - Frame
Door - Panel
EIFS - Exterior Insulation and Finish System
Fabric
Generic
GFRC - Glass Fiber Reinforced Concrete
GFRG - Glass Fiber Reinforced Gypsum
Glass
Filter Criteria
Material Class: Ceramic
Descriptive Information
Description: Interior finish
Comments: Rendering appearance not upgraded
Keywords:
Product Information
Manufacturer:
Model:
Cost:
URL:
Annotation Information
Keynote:
Mark:
Properties<<
OK
Cancel
Apply
Properties
3D View
3D View: 3D View 2
Graphics
Detail Level: Medium
Parts Visibility
Visibility/Graphics Overrides
Graphic Display Options
Discipline
Default Analysis Display Style: None
Sun Path
Identity Data
View Name: 3D View 2
Dependency
Title on Sheet
Default View Template: None
Extents
Crop Region Visible
Far Clip Active
Far Clip Offset
Properties help
Office Building - Project Browser
Views (all)
Floor Plans
B.O. Footing
Foundation
Level 1
Level 2
Roof
Roof Framing
Site Plan
T.O. Footing
Ceiling Plans
Level 1
Level 2
3D Views
3D View 1
3D View 2
Exec Office
Internal Recpet Counter
UPPER LOBBY
{3D}
Elevations (Building Elevation)
East
Elevation 1 - a
North
Perspective
Main Model
Ready
2:55 PM
9/13/2013


http://www.daltile.com/
Pending Invitations | LinkedIn
Inbox (3,093) - jberj001@fiu.ed...
PORCELAIN TILE | Daltile
NCIDQ Certificate: NCIDQ
Daltile | Tiles – Ceramic, Por...
File Edit View Favorites Tools Help
Suggested Sites
Web Slice Gallery
Convert
Select
Google
Search
More
REGISTER | LOG IN
daltile
DESIGN WITH CONFIDENCE
Products
X735
Browse Product Series | Advanced Search
Discover our Products
Working with Daltile
Greenworks / LEED
Tools
Information & Help
Our Locations
Your Favorites
Cart
COMMERCIAL
RESIDENTIAL
LITERATURE
WHAT'S NEW
Extreme Home Makeover
In The Media
QUICK LINKS
Architectural Tools
Dealer Tools
Inspiration Gallery
National Accounts
SAMPLES
File Find Disable View Images Cache Tools Validate
Browser Mode: IE9
Document Mode: IE9 standards
HTML CSS Console Script Profiler Network
Search HTML...
Style
Trace Styles
Layout
Attributes
<!DOCTYPE html>
<html>
2:55 PM
9/13/2013

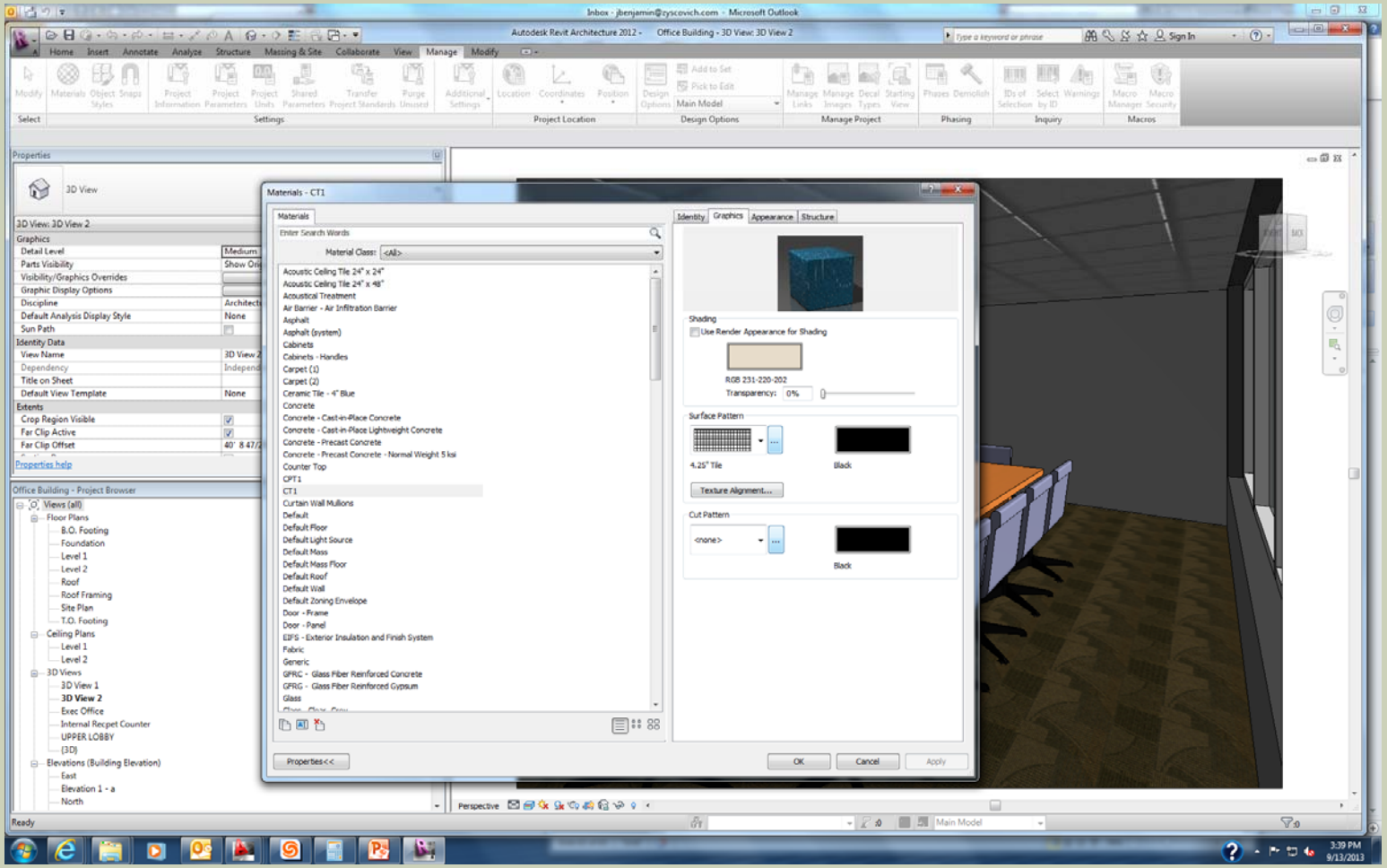

Autodesk Revit Architecture 2012 - Office Building - 3D View: 3D View 2
Materials - CT1
Materials
Identity
Graphics
Appearance
Structure
Enter Search Words
Material Class: <All>
Acoustic Ceiling Tile 24" x 24"
Acoustic Ceiling Tile 24" x 48"
Acoustical Treatment
Air Barrier - Air Infiltration Barrier
Asphalt
Asphalt (system)
Cabinets
Cabinets - Handles
Carpet (1)
Carpet (2)
Ceramic Tile - 4" Blue
Concrete
Concrete - Cast-in-Place Concrete
Concrete - Cast-in-Place Lightweight Concrete
Concrete - Precast Concrete
Concrete - Precast Concrete - Normal Weight 5 ksi
Counter Top
CPT1
CT1
Curtain Wall Mullions
Default
Default Floor
Default Light Source
Default Mass
Default Mass Floor
Default Roof
Default Wall
Default Zoning Envelope
Door - Frame
Door - Panel
EIFS - Exterior Insulation and Finish System
Fabric
Generic
GFRC - Glass Fiber Reinforced Concrete
GFRG - Glass Fiber Reinforced Gypsum
Glass
Filter Criteria
Material Class: Ceramic
Descriptive Information
Description: Interior finish
Comments: SHOWER WALL TILE
Keywords:
Product Information
Manufacturer: DAL TILE
Model: X753 ALMOND
Cost:
URL: m/series.cfm?series=237&item=3540&
Annotation Information
Keynote: 09 30 00
Mark: CT1
Properties<<
OK
Cancel
Apply
Properties
3D View
3D View: 3D View 2
Graphics
Detail Level Medium
Parts Visibility
Visibility/Graphics Overrides
Graphic Display Options
Discipline
Default Analysis Display Style None
Sun Path
Identity Data
View Name 3D View 2
Dependency
Title on Sheet
Default View Template None
Extents
Crop Region Visible
Far Clip Active
Far Clip Offset
Properties help
Office Building - Project Browser
Views (all)
Floor Plans
B.O. Footing
Foundation
Level 1
Level 2
Roof
Roof Framing
Site Plan
T.O. Footing
Ceiling Plans
Level 1
Level 2
3D Views
3D View 1
3D View 2
Exec Office
Internal Recpet Counter
UPPER LOBBY
{3D}
Elevations (Building Elevation)
East
Elevation 1 - a
North
Perspective
Ready
Main Model
3:20 PM
9/13/2013

# CLICK APPERANCE TAB, USE RENDER APP. UNCHECKED, CLICK ON BOX

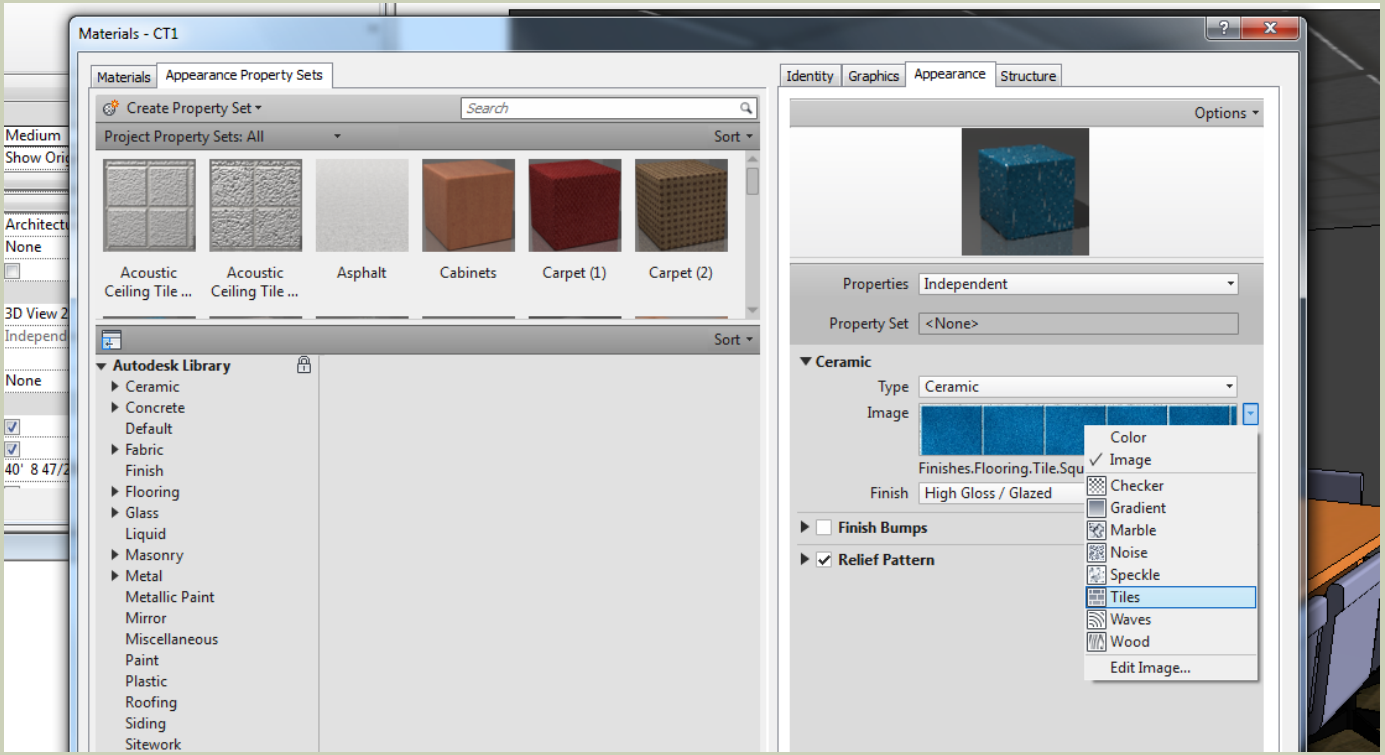


- Adjust the RGB to the following:
  - R=231
  - G=220
  - B=202

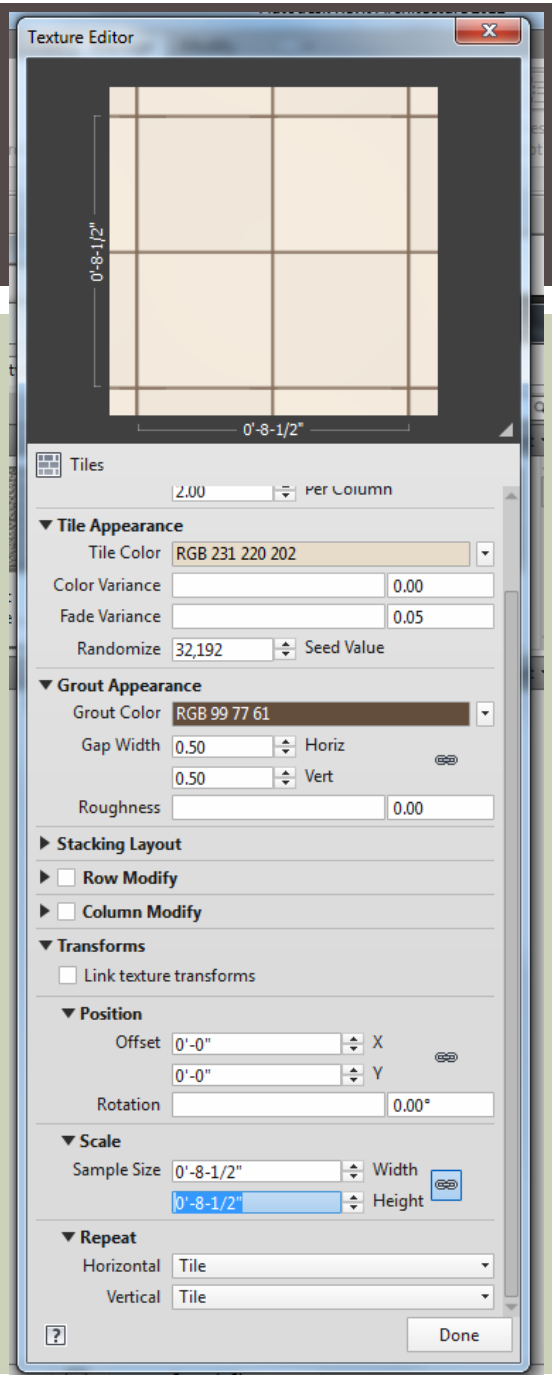
  - Click the surface pattern preview, select the model option, and then select 4.25” tile.
  - Set the cut pattern for the tile to none, click the preview and then click the no pattern button.


Inbox - jbenjamin@zyscovich.com - Microsoft Outlook
Autodesk Revit Architecture 2012 - Office Building - 3D View: 3D View 2
Materials - CT1
Materials
Graphics
Appearance
Structure
Identity
Shading
Surface Pattern
Cut Pattern
Texture Alignment...
Properties<<
OK
Cancel
Apply
Office Building - Project Browser
Properties
3D View: 3D View 2
Ready

- Switch to the appearance panel
- Click the down arrow to the right of the image preview
- Select tiles from the list

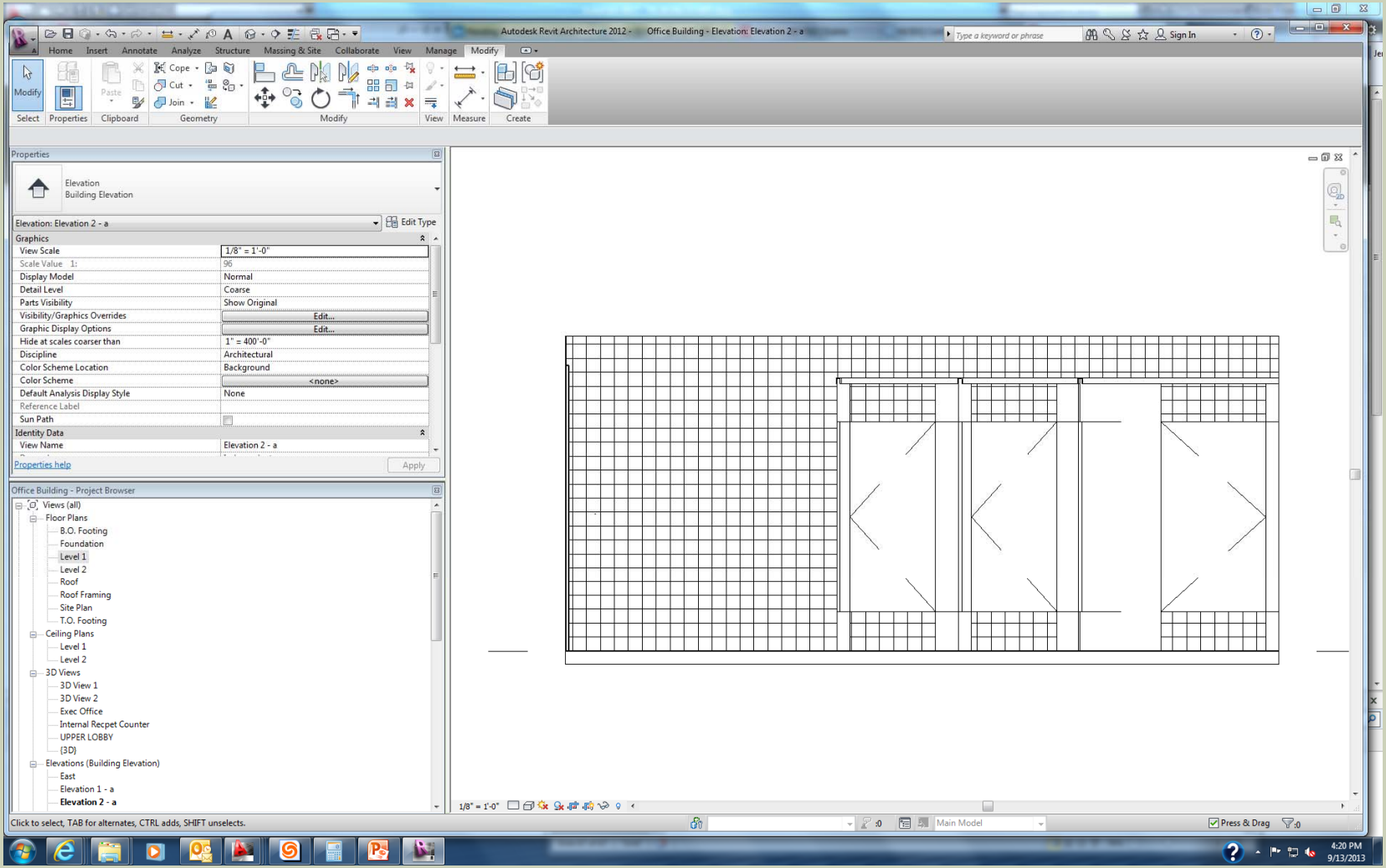


# CHANGE TO REFLECT BELOW

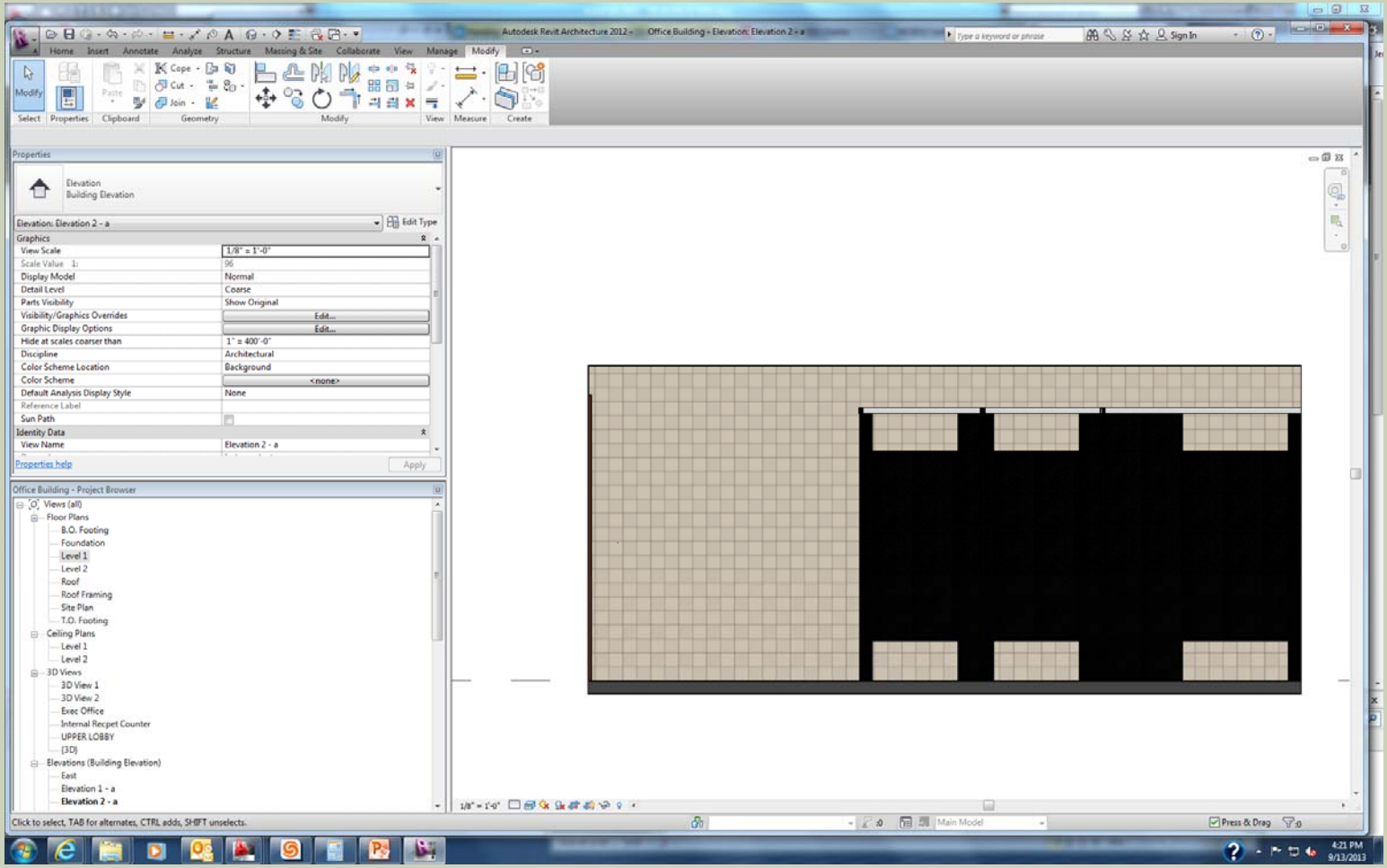


- Repeat the same steps for the relief pattern
- Switch to graphics panel
- Click texture alignment button
- Click arrows if necessary to make fill pattern align with the render appearance pattern
- Click ok to close

# PLACE AN ELEVATION IN THE RESTROOM AND PAINT CT1



# ON REALISTIC



# IN CLASS EXERCISE

- Open a new Revit file
- Draw a 15x15, 20x15 or 10x12 private office
- Draw the walls first
- Add the door(s)
- Add any curtain wall(s) or window(s)
- Add a floor
- You do not have to show furniture
- You do not have to place a ceiling
- Add finishes to the floor and walls based on today's lecture (materials browser, create new mat'l or duplicate)
- Add a camera and set to realistic