

Creating materials in Revit

Step1 - First, find a good image of the material you are looking for. The higher the resolution and quality of the image will be better. Here is my starting image:

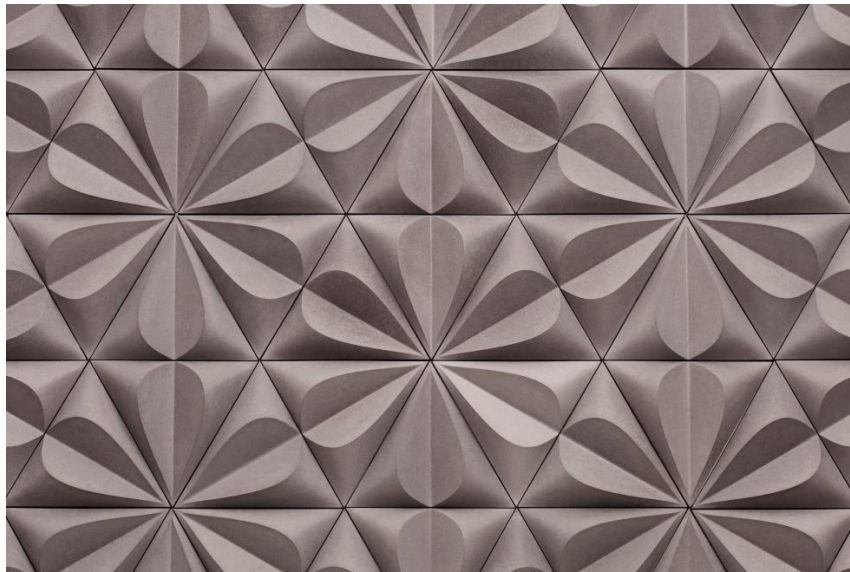
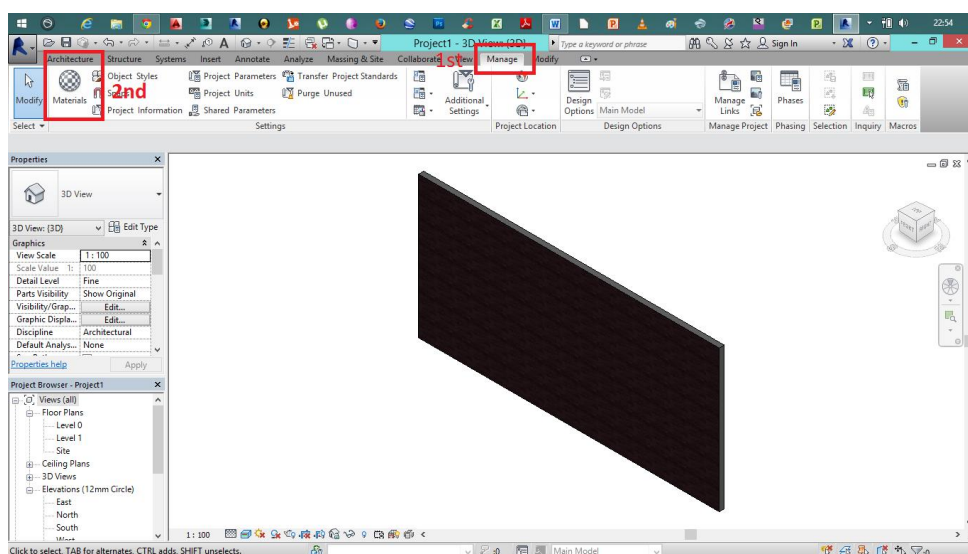
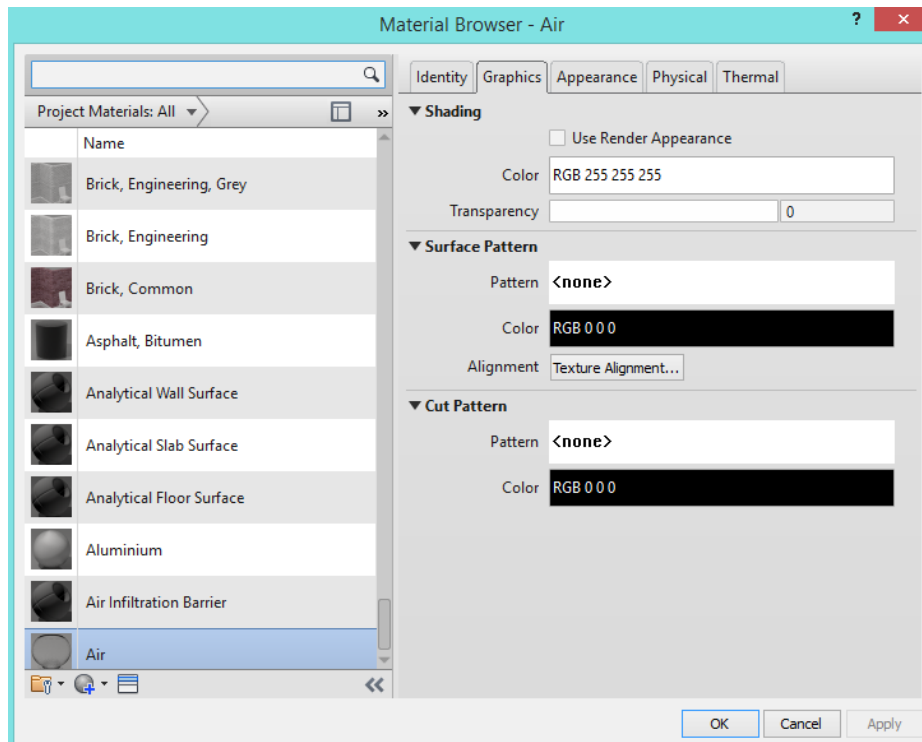


Fig1- 3d concrete Wall in format **JPG** or **PNG**

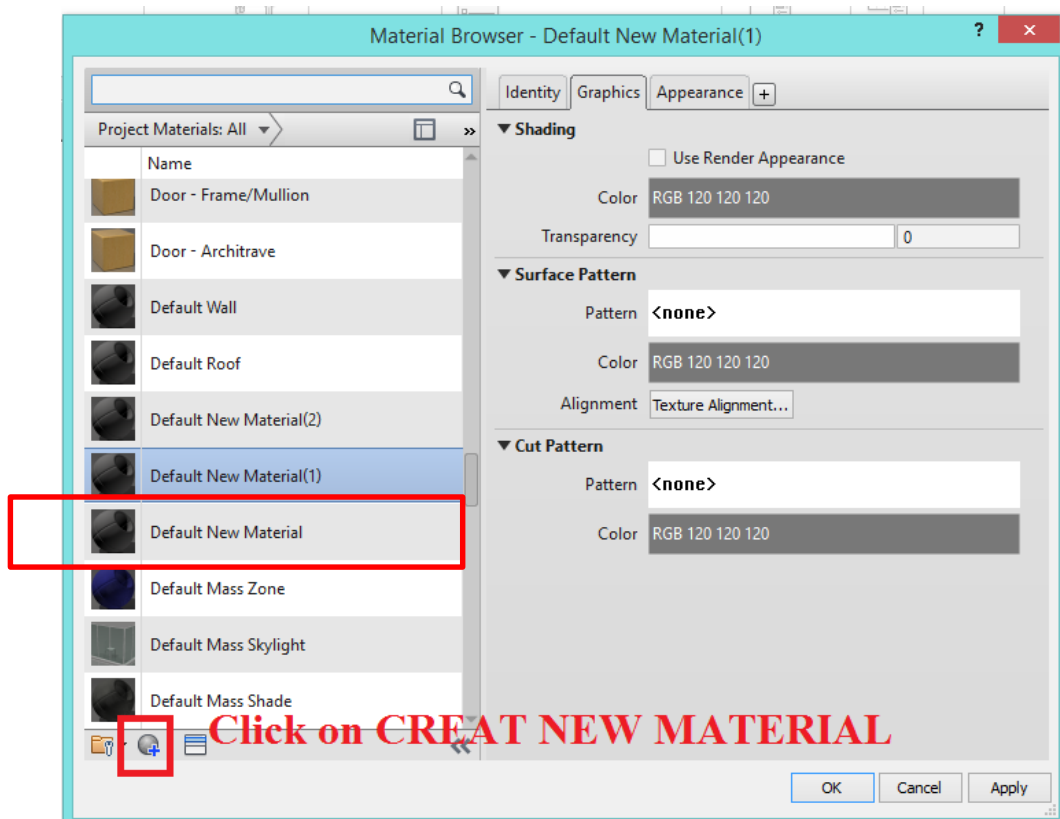
Step 2 - Click on tab <**Manage**> then on the left side you have to select <**Materials**>



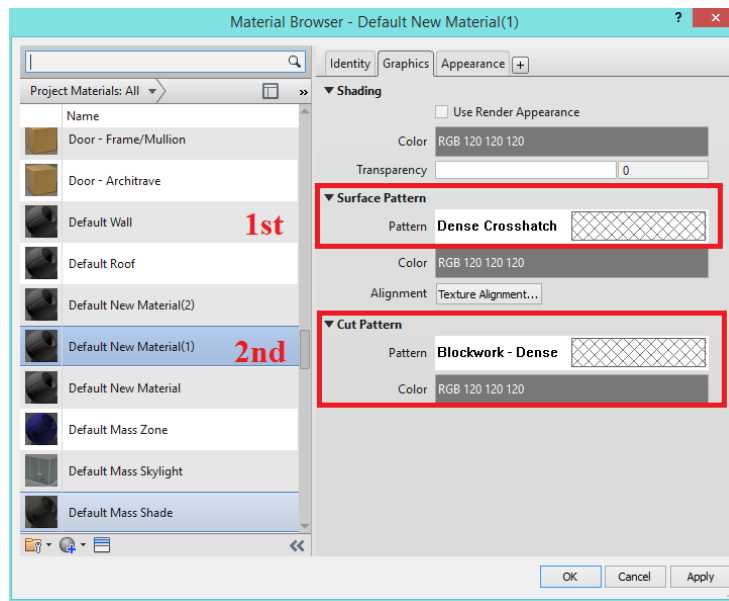
Step3- Will open the <PROJECT MATERIALS BROWSER>, which shows as all the materials in alphabetic order that we have by default on our project.



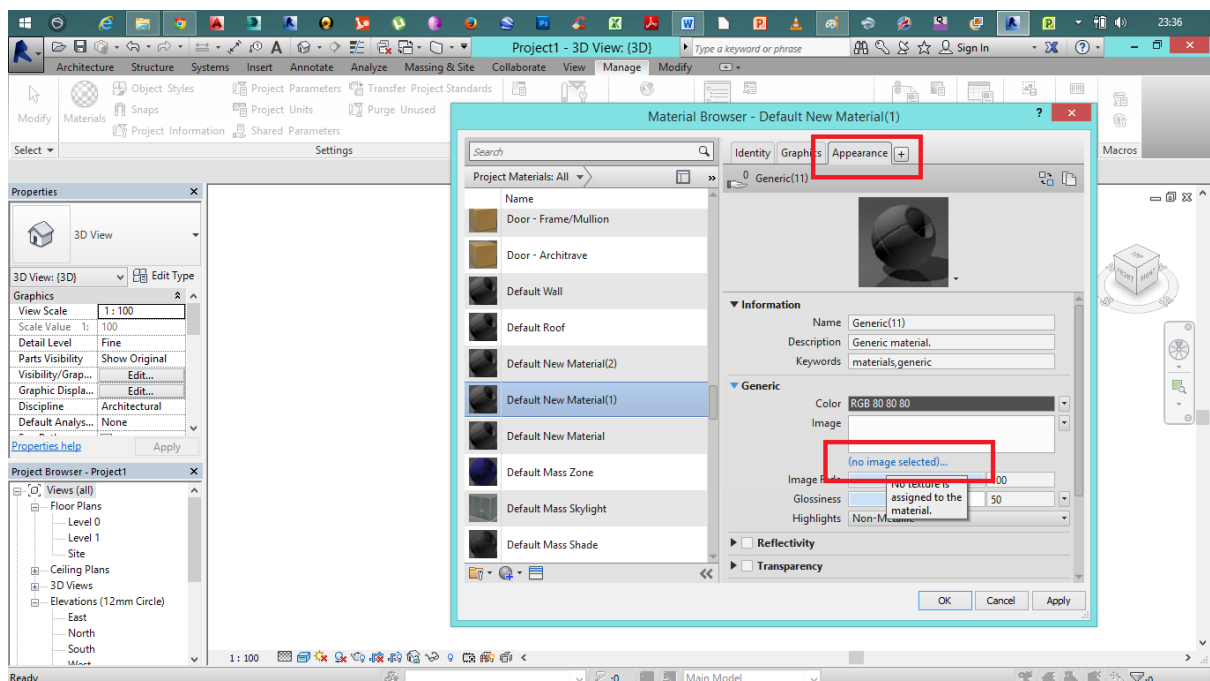
Step4- Click on <Create New Material> as shown in the picture



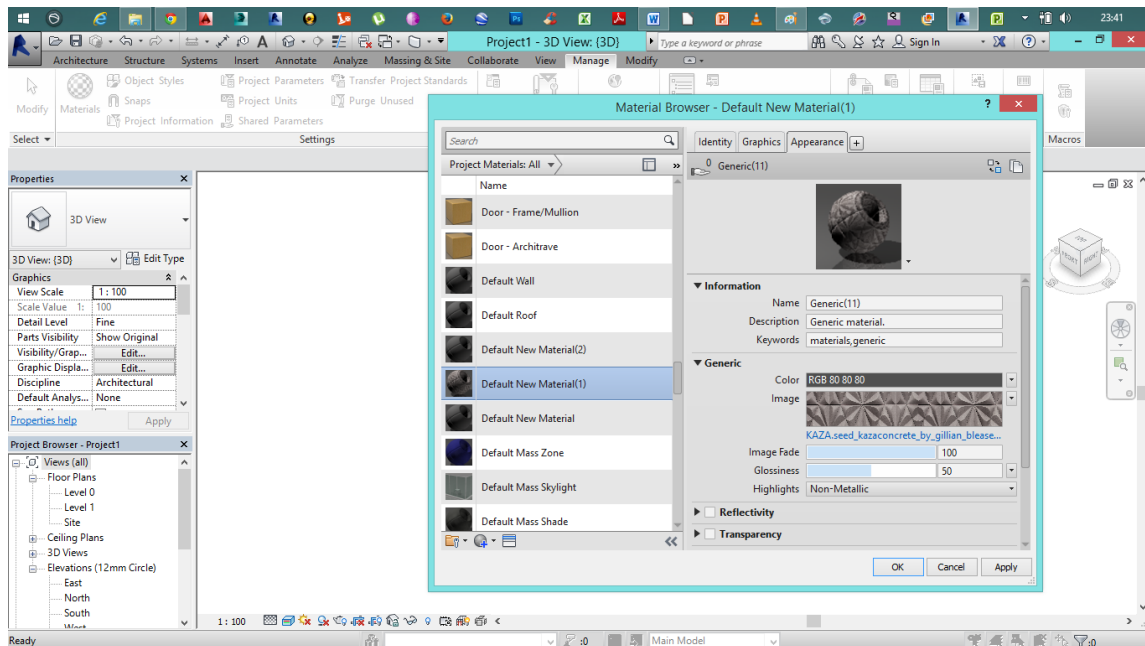
Step5 – Next step select **<Graphic>** than in **<SURFACE PATTERN>** click **<PATTERN>** than **<NONE>** and attach the Image in format JPG or PNG which you already have chosen . Next step in **<CUT PATTERN>** select **<None>** than repeat the same procedures.



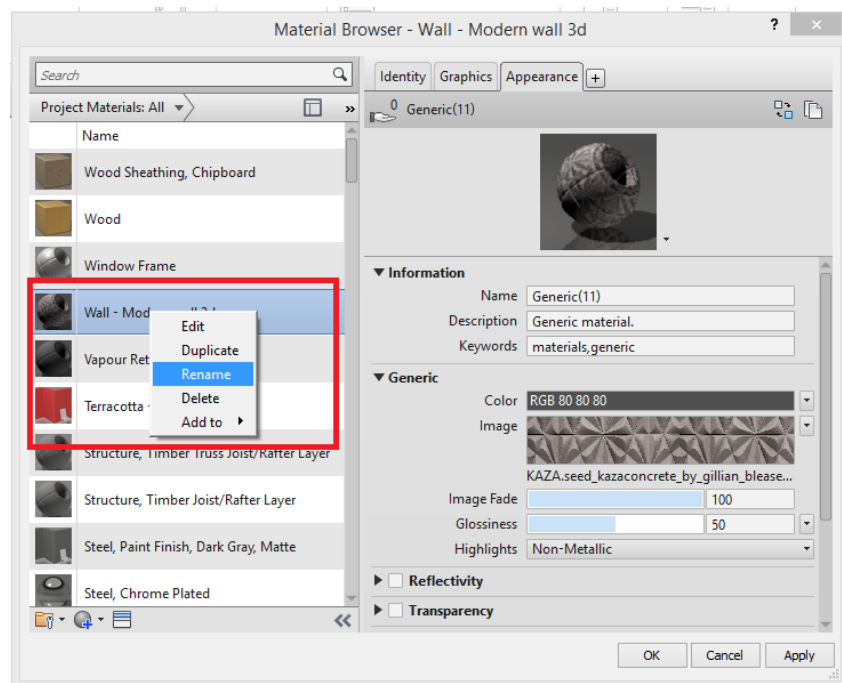
Step 6 – As you see on the next image click at **<APPEARANCE>** than click **<NO IMAGE SELECTED>** to select an image.



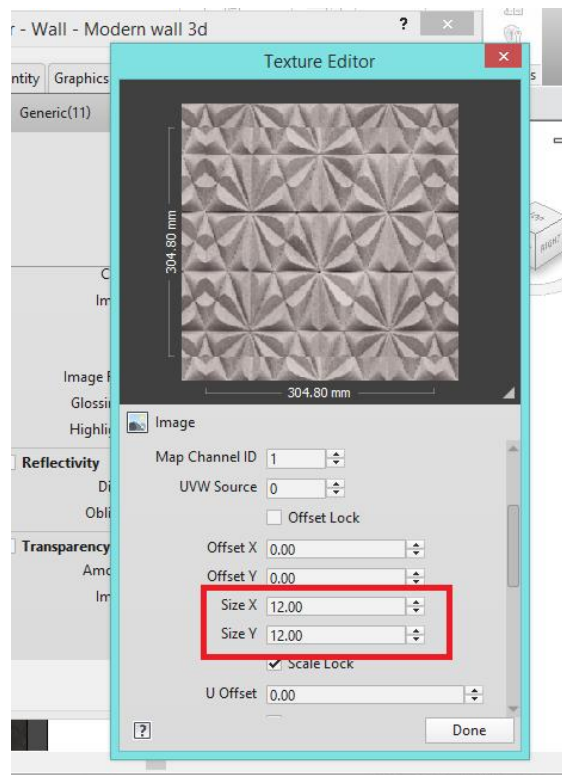
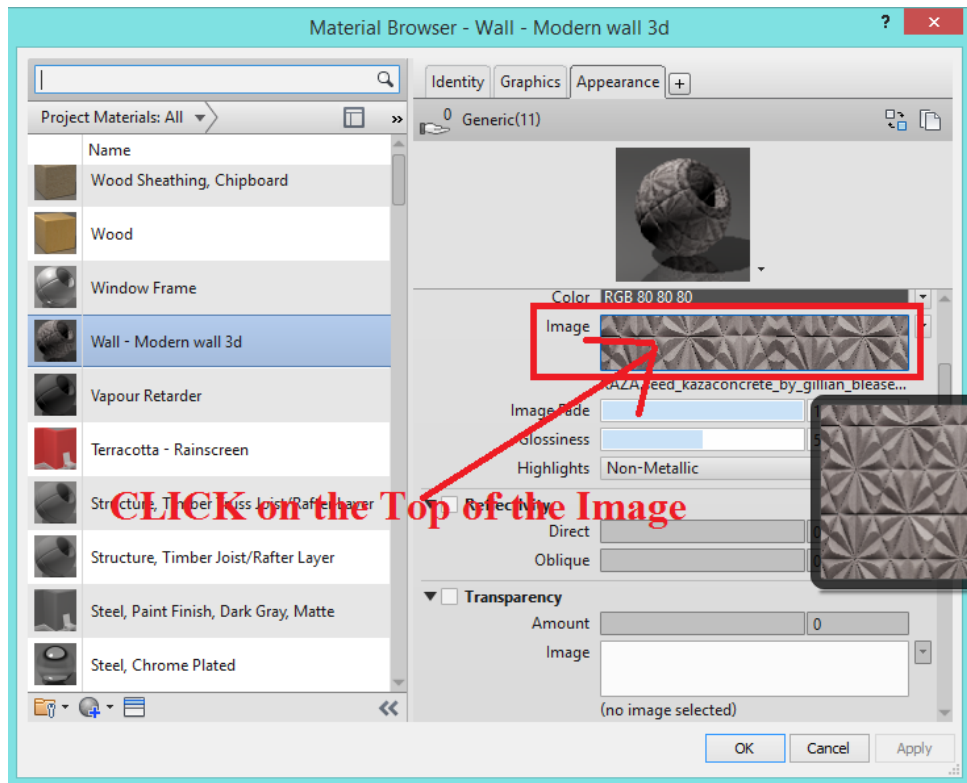
You can see that we have a new material as shown in the next picture



Step 7 – At the <PROJECT MATERIALS BROWSER> right click on the mouse than you choose to rename you new material



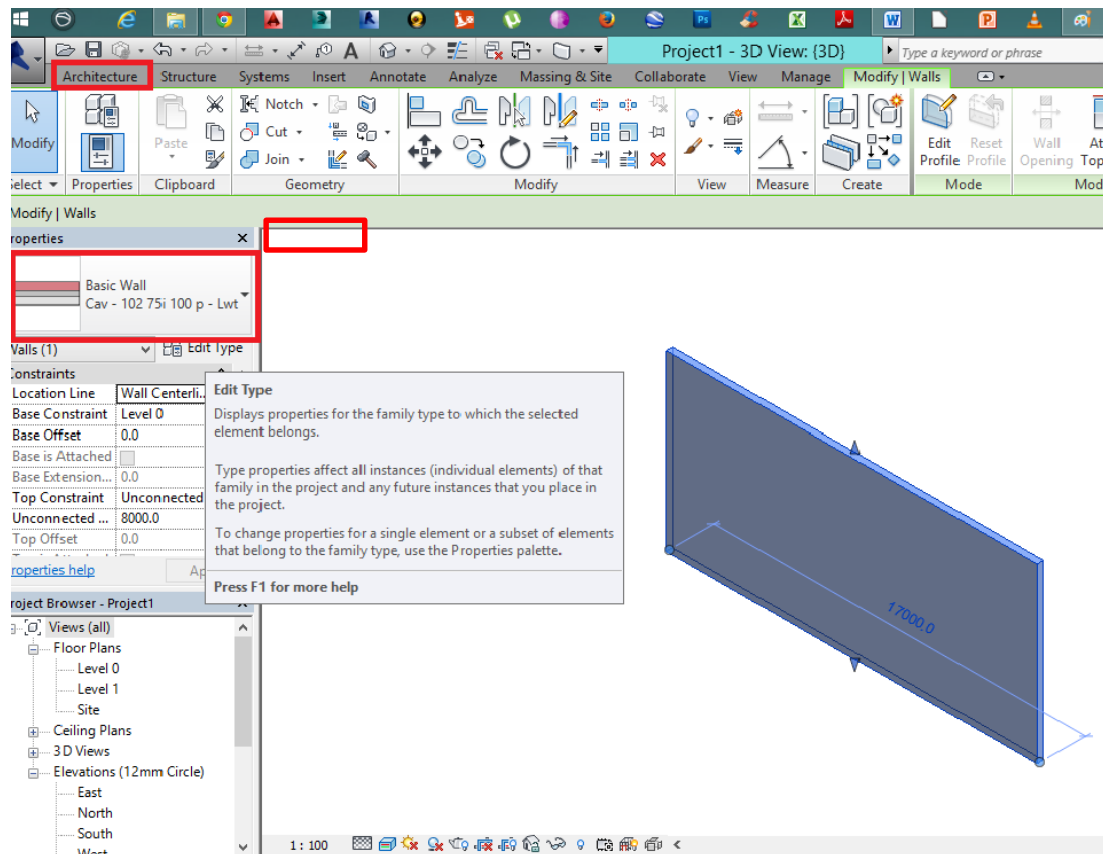
Don't forget to rename your material in alphabetic order, for example, if you are creating a Wall, start to call you material wall to be next the other walling materials, or if you choose to create a floor start to call your new material Flooring.



Write the size of your material if you know it, preferentiality with the real measurement of the pattern, ex: 300mm x 300mm than Select **<Done>**

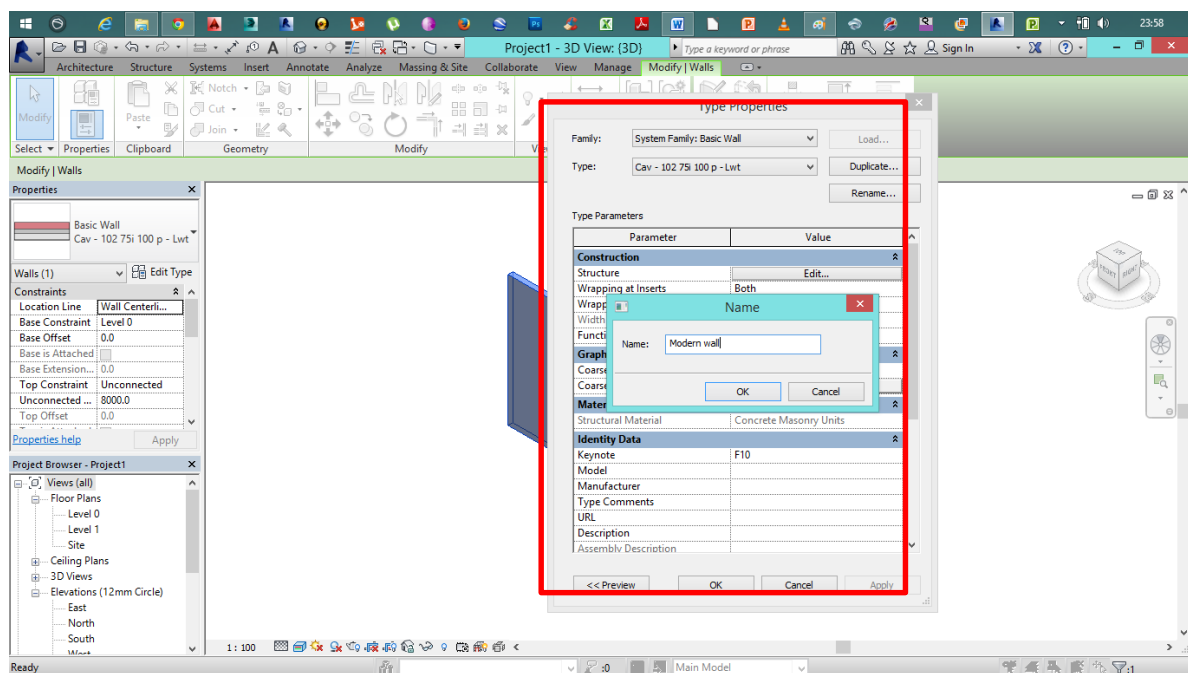
Click **<APPLY>** than **<OK >**to close the Material Editor.

Step 8- Select your Wall then Click <EDIT TYPE>

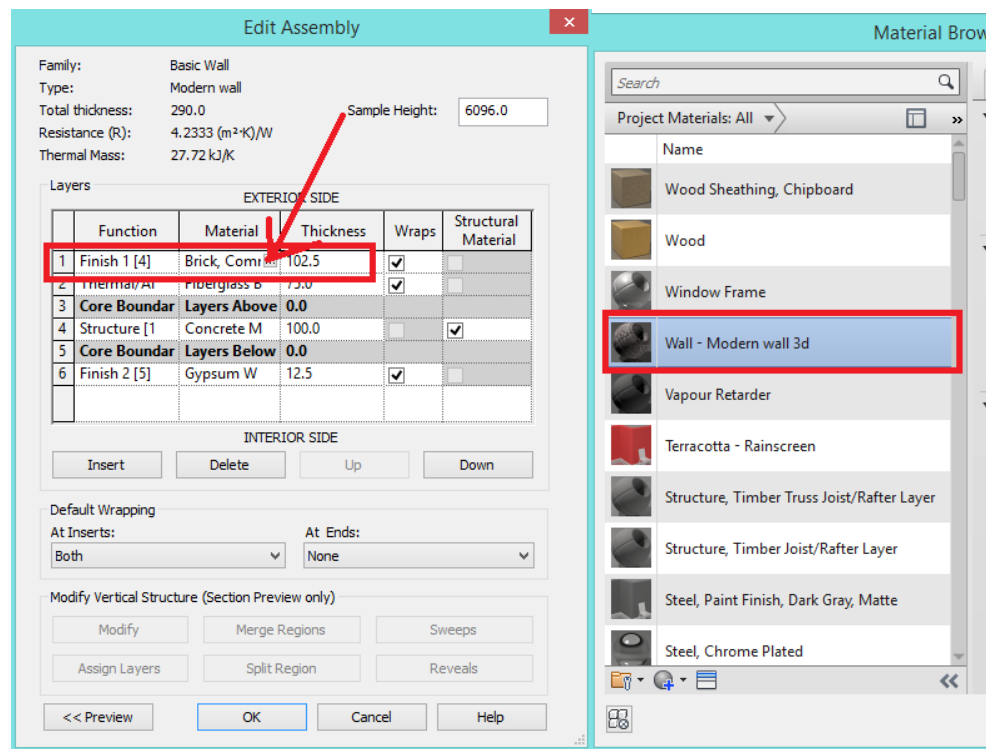


Duplicate the material and rename it.

Next step <CONSTRUCTION- STRUCTURE> than < EDIT>

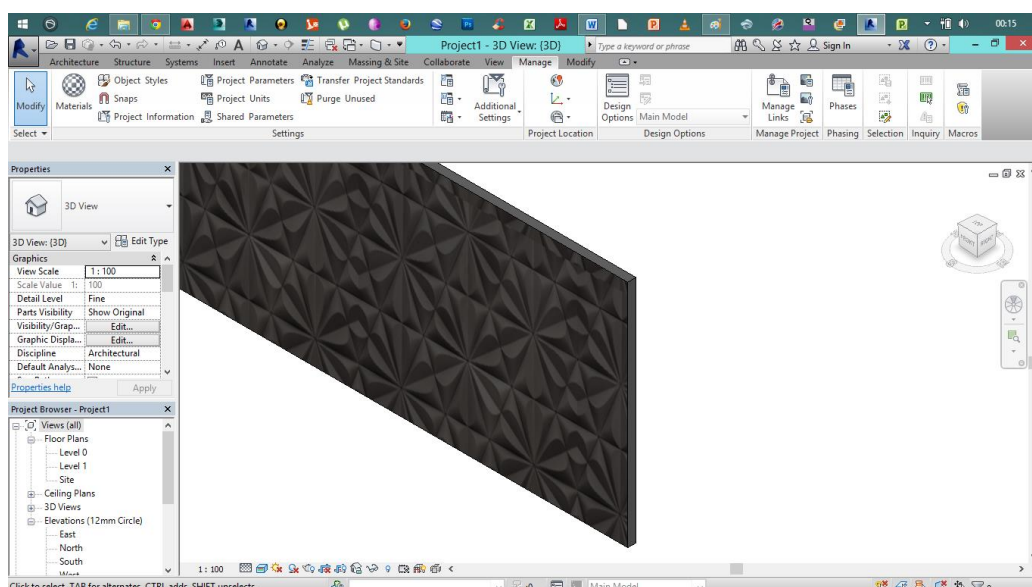


Select the button to edit the new Finish Material , and next Change thickness of Finish Material.



Choose the Material that you created and Click <Ok> and <Apply>

Finally you already can see your material attached to the wall – You have a New material at your material library



Good Luck ;)