

## Getting the most from Revit 2010:

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In this issue we will discuss some new features, tips, and unique tricks to help make you more productive in 3D with Revit 2010.

First, I am not sure how many new users are aware of all the site tools that are available through Revit Architecture 2010.

Users have the ability to create a 3D toposurface and a building pad, as well as add property lines to their site plan.

Users also have the ability to add site components such as parking, trees, vehicles, and people to be able to create more realistic presentations and renderings.

Revit Architecture allows users to use data imported from several different file formats including .dwg, .dxf, and .dgn.

Users can automatically generate a toposurface based on a points file. A points file is typically generated by a civil engineering software application.

The file provides contour data using a regularized grid of elevation points.

**NOTE:** If you are importing data from a CAD file for use in creating a toposurface, do not select the “Current View Only” option.

In addition to being able to import data, you also have the ability to export data using the “**Export Building Site Tool**”. This new tool will allow you to export your building site and model to your Civil Engineer.

Architects can design buildings in Revit Architecture, then export the relevant building content as a 3D model to civil engineering applications that accept Autodesk Exchange (ADSK) files, such as AutoCAD® Civil 3D®.

Create relevant site utilities with host connectors that are functional in the civil engineering application. Note: Only those site utilities with connectors that have the Utility parameter selected are exported.

This not only will give the architect the ability to show the Civil engineer where the utility connections are located, but also will give the Civil Engineer an actual host connector to which he can connect his utilities.

**Performance Tip:** To further increase your performance, I find it very helpful to occasionally purge my model of all unused information and family components. In the “MANAGE” tab under the “PROJECT SETTINGS” panel, you will find the PURGE command. Choosing the PURGE command will bring up a window allowing you to pick and choose which information and family components you prefer to be purged. I also find that many users add too much information and too many settings in their templates. Remember, all of the unused information and family components in the templates will increase overall file sizes.

In addition to the base software there are extensions available from both Autodesk as well as independent developers. First I will list two tools available from Autodesk.

**Units Converter** - This Units Converter uses conversion factors referenced from source material from the National Institute of Standards and Technology (NIST). You can access this Units Converter through the following link:

<http://usa.autodesk.com/adsk/servlet/index?siteID=123112&id=2758888&linkID=9273956>. See the following link for criteria used to create this converter:

<http://usa.autodesk.com/adsk/servlet/item?siteID=123112&id=2767585&linkID=9240618>

**Autodesk Design Review** - The free Autodesk® Design Review software is purpose-built to speed the review process with the all-digital review, mark up, and round-tripping of drawings, maps, and 3D models—all without the original design creation software.

The following utilities are exclusively available for Autodesk® Subscription customers through download at the [Autodesk Subscription Center](#).

**Subscription Release Pack for Autodesk Revit Architecture 2010** – Improve productivity with the Subscription Release Pack for Autodesk® Revit® Architecture 2010: Gain exclusive access to new functionality and tools that support efficient architectural documentation and the creation of curved beams, slanted columns, trusses, and more.

**Revit Extensions for Autodesk Revit Architecture 2010** - Revit® Extensions extend the capabilities of Revit Architecture 2010 in key areas, including modeling, coordination, and documentation. This pack contains 2 new features:

- Content generator—programmatically generate structural steel, concrete, and wood section families for beams, columns, and materials based on national standards databases
- Wood framing—more quickly and precisely model a wood frame structure within interior and exterior walls

**Autodesk Revit Model Review** - Automate the process of reviewing and auditing BIM projects in Revit Architecture 2010 with the Autodesk® Revit® Model Review plug-in:

Check the accuracy and consistency of a model against standards set by your firm, your clients, or industry best practices. Correct inconsistencies with a single click or with instructions provided when manual fixes are required.

**Autodesk Revit DB Link** - Import and export data between a Revit Architecture 2010 project and an external database, and then more easily maintain relationships of linked data with Autodesk® Revit® DB Link. A grid view of the data enables you to make any final edits before import.

**Autodesk ImageModeler 2009** - Use 2D digital photographs to more quickly and cost-effectively create, edit, and texture 3D models for building renovation projects and energy-efficiency analysis.

In addition here are a few additional extensions from independent developers:

- [FilterTool](http://toolbox4revit.com/int/) (<http://toolbox4revit.com/int/>)
- [Revit Excel Import](http://www.dotsoft.com) (<http://www.dotsoft.com>)
- [Metal Wood Framer](http://www.strucsoftsolutions.com) (<http://www.strucsoftsolutions.com>) –

I hope some of these tips, tricks and features will help make your Revit experience more productive. Until next time.....