

Support Article:

Applying Bitmaps to Materials

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

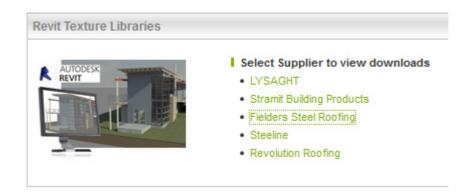
- To properly render a scene in Revit and make it look photorealistic you need to apply bitmap images to that material so that it looks realistic when rendered.
- Bitmap images are supplied by Autodesk but not all materials are represented.
- 4 All bitmap images are located in a central file in the C://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

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:

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D3-Corrugated	21/10/2014 8:40 AM	File folder	
) 04-Speed Deck 500	21/10/2014 8:40 AM	File folder	
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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

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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

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- 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/
 - \triangleright
- Once you have collected your bitmap libraries, direct revit to those libraries for future application.