

REVIT Version:

We have chosen to develop our models in Revit 2011 so that they are backwards compatible to as many users as possible. These files will automatically update when saved in a later version. However, once saved, they will not be backwards compatible.

For those viewers who are not Revit users we have a palette of lightweight traditional 2D and 3D CAD file formats available for most software used by architects on the Polantis website
www.polantis.com

Revit Viewer:

If you don't have Revit, the .RFA files can be viewed using a free 30 day trial which can be found on this link :

<http://www.autodesk.co.uk/products/autodesk-revit-family/free-trial>

Information on modelling techniques

We have used a Revit modelling method that results in lightweight models but with enough detail to represent the products with as much visual accuracy as possible. More than 90% of our BIM objects are modelled in native Revit format, using Revit modelling tools.

Where Revit is incapable of creating complicated geometry due to software limitations, we have employed a fully imported geometry approach. In a small number of instances, some of our models are generated via a hybrid method. Where either of these instances occur, you can change the component properties by accessing the IMPORTED OBJECT tab via the MANAGE/OBJECT STYLES tab. The materials of imported forms can then be modified.

Information on shaders and textures

Textures are files created specifically for use in CAD programs and visualisation using computer. They come in a variety of image formats (.bmp, .jpg, .png... etc). They are color-calibrated to correspond to actual products as close as possible, they are continual on all sides and tile seamlessly. This means that rendering engines like the one built into Autodesk Revit, 3DS MAX, Artlantis or V-ray can utilise these files to produce high quality realistic visualisations of the design intent.

Additional information on rendering can be found on this link :

[http://en.wikipedia.org/wiki/Rendering_\(computer_graphics\)](http://en.wikipedia.org/wiki/Rendering_(computer_graphics))

The Autodesk Revit BIM objects you have download have these textures already included into them.

Autodesk Revit does not store the texture image file within the Revit file format, but instead links to an exterior file. You will find the texture files included in the .ZIP archive you downloaded. The first time you use these files you will need to copy the textures into this folder :

C:\Polantis\Materials

Alternatively you could copy them to this folder

for 32-Bit OS: C:\Program Files\Common Files\Autodesk Shared\Materials2011

for 64-Bit OS: C:\Program Files (x86)\Common Files\Autodesk

The textures will then load automatically from this location

Product Information:

Please note that while we have attempted to add all the possible options to our Revit BIM objects (model details, textual information, optional extras and visibility graphics etc) these components still require a depth of product and application knowledge to maximise their usability. This knowledge is only available through official fabricant information found in catalogues, website, consultation with their sales and workshop managers.

We welcome your feedback, comments and suggestions, please feel free to e-mail us at support@polantis.com

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