

# Revit 2010 Tricks and Tips



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## Selecting elements in Revit 2010 SP3

- Transparent change of tools when you have a selection of elements
- Make a selection of elements and you can switch to any tool without dropping the selection set

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- [illegible]

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## Improving Draft Renderings

- 
- The screenshot shows the Blender 2.79 interface. On the left, the 'Render Properties' panel is open, displaying various settings for rendering. The 'Render' tab is selected, showing options for resolution (1920x1080), output format (PNG), and background (Sky - Fast Clouds). The 'Render' button is highlighted. On the right, a rendered scene is visible, showing a dark interior with several tall, narrow windows or doorways. Light streams in from these openings, creating bright rectangular pools of light on the dark floor and walls. The scene is rendered in a realistic style with soft shadows and highlights.

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## Improving Draft Renderings

- Instead, try copying the draft settings to custom..
- Then Increase the image Precision (Antialiasing) between 4 and 6 Under Shadow options tick the box "Enable Soft Shadows"

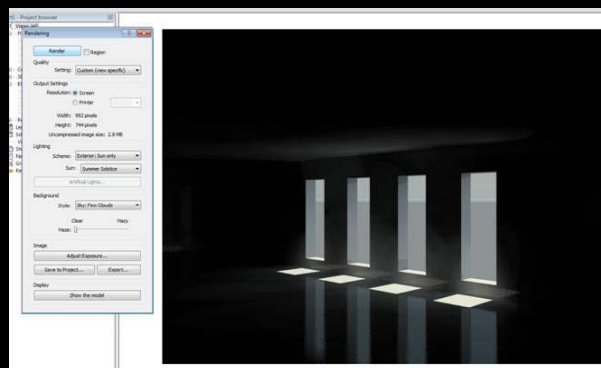


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## Improving Draft Renderings

- Render times will be slightly longer, but you will get a better quality draft render.

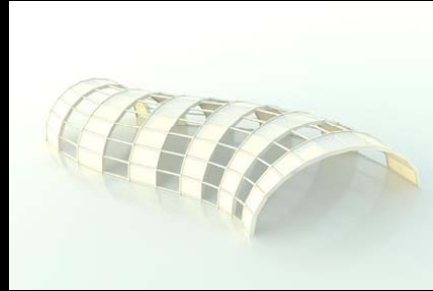


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## Render in the dark!

- This will work in both Revit 2009 and 2010.
- You achieve this result by setting the Revit Mental Ray render engine to an early morning setting of say 2am and then adjusting the exposure control from 14 to between 2 to 2.5.
- What this actually does, is turns off the sun (as its night time), but keeps the sky image map and the low level ambient lighting.



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## Jeddah, Middle East – Master Plan

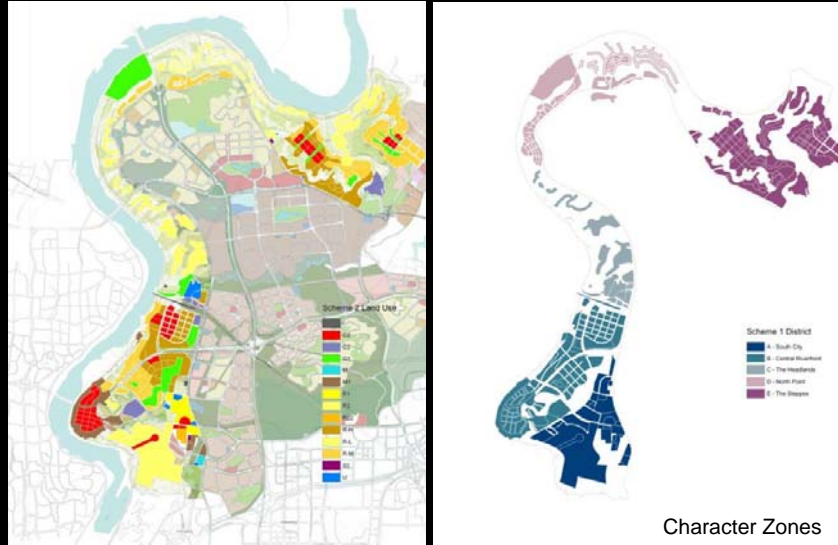
- Residential and mixed-use
- 530 hectares
- 7 districts
- Project shared between 3 offices



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## Area Parameters V Different Area Diagrams



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## Area Parameters V Different Area Diagrams



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## Area Calculation

Parcel code, land use, gross land area, FAR and gross building area sorted by zone.

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## Road Diagrams

VisibilityGraphic Overrides for Floor Plan: LEGEND ROAD HIERARCHY

Name	Visibility	Projection/Surface		Cut		Help
		Lines	Patterns	Lines	Patterns	
Road - 01 Sub-Regional Ramp	<input checked="" type="checkbox"/>					
Road - 01 Sub-Regional	<input checked="" type="checkbox"/>					
Road - 02 Primary	<input checked="" type="checkbox"/>					
Road - 03 Secondary	<input checked="" type="checkbox"/>					
Road - 04 Local	<input checked="" type="checkbox"/>					
Road - 05 Lane	<input checked="" type="checkbox"/>					
Road - 06 Waterfront	<input checked="" type="checkbox"/>					

ROAD SCHEDULE (CSP LEVEL)

Family and Type	Length	Width	Surface Area	Surface Area %
Basic Wall CPU Road - 01 Sub-Regional - 54m	4,756 m	44 m	21 hectare	8%
Basic Wall CPU Road - 01 Sub-Regional - Ramp	1,576 m	8 m	1 hectare	0%
Basic Wall CPU Road - 02 Primary	20,000 m	44 m	82 hectare	35%
Basic Wall CPU Road - 03 Secondary	20,145 m	25 m	57 hectare	22%
Basic Wall CPU Road - 04 Local	42,191 m	15 m	65 hectare	25%
Basic Wall CPU Road - 06 Waterfront	15,000 m	16 m	25 hectare	9%
Grand total	100,356 m		260 hectare	100%

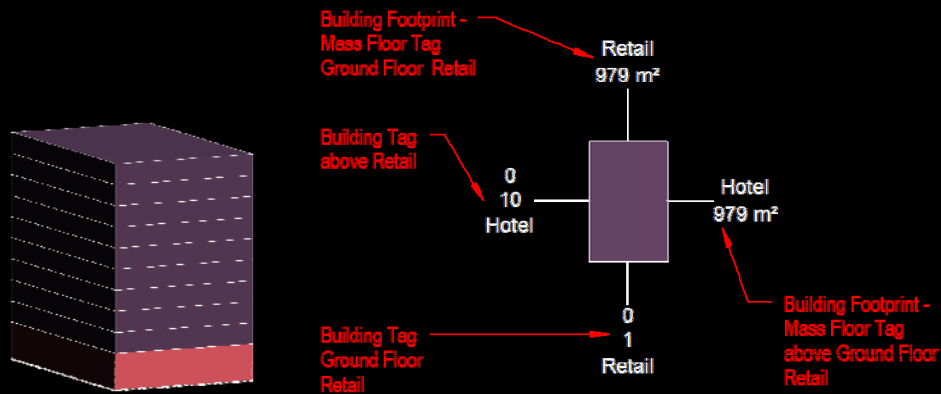
Road Schedule



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## Tags for Mass Objects



Mixed-use Example:  
Ground Floor - Retail,  
L1 and above Hotel

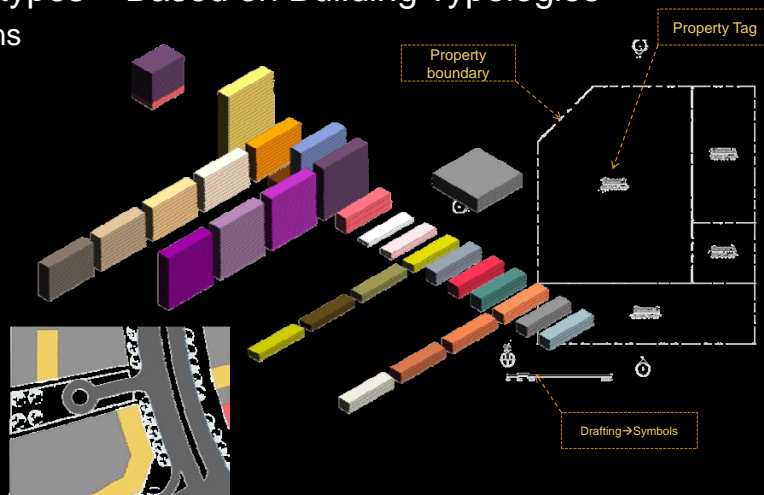
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## Families

### ■ Mass Prototypes – Based on Building Typologies

- Annotations
- Tags
- Arrows
- Symbols
- Roads
- Walls
- Floors
- Mass



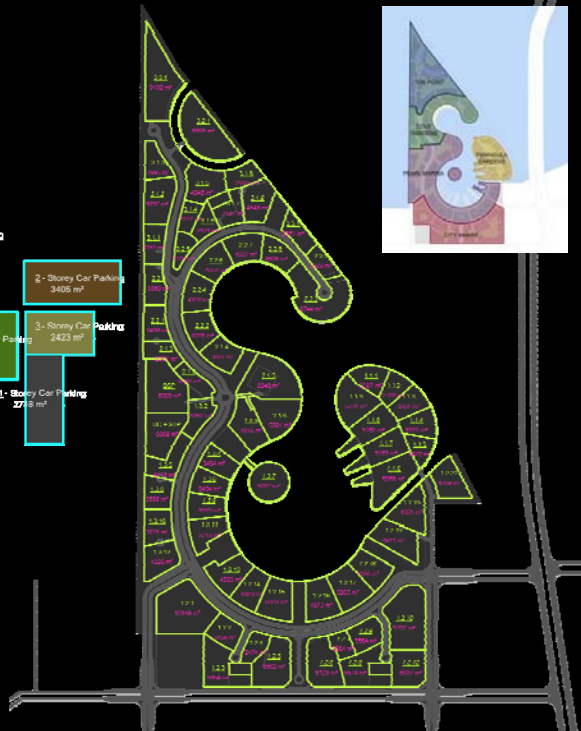
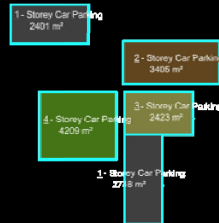
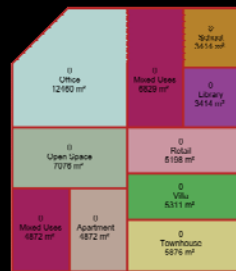
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## Areas

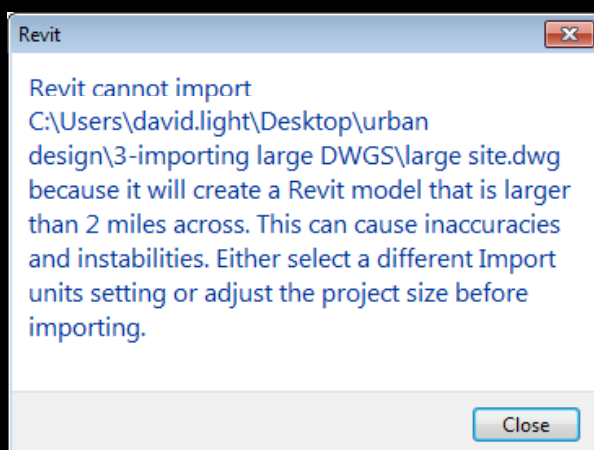
- Colour Schemes
- Area Types
- Objects
- Area Plans
- Area Tags



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## Cheat the Units!



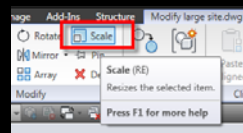
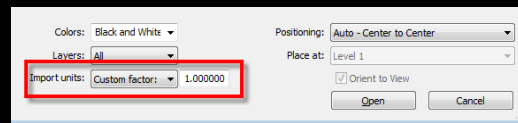
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## Cheat the Units!

- Importing large DWG files can be problematic
- Import and set the units to custom
- Set manual unit number, so one unit in Revit is equal to one unit in DWG file
- Scale the imported DWG

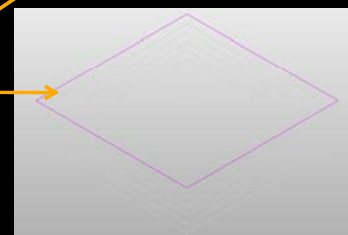
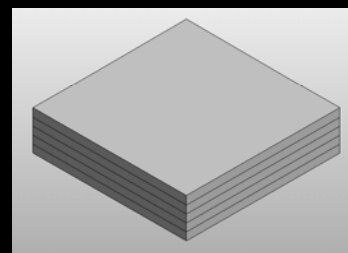


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## Using 2009 mass families in 2010

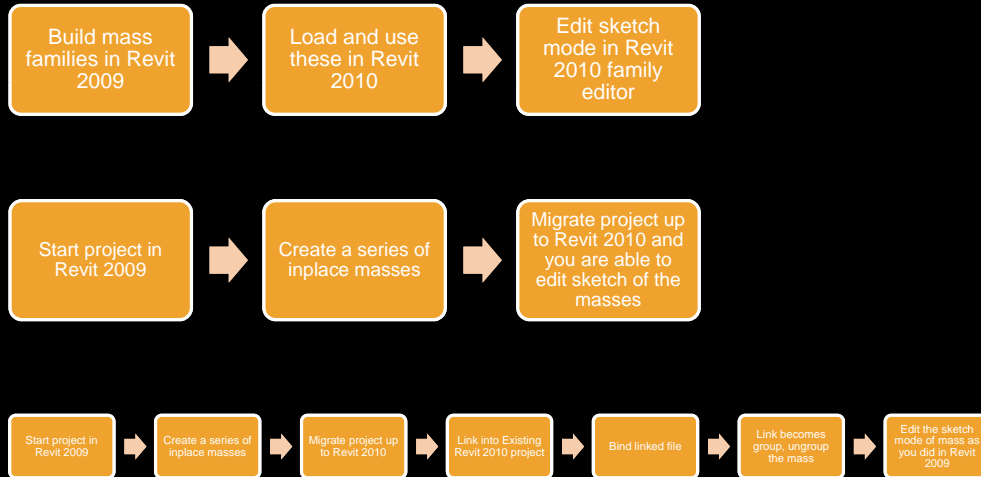
- Utilized massing families created in Revit 2009, within Revit 2010
- Allows the sketch mode to be retained



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## Using 2009 mass families in 2010

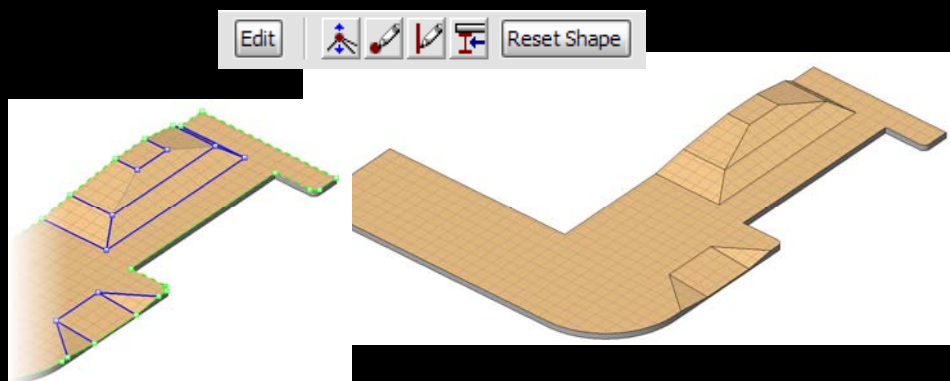


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## Pavements and Roads – modify a slab

- You can also use a slab or floor as a pavement and then use the sub editing tools to modify the slab or floor to dropped kerbs and embankments.

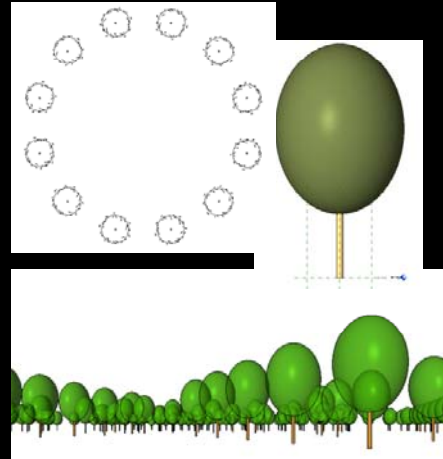


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## Curtain Walls for repeating items

- Used Curtain Wall tool to create rows of items such as trees, street lighting
- Benefits include –
  - Rapid placement of inline items
  - Curves allows flexibility of design
  - Items can be scheduled
  - Curtain panels can be removed when not required

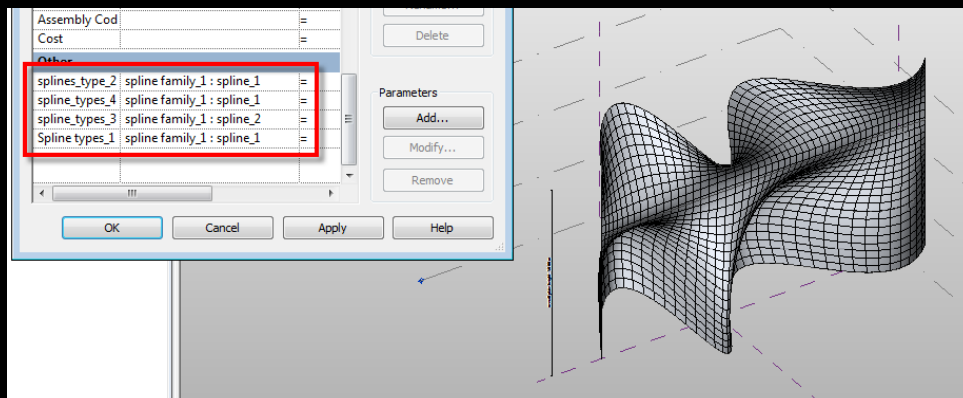


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## Nest families in Concept massing

- A neat trick in 2010 is the ability to nest mass families into other mass families to build complex forms.



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## Do Revit ? Get the hardware!!!!

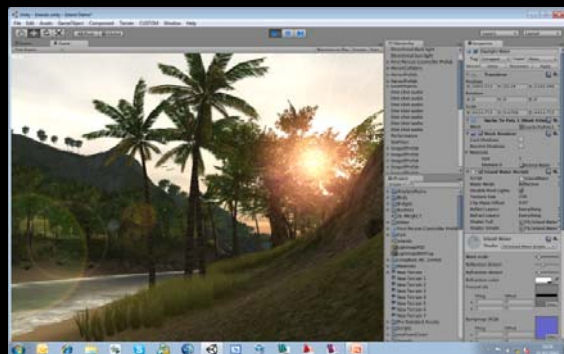
- HOK don't do things by half measures!
- Large and small projects
- Continually updating hardware
- Current Workstation specs:
  - 16gigs of RAM, 8 gig page file (24 gigs)
  - 512mb Nvidia Quadro cards
  - 2.8ghz quad-core
  - Stripped hard drive setup
  - 24" wide screen 1920x1600 screens
  - XP64, migrating to Win 7 64

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## Revit for fun!!!!

- Revit into Unity
- Unity can read FBX
- Unity can publish to Wii and Iphone
- Free Unity is free
- Real time rendering
- Using game technology



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# Thank You!



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