Andhra Pradesh State Skill Development Corporation

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ARCHITECTURAL MODELING USING REVIT

MODELING OF FLOOR

FLOOR

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1. A floor is the bottom surface of a building (like ground level),

2. Floors may be stone, wood, bamboo, metal or any other material that can support the expected load.

3. Floor covering is a term to generically describe any finish material applied over a floor structure to provide a walking surface. Flooring is the general term for a permanent covering of a floor.

Let us see how to create floor in Revit

1. To create a floor, define its boundaries by picking walls or sketching its profile with drawing tools.
2. Click Architecture tab Build panel Floor drop-down (Floor: Architectural)
3. Then in the property's palette click on the type selector it will display various types of floor thickness, select any one floor thickness.

Draw the floor boundaries, using one of the following methods:

1. **Pick walls:** By default, Pick Walls is active. If it is not active, click Modify | Create a Floor Boundary tab Draw panel (Pick Walls). Select walls in the drawing area to use as floor boundaries.
2. **Sketch boundaries:** To sketch the profile of the floor, click Modify | Create a Floor Boundary tab Draw panel, and select a sketching tool.
3. The floor boundary must be a closed loop (profile). To create an opening in the floor, you can sketch another closed loop where you want the opening to appear.
4. On the Options Bar, for Offset, specify an offset for the floor edges.

Note: When you are using Pick Walls, select Extend into wall to measure the offset from the wall's

5. Click Finish Edit Mode**.**

EDIT A FLOOR SKETCH:

1. After creating a floor, you can change its profile to modify its boundaries.
2. In a plan view, select the floor, and click on Edit Boundary.
3. Use sketching tools to change the boundaries of the floor.
4. Click Finish Edit Mode.