



Support Article:

Starting a Project using ARChetype

Revised: Nov 2022

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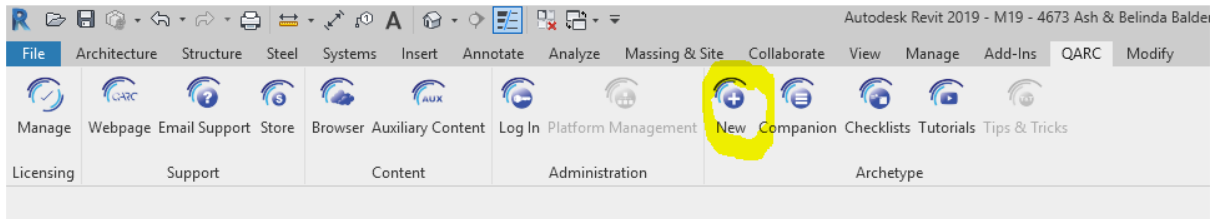
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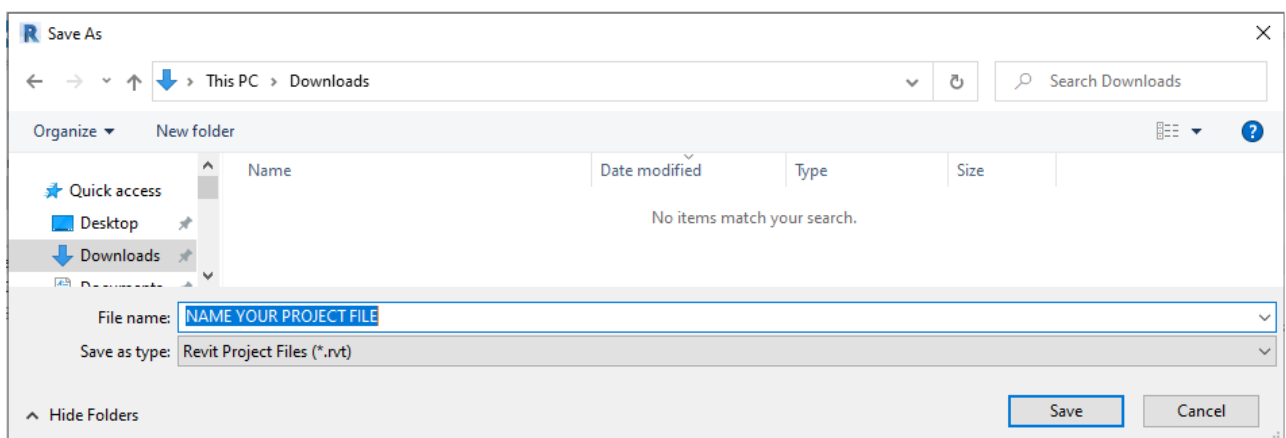


This is our suggested procedure for starting a new project using **QARC** and the **ARChetype** template.

Click on the **QARC** tab in your ribbon and select **New**:



This initiates a process of bringing the ARChetype to your screen. Firstly though, the QARC plug-in needs to know a name for your project file and where to put it.



Fill in the **File name**: as you need, and make sure the folder is where you want the project file.

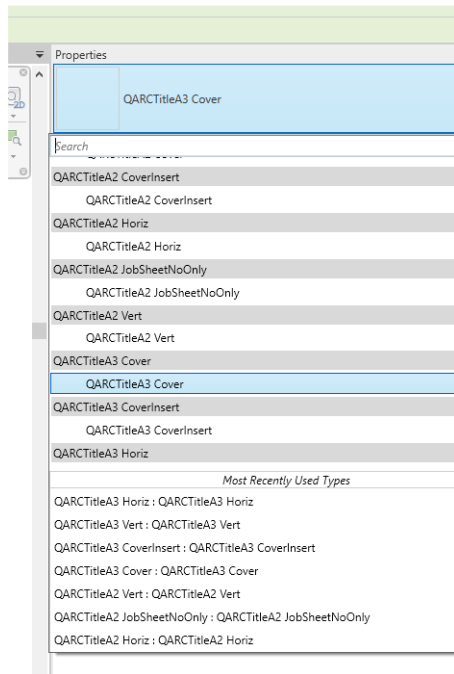
When the ARChetype comes to screen, there is a Starting drafting view, which contains QUICK START instructions. Follow those quick start directions, which are expanded below:

QUICK START

- a. As part of the "New" process you now have a fresh project file.
- b. Ensure your save name is correct.
- c. Suggested name - *JobNo-Client-ProjectStatus-Rev.rvt*
- d. Insert Your Standards: Titleblocks, Text (if you have it) etc.
- e. Remove/Add levels, adjust AHD levels, in any Elevation or Section.
- f. Move Elevation/Section crop regions to suit levels.
- g. Ensure building is suiting Project North.
- h. Consider True North.
- i. Delete Dummy Building, Start Modelling.

Titleblocks

Drag and drop your Titleblocks into the project – they are named the same as the template Titleblocks so that Revit overwrites them. We provide your Titleblocks when you first join QARC.

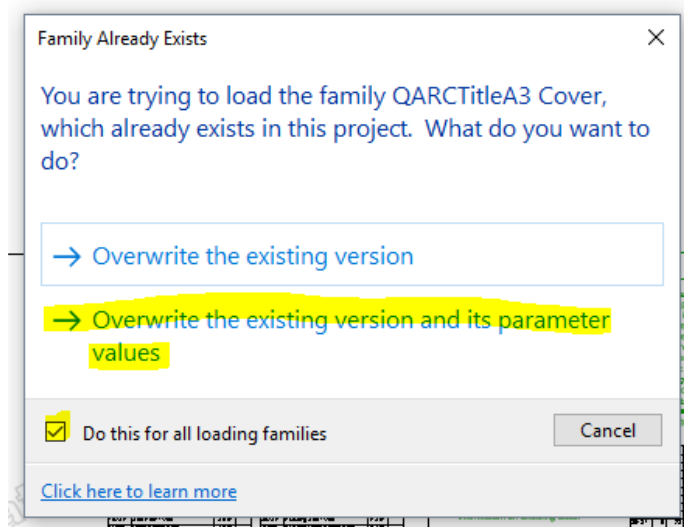


ARChetype Project Titleblock names, as displayed in the Properties box.

These are example Titleblocks in a user's directory. Note again, they are identical which means they are overwritten in your project with your Titleblocks.

Organize	New	Open	Select
reDesign > 01_JobFiles > 01_Active > LD Revit Masters > LD ARC Titleblocks > 2019			
Name	Date modified	Type	Size
QARCTitleA3 Cover	11/09/2018 10:49 ...	Autodesk Revit Fa...	284 KB
QARCTitleA3 CoverInsert	11/09/2018 10:57 ...	Autodesk Revit Fa...	316 KB
QARCTitleA3 Horiz	11/09/2018 10:57 ...	Autodesk Revit Fa...	940 KB
QARCTitleA3 JobSheetNoOnly	11/09/2018 10:58 ...	Autodesk Revit Fa...	252 KB
QARCTitleA3 Vert	11/09/2018 10:59 ...	Autodesk Revit Fa...	932 KB

The standard dialogue box for overwriting families appears. Titleblocks are families.



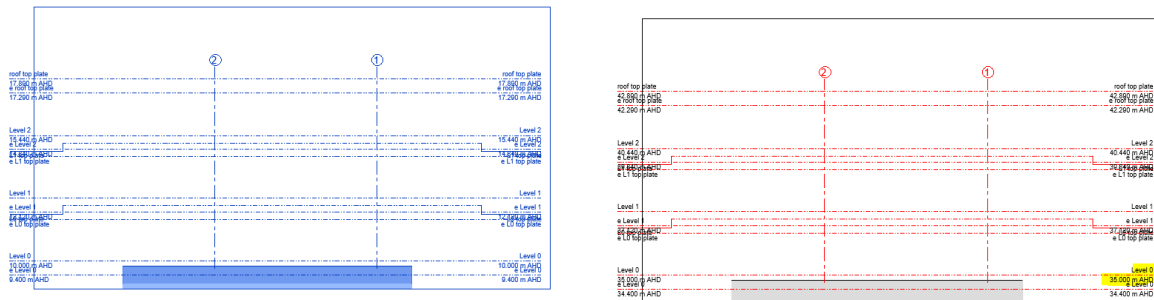
Click *Do this for all loading families*.

Choose either of the Overwrite options, but we suggest using the second one so everything is covered.

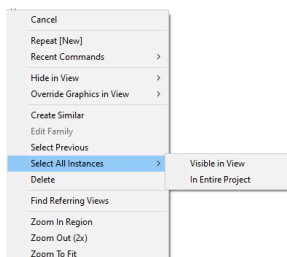
Now your Titleblocks are loaded.

Move Site Vertically

Go to Elevations and choose an existing elevation. Highlight everything (including the grids and crop region) and move up to required AHD. The ARCHetype is nominally at 10.0 AHD. So, if AHD is 35000 above sea level, move up 25000:



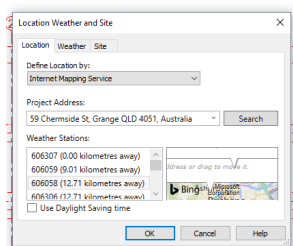
Do this for all exist and new elevations and sections.



HOT TIP

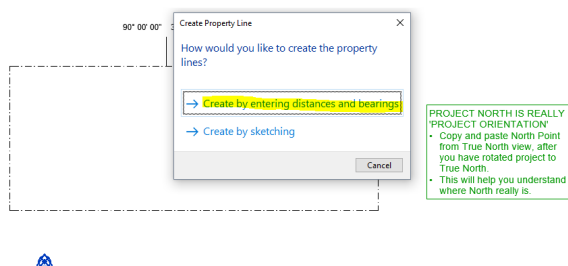
Use Revit's *Select All Instances* to do this. The beauty of this method is that the entire file is ready to go, in one step. After highlighting the items, right click on anything, choose *Select All Instances* and *In Entire Project*, and then move the levels, grids, crop regions.

Set Site Location



It can help if you set your location. *Manage > Location*

Property Lines



We recommend doing your property lines, early on, using the distances and bearings table:

It can be a good idea to wait for survey files from your surveyor and use that. Have a look at our other Tips documents.

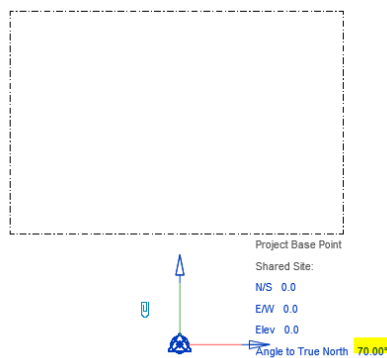
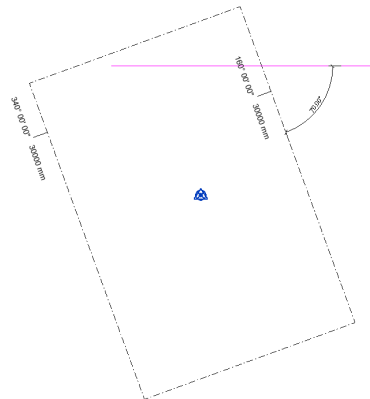
True North

It is always sensible to adjust True North as soon as you begin a project. Things like shadow studies are immediately useful.

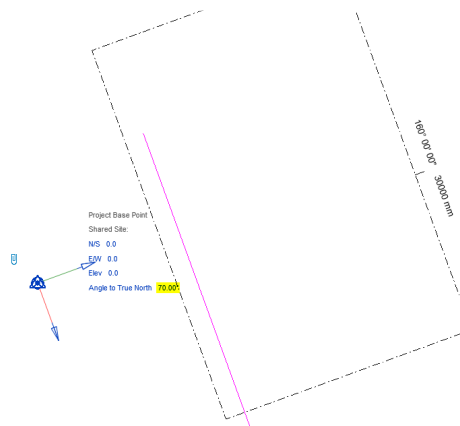
In Site True North, rotate your project so that True North location is retained but project sits as required on sheet.

Example

If your project's north sits at 70 deg to how you would like your project to be displayed, go to Site Project North and click on the Project Base Point (blue circle and triangle) and make the angle to true north 70. Your project north will now be parallel to page as required for documentation, but your True North will be shown as it should with true north up the page.

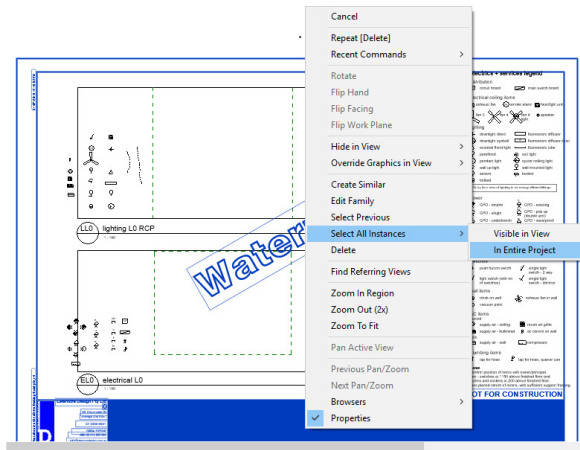


Project North

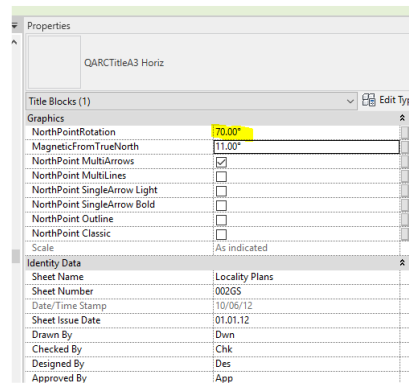


True North

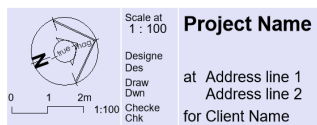
Ensure you now change all your North Points in the Titleblocks to reflect this change – Site has been rotated 70 deg so Northpoint is to be rotated 70 deg as well:



Right Click on Titleblock and Select All Instances



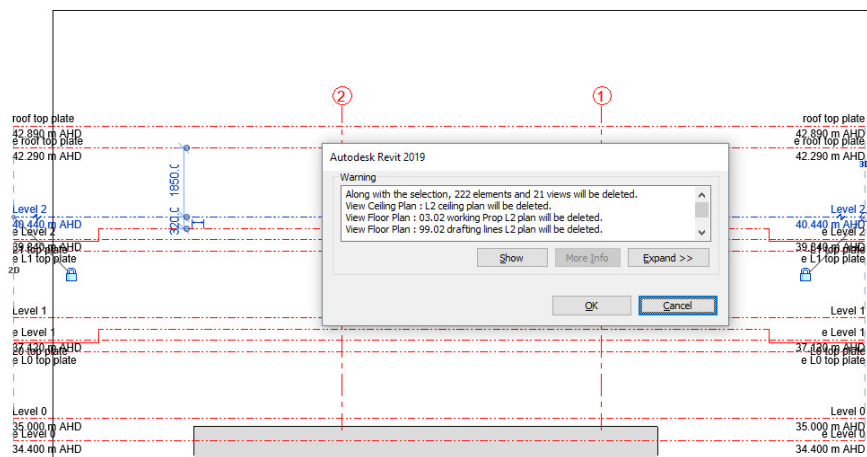
Change rotation to 70deg



Northpoint is at 70 ° for all sheets displaying the Northpoint now.

There are more Tips on this topic. Including using Rotate True North, either with data or graphically.

Remove extraneous Levels



Then delete levels depending on how many levels are required for building. Do not delete **Level 0** or **roof top plate** levels as these define various views such as roof lines. As you delete levels you will be prompted about what you are going to delete from project:

Go through the list and decide if you will need these views for your project. If you are concerned about deleting views, you can choose to simply hide the levels, but you will have to do this in each and every view in which they appear (a cumbersome and time-consuming practice).

Sheet Issue

The ARChetype uses a Sheet Issue field within the Titleblock to filter and issue sheet sets. For all sheets to be used at this stage of the project, ensure the Sheet Issue is a unique identifier. EG: If we are doing Sketch Design, make sure all the required sheets show SK01:

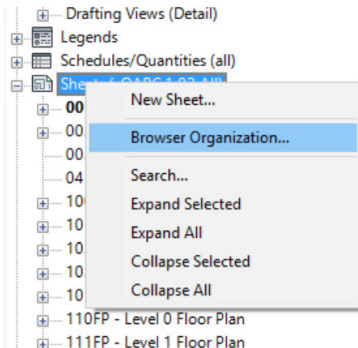
Approved By	App
Designed By	Des
Checked By	Chk
Drawn By	Dwn
Sheet Number	001GF
Sheet Name	Cover - Project
Sheet Issue Date	01.01.12
Sheet Issue	SK01
Sheet Name Extra	Cover
Appears In Sheet List	<input checked="" type="checkbox"/>
Revisions on Sheet	Edit...

Another Tip

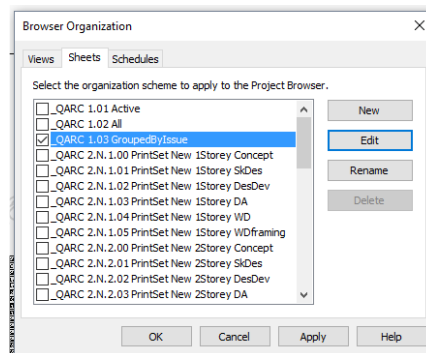
If you highlight the required sheets in the Project Browser, you can globally change Sheet Issue. This is also true for all other global fields in sheets, like Drawn By.

Group Sheets

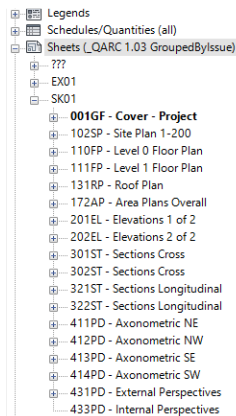
Right click on Sheets Tab in Project Browser - Select Browser organisation:



Select grouped by Issue:



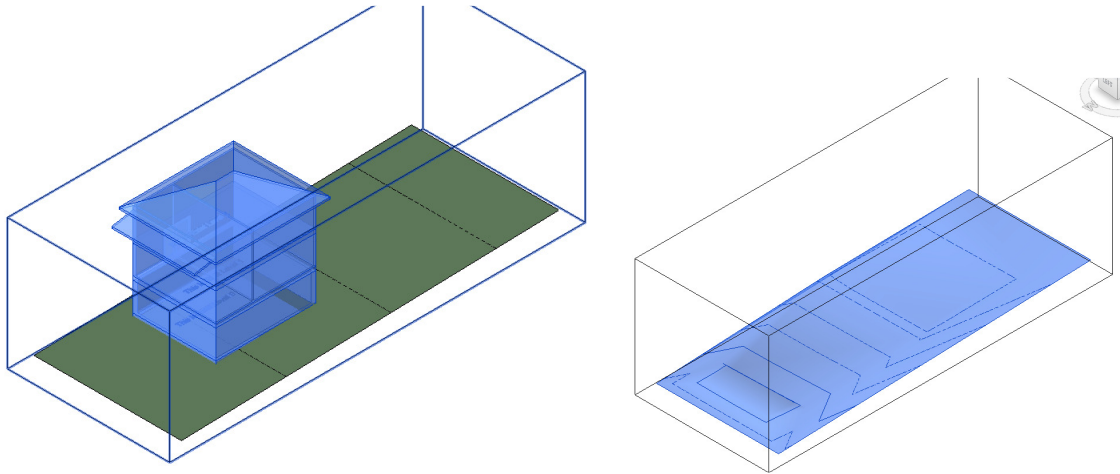
Now sheet issue is more manageable.



Remove Dummy Building

Go to 3D views and delete dummy buildings: 3D Existing and 3D New+Exist.

Note: some users keep the dummy building to begin space planning. They push the walls about to get an idea initially of what might happen and show clients.



Delete new toposurface as well. Leave existing toposurface for reference if you want.

Start Modelling

At this point you are ready to begin modelling.