

# Revit Architecture 2017 – Productivity Tips

## Revit Architecture 2017: Productivity Tips

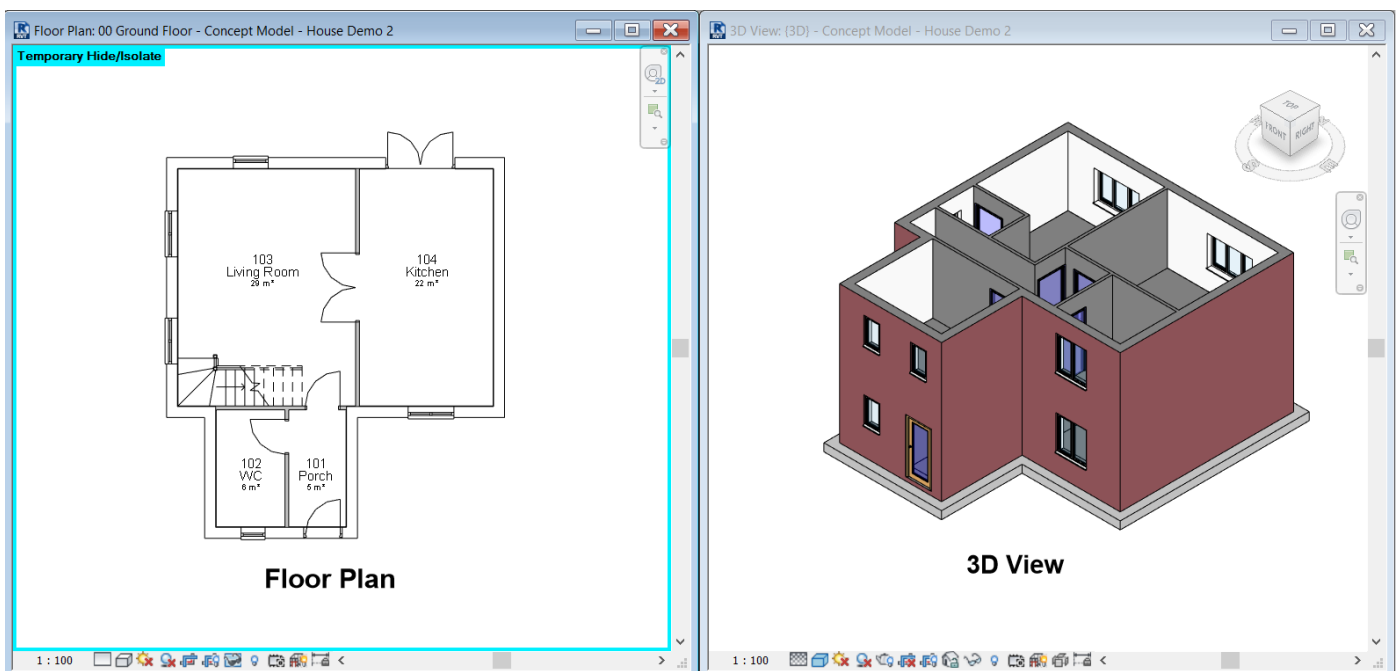
This White Paper shows some practical tips to maximise efficiency when modelling in Revit.

### Introduction

#### 1. Tile Plan and 3D Views

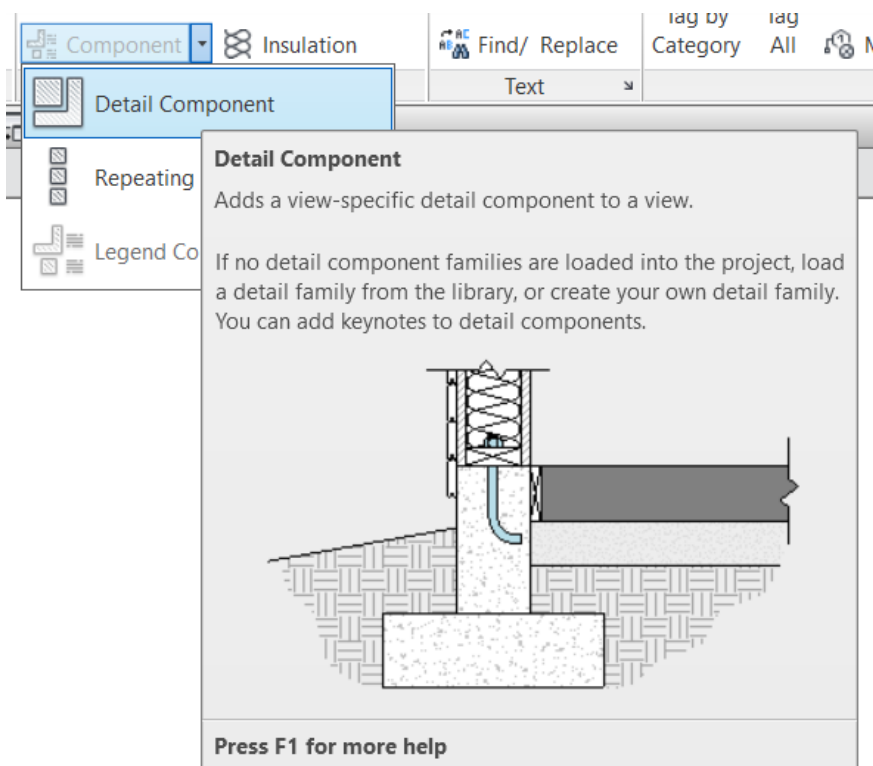
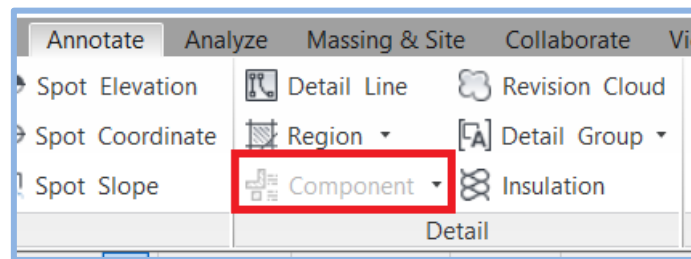
Revit is about building a model. Watch your model grow in a 3D.

Many beginners spend hours trying to understand what they are seeing on their screen, and they fail because they don't bother looking at a 3D view. Create a default isometric view and use **Window Tile** (shortcut: **WT**) to split opened views.



## 2. Detail in Revit

Learn how to properly use Detail Components and Groups. You'll become much faster than in AutoCAD.



More than just detailing, many users also use AutoCAD for various linked views. This can be a nightmare to manage. Try to use 100% Revit for everything.

### 3. Use Keyboard Shortcuts

Use Keyboard Shortcuts to save time. Hover over tools on the ribbon to see the relevant Keyboard Shortcut. No need to press enter, just type in the shortcut – job done. To create your own shortcuts, just type KS to access the Customise Shortcuts dialogue box. You can assign new shortcuts from here. The following list shows frequently used Keyboard Shortcuts in Revit.

#### Model:

WA: Wall  
DR: Door  
RM: Room  
LI: Model Line

#### Annotation:

TG: Tag by Category  
TX: Text  
DL: Detail Line  
RT: Room Tag  
EL: Spot Elevation

#### Modify:

AL: Align  
CS: Create Similar  
MA: Match Type Properties  
MV: Move  
MM: Mirror  
OF: Offset  
TR: Trim  
RO: Rotate  
WT: Window Tile  
TL: Thin Lines  
CH: Close Hidden  
WP: Set Workplane

#### 4. Don't Overuse 2D Elements

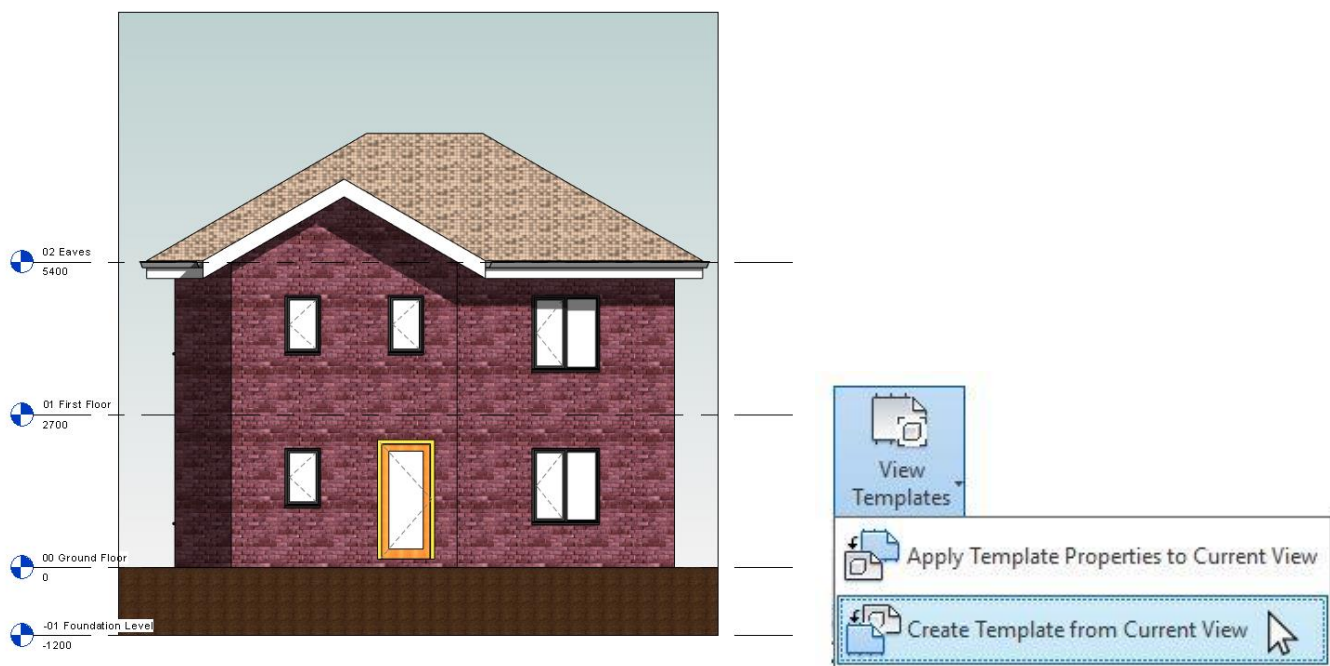
Sometimes, it makes sense in a small project to "cheat" by using detailing lines and regions to cover up rough model parts. But most of the time, these 2D techniques cause problems down the road, especially if you are working on a model with many people.

Take the time to create a proper 3D model and use good quality families. That's more time initially, but it's almost always worth it.

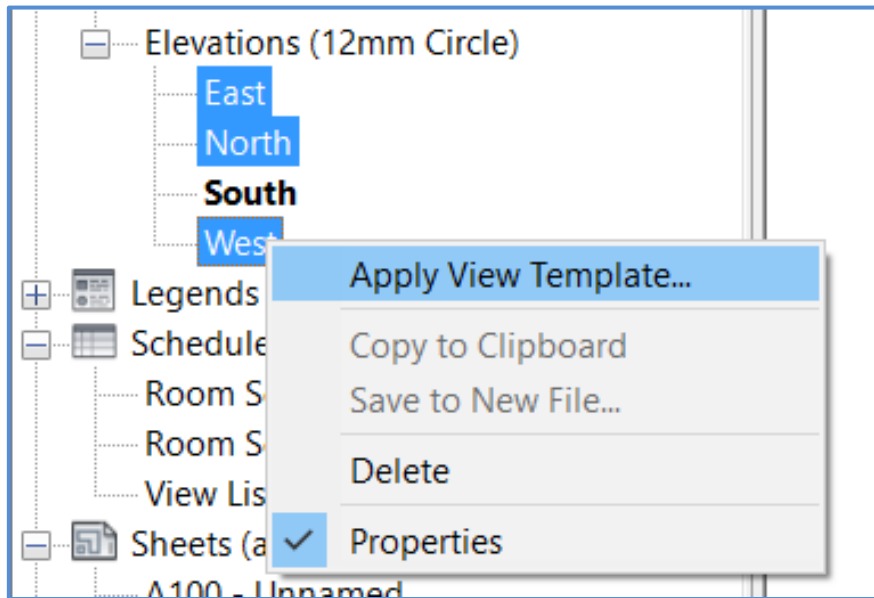
#### 5- CREATE VIEW TEMPLATES

Do you waste a lot of time setting up views?

You should adjust settings for views once. Then store them in a **View Template** and apply them to both existing view and views that are not yet created. In the example below, we create a view template for an elevation:



We now modify the elevation type to include the view template for all new elevations:



Hold control and select the other elevations in the project browser, right click and apply view template. The visual styles will now be consistent in all elevation views.

If you want to temporarily change the scale or visibility of a view without messing up the view template, there's a tool for that. It's called **Temporary View Properties** and it is located on the bottom of your screen, next to the globe icon.

**Date: January 2017**

