

ARCHETYPE

Support Article:

Rotate Project using Project Base Point

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There are a number of ways to ensure that both *Project North* and *True North* are correct for your project. In this article we will concentrate on using the *Project Base Point*, and consider three different scenarios:

Scenario 1 – You are at the beginning of a new project and have not begun modelling.

Create *Property Lines* using distances and bearings



Adjust *Angle to True North* in the *Project Base Point*.

Scenario 2 – You have started modelling a building parallel to the view / screen, and then added property lines from the survey, using distances and bearings

Adjust *Angle to True North* in the *Project Base Point*.



Relocate *Property Lines* relative to model as required

Scenario 3 - You have started your project by modelling a building and sketching property lines parallel to the view / screen.


Adjust *Angle to True North* in the *Project Base Point*.

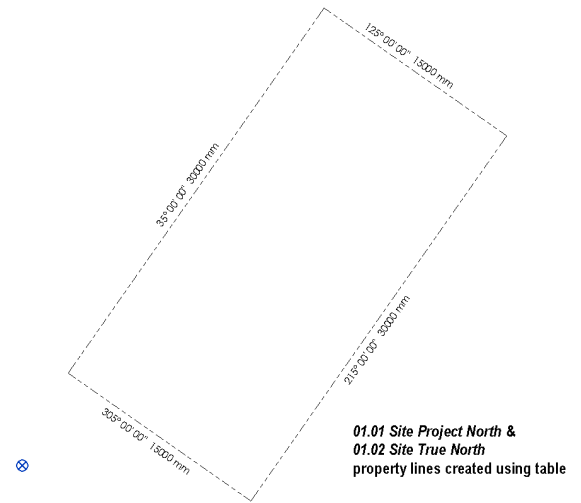
Scenario 1 - Nothing Modelled as yet

You start your project by drawing in the property lines from the survey, using distances and bearings. We recommend that you do this in the working view *01.02 Site True North*.

At this point Project North = True North. (Project North is always pointing to the top of your screen).

In general, it is easier to model a project with the lines of the building parallel to the edges of the screen. Assuming the new building on our site is to be placed parallel to the property boundaries, we need to rotate the project.

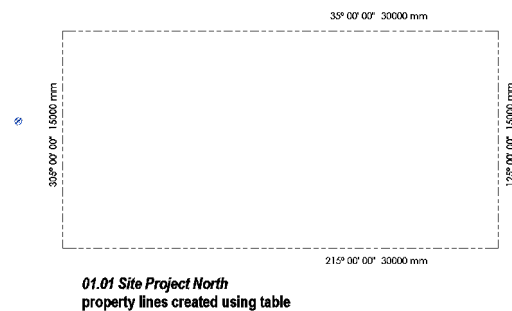
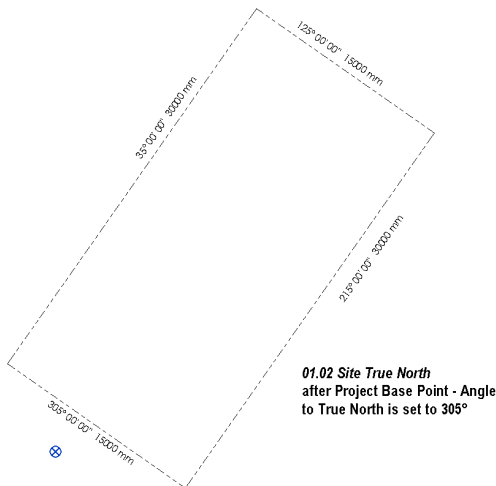
The quickest way is to changing the *Angle to True North* in the *Project Base Point*. 



If you don't have the *Project Base Point* on your Revit view, look at *Visibility Graphics (VG)* under *Site* to check that it is selected to display.

In either *01.01 Site Project North* or *01.02 Site True North* views, select the *Project Base Point* and change the *Angle to True North* in its properties.

The angle defined will be applied as a counter clockwise rotation; therefore, in this case, the *Angle to True North* will be 305°



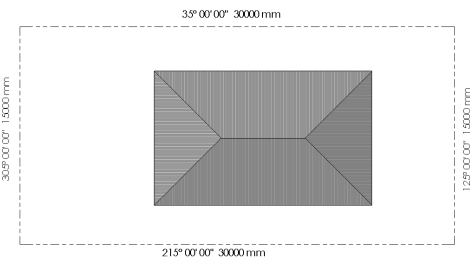
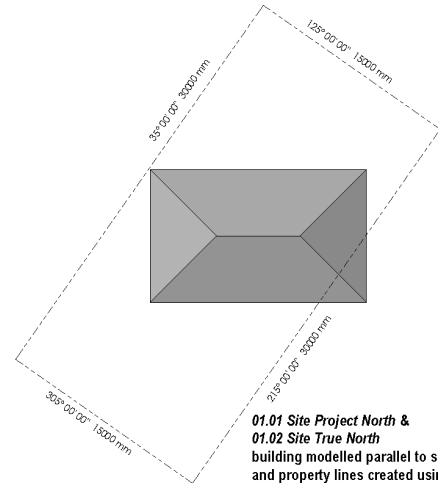
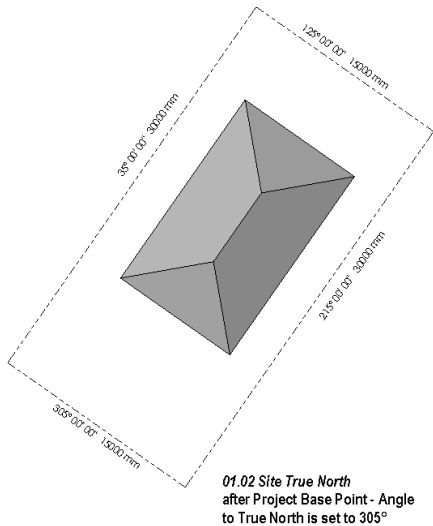
Text and tags such as property line descriptions may not rearrange well and will require adjusting.

Scenario 2 - Started Modelling, Property lines via table

You have started your project by modelling a building parallel to the view / screen, and then added property lines from the survey, using distances and bearings. The relationship between the building and property lines is incorrect at this stage, the building should be parallel to the boundaries.

At this point Project North = True North. (ie pointing to the top of your screen).

Change the value of *Angle to True North* in the *Project Base Point* properties. In this example it will be 305°. You may also need to move the property lines to achieve the correct setbacks from the building.



Scenario 3 - Started Modelling, Property lines via sketching

You have started your project by modelling a building and sketching property lines parallel to the view / screen. At this point Project North = True North. (ie pointing to the top of your screen).

Change the value of *Angle to True North* in the *Project Base Point* properties. In this example it will be 305°.

The result be the same as for Scenario 2, however as you will have already established the correct setbacks between the property lines and building you will not need to move the property lines.

