



Andhra Pradesh State Skill Development Corporation



ARCHITECTURAL MODELING USING REVIT RENDERING



RENDERING


Placing of ceiling lights

We can load the ceiling lights in the ceiling plan levels as we loaded the different components into the project.

- Go to the architectural tab – access the place a component and we can load the different ceiling lights which are available in the family files.
- Those ceiling lights can be downloaded and can be loaded into the project.
- After loading the ceiling lights, specify the offset height from level-1 in the properties palette that perfectly attached to your custom ceilings.
- We place the ceiling lights at specified locations.
- We can change the orientation of the ceiling lights after placing them by just clicking on the spacebar.

Creation of rendered images

Creates a photorealistic image of the building model.

1. View tab ➤ Graphics panel ➤  (Render)
2. To present a design to clients or share it with team members, render the model using one of the following methods:
3. Use the Realistic visual style, which displays realistic materials and textures within Revit in real-time.
4. Render the model to create a photorealistic image.

As an alternative, you can export a 3D view, and use another software application to render the image.



Workflow: Rendering

In Revit, use this process to render a 3D view.

The first 4 steps can be performed in any order.

1. Create a 3D view of the building model.
See 3D views.
2. Specify render appearances for materials, and apply materials to model elements.
See Materials.
3. Define lighting for the building model.
 - If the rendered image will use artificial lights, add them to the building model. See Lights.
 - If the rendered image will use natural light, define sun and shadow settings.
4. (Optional) Add the following to the building model:
 - Plants
 - People, cars, and other entourage
 - Decals
5. Define render settings.
6. Render the image.



7. Save the rendered image.

See Save the rendered image as a project view or Export the rendered image to a file.

Workflow: Render Settings

1. Open the Rendering dialog.
2. Define the view area to render.
3. In the Rendering dialog, under Quality, specify the render quality.
4. Under Output, specify the following:
 - Resolution: To generate a rendered image for screen display, select Screen. To generate a rendered image for printing, select Printer.
 - DPI: When Resolution is Printer, specify the DPI (dots per inch) to use when printing the image. (If the project uses metric units, Revit converts the metric values to inches before displaying the DPI or pixel size.) Select a predefined value, or enter a custom value.
5. The Width, Height, and Uncompressed image size fields update to reflect the settings.

See Render Performance and Image Size/Quality.

6. Under Lighting, specify lighting settings for the rendered image.
7. Under Background, specify a background for the rendered image.
8. Adjust exposure settings for the rendered image.

If you know the exposure settings that you want to use, you can set them now. Otherwise, wait to see the results of the current render settings, and, if needed, adjust the exposure settings after rendering the image. These render settings are saved as part of the view properties. To apply these settings to other 3D views, use a view template.

See Adjusting the Exposure of a Rendered Image.

When you finish defining render settings, create the rendered image.