Andhra Pradesh State Skill Development Corporation

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ARCHITECTURAL MODELING USING REVIT

WALKTHROUGH

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A walkthrough is a simulated tour of a site or building using camera positions placed along a path that you define. Create a walkthrough to present your model to clients or team members.

Creation of walkthrough

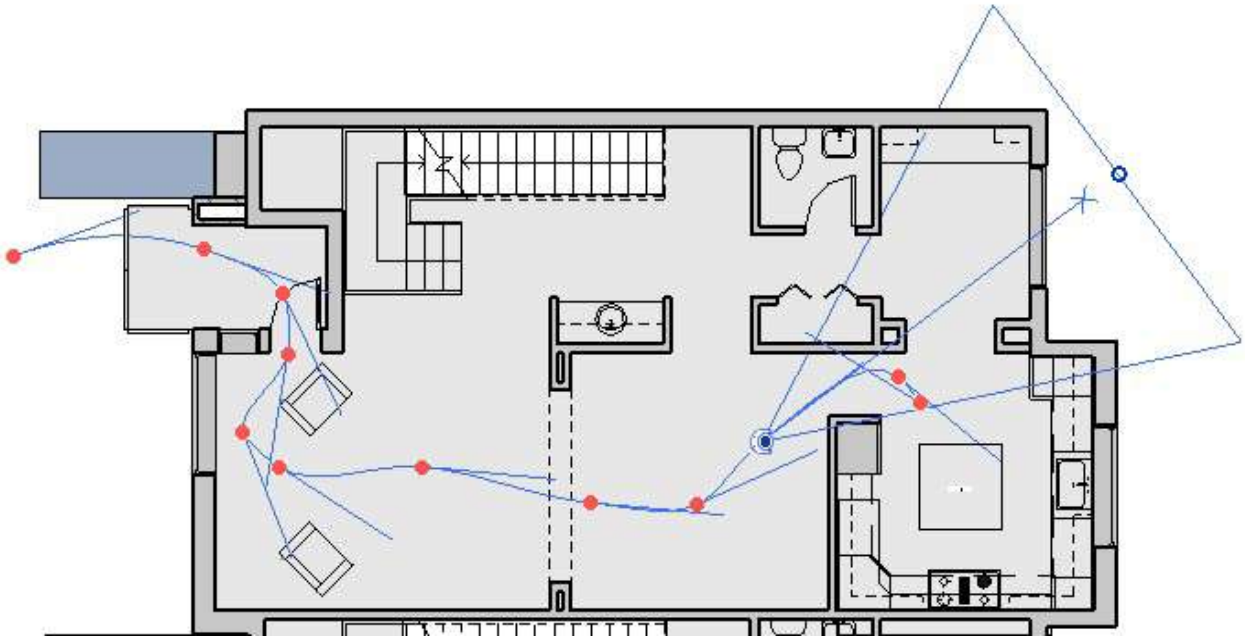
For creating a walkthrough path in a plan, an elevation, a section, or a 3D view.

1. Open a view in which to place the walkthrough path.
   Tip: In general, it's easier to begin creating a walkthrough in a plan view, but you can also create a walkthrough in elevation, section or 3D views. During the process, open different views to help accurately position the path and cameras. To see all open views at the same time, click View menu ➤ Windows panel ➤ Tile Views.
2. Go to View tab ➤ Create panel ➤ 3D View drop-down ➤ Walkthrough
3. To create a walkthrough as an orthographic 3D view, clear the Perspective check box on the Options Bar. Select a view scale for the 3D view.
   Note: Options Bar controls do not display when the perspective view is active.
4. Place a key frame:
   a. Position the cursor in a view and click to place a key frame.
   b. Move the cursor in the desired direction to draw the path.

   In a plan view, vary the height of the path and camera by offsetting it from a selected level. Select a level in the from drop-down list, then enter a height in the Offset text box. For example, use these settings to create the effect of the camera going up or down stairs.
5. Continue placing key frames to define the walkthrough path.
   You can place key frames anywhere, but you cannot change their position while creating the path. Edit the key frames after you finish the path.
6. To complete the walkthrough, do one of the following:
   - Click Finish Walkthrough.
   - Double-click to end the path.
   - Press Esc.

Revit creates a walkthrough view under the Walkthroughs branch of the Project Browser and assigns it the name Walkthrough 1. You can rename the walkthrough.

The walkthrough path consists of camera frames and key frames. A key frame is a frame that can be modified to change the direction and position of the camera. By default, walkthroughs are created as a series of perspective views, but you can also create them as orthographic 3D views. The following image shows an example of a walkthrough path. The red dots indicate key frames. The blue triangular shape shows the field of view, which defines the width and depth of the camera view.



To open the walkthrough and set up views

1. Open the walkthrough: right-click the walkthrough in the Project Browser and select Show Camera.
2. Go to Modify | Cameras tab ➤ Edit Walkthrough ➤Open Walkthrough
3. Open the site, plan, or other model views that best allow you to see different walkthrough angles, and tile them so you can see them all at the same time.

To revise and review the walkthrough

1. Play back and Review the Walkthrough
   after creating a walkthrough, play it back to review it and make adjustments.
2. Edit the Walkthrough Path
   when revising a walkthrough, reposition the path to change the route through the model.
3. Edit Camera Positions and Views for a Walkthrough
   when revising a walkthrough, edit the camera positions and adjust the camera field of view for each keyframe.
4. Edit Camera Frames for a Walkthrough
   Change the total duration of a walkthrough animation, change its speed at different points, or reset the camera targets to previous positions.

Playback and Review the Walkthrough

After creating a walkthrough, play it back to review it and make adjustments.

1. Open the walkthrough and set up views.

2. Use the Previous Frame, Previous Keyframe, Next Frame and Play controls to review and play back the walkthrough.

If you have more than one view open, the playback occurs in the currently selected view.

You can edit and play back the walkthrough as needed. To cancel a playback, click Cancel on the left side of the status bar at the bottom of the drawing area.

When revising a walkthrough, reposition the path to change the route through the model.

Edit the Walkthrough Path

As you edit a walkthrough path, you can see the results of your changes on the view.

1. Open the walkthrough and set up views.
   Open other views so that, as you edit a walkthrough path, you can see the results of your changes to the walkthrough.
2. In the Project Browser, right-click the walkthrough view name, and select Show Camera.
3. To move the entire walkthrough path, drag the path to the desired location. You can also use the Move tool.
4. To edit the path, click Modify | Cameras tab ➤ Walkthrough panel ➤ (Edit Walkthrough).
5. Select Path in the Controls drop-down list. The key frame indicators become controls along the path.
6. Drag the controls to reposition the path.

Edit Camera Frames for a Walkthrough

Change the total duration of a walkthrough animation, change its speed at different points, or reset the camera targets to previous positions.

1. Open the walkthrough and set up views.
2. On the Options Bar, click 300 (Walkthrough Frame Edit button).

The Walkthrough Frames Dialog displays.

If you want to...	Then...
change the total duration of the walkthrough animation	Increase or decrease the total number of frames or the number of frames per second. The default duration of the entire walkthrough is 20 seconds. The total time of the walkthrough is based on the number of frames and the frames per second. For example, 300 frames at 15 frames per second results in a 20-second walkthrough. To produce a walkthrough that is 40 seconds total duration, change the frames to 600 or the frames per second to 7.5.
change the speed of a section of the walkthrough	Clear the Uniform Speed check box and enter a value for the desired keyframe in the Accelerator column. Valid accelerator values are between 0.1 and 10. The Accelerator is used as a factor to change the speed (distance per second) of the camera from one keyframe to the next. For example, when you use an Accelerator value of 0.5 on a keyframe with a Speed value of 4600mm, the speed changes to 2300mm. Because the camera must travel along the complete path during the walkthrough, a change to the Accelerator value in one key frame slightly modifies the Speed value in the other key frames.
Make the camera travel along the path at a uniform speed	Select the Uniform Speed option (default).

When revising a walkthrough, use this dialog to adjust its duration or change the speed of a camera from one frame to the next.

To open the Walkthrough Frames dialog

1. Open a site view, plan view, or 3D view.

2. Right-click a walkthrough in the Project Browser and select Show Camera.
3. Click Modify | Cameras tab ➤ Walkthrough panel ➤ Edit Walkthrough

Define a walkthrough path through a building model and create an animation or a series of images to present the model to team members or clients. You can create a walkthrough inside a building or around a building site.

- View tab ➤ Create panel ➤ 3D View drop-down ➤ Walkthrough

To present the model to clients or team members, export a walkthrough to a video (AVI file) or to a series of images.

When you export a walkthrough to an image file, each frame of the walkthrough is saved as an individual file. You can export all frames or a range of frames.

To export a walkthrough

1. Open the walkthrough view.
   If it's not open, in the Project Browser, double-click the walkthrough name to open it.
   If you have multiple views open, ensure that the walkthrough view is the active view.
2. Click File tab ➤ Export ➤ Images and Animations ➤ Walkthrough
3. Under Output Length, do the following:
   - Specify the frames to include. Select all frames, or select Frame range to indicate the start and end frames.
   - Adjust Frames/sec. As you change the number of frames per second, the total time automatically updates.
4. Under Format, specify values for Visual Style, Dimensions, and Zoom to the desired values.
   If you select Rendering as the Visual Style, Revit uses the rendering settings specified for the walkthrough view for export. If you specify a Custom render quality setting, Revit exports the walkthrough with Draft render quality; otherwise, Revit uses the specific render quality (Draft, Medium, High, or Best).
5. Click OK.
6. Navigate to the desired folder.
7. Select the file type.
8. Click Save.
9. If you selected an AVI file type, in the Video Compression dialog, select a video compressor from the list.

To stop recording the AVI file, click Cancel next to the progress indicator at the bottom of the screen or press Esc. To obtain the best AVI or image files for your project, test various output file and video compression codec types.

I hope in this video you're getting a clear idea for creating, editing and exporting walkthroughs. Now I am going to end this video.