



Support Article:

Applying Bitmaps to Materials

Revised: 27 August 2015

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This tutorial will cover the procedure for applying a bitmap to materials for photorealistic rendering.

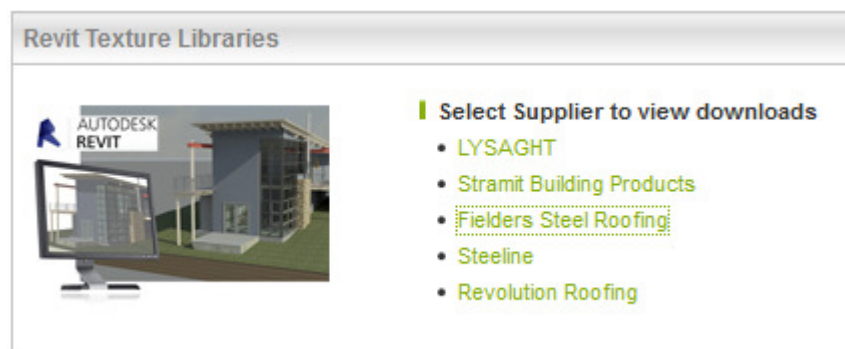
- ✚ To properly render a scene in Revit and make it look photorealistic you need to apply bitmap images to that material so that it looks realistic when rendered.
- ✚ Bitmap images are supplied by Autodesk but not all materials are represented.
- ✚ All bitmap images are located in a central file in the C:// drive
- ✚ To access those Bitmaps follow this address link:

[C:\Program Files \(x86\)\Common Files\Autodesk Shared\Materials\Textures](C:\Program Files (x86)\Common Files\Autodesk Shared\Materials\Textures)

- ✚ If Autodesk has not provided a bitmap image that suits your rendering requirements, you need to acquire that image and place it in a folder at this location. The bitmaps needs to be in this location as that is where Revit goes to find those images.
- ✚ When you place bitmap images in a folder in the textures location, you need to direct Revit to that folder when you are applying that bitmap to your material.
- ✚ For example:- To set up the Stramit library for roofing materials
 - Go to Steel Select website:

<http://www.steelselect.com/content/viewresource.php?id=4284>

- o Find the Revit Textures Library:



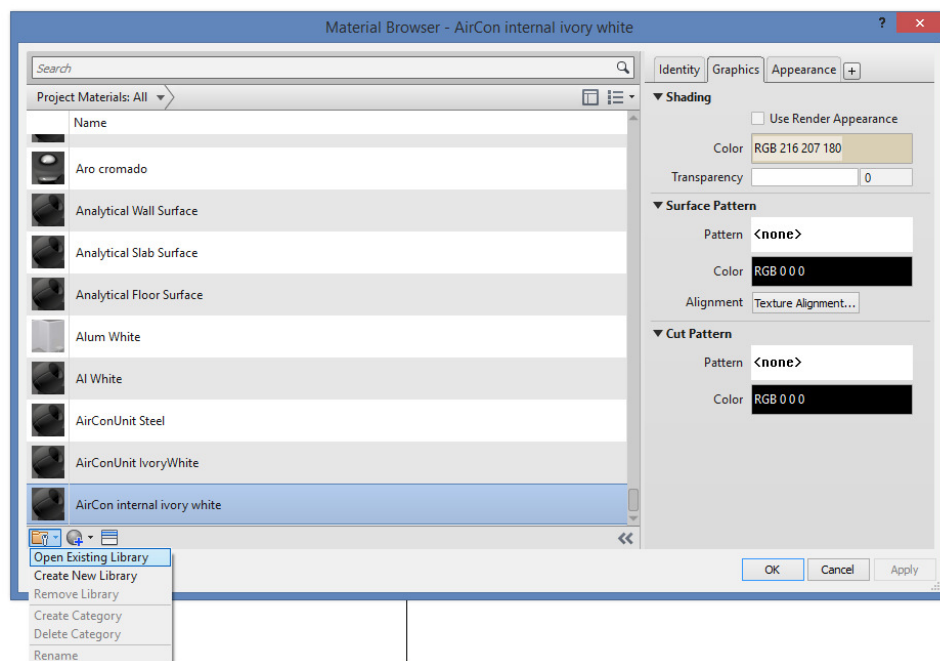
- o Click on the Stramit link and download file
- o Refer to how to network pdf for reference
- o Extract files and place full folder in Textures library as per address link

- o Find the Stramit Library Directory file:

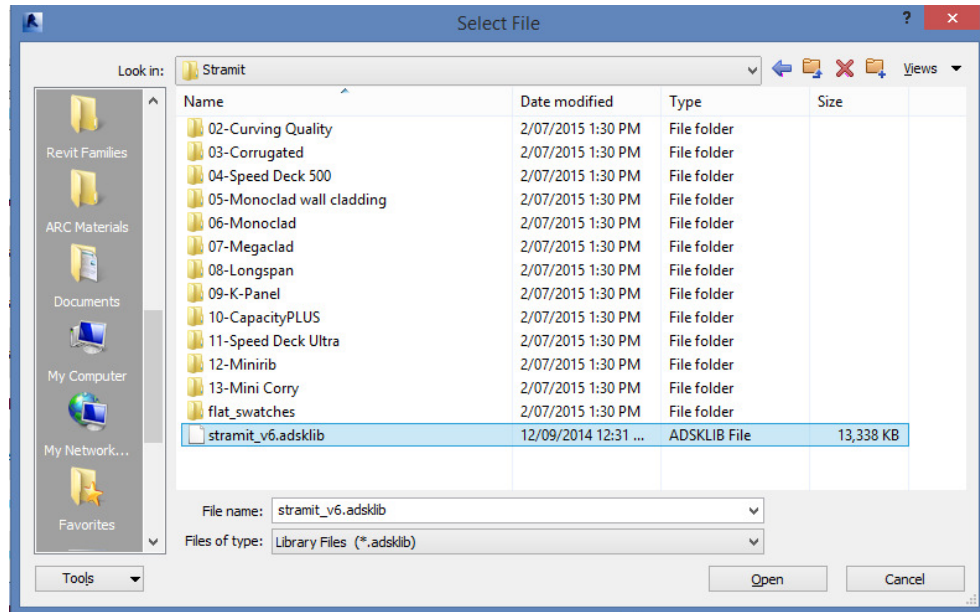
02-Curving Quality	21/10/2014 8:40 AM	File folder	
03-Corrugated	21/10/2014 8:40 AM	File folder	
04-Speed Deck 500	21/10/2014 8:40 AM	File folder	
05-Monoclad wall cladding	21/10/2014 8:40 AM	File folder	
06-Monoclad	21/10/2014 8:40 AM	File folder	
07-Megaclad	21/10/2014 8:40 AM	File folder	
08-Longspan	21/10/2014 8:40 AM	File folder	
09-K-Panel	21/10/2014 8:40 AM	File folder	
10-CapacityPLUS	21/10/2014 8:40 AM	File folder	
11-Speed Deck Ultra	21/10/2014 8:40 AM	File folder	
12-Minirib	21/10/2014 8:40 AM	File folder	
13-Mini Corry	21/10/2014 8:40 AM	File folder	
flat_swatches	21/10/2014 8:40 AM	File folder	
overview_stramit	21/10/2014 9:11 AM	Adobe Acrobat D...	2,444 KB
stramit_v6.adsklib	12/09/2014 12:31 ...	ADSKLIB File	13,338 KB

Library Directory

- o Open Revit Project File and navigate to Manage Tab/Materials
- o Go to lower left folder icon and open Existing Library



- o Navigate to textures on C: drive and click on Stramit Library Directory to open



- o This tells Revit that all Stramit material bitmaps are located in this folder and as you create new materials and elements, you can apply these bitmaps for eventual photorealistic rendering.

✚ There are many Materials libraries available on the internet to be added to your collection of bitmaps for photorealistic rendering. Try the following links to find various libraries:

- <http://www.steelselect.com/content/viewresource.php?id=4284>
- <http://texturemate.com/category/key-words/bmp>
- <https://www.brick.com/architect/tools.htm>
- <http://www.3dtotal.com/>
- <http://www.designcontent.com.au/productcategories/rendering/>
- <http://www.rubysketch.com/>
-

✚ Once you have collected your bitmap libraries, direct revit to those libraries for future application.