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.

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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.

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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.

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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".

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