Revit Materials **101**

DOWNLOADING REVIT MATERIALS

Visit commercial.unilock.com/resources/bim-models/ to explore our collection of BIM models.

PDF files of available models are accessible to download by all, but you will be required to login to your 'Unilock Account' to download the .zip file of Revit materials.

Each .zip file contains a **Revit (.rvt) file** and the corresponding collection of **material images**. Once downloaded, extract these materials from the .zip file.
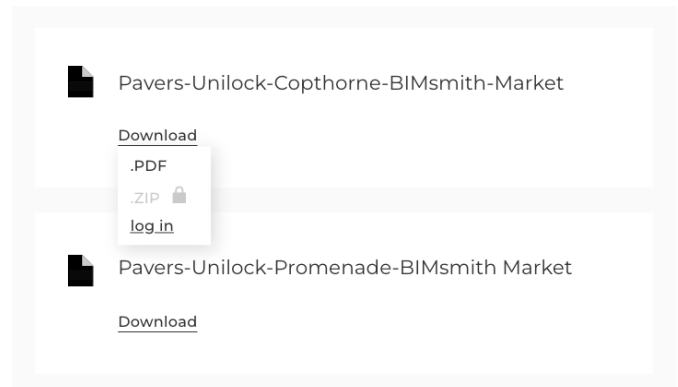
LINKING IMAGES

After downloading your files, set up a 'rendering location' on your local computer or network server for your downloaded Revit materials. 'Rendering locations' are folders that you tell Revit to look in to link or relink any images. Otherwise, you may end up having materials that don't link, appear gray in realistic mode and have errors in the material manager.
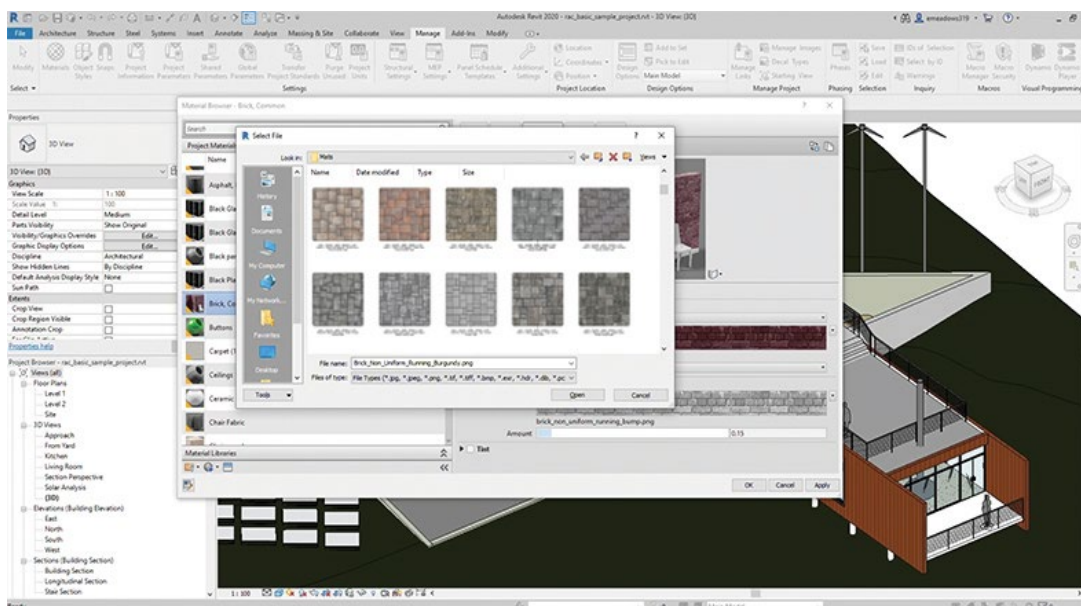
ADDING MATERIALS TO YOUR REVIT PROJECT

Open your downloaded Revit file in a program like BIMsmith. This project will consist of a sheet with material swatches.

To add a rendering to the Revit file:
  - Go to File then and click on "options" at the bottom
  - Select the "Rendering" tab on the side
  - Copy and paste the location of the folder that you created in the previous step and Revit will look there for images

To transfer the materials from the project you have downloaded to the project you are working on:
  - Activate the view on the sheet
  - Select the material swatch or swatches that you want, and copy them into your working project

For a more in depth **BIMsmith Revit tutorial** visit
https://blog.bimsmith.com/Revit-Materials-101-Relinking-Images-and-Transferring-Revit-Materials

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