How to: Apply Revit Materials

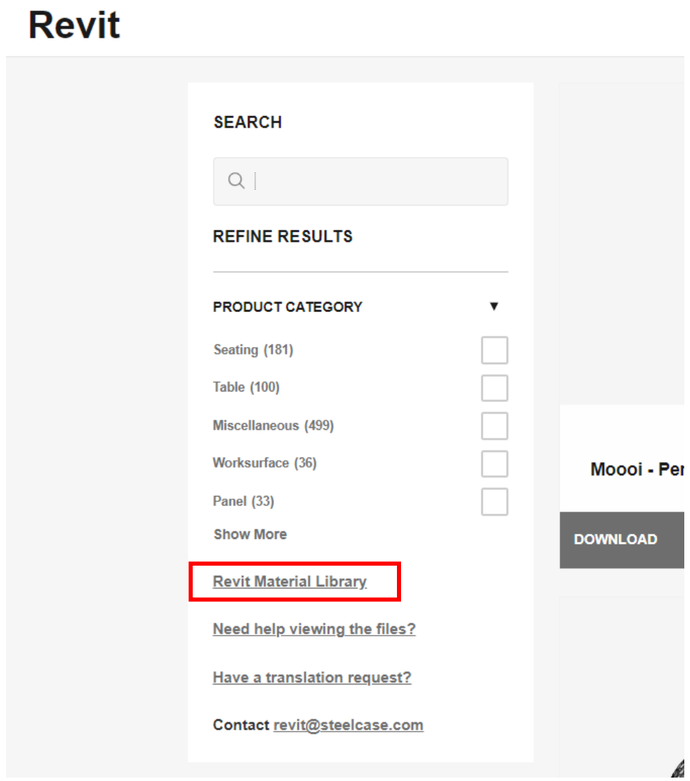
This document describes the process used to add Revit Material Library and Rendering Appearance path to local drive.

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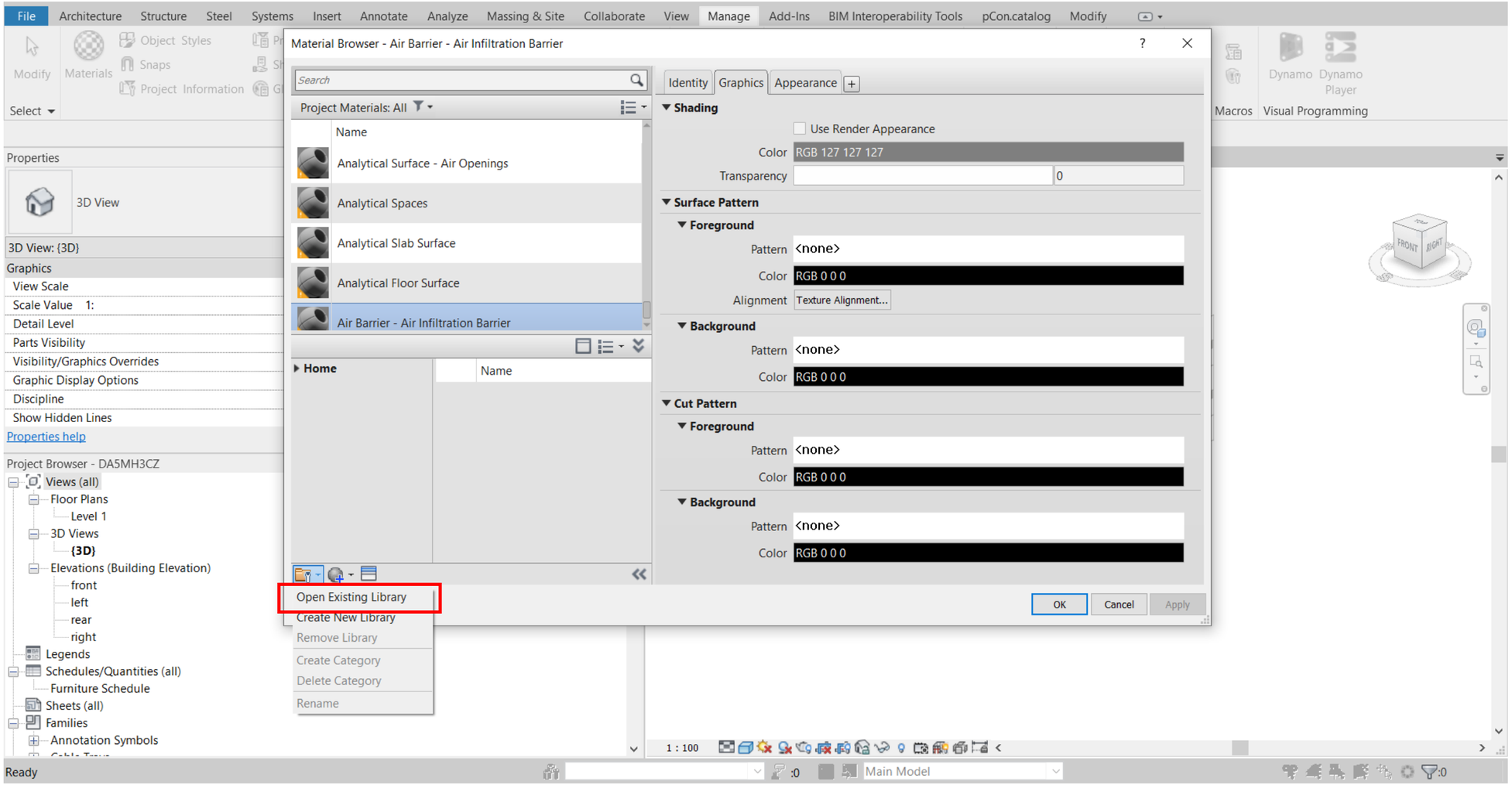
Getting the Revit Material Library

Follow the next steps:

1. Enter https://www.steelcase.com/resources/revit/
2. Search for the Link to get the Revit Material Library and Download.
3. There are 2 files that user needs to have, the latest Swatches files and .adsklib file.
4. Both files can be found in Revit Material Library. Save these files in local drive.

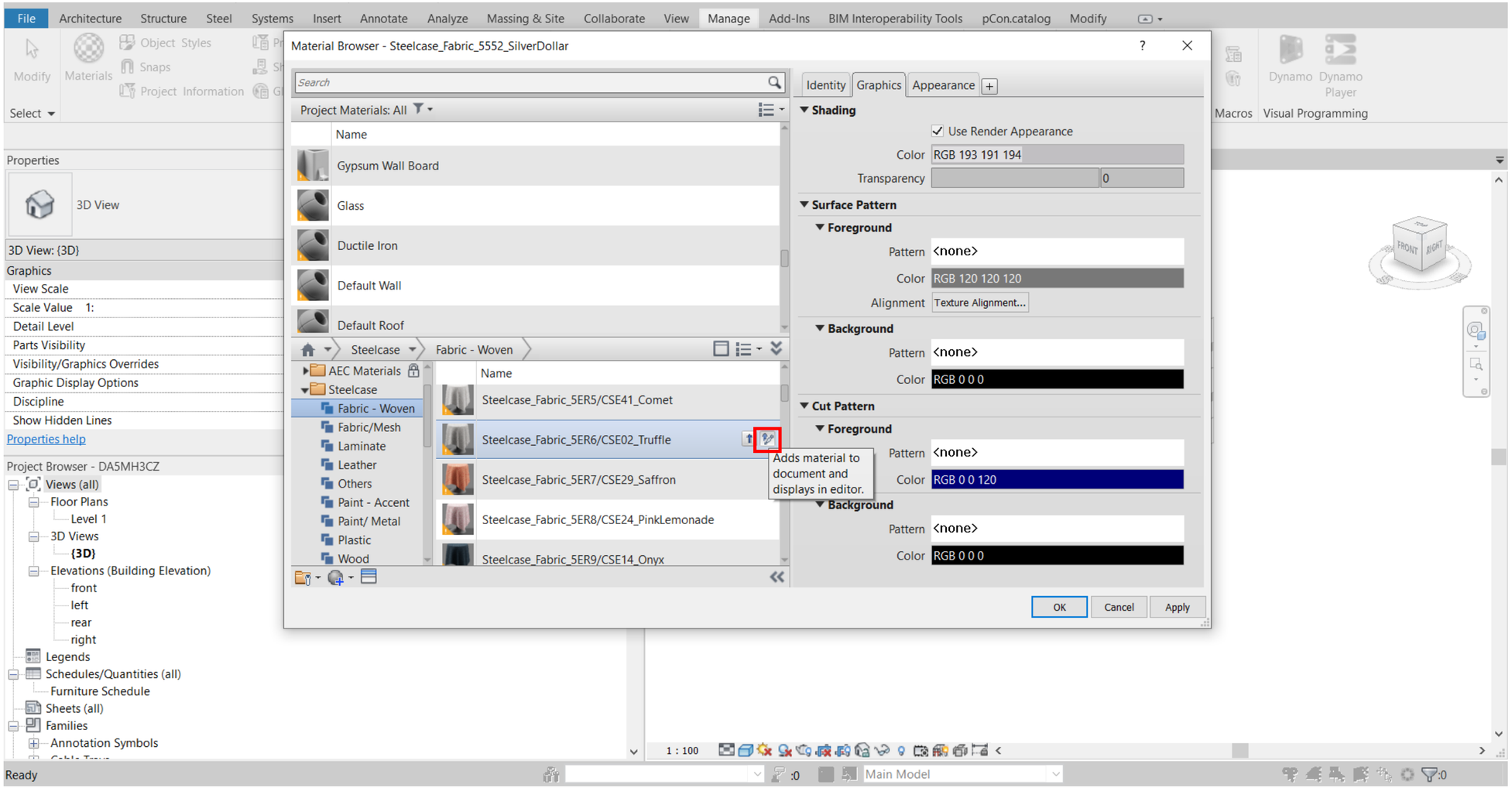


5. Open Revit → Go to Manage → Materials → Open existing library → Browse to the where you save the .adsklib file → Open

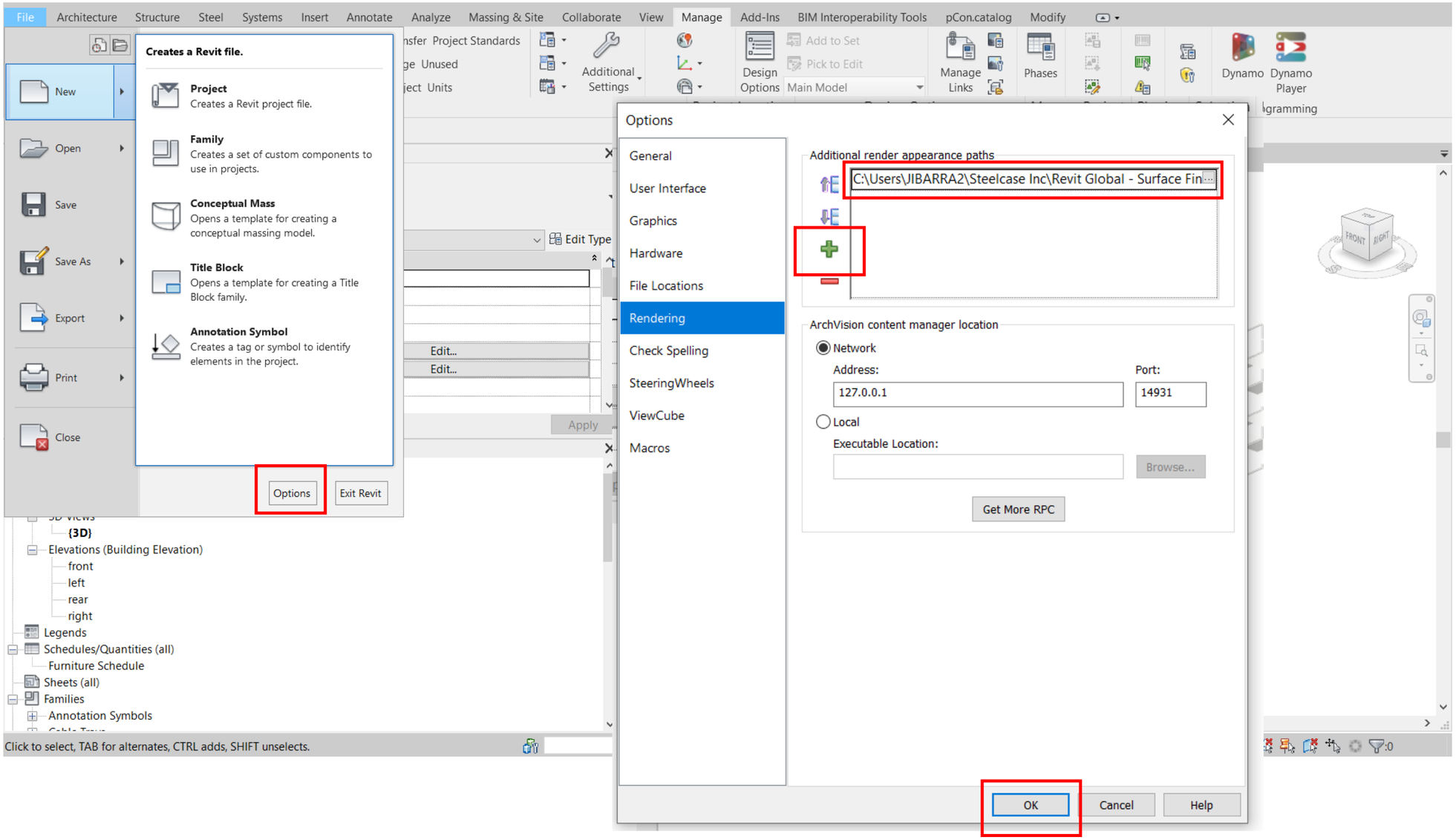


6. Select the material needed → Add Material to document

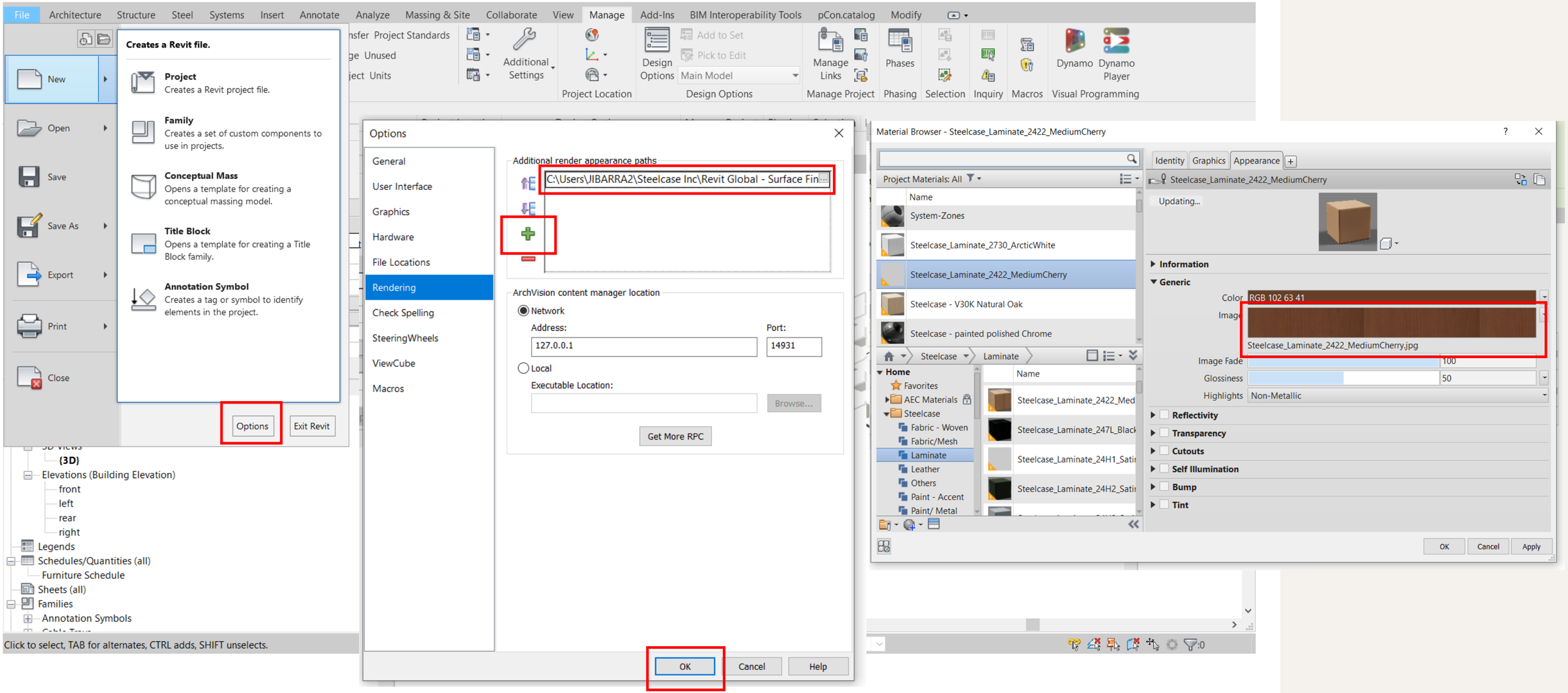
7. The materials are now in the current project material list and can be edited and applied to Revit symbols.

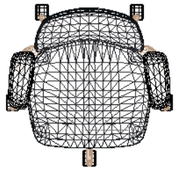


8. Go to Options → Rendering → Add Render Appearance path (Browse to where you save the material swatches(.jpeg) → OK

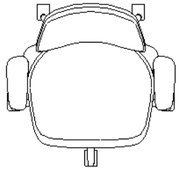


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RevLink



Native Family



RevLink



Native Family

Add Materials to RevLinks

Users use Native Models in Revit for renderings and basically use the Revlink method/plugin for a quick representation of the space.

1. Manage Tab → Object Styles, inside the object styles option you can find the "imported objects" style.
2. In that tab you can find all the "styles" for the imported objects, and you can change the material that should be shown when using that imported object.

Now, there is an issue with this method, the imported objects don't really show by name, so it's a matter of figuring out which "layer" or "object" is the one that you need to change or apply the finishes to.

