Just trying to help you gimmecat 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.



Obj	ect Styles							
M	Model Objects Annotation Objects Imported Objects							
	Colorent	Line V	Veight	Line Color	Line Pattern	Material		
	Category	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		Cvan	Solid	Render Materia		
	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.

lame		Shading			
Detault Detault Reat		Update when A	AccuRender selection oc	ours.	
Default Wall		Color:	Red		
Gless Render Material 0-19-76 Render Material 76-38-0 Render Material 82-124-165 Render Material 82-124-165		Glow	Transparency	Smoothness. 50	Shininess 64
Render Material 152-152-152 Plender Material 165-41-0 Plender Material 165-82-82 Render Material 255-0-0		AccuRender Texture	[<u>.</u>
Hender Material 255-255-255		Surface Pattern			
New Material		x em:			
Name: Matress Mat	enal	×	Black		
	OK Cancel	Pattern			
2		, wiem.			•
Duplicate Rename	Deatr	Color	Black		
		100	1		

It is called Renderer 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....

taterials			>			
Name Defoult Defoult Defoult Vvill	Shading Update when Ac Color:	ccuRender selection occurs.				
Glass Mattroso Material 0-19-76 Render Material 0-19-76 Render Material 82-19-10 Render Material 82-124-165	Glow	Transparency: Smoothness: Shininess: 0 50 128				
Render Material 127-0-255 Render Material 152-152-152 Render Material 165-41-0 Render Material 155-82-82	AccuRender Texture:	ACCURENDER\Ceramic Tile\Mosaic\Octago				
Render Material 255-255-255	Surface Pattern		-			

This is the new look with the new Mattress Material.

M	odel Objects Annotation Objects	ects Imported	l Objects			
	Catagony	Line Weight		Line Celer	Line Onthern	Material
	Category	Projection Cut	Life Color	Line Pattern	Material	
	□── 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		Cvan	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....

Catagony	Line We	eight	Line Color	Lin
Category	Projection	Cut	Line Coloi	
Imports in Families	1		Black	
0	1		RGB 090-173-17	Solid
Leg	1		RGB 128-255-00	Solid
Rols	1		RGB 179-217-25	Solid
UPH	1		Cvan	Solid
Wood	1		RGB 090-214-25	Solid
Rename			× 3-103-10	Solid
Previous:	PH			
New:	PHnew			

And if you wants beds with different colored Mattresses you have to save the .rfafile 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 .rvtfile. That 's it!