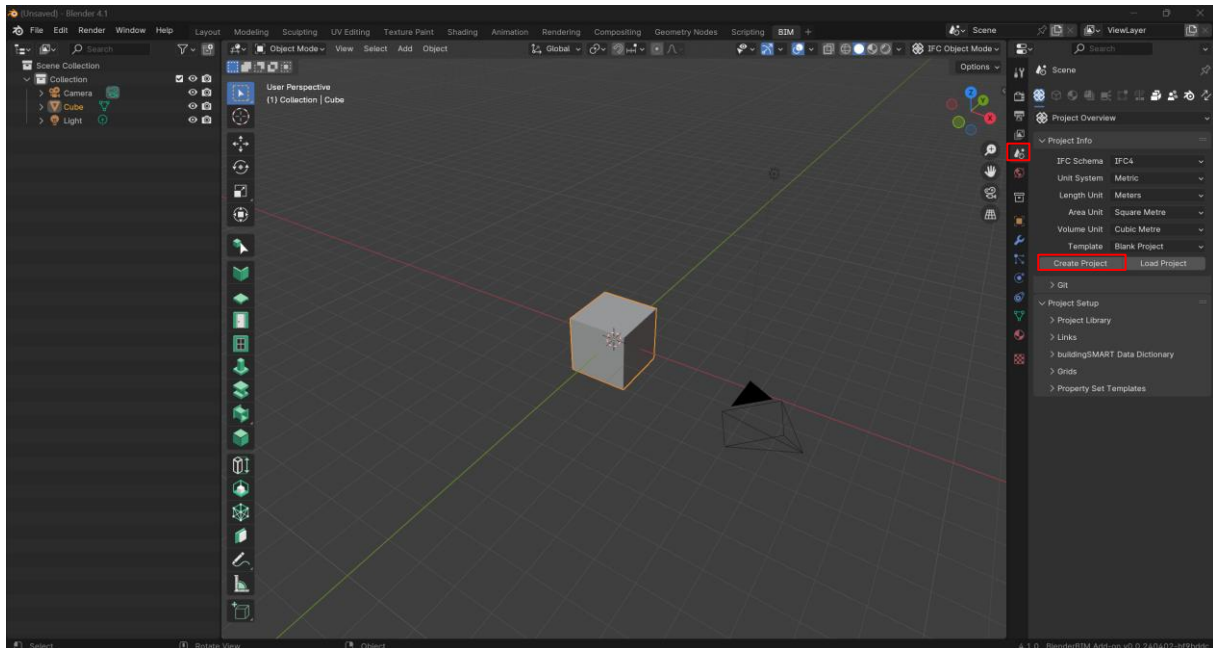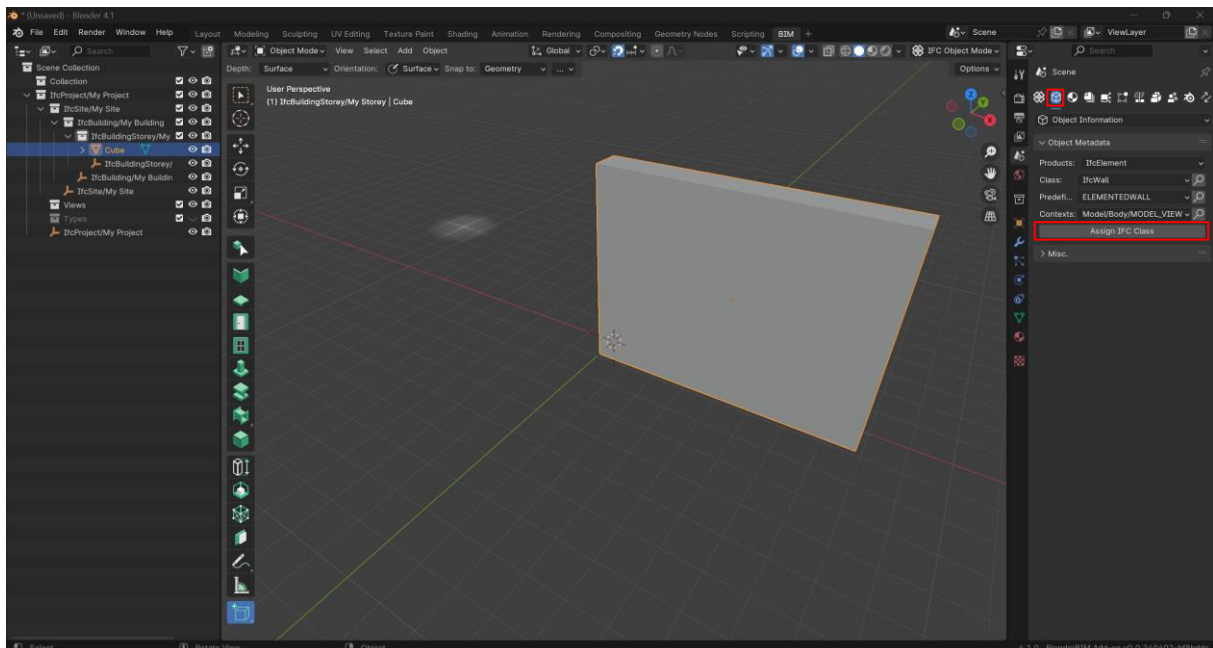First of all, you need to create or load an IFC-Project. This option is located in Properties > Scene.


Then you can create a geometry, which can be edited as IFC-Modell by assigning the IFC-Class. To assign the IFC-Class you need to choose your geometry and add the class in Properties > Scene > Object Information.


Afterwards, you can find it in Geomentry and Materials > Geometric Relationship > Vendor Workarounds. The option Force Triangulation has to be activated in order to achieve the goal of applying a texture to the UV map of the IFC-Model. If there are no materials availabel, you can create a new material to save the texture and the UV map in IFC. You can also edit materials in the Shading workspace in a later step.
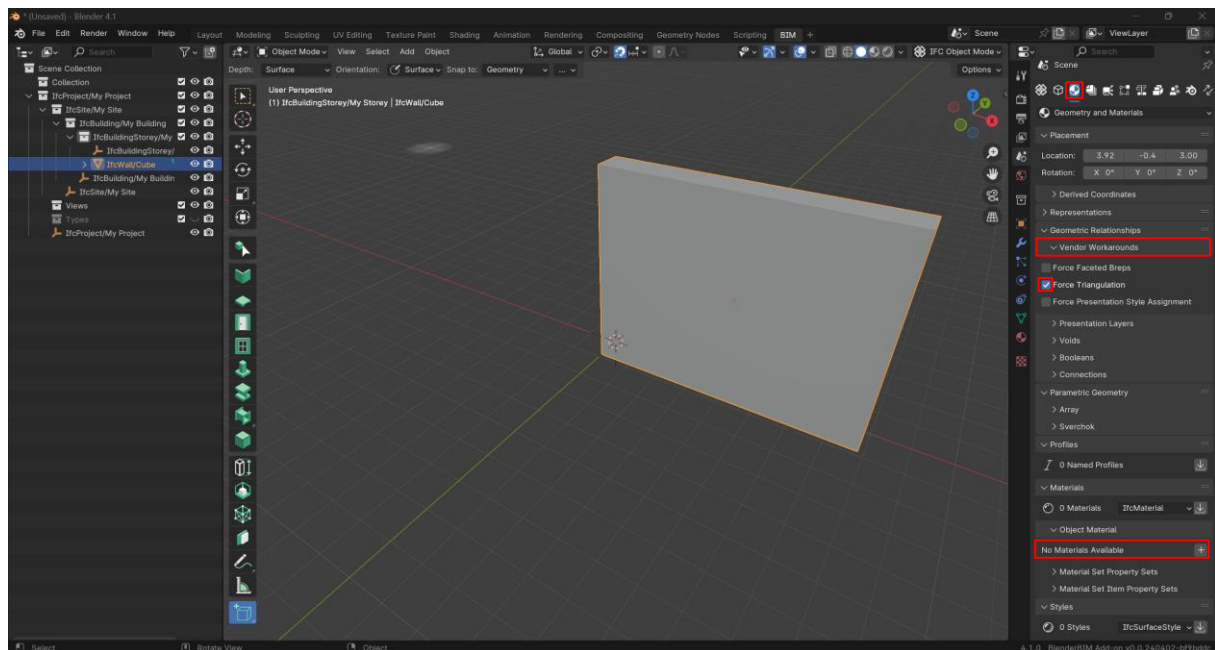
After creating the material, you can change to the UV Editing workspace. There, you can use the Smart UV Projection to create a UV map of the geometry.
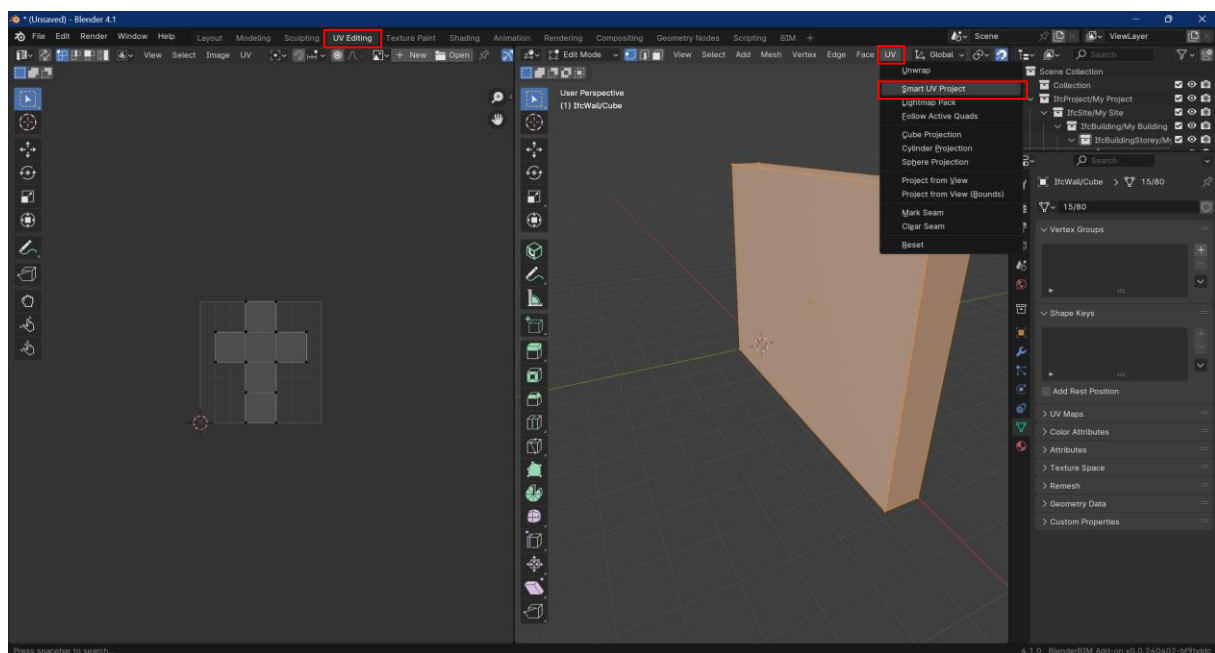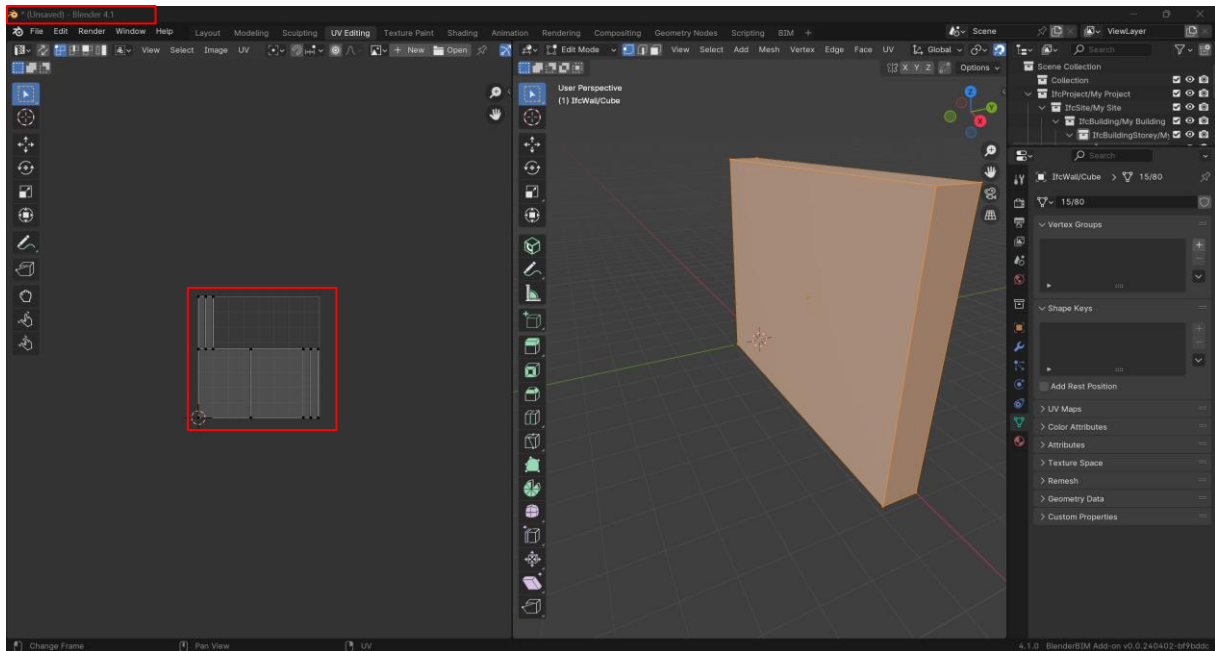
Then you can change to the Shading workspace and choose the material. If you didn't create a material bevor, you can create it here too. Newly created materials also need to be saved as IFC Material. You can find this option in Properties > Material.
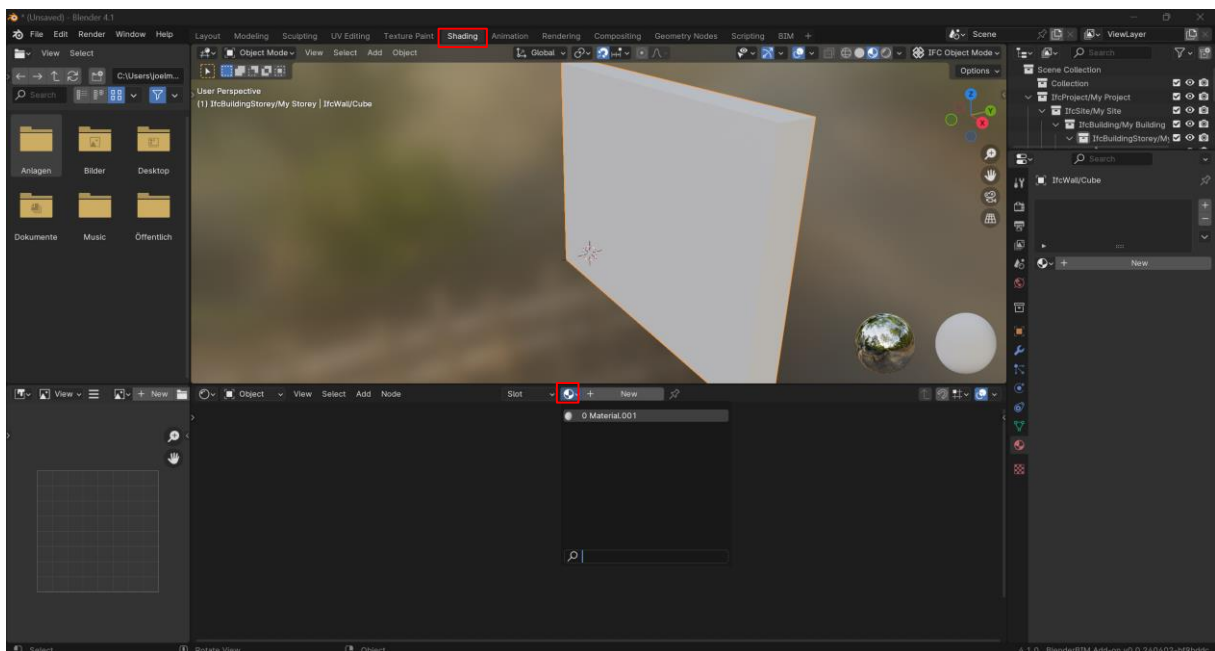
When the material is chosen, you need to activate Use Nodes to enable editing with Nodes. You can use the Nodes UV MAP and Image Texture to apply the UV map and the texture to the geometry. These Nodes can be found by clicking Shift + A in the Nodes area. To apply the changes to the IFC you need to add the style in Properties > Material > Add Style. After pressing Add Style you can make sure that the shading is applied by clicking Save Current Shading Style.
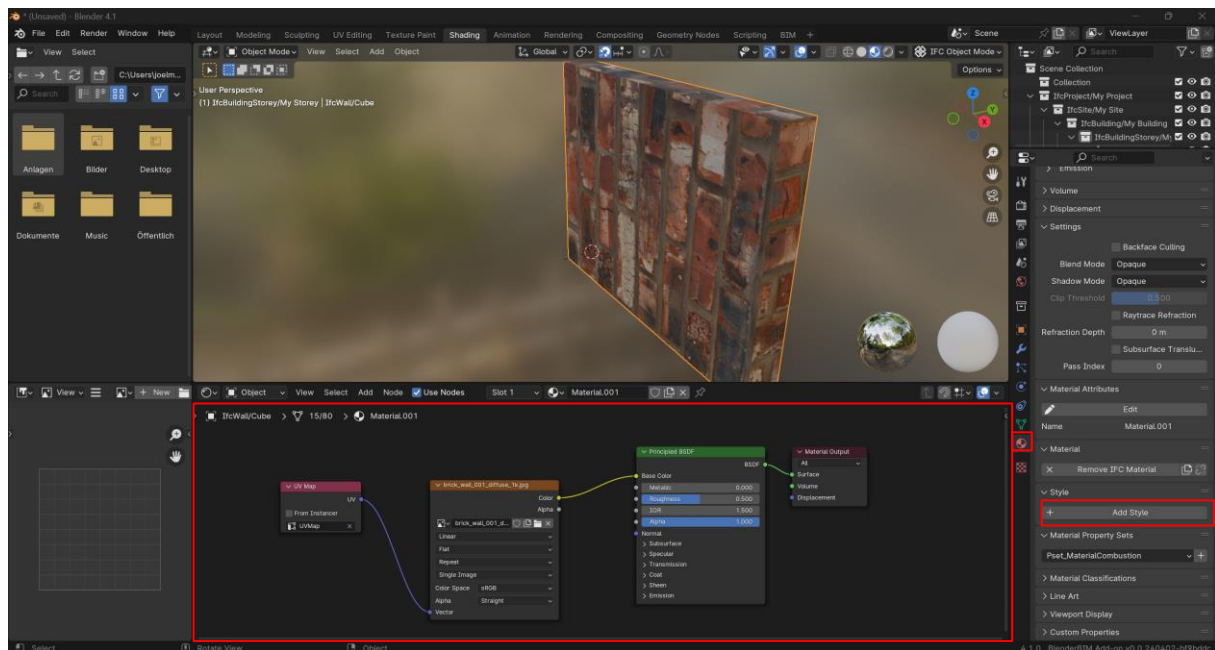
You can see the applied material texture by opening the IFC in FZKViewer or KITModelViewer.
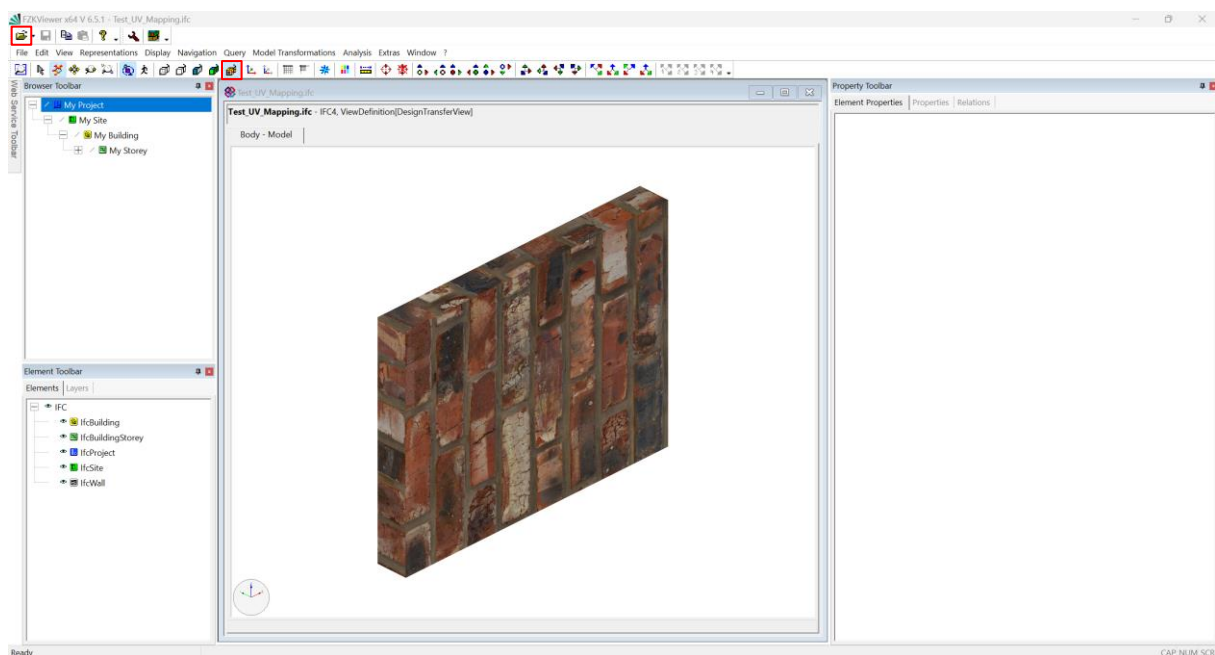
Inside these programms you are able to open the IFC and change the display mode to „Texture".