



# **REVIT Level 2**

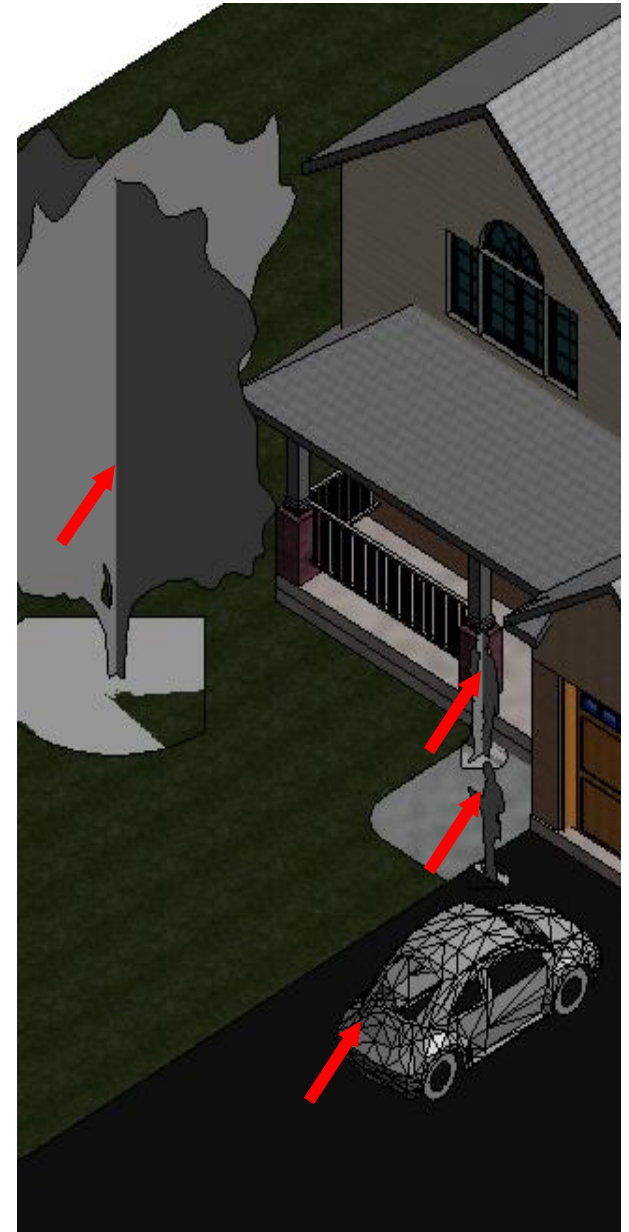
## **Session 02**

# AGENDA

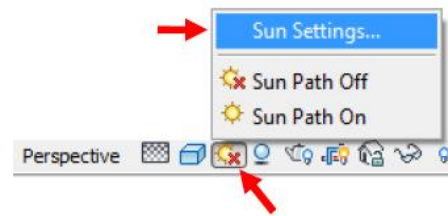
- **Inserting people**
- **Sunlight and Location**
- **Inserting artificial lights**
- **Rendering settings**
- **Applying background settings**
- **Crop size and dpi**
- **Saving the rendering to the project**

# Adding RPC Entourage

- **Rich Photorealistic Content (RPC)** – In addition to the Furniture, Appliances and Fixtures found in our component library, Revit includes several high quality entourage licensed by ArchVision. Further to this, our program (ACET) has a license with ArchVision for a very large library of this **Rich Photorealistic Content** that can be used in Revit, AutoCAD and 3ds Max. RPC's add realism to our model and include elements such as Trees and Shrubs, Automobiles, People as well as Furnishings and Office Clutter. The complete library of RPC can be found on the ArchVision website at [www.ArchVision.com](http://www.ArchVision.com).
- Adding RPC Entourage: Like fixtures and appliances, RPCs are Component Families that reside in folders outside of the project. When we want to add them to our model, we load them from these folders.
- a) Add a Car: Home > Component > Load Family > *US Imperial/Entourage* folder
  - • Select **RPC Beetle.rfa**
  - • From the Properties Pallete
  - – Level: 1st Floor, Offset: -1'-10"
  - • Place the Car on the driveway in front of the garage door
- b) Add a Tree: Home > Component > Load Family > *US Imperial/Planting* folder
  - • Select **RPC Tree – Fall.rfa**
  - • From Type Selector: **Honey Locust – 25'**
  - • Place the Tree on the grass in the front yard
- c) Add more landscape material and people as required/desired



# Define Lighting



## Sun Settings

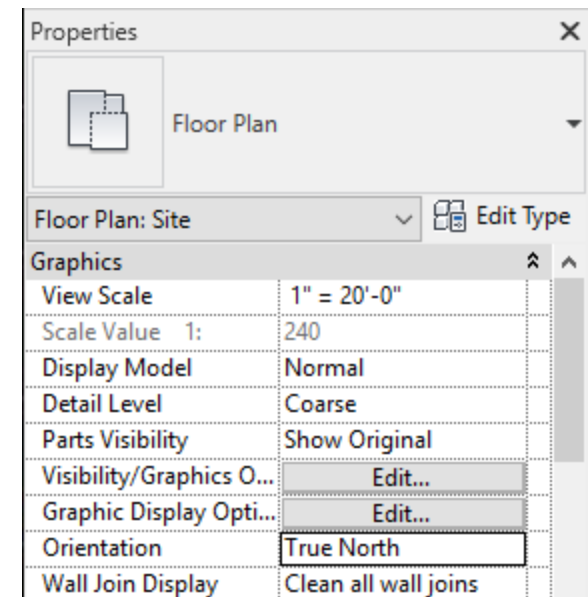
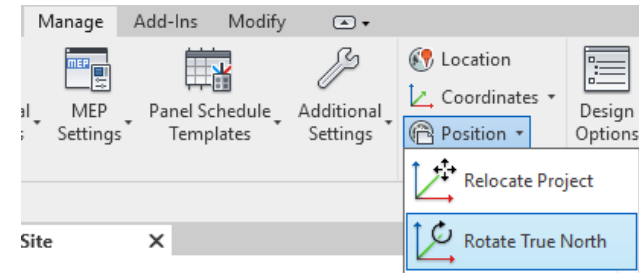
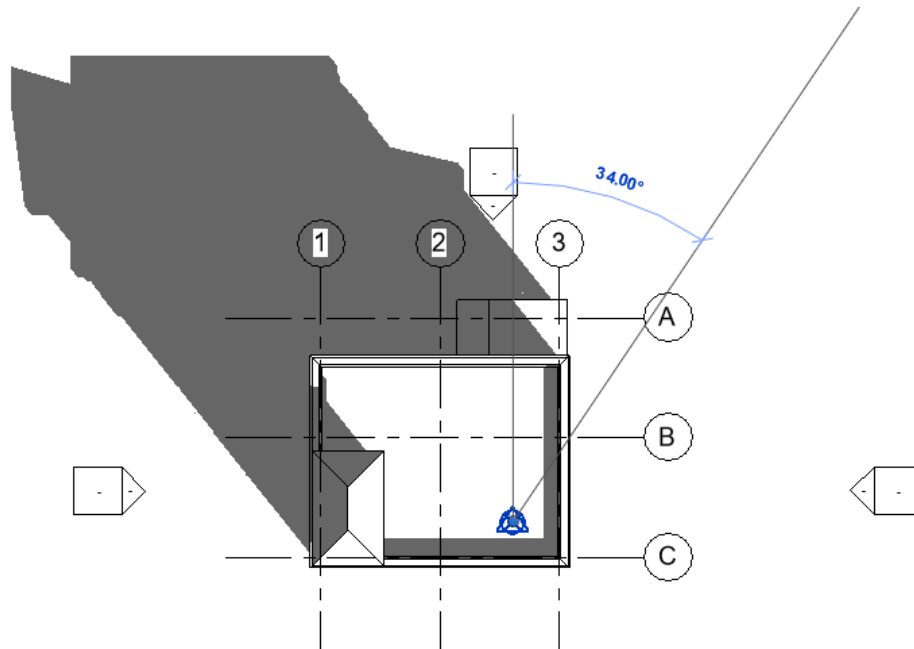
Sun Settings dialog box with the following sections:

- Solar Study**
  - ☒ Still
  - ☐ Single Day
  - ☐ Multi-Day
  - ☐ Lighting
- Presets**
  - <In-session, Still>
  - Summer Solstice
  - Winter Solstice
  - Spring Equinox
  - Fall Equinox
- Settings**
  - Location : Cambridge, ON
  - Date : 1/29/2019
  - Time : 10:00 AM
  - ☐ Use shared settings
  - ☒ Ground Plane at Level : GROUND FLOOR
  - Save Settings

Buttons at the bottom: OK, Cancel, Apply.

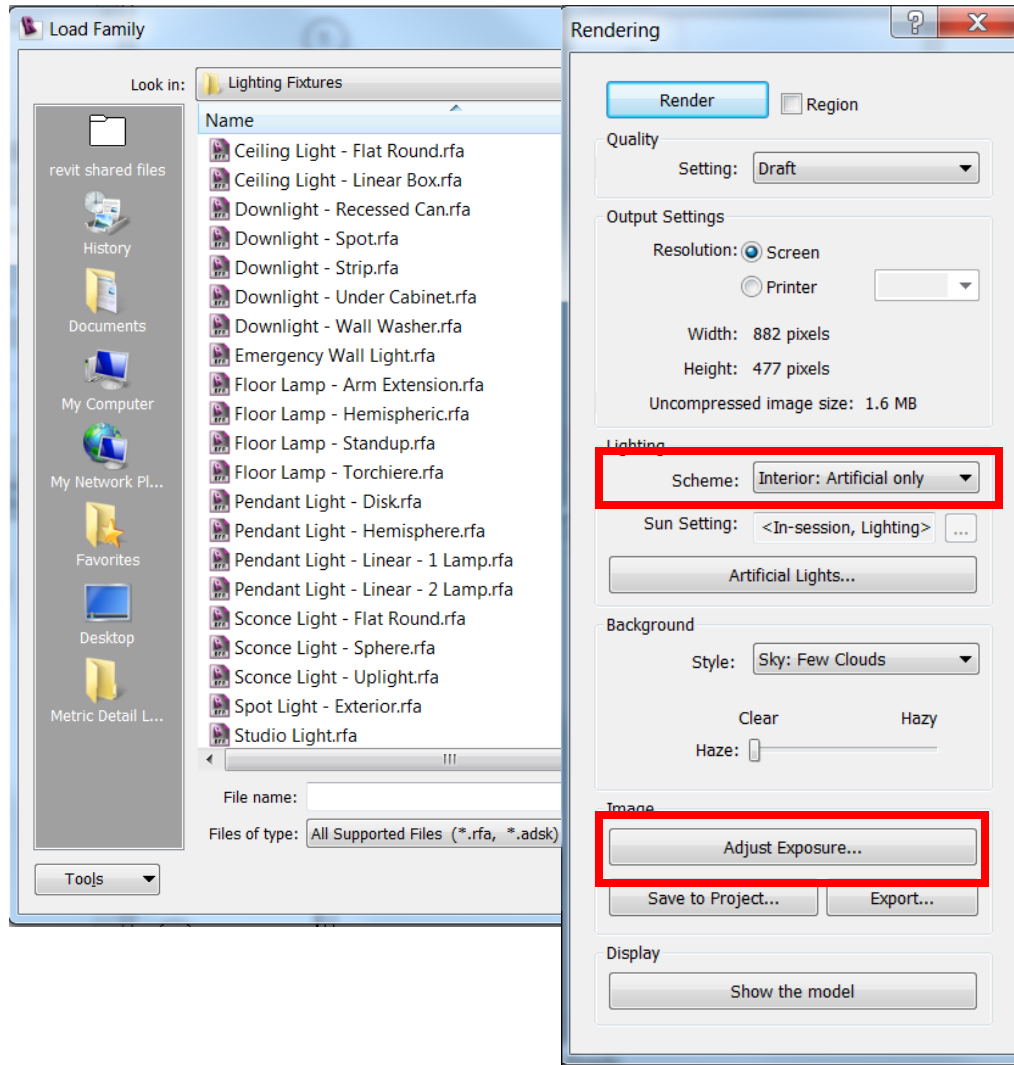
# Setting True North Direction

- Go to site plan and set orientation to True North before setting true north.
- Project north is always UP (90 degrees)
- Initially True north is also UP
- Next...Rotate true north



# Adding lighting to an interior rendering

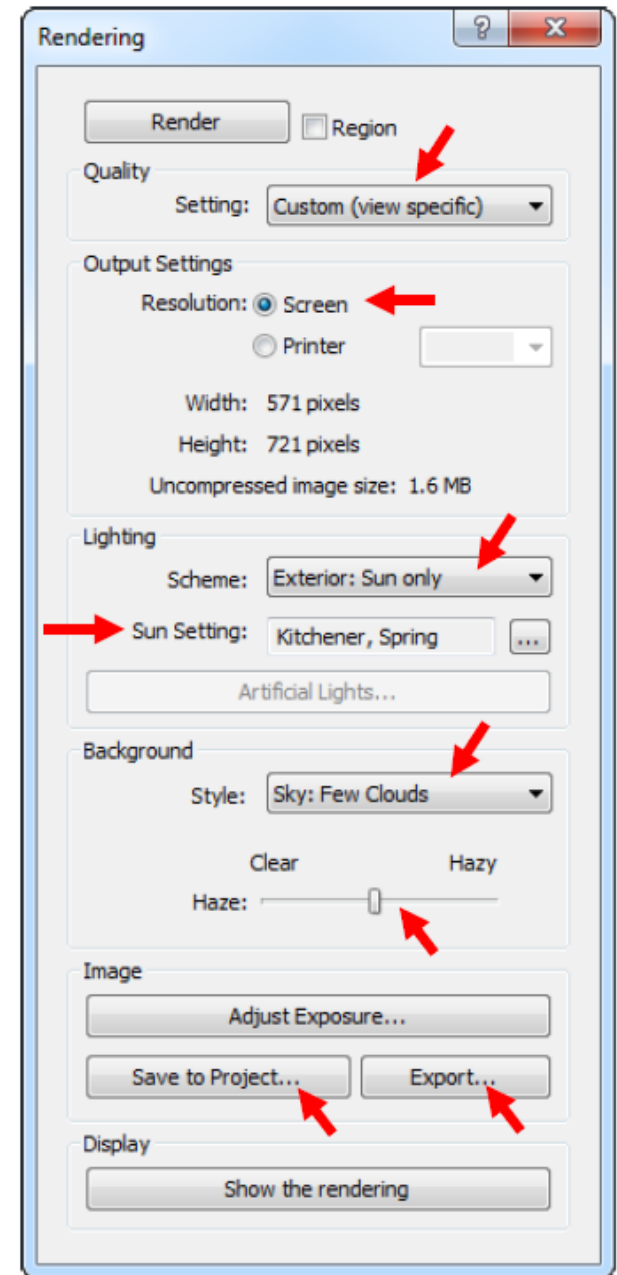
- When adding lighting to an interior rendering, simply add lighting fixture components.



# Render Settings:



- a) **Quality:** Named presets have render settings already configured. These settings can be modified and saved under the Custom Setting
- b) **Output Settings:** Determines the final size of the rendering. Image files are normally measured in pixels (width x height). More pixels means higher quality, but larger file size and slower rendering
  - Screen Resolution: use if image will be displayed on a screen (Website, PowerPoint, etc...)
  - Printer Resolution: use if image will be printed
    - Print Resolution: 75, **150**, 300, 600 dpi
    - Final Image = (image crop size x print resolution)
- c) **Lighting**
  - Scheme: **Exterior: Sun Only**
  - Sun Setting: **Kitchener, Spring** – the preset we created earlier

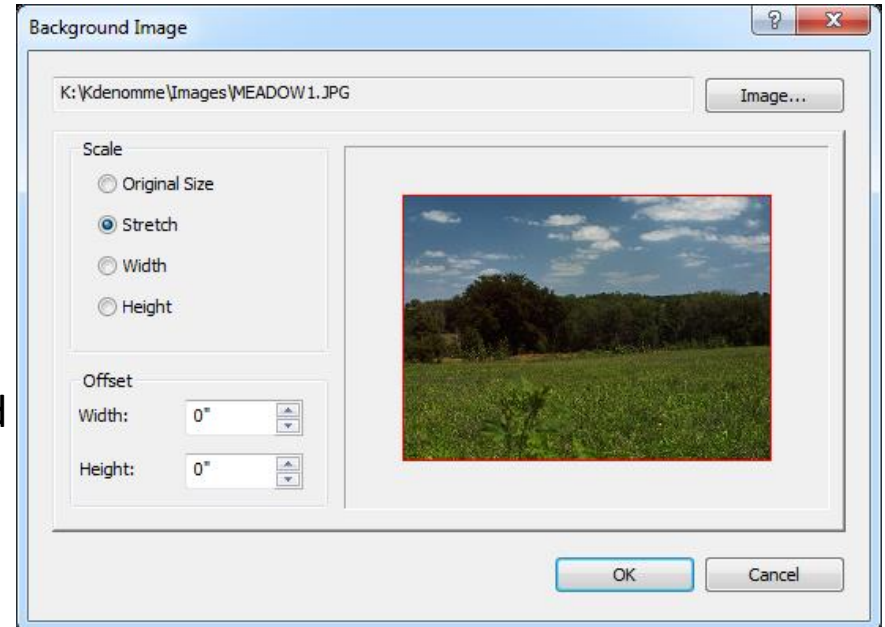




# Background

**Background:** we can use the default Revit background or add our own image as the background of our rendering

- Style: **Sky: Few Clouds**
- Haze: **midway between Clear and Hazy**
- Adding Custom Background: We can include our own digital image as a custom background
  - From Style, choose **Image**
  - Select a background image of your choice
  - **Scale** the image by **Stretching** to fit view
  - Pick **OK** to finish



# Crop size and DPI

- Crop Size: Consider the Size of Sheet that you will be printing on
- • An 8" or 10" wide rendering at 150 dpi will look quite good, especially if printed on photo quality paper
- • Size your Crop Window to the Printed Sheet Size – select the crop window, then pick Size Crop from the Modify > Cameras tab

