Andhra Pradesh State Skill Development Corporation

e Skill AP
Learn Anytime Anywhere
Andhra Pradesh State Skill Development Corporation

ARCHITECTURAL MODELING USING REVIT

PAINT

&

CREATION OF NEW MATERIALS

PAINT & NEW MATERIAL CREATION

PAINT

Paint tool applies a material to the selected face of the element or family.

Elements that you can paint include walls, roofs, massing, families, and floors.

If the element highlights when you place the cursor near it, you can paint it. The Paint tool is especially useful for applying materials to split faces.

If the surface pattern for the material is a model pattern, you can select references in the pattern for dimensioning or aligning.

TO PAINT A SURFACE

For applying paint to the surface at first

1. Go to Modify tab ➤ Geometry panel ➤ Paint

2. After selecting the paint Material Browser dialogue box will come in that dialog box, select a material.

Note: You can only browse for a material when you select the paint tool.

3. Place the cursor on the element face to highlight it. You may need to press Tab to select the desired face.

If you highlight a face that has already been painted, the status bar indicates the material that is applied to it.

4. Click to apply the paint.

5. After applying desired paint to the surface In the Material Browser dialog, click on done.

In this way we are going to assign pain to the selected face of elements & families

REMOVE PAINT

We are using the Remove Paint tool; it removes an applied material from the selected face of the element or family.

For using remove paint at first

1. Go to Modify tab ➤ Geometry panel ➤ Remove Paint

2. Place the cursor on the element face to highlight it. You may need to press Tab to select the desired face.

3. Click to remove the paint.

4. Paint will be removed to highlighted face

In this way we are going to remove paint to the selected face of elements & families

NEW MATERIAL CREATION

If you want to create new material, we can create by using the Material Browser dialog box. The recommended method is to duplicate an existing, similar material and then edit the name and other attributes as required.

To create duplicate selected material

1. Go to Manage tab ➤ Settings panel ➤ Materials
2. Select the source material in the Material Browser, and open it in the Material Editor panel, using one of the following methods:

    If the material is in the current project, select it in the project materials list.

    In the library materials list, select the material, and then on the right end of the material row, click Add - Edit. The material is also added to the project.
3. In the Material Browser dialog, on the browser toolbar at the bottom, click the creates and duplicates materials drop-down menu ➤ Duplicate Selected Material.

    The new material is created with the same name as the source material, but with a digit appended. The new material opens in the Material Editor panel, and is added to the project materials list in the Material Browser.
4. In the Material Editor panel, you can modify the name, information, assets, and properties of the new material as required.

Note: If you edit an asset that is used by a material, any other material in the model that also uses that asset will change. For the duplicated material to be different, you must replace or duplicate the asset so it's not the same asset used in the original material. See duplicate an asset of material.

Tip:

Right-click a material in the Material Browser project materials list for quick access to controls for renaming, duplicating, and other common tasks with materials.

To create a new material

1. Goto Manage tab ➤ Settings panel ➤ Materials
2. In the Material Browser, on the browser toolbar, click creates and duplicate materials.

    The material, named Default New Material, is added to the project materials list in the Material Browser.
3. In the Material Editor panel, just above the Assets list, enter a descriptive name for the new material, replacing the default name.
4. Enter additional information, add assets if necessary, and edit properties to define the new material.

In this way we are going to create new material.