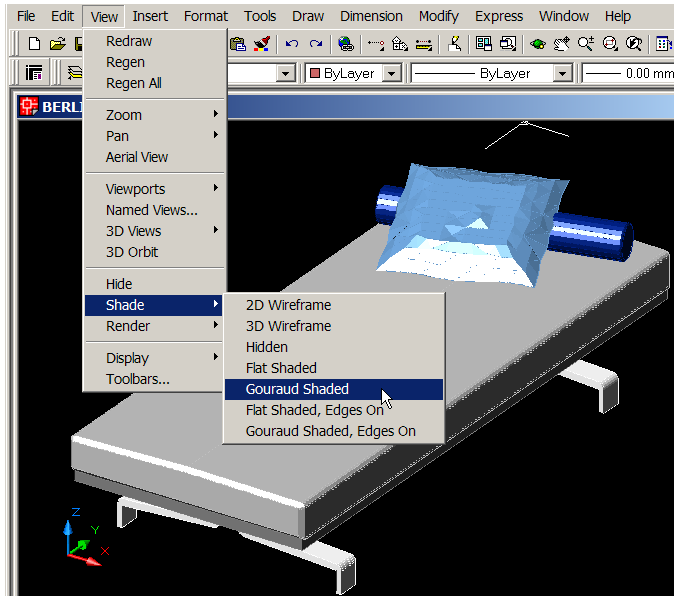


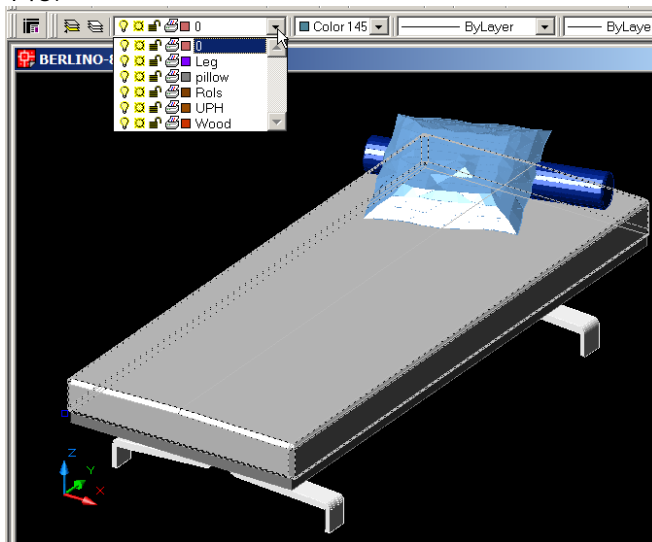
Just trying to help you gimmeat making a nice bed in Revit out of a .dwg-file called BERLINO-80.dwg. There did you get it from?

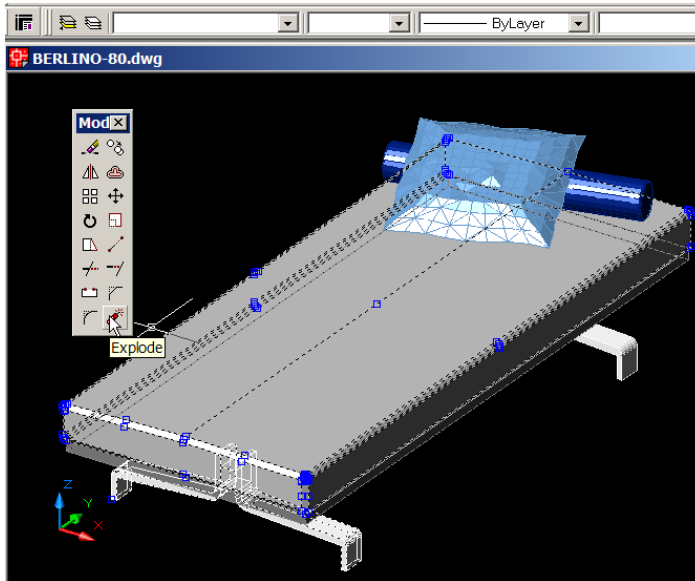
Autocad a program that I hate must be used...

I opened the file in Autocad and this was what I got after having shaded it to see a little better...

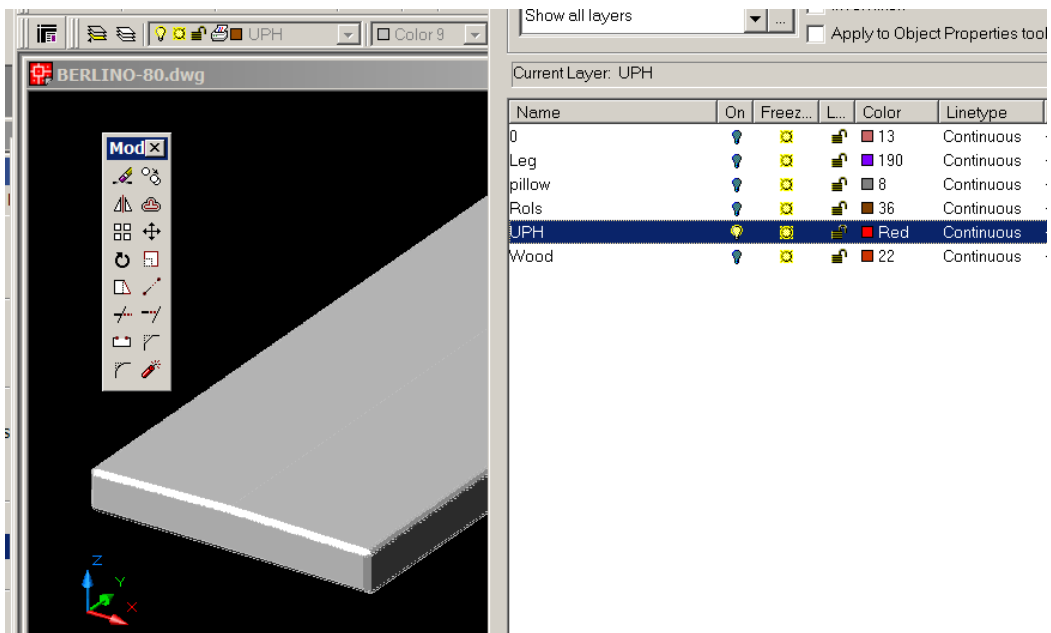


I tried to find the problem. I selected the mattress. It was on layer 0 with color 145.



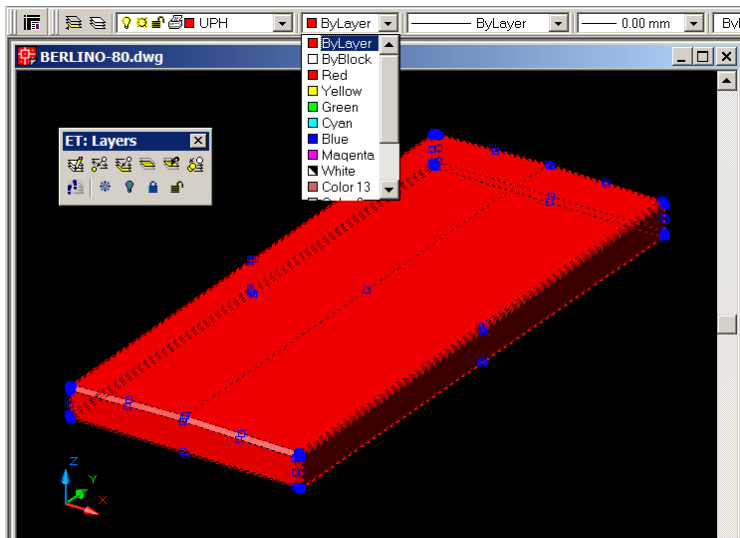


I exploded the mattress. And I could see all the faces it was made up of.



Then I opened the Layer list and gave the mattress layer called UPH a real Red color to make it a little easier to see. And I turned off all the other layers except 0 to make it easier to select the mattress.

I made the UPH layer to current layer.



Now I could select the mattress and change all the faces in the mattress to the current layer by clicking the third button on the Layers-menu.

And I was able to select color By Layer. And the whole sh-t turned red. The truth to say – it was not so easy to get it to turn red. It is something corny with it – but it is Autocad and that program I never trust...

Now make the same thing with the other parts and then save it. And import it in a .rfa-file(family file) in Revit.

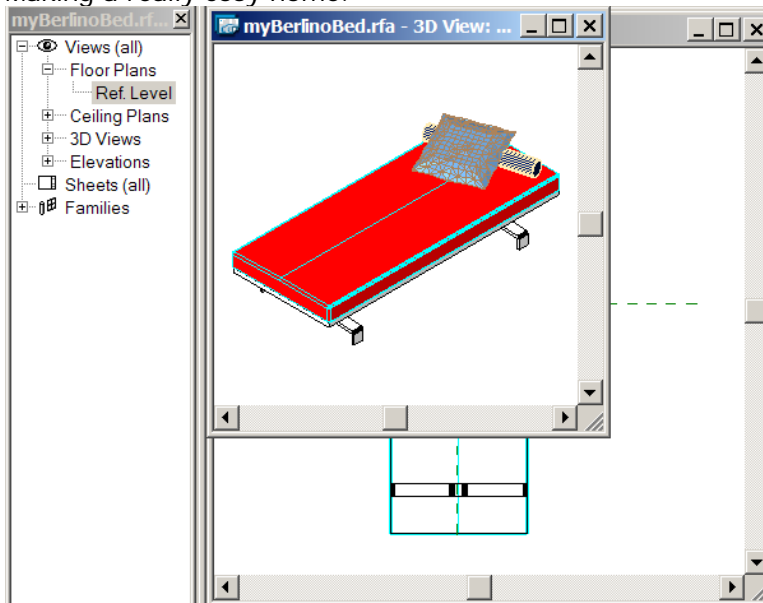
In Revit:

File > New > Family and choose: Metric Generic Model.rft. Import the .dwg-file.

Save it as myBerlinoBed.rfa....

You can now load it as a Component in a .rvt-file to use it as you like...

Making a really cosy home.



Category	Line Weight		Line Color	Line Pattern	Material
	Projection	Cut			
Imports in Families	1		Black		
0	1		RGB 090-173-17	Solid	Render Material ...
Leg	1		RGB 128-255-00	Solid	Render Material ...
Rols	1		RGB 179-217-25	Solid	Render Material ...
UPH	1		Cyan	Solid	Render Material ...
Wood	1		RGB 090-214-25	Solid	Render Material ...
pillow	1		RGB 103-103-10	Solid	Render Material ...

But let us give it a new material in Revit first.

Choose:

Settings > Object Styles and choose Imported Objects

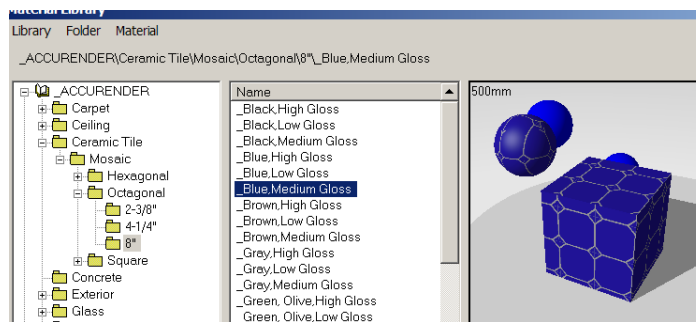
And have a look.



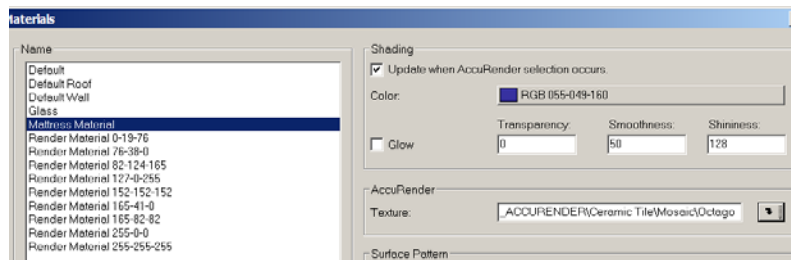
It is called Render Material 255-255-255.

I Duplicated it and renamed it to Mattress Material.

And then click the arrow beside AccuRender Texture.



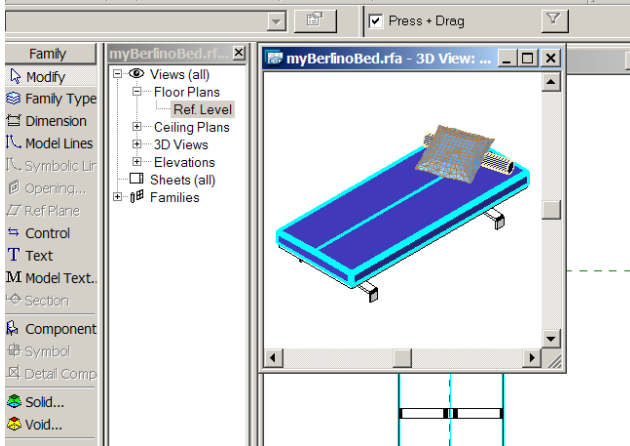
Choose some really cool material so your I gets really electrified....



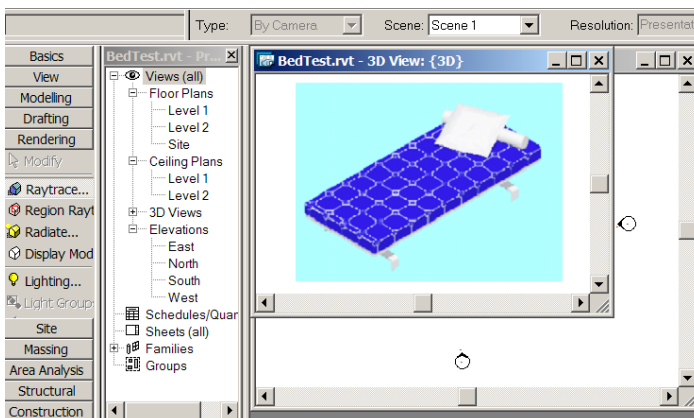
This is the new look with the new Mattress Material.

Category	Line Weight		Line Color	Line Pattern	Material
	Projection	Cut			
Imports in Families	1		Black		
0	1		RGB 090-173-17	Solid	Render Material ...
Leg	1		RGB 128-255-00	Solid	Render Material ...
Rols	1		RGB 179-217-25	Solid	Render Material ...
UPH	1		Cyan	Solid	Mattress Material
Wood	1		RGB 090-214-25	Solid	Render Material ...
pillow	1		RGB 103-103-10	Solid	Render Material ...

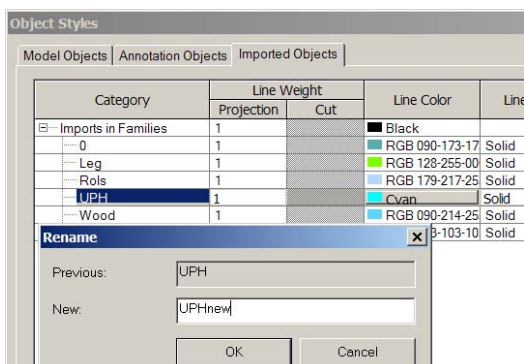
With the new material. Now just save the .rfa-file.



Load the .rfa-file as a Component in a .rvt-file.



The result after rendering....



And if you want beds with different colored Mattresses you have to save the .rfa-file with another name. And you have to rename the UPH Category to something else. Make a new material. And load the new .rfa-file as a Component in a .rvt-file. That's it!