ARCHITECTURAL MODELING USING REVIT

DUPLICATION OF WALLS

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In general, we are going for two situations for editing walls they are
1. Change wall thickness
2. Duplication of walls

Changing wall material means either converting a brick wall into a filled wall or converting a filled wall into a brick wall. When you create a wall, you have to specify its type. You can also change the type for an existing wall at any time. To change the wall type assigned to an existing wall, select the wall in the drawing area and then change the Type Selector setting.

Alternatively, you can select the wall and convert other selected walls to the same type.

Change wall thickness
select wall in plan view⟹ properties palette⟹ edit type⟹ Type properties.

In type properties
1. Family properties⟹ dropdown
   · System family basic wall
   · System family curtain wall
   · System family stacked wall
System Basic wall⟹ type properties (drop down for different type properties according to family type)
Remaining options in type properties
1. Load
   If you want to load another family type choose load
2. Duplicate
   If you want to duplicate the family type choose duplicate
3. Rename
   If you want to edit name of the family type choose rename
Go to Type parameters⟹ construction⟹ structure edit⟹ Edit Assembly⟹ layers change value of thickness⟹ click on ok⟹ click on apply and ok.

Duplication of wall
To create new wall type
1. Select wall⟹ edit type⟹ duplicate option ⟹ change name
2. Click on edit⟹ edit assembly
3. To change material, go to material (By category)⟹ material asset browser
4. Search suitable material for example search concrete material we have four materials will came default, they are
   · Concrete Masonry Units
   · Concrete, Cast-in-Place gray
   · Concrete, Lightweight
   · Concrete, Precast

5.   Select material ⇒ graphic tab click on use render appearance⇒ do a double   click on that material or else click on apply and ok.

6.   After completion of this in edit assembly click on ok ⇒ click on apply and ok

Adding plastering to the wall

1.   Go to select any one wall edit type ⇒ edit⇒ edit assembly⇒ layers

In layer table three layers are there, they are

·   Core boundary
·   Structure
·   Core boundary

2. Insert layers for both the sides of the wall with finishing purpose. For insert layers in layers table interior side four options are there, they are

·   Insert
·   Delete
·   Up
·   Down

3. Insert layers in below manner

·   Core boundary
·   Finish
·   Structure
·   Finish
·   Core boundary

4. Add material and thickness for inserting layers.

5. For plastering purpose choose damp proofing in material asset browser.

6. After completion of all things click on ok click on apply and ok.