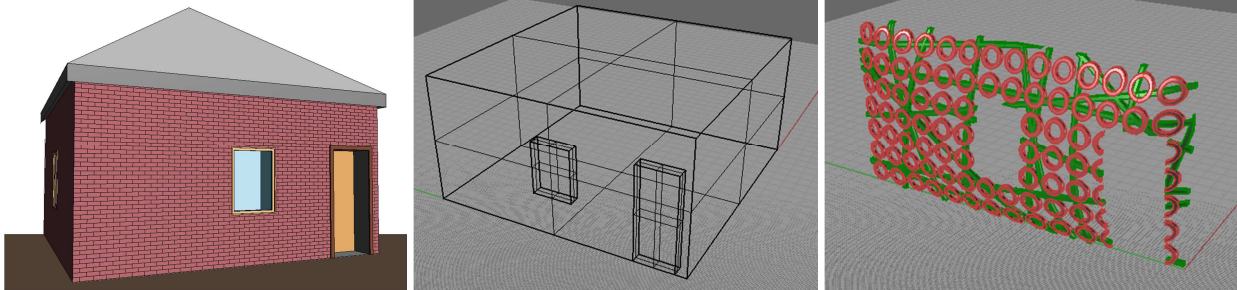
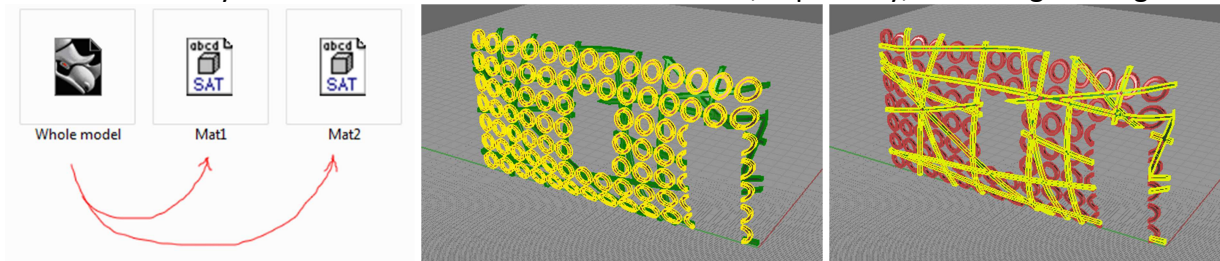


Following steps will demonstrate how Rhino3D model can be exported to Revit while preserving Layers in order to apply materials to them.

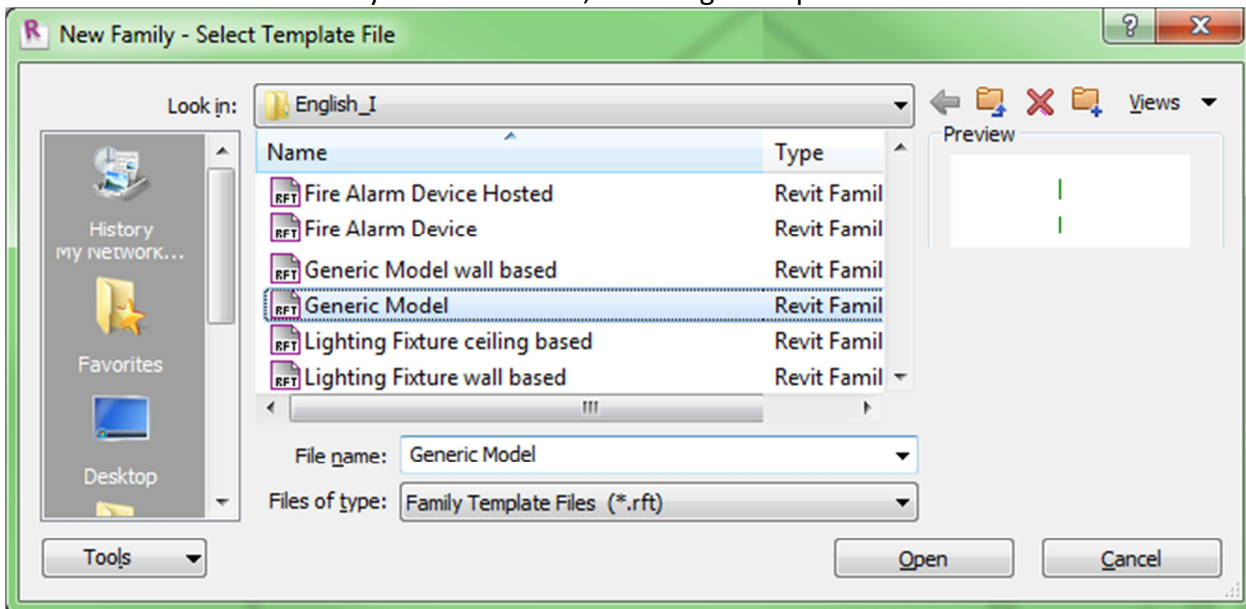
1. Use Revit model's dimensions to create a template in Rhino3D to make our SunScreen.



2. Geometry of the model must be saved as .sat files, separately, according to assigned Layers.

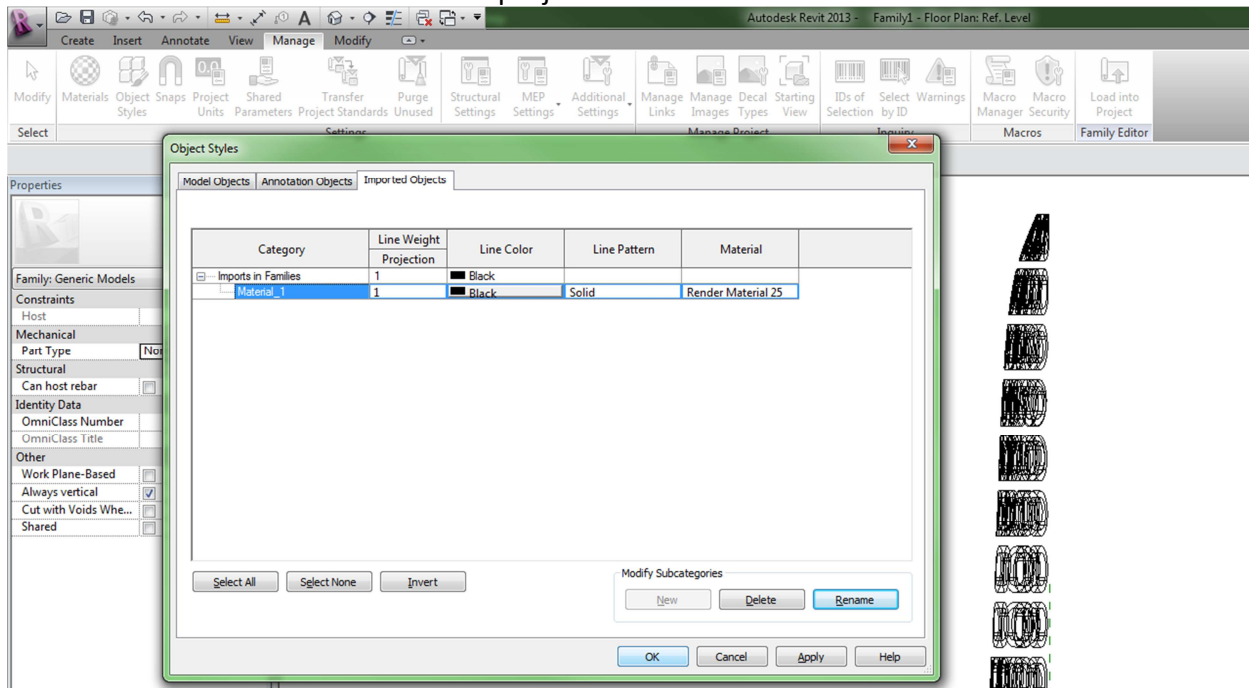


3. In Revit create Family>GenericModel, and drug-n-drop first .sat file.

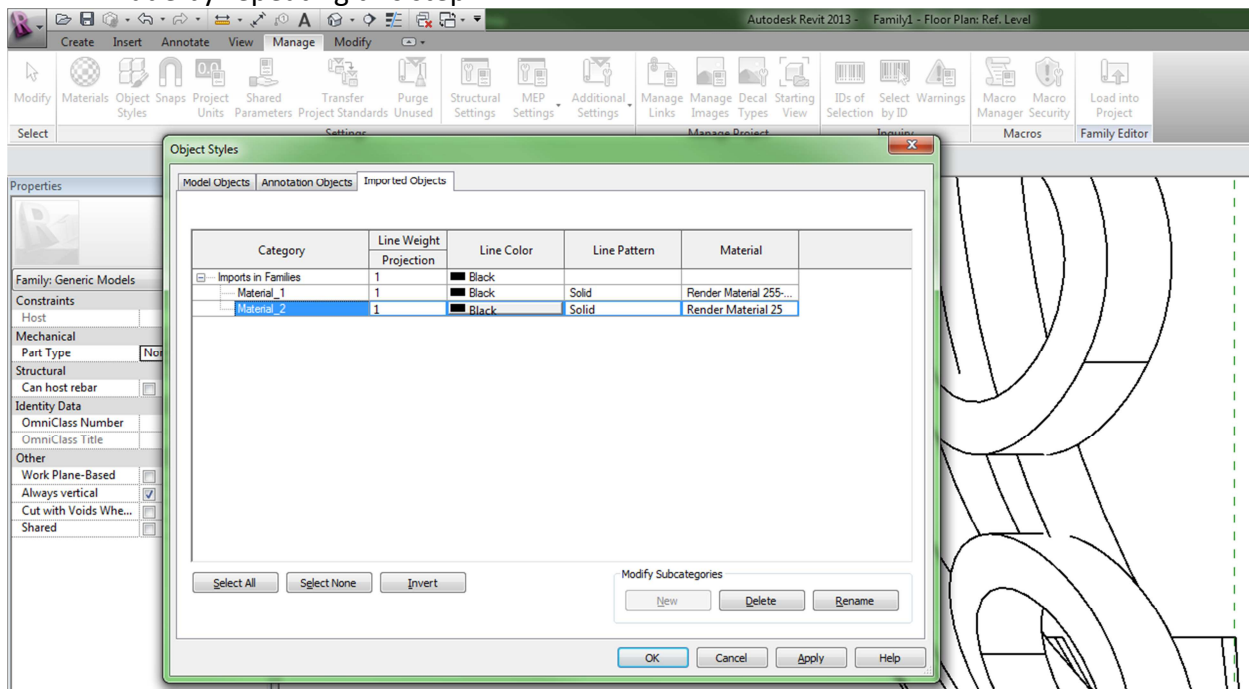


4. .sat file doesn't preserve Rhino3D Layer names, and merges them into one if more than one were in the file; so, in RevitFamily>Manage\_tab>Object\_Styles\_button\_Imported\_Objects\_tab

rename subcategory “0” into a new name (“Material\_1”). Don’t change the material just yet; it will not be carried over to the project.



5. Drug-n-drop second saved .sat file into the family, and align in with previously imported geometry. Repeat step 4, changing the name to “Material\_2”. More files/materials can be made by repeating this step.



6. We are done creating a GenericModel. Load it into the project, and align it to your structure. In Manage\_tab>Object\_Styles\_button\_Imported\_Objects\_tab apply the desired material to subcategory “Material\_1” and “Material\_2”.

