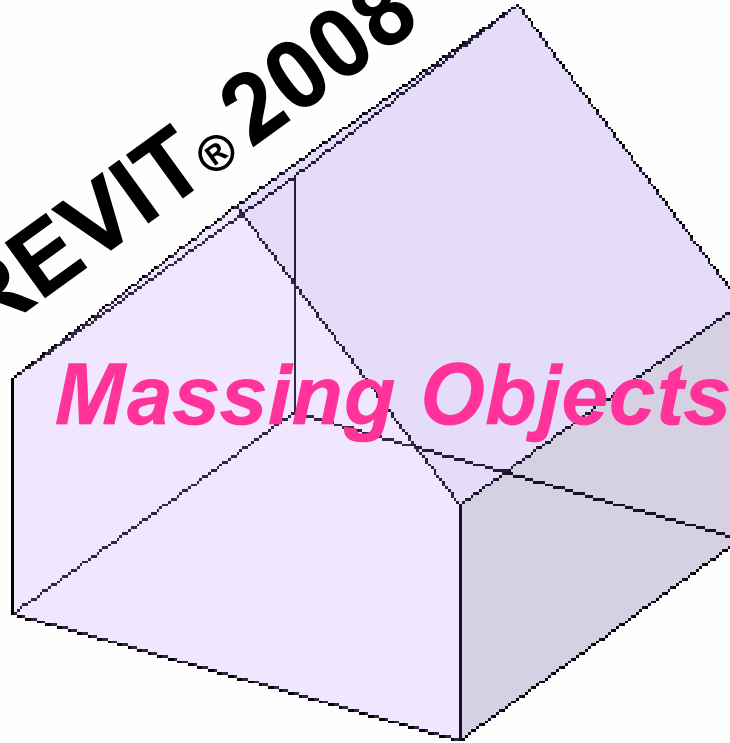




Presents

REVIT® 2008

Massing Objects









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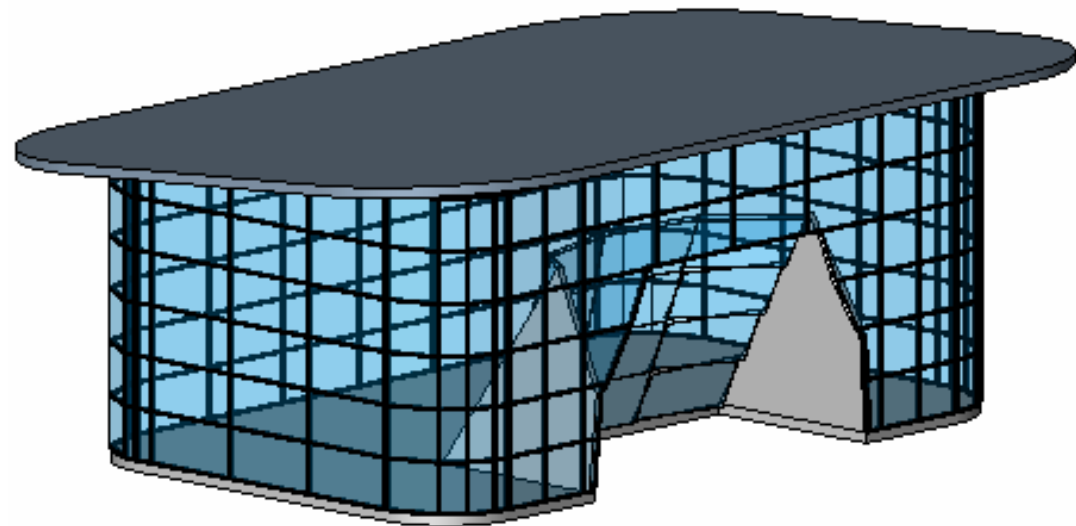
REVIT is awesome and it is also an autodesk registered trademark

REVIT® 2008

Massing Objects



-  Create Mass
-  Place Mass
-  Wall by Face
-  Floor by Face
-  Curtain System by Face
-  Roof by Face



Building Maker

REVIT® 2008

Massing Objects



REVIT © 2008 MASSING

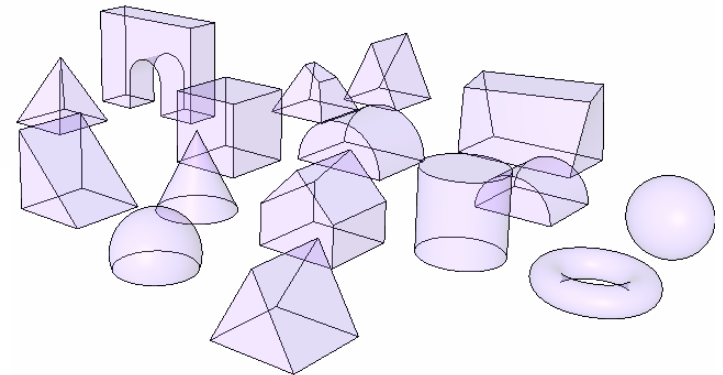
P A R T 1

Massing and Mass objects can be used across the REVIT Product line. Architecture, Structure and MEP.

A REVIT family can be of category 'Mass' or it can be of category 'Window', 'Door ' etc and just contain mass objects !

Start by having a look at the 'Massing' Design Bar.

4 main ways to get a 'Mass' object into a project



Theory Part 1

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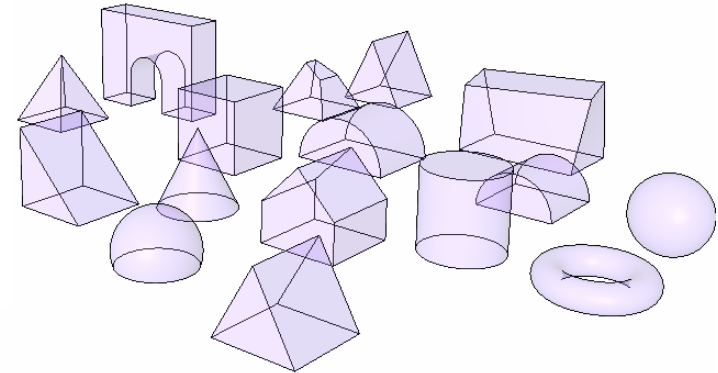
Massing Objects



M & D

PART 2

Other Tips



The project Browser sorts the Imported *.rfa Mass families along side the In-Place Mass families. They do behave differently.

Load Mass Primitives one at a time or by multiple with the **'Load from Librar** tool under the file pull down.

Primitive Mass objects have 'shape handle **grips**' available in 'Orthographic' views only. **Not available from a 3D or camera view.**

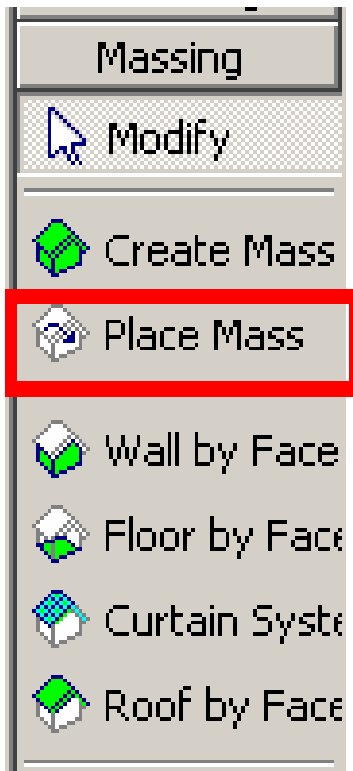
Placing a Mass has 'options' and can be inserted by **'Place on Face'** or **'Plac on Work Plane'** (a level is a valid work plane).

Theory Part 2

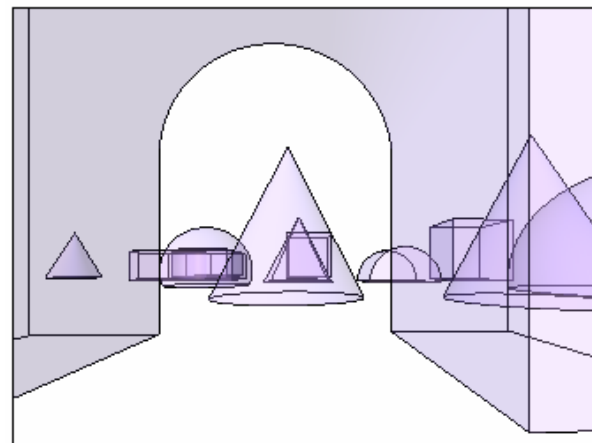
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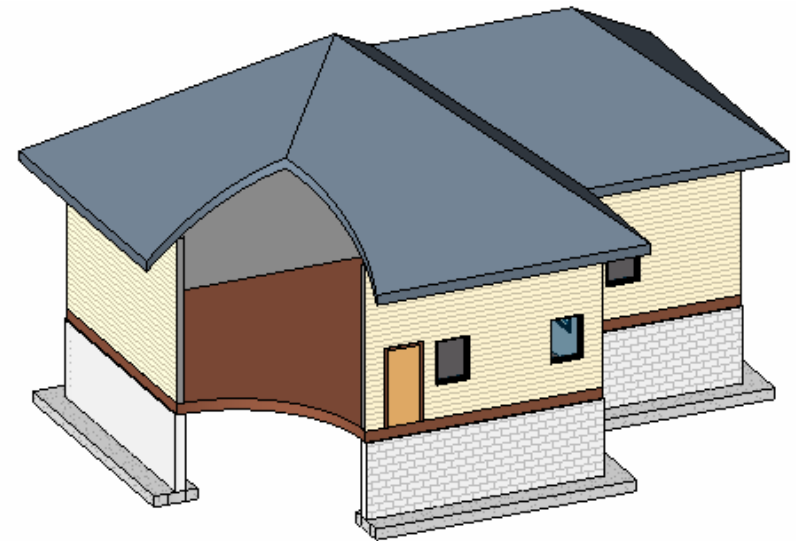
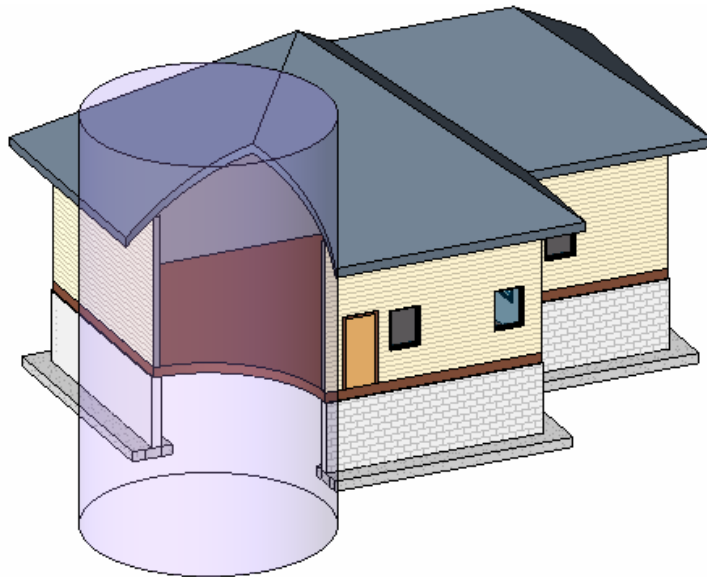
The "Show Mass" mode has been activated so the newly created mass will be visible. To turn the Show Mass mode on and off, choose Show Mass from the View menu or the View toolbar. Masses will not print or export unless the Mass category is made permanently visible in the View Visibility/Graphics dialog.



Mass Primitives

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Massing Objects



Join Geometry

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VS



File > New > Family

In-place Family vs External Family

Part 2

REVIT® 2008

Massing Objects



VS

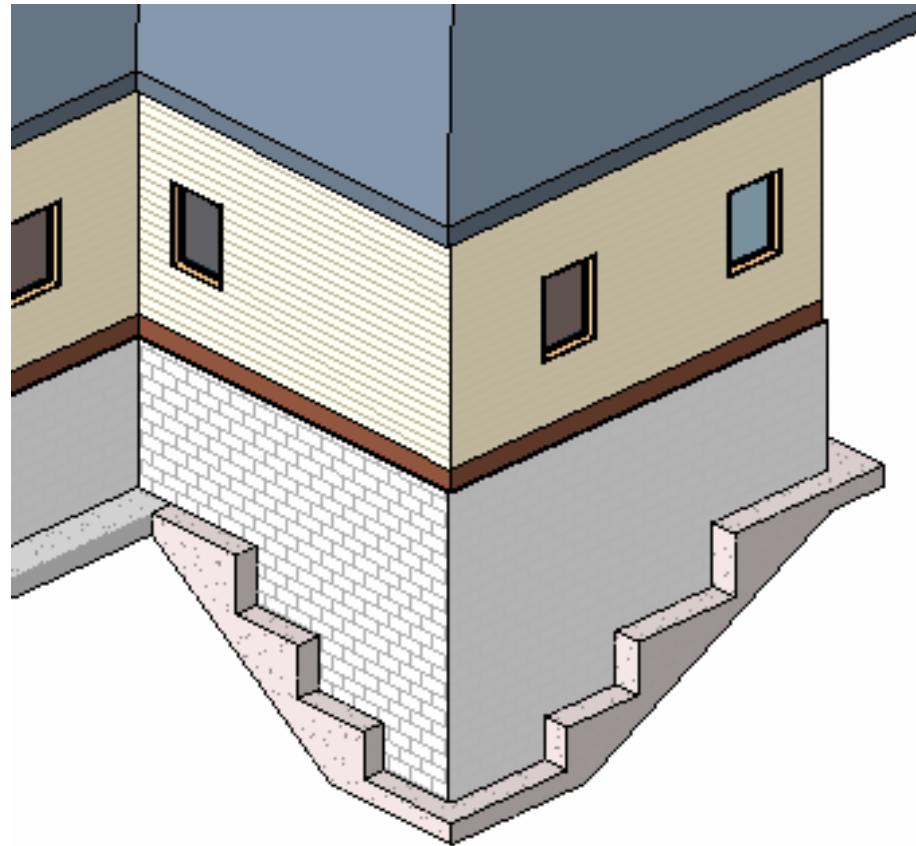


File > New > Family

In-place Family vs External Family

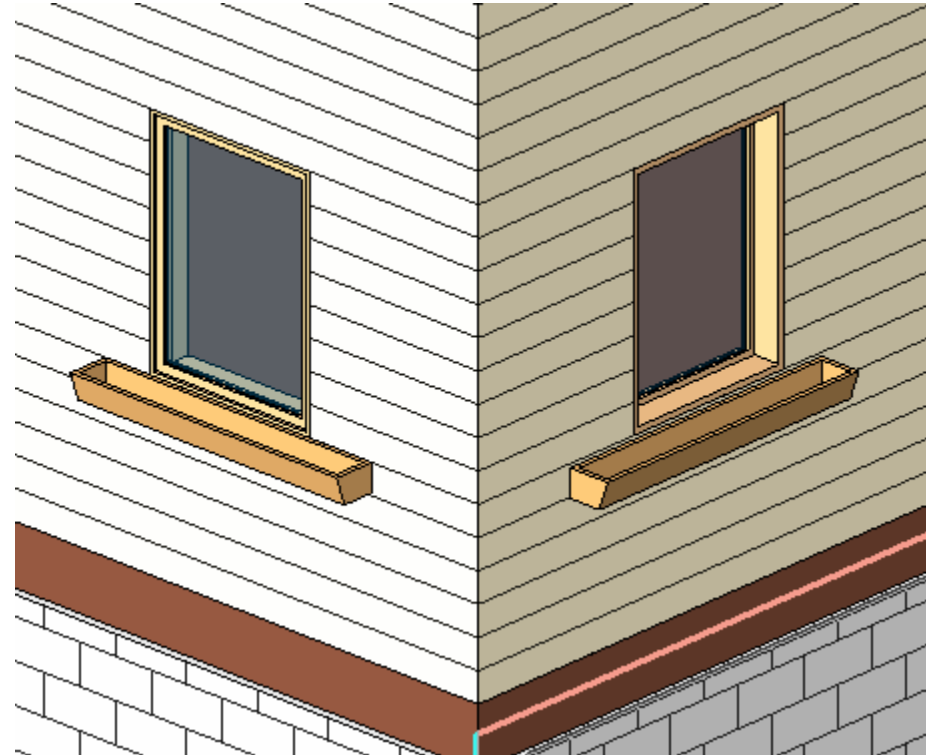
Part 2

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In-place Family Sample

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External - RFA Family Sample

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The category of the Family will provide different parameter options and also control scheduling data down stream.

Specify the Family Category from within the Family Editor.

While in the Family Editor, click Settings menu > Family Category and Parameters.

From the dialog select a Family Category whose properties you wish to import into the current family.

Specify the Family Parameters.

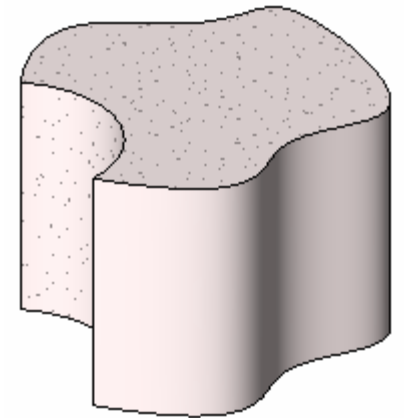
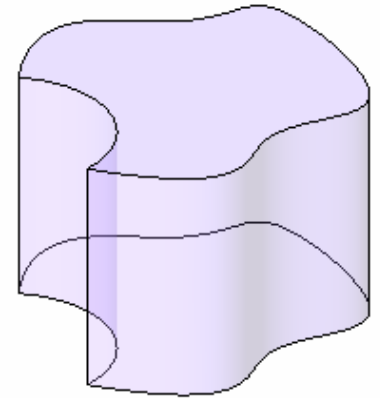
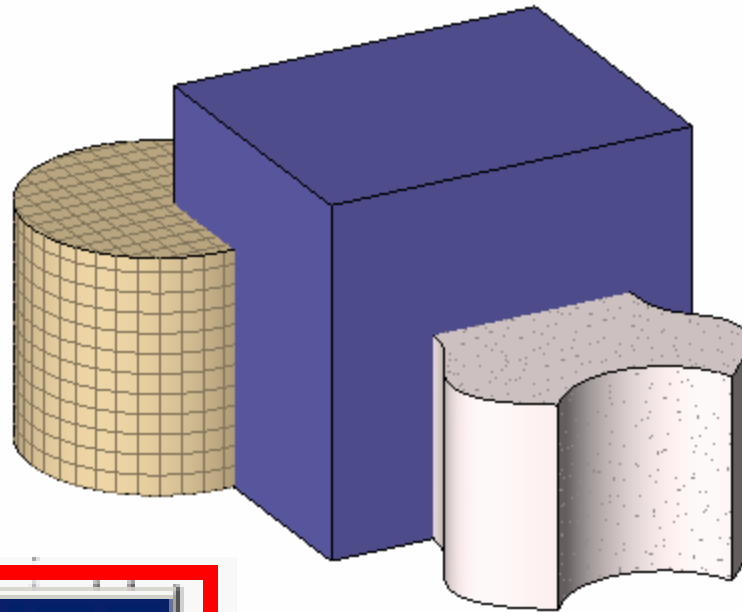
NOTE: Family parameter options vary depending on the family category.

You can change the family 'Category' after the fact but NOT for the 'Mass' category. The Mass category cannot be altered after the fact. See demo.

Family Category Tips

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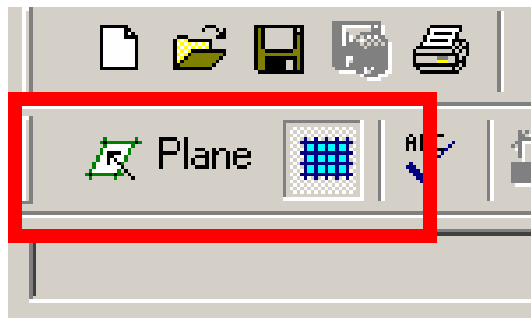
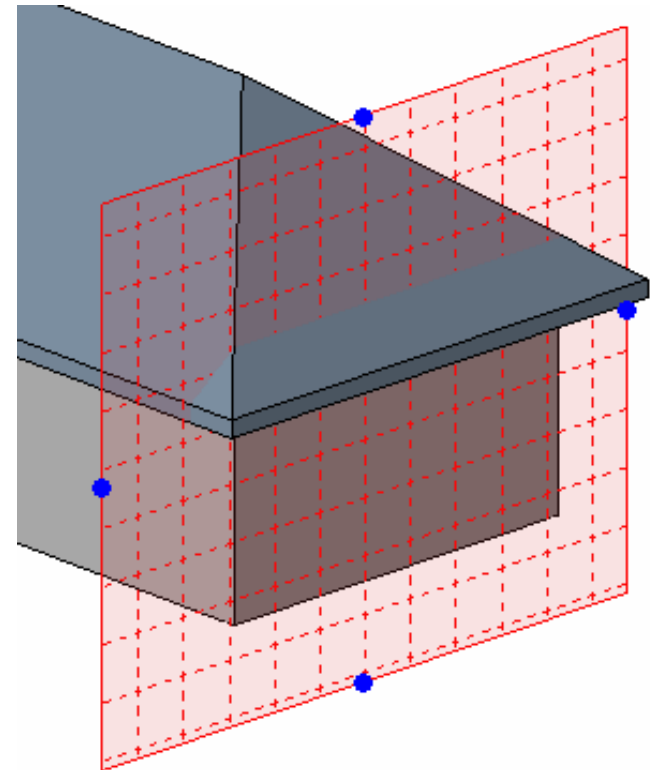
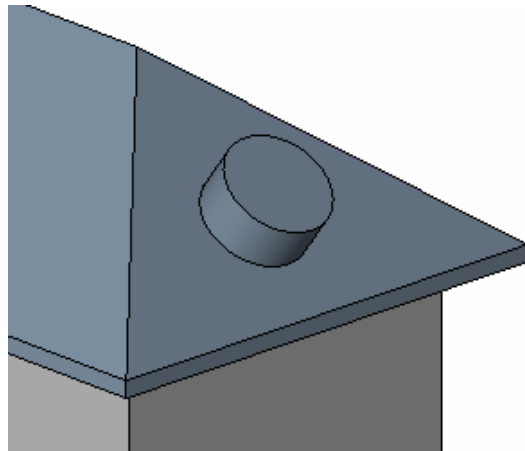
Massing Objects



Solid Extrude

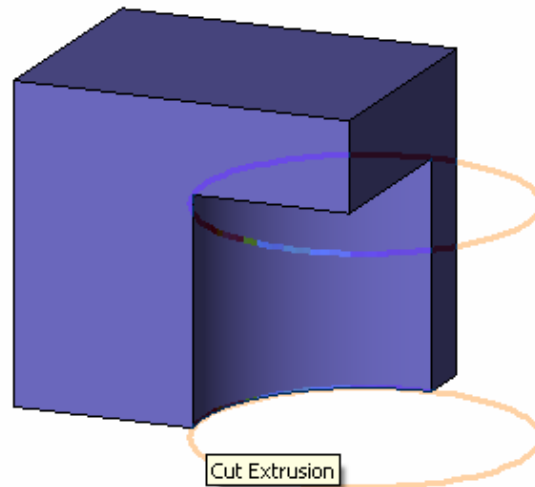
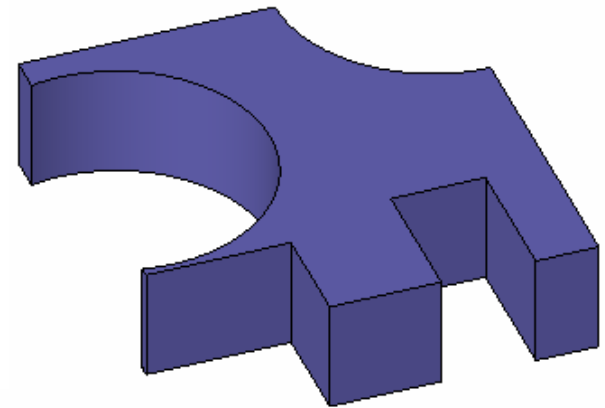
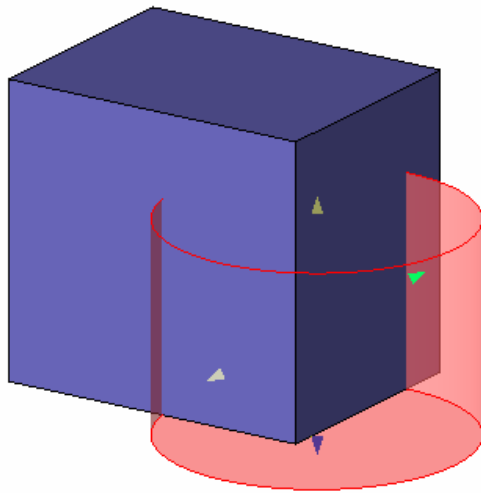
REVIT® 2008

Massing Objects



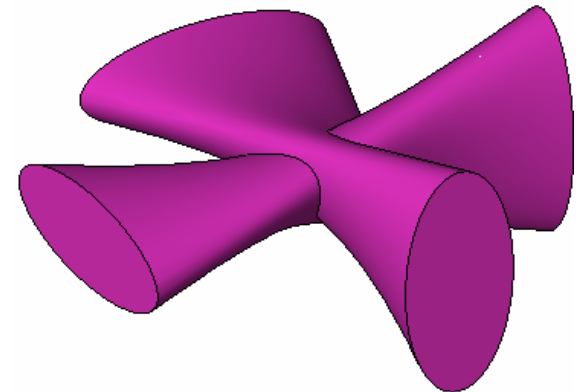
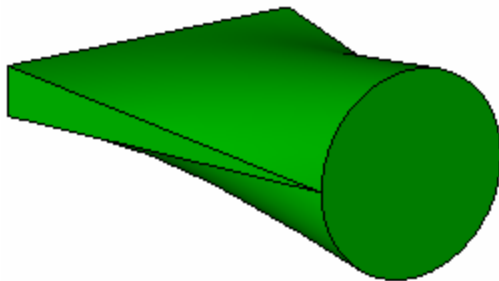
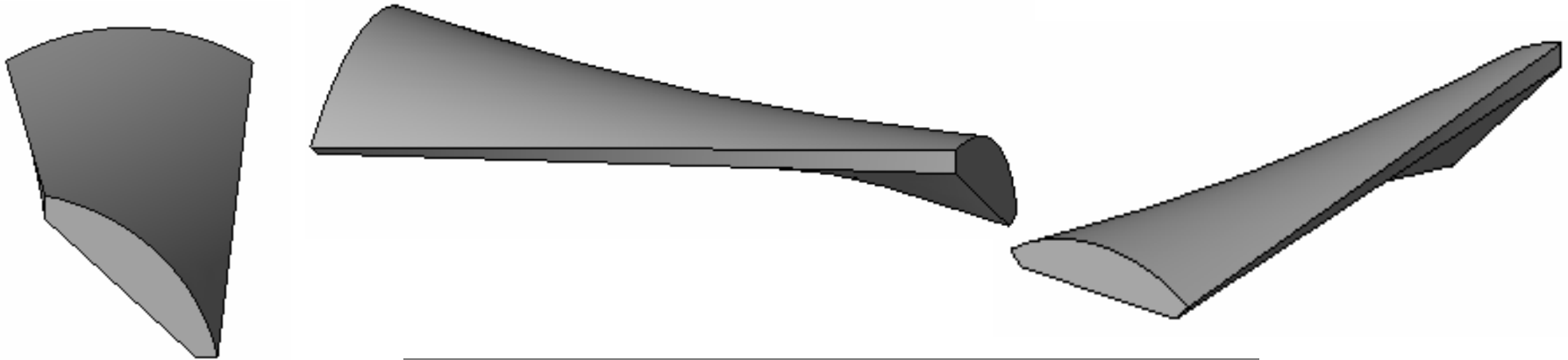
Work Plane = UCS

REVIT® 2008
Massing Objects



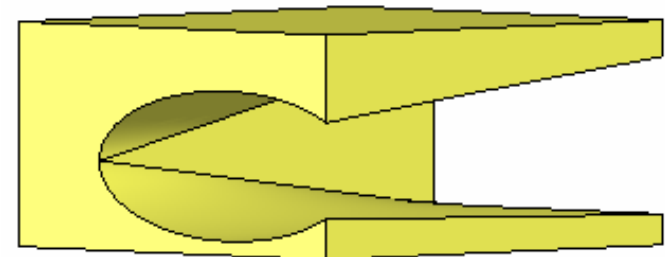
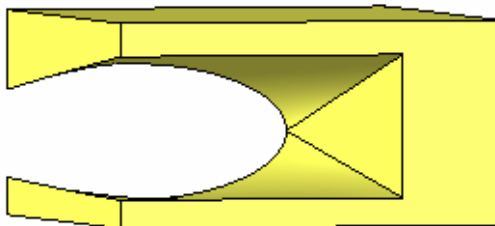
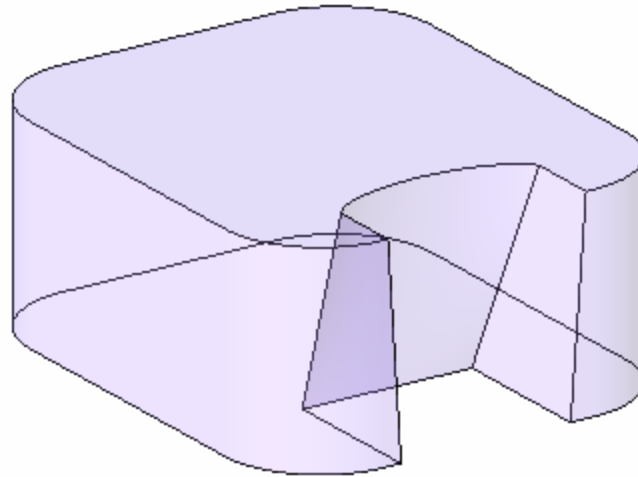
Void Extrude

REVIT® 2008
Massing Objects



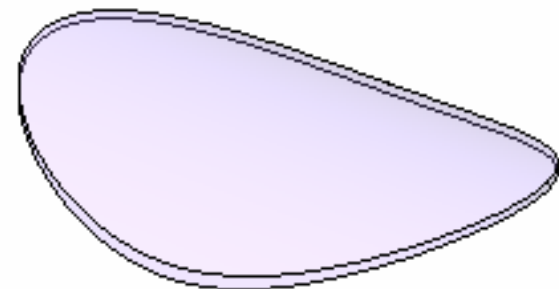
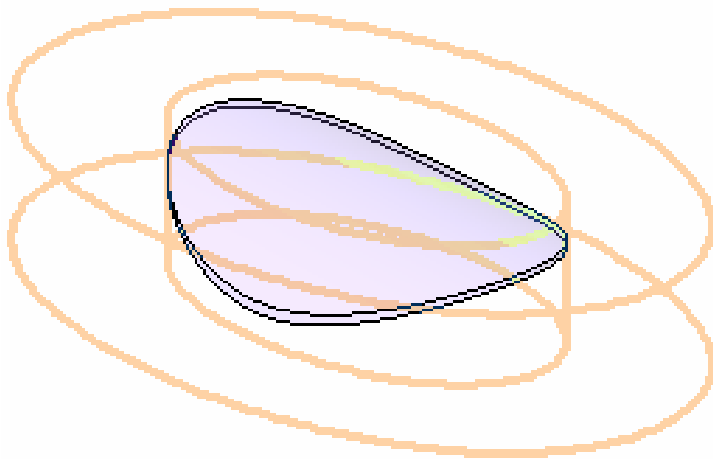
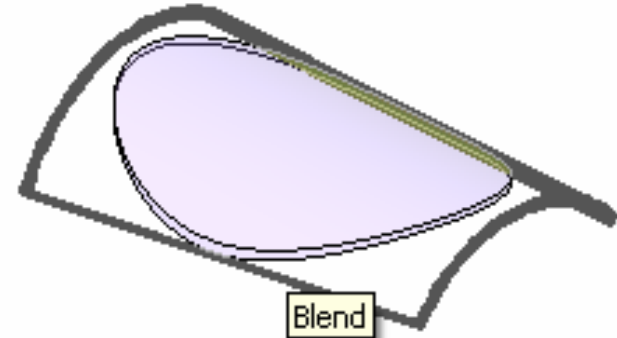
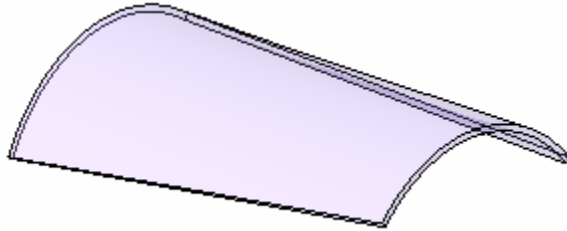
Solid Blend

REVIT® 2008
Massing Objects



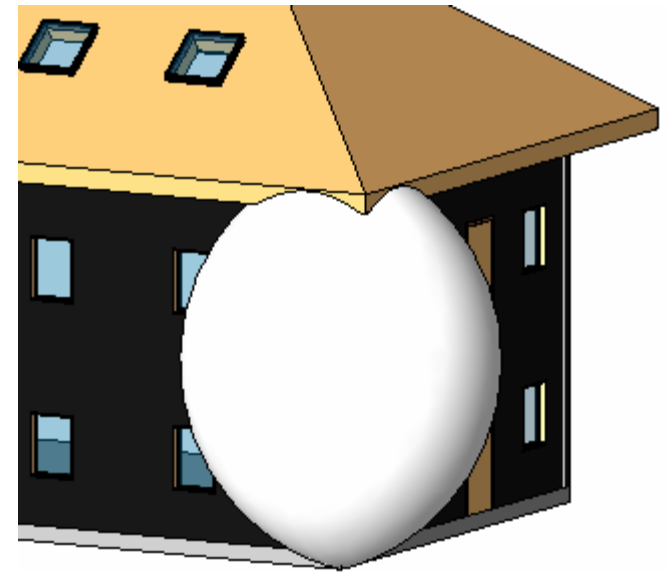
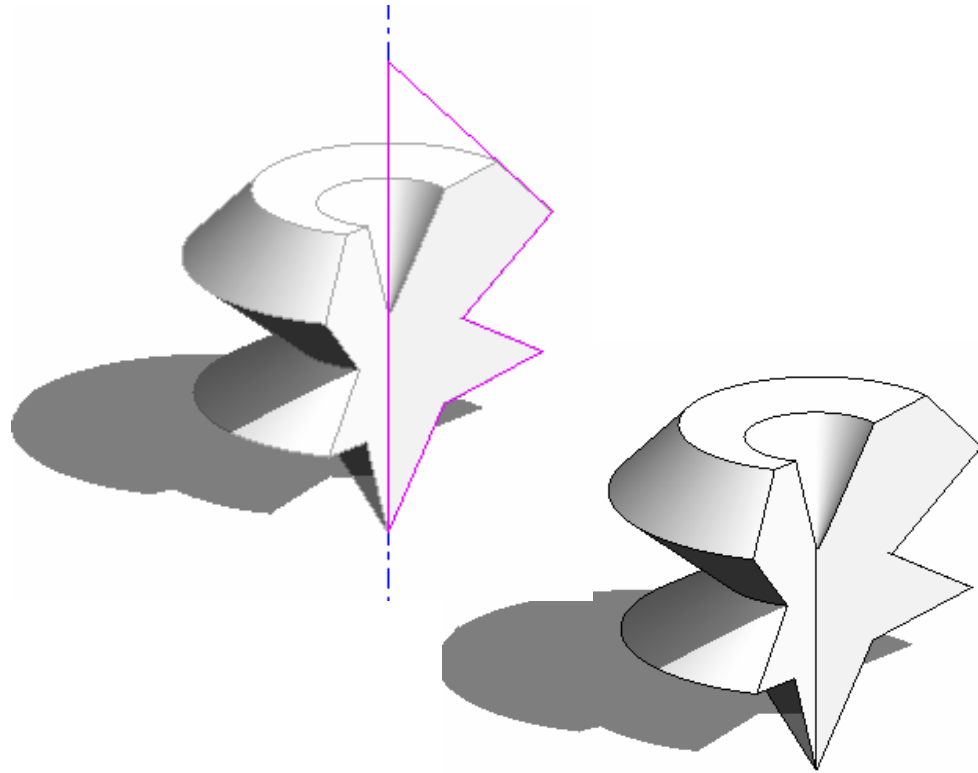
Void Blend

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Massing Objects



Void Trick

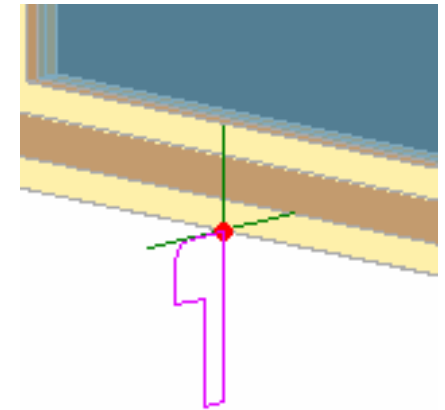
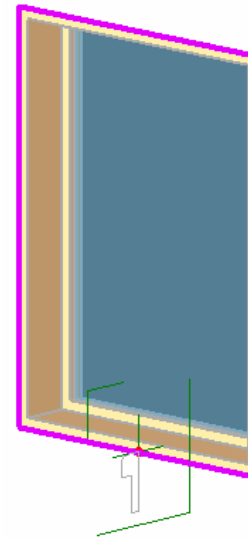
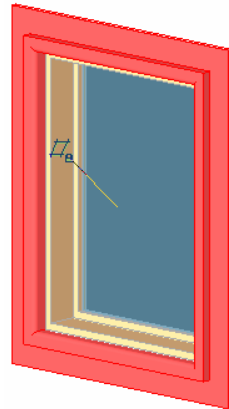
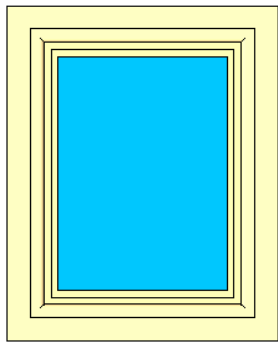
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Massing Objects



Solid / Void Revolve

REVIT® 2008

Massing Objects



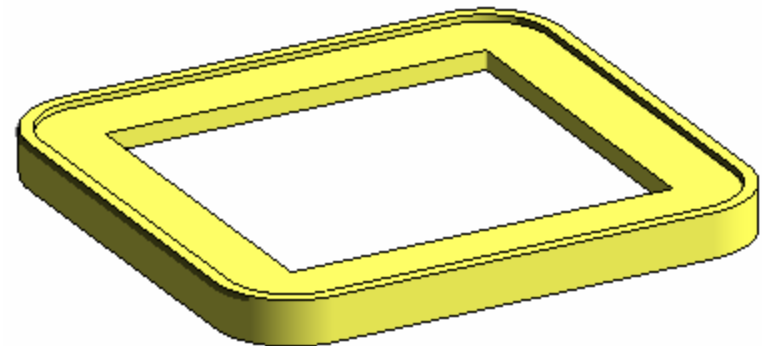
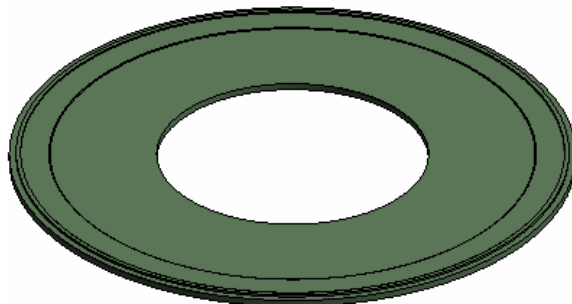
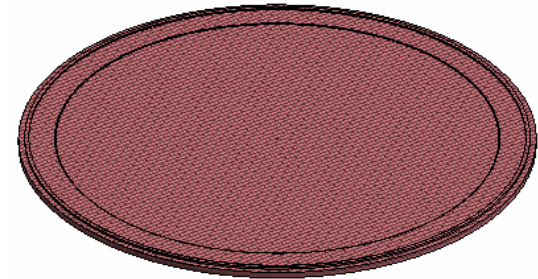
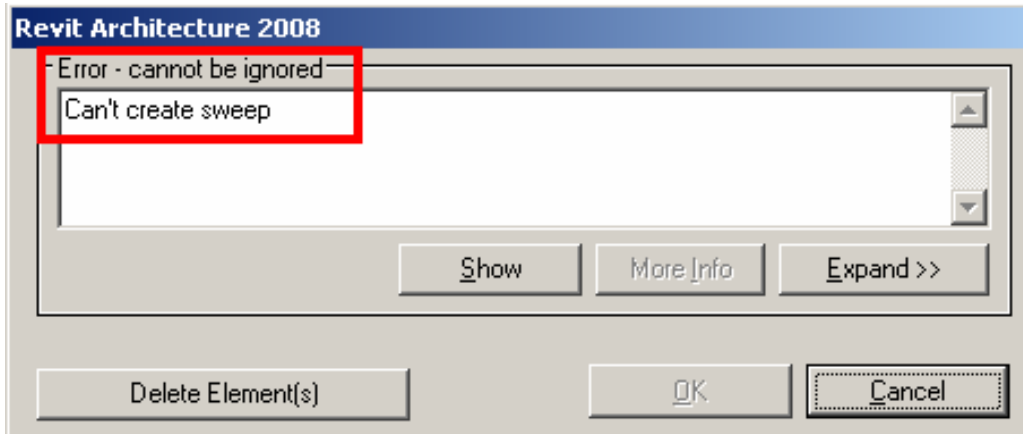
Edit Sweep...

Load profiles...

Solid Sweep 1

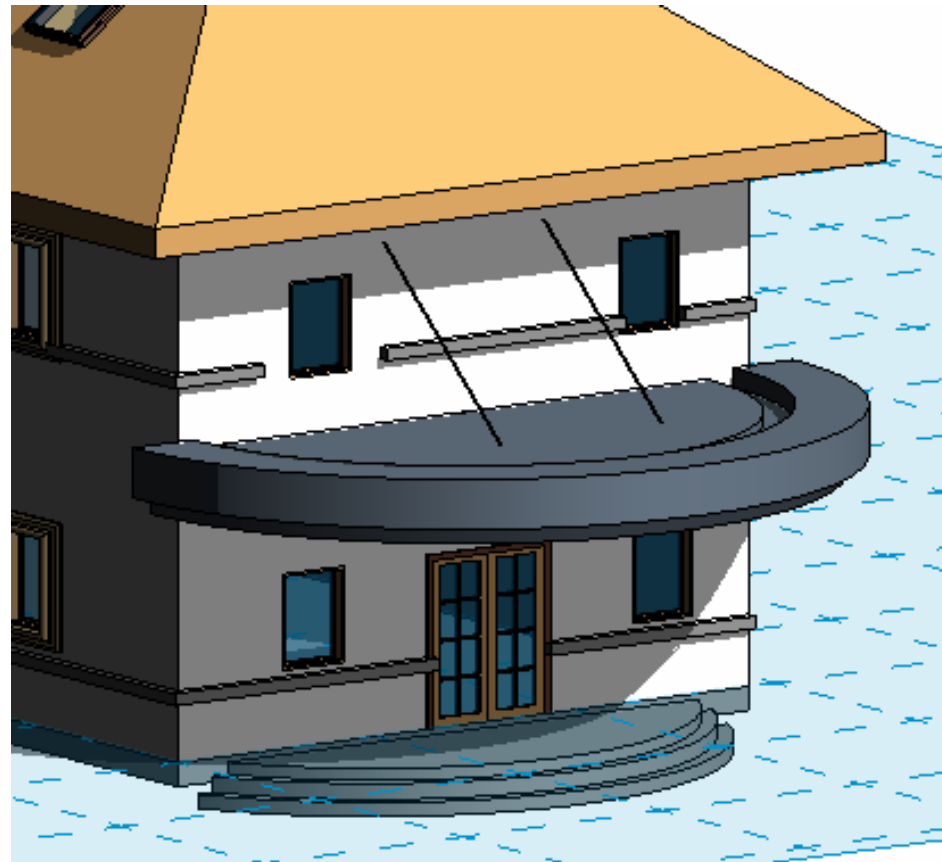
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Massing Objects



Solid Sweep Tips

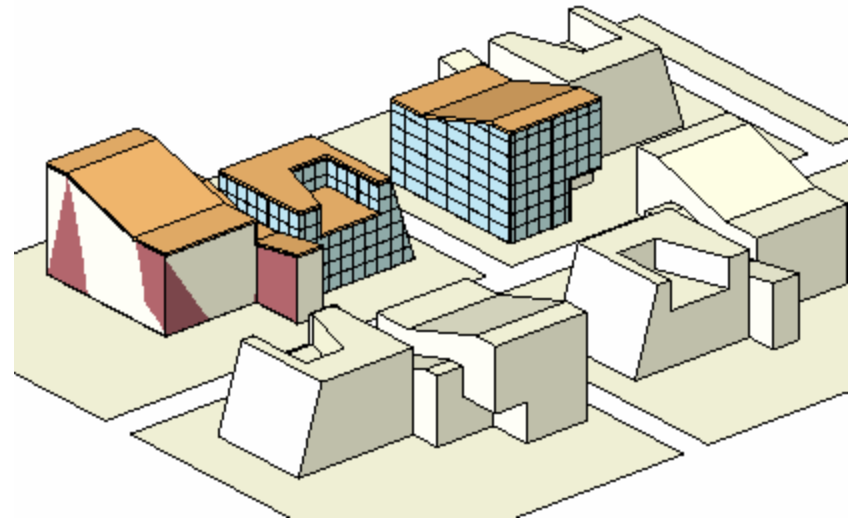
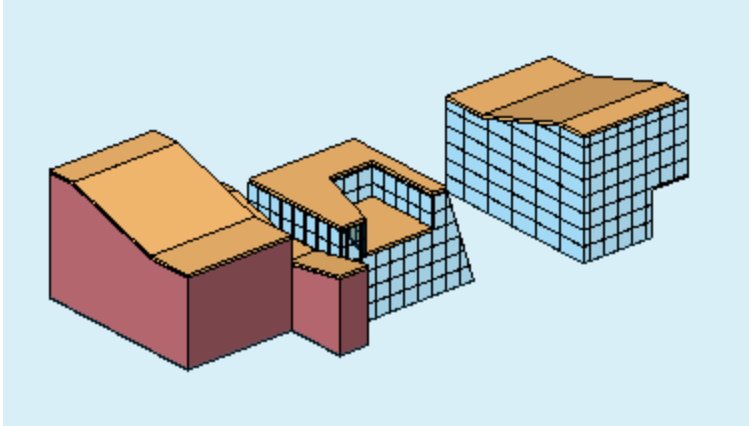
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Solid Sweep 2

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Massing Objects



Use Skippy Files

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Massing Objects

A screenshot of the Revit software interface showing a properties palette and a parameters panel. The properties palette has a blue header bar labeled "Other" with a double arrow icon on the right. Below the header are four rows of properties: "Width (default)" with a value of "3' 0\"", "Thickness" with a value of "1' 0\"", and "Height (default)" with a value of "4' 0\"". Each row has an equals sign in the right column. The parameters panel to the right is titled "Parameters" and contains three buttons: "Add...", "Modify...", and "Remove".

Assembly Code		=
Cost		=
Other >>		
Width (default)	3' 0"	=
Thickness	1' 0"	=
Height (default)	4' 0"	=

Shape Handle Tips

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Massing Objects



- Family Base Point / Origin
- Groups
- Paint Tool
- Void Donut Holes

Mass Tips 2