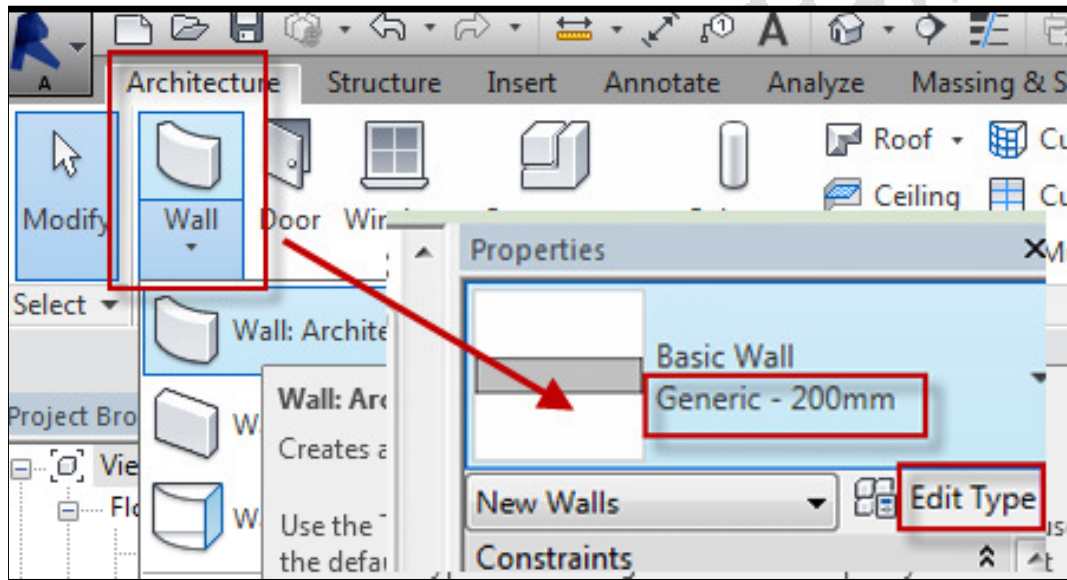


Learn Revit- with Snapshots

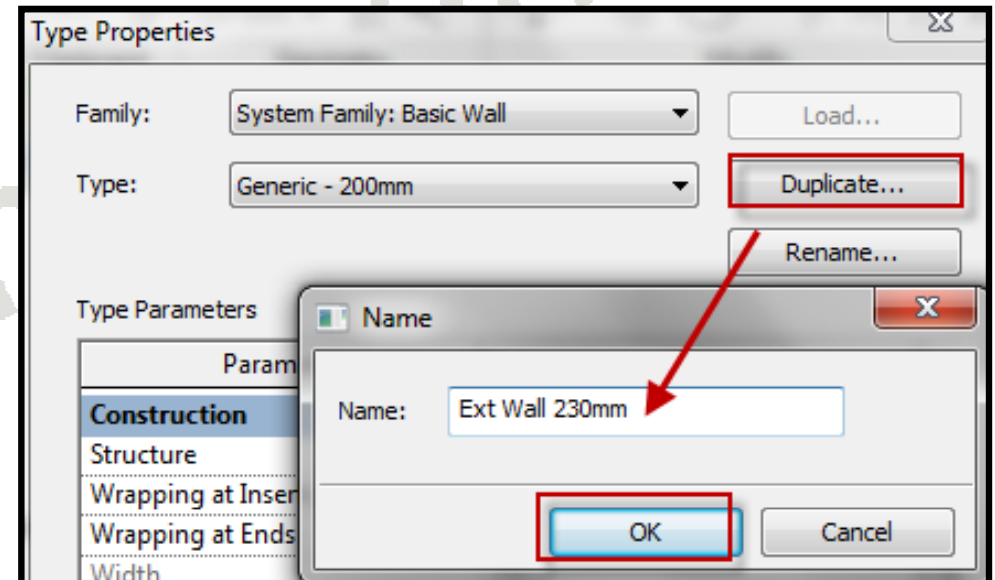


Lesson 04: How to know the Exterior or Interior side of the wall as we draw it or after drawn?

1a

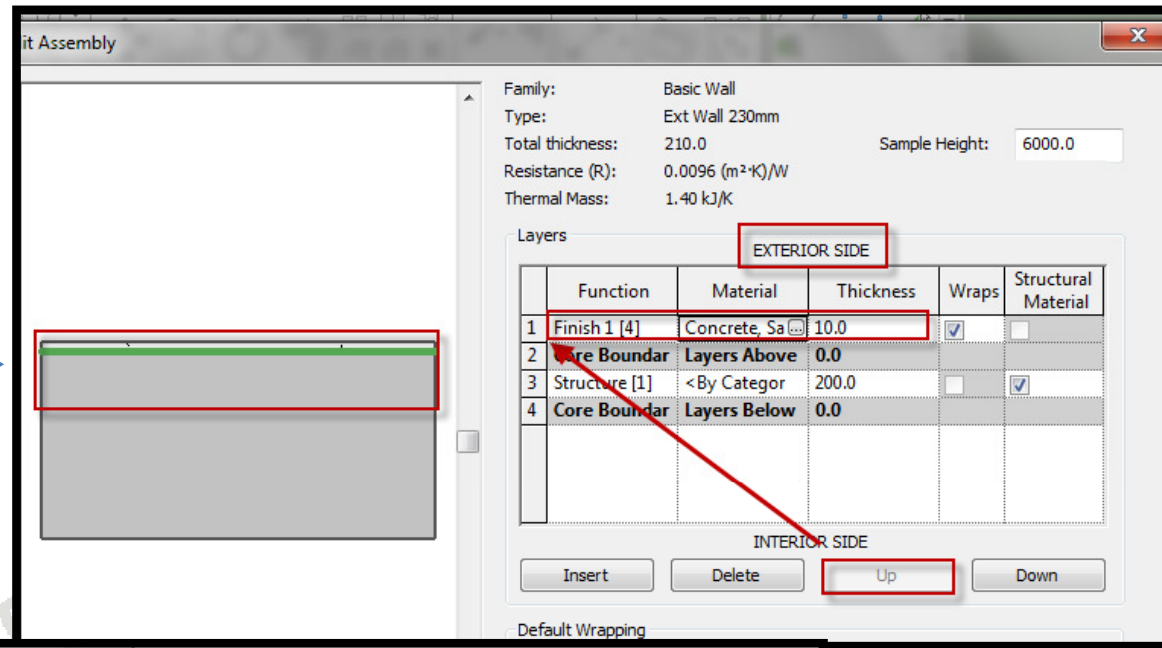
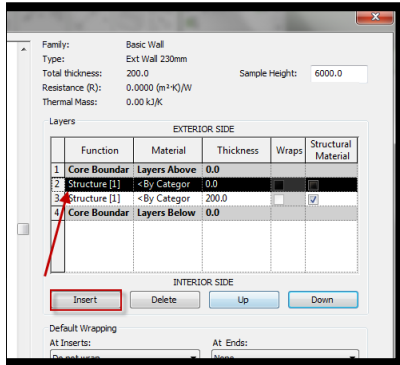


1b

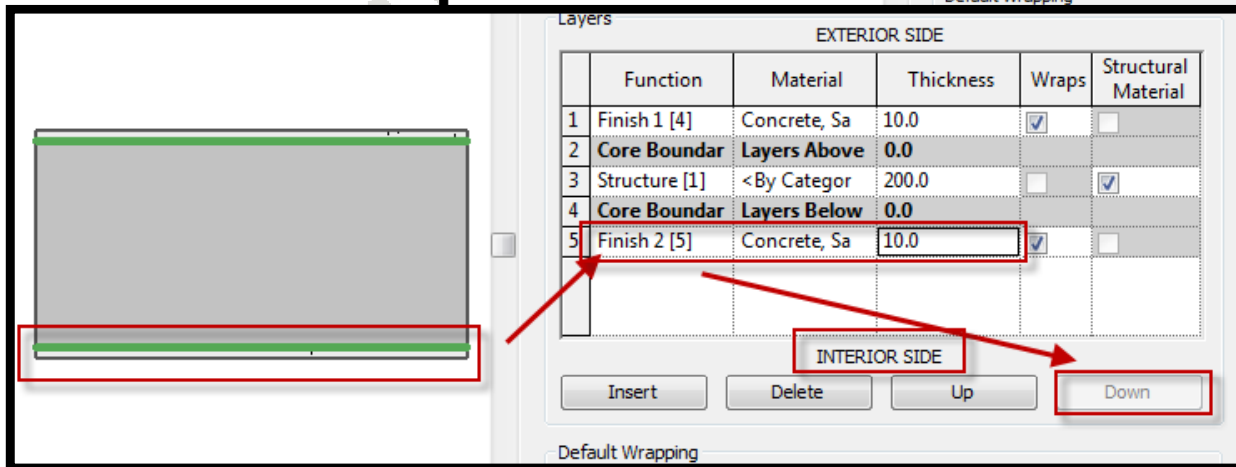


1. Create a new Wall Type by Duplicating the existing type say Generic 200mm wall-Name it(here Ext Wall 230mm)

2a

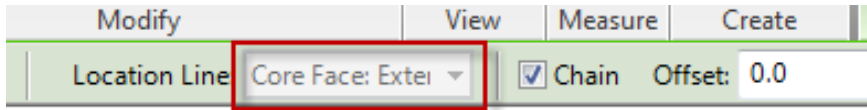


2b



- a. Click Structure ->Edit -> insert to add a finish layer. Click 'Up' to put it on the exterior side...change function to Finish[1]...Material given...Thickness(here 10mm)
- b. Repeat the above step to insert the Finish layer on the interior side -OK





While drawing this wall in plan view, the **dotted** line indicates that the **Location line** chosen (here Core Face Exterior) , But once drawn it **does not differentiate** the exterior side from interior one, **So....Do this!**



3

AECTrainer.com

Visibility/Graphic Overrides for Floor Plan: Level 1

Model Categories | Annotation Categories | Analytical Model Categories | Imported Categories | Filters

Show model categories in this view If a category is unchecked, it will not be visible.

Filter list: Architecture

Visibility	Projection/Surface			Cut		Halftone	Detail Level
	Lines	Patterns	Transparency	Lines	Patterns		
<input checked="" type="checkbox"/> Raster Images							By View
<input checked="" type="checkbox"/> Roads						<input type="checkbox"/>	By View
<input checked="" type="checkbox"/> Roofs						<input type="checkbox"/>	By View
<input checked="" type="checkbox"/> Rooms						<input type="checkbox"/>	By View
<input checked="" type="checkbox"/> Shaft Openings						<input type="checkbox"/>	By View
<input checked="" type="checkbox"/> Site						<input type="checkbox"/>	By View
<input checked="" type="checkbox"/> Specialty Equipment						<input type="checkbox"/>	By View
<input checked="" type="checkbox"/> Stairs						<input type="checkbox"/>	By View
<input checked="" type="checkbox"/> Structural Beam Syst...						<input type="checkbox"/>	By View
<input checked="" type="checkbox"/> Structural Columns						<input type="checkbox"/>	By View
<input checked="" type="checkbox"/> Structural Foundatio...						<input type="checkbox"/>	By View
<input checked="" type="checkbox"/> Structural Framing						<input type="checkbox"/>	By View
<input type="checkbox"/> Topography						<input type="checkbox"/>	By View
<input checked="" type="checkbox"/> Walls	Override...	Override...	Override...	Override...	Override...	<input type="checkbox"/>	By View
<input checked="" type="checkbox"/> Windows						<input type="checkbox"/>	By View

Host Layer Line Styles

Function	Line Weight	Line Color	Line Pattern
Structure [1]	2	Black	Solid
Substrate [2]	2	Black	Solid
Thermal/Air Layer [3]	2	Black	Solid
Finish 1 [4]	2	Red	Solid
Finish 2 [5]	2	Cyan	Solid

Common edges between layers will be drawn with the higher line weight. Common edges between layers of the same line weight will use the "Common Edges" Object Style of the host.

Core layer clean-up: Default

Buttons: All, None, Invert, Expand All, Override Host Layers (checked), Cut Line Styles, Edit...

Categories that are not overridden are drawn according to Object Style settings.

Object Styles...

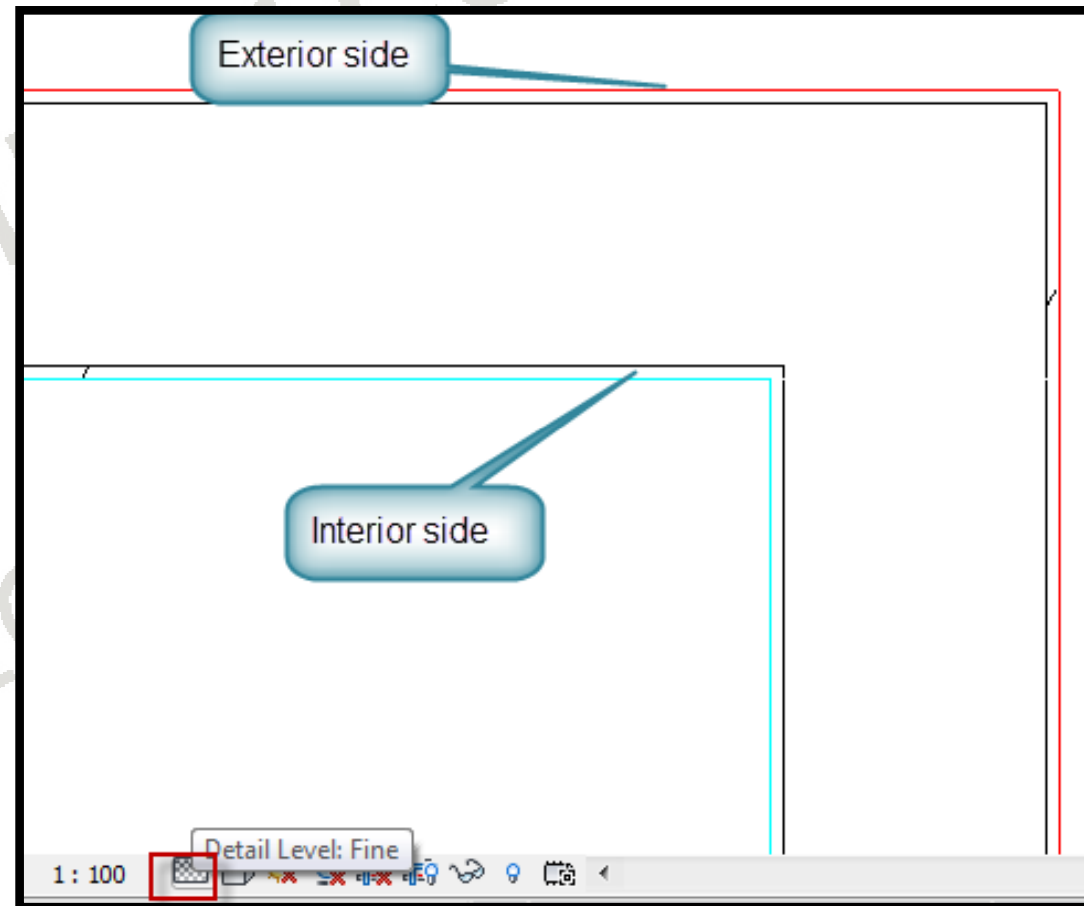
Top Extension ... 0.0
Room Bounding
Related to Mass
Structural
Structural

3. a. Go to **Visibility Graphics(VG or VV** keyboard shortcut)
- b. Switch on the **Cut line styles** check box for Overriding host layers
- c. Select a **different color** for the Finish[1] & Finish[2]-> OK



4

4. Now draw the Wall in Plan view....In **View tool bar** change the **Detail level** to **Fine mode** to see the Layers having different colors so that you can **differentiate more easily while drawing or after drawn.**





Some Tips:

- This is a **view specific** command ie Any changes done in Visibility Graphics will effect only **that particular view & not other level plans.**
- If you have to do the same in upper levels, you may have to repeat the change of color in VG **OR** create a **view template & apply the same** to other views or Level plans
- You can always **switch off the override host layers** in VG to see the default representation.

Thank you