

# Material Alignment in Revit Architecture

## How to check the Surface Pattern Texture Alignment and Texture Editor settings that control Rendered Material Alignments in Revit 2012

New users to Revit and those individuals creating/introducing new materials into Revit Architecture 2012

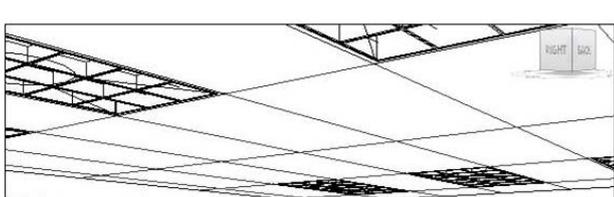
This article looks briefly at the background alignment settings to check if materials render incorrectly in Revit Architecture. It came about because of a query about rendering of a ceiling that hadn't worked and I wanted to investigate as the out of the box materials "should" line up! Part of the initial image is shown below:



As you can see, in the image above, the ceiling lights align as expected with the surface pattern of the ceiling when it's in a Hidden line visual style; however, once the image had been rendered the materials were out by approximately half a tile!

I tested the materials in several files, one Autodesk Revit 2010 file, and another new file created using the Revit Architecture 2012 DefaultGBRENU metric template...the resulting images all matched up more or less perfectly...the following images came from my new Revit 2012 file...

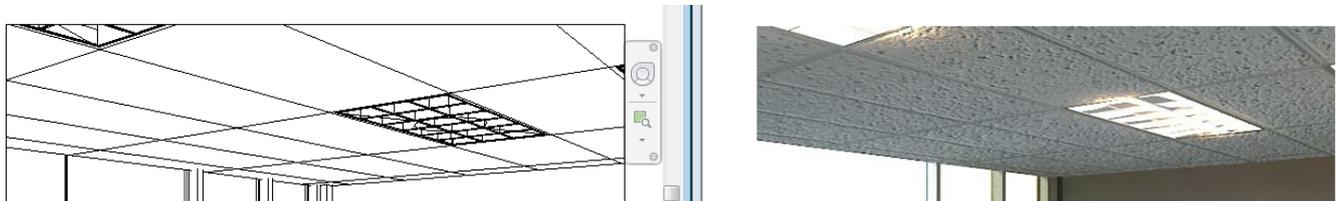
1200 x 600 Ceiling grid...alignments match...



Also...For the 600 x 600 ceiling grid...Alignments match...

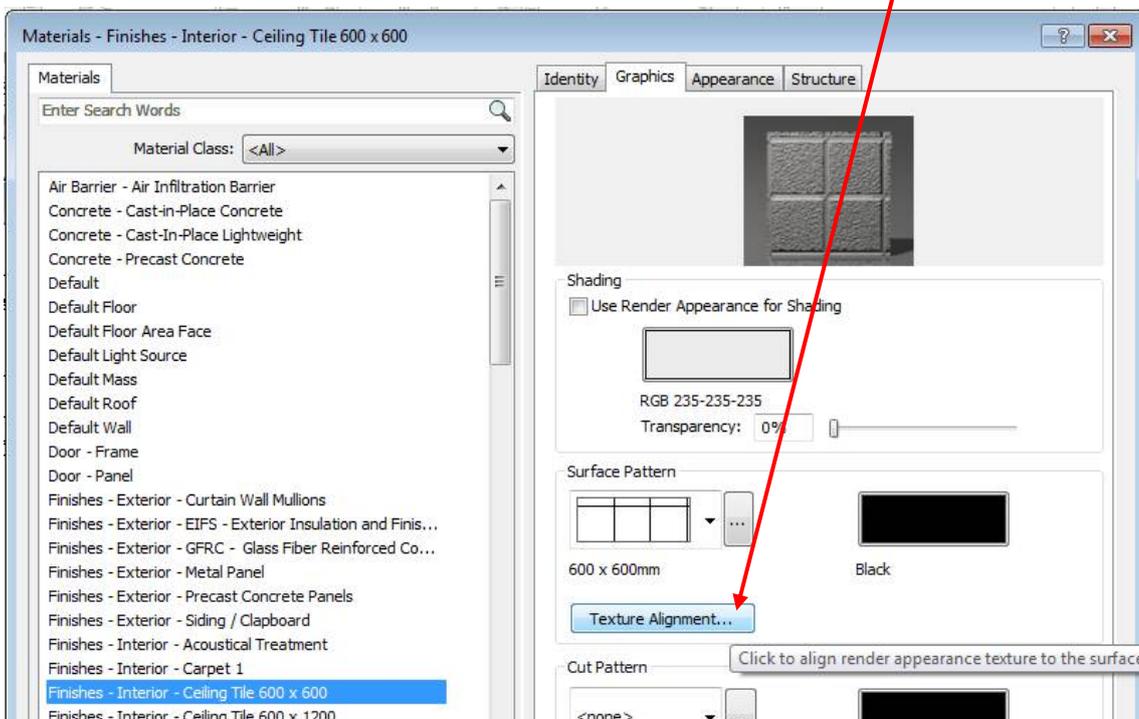


The image below is from existing Autodesk file 2010 Revit...note, Revit renders very well but all these images were fairly quick and not much effort was made in terms of lighting etc

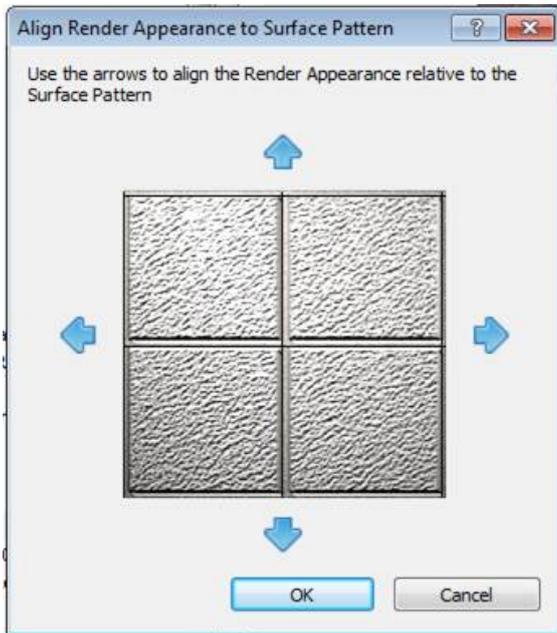


As all of the materials seem to match I advised our client that it would be worth checking the material(s) he had in his model...perhaps it has been adjusted in some way...possibly by taking it into Max or by an edit of the material directly?

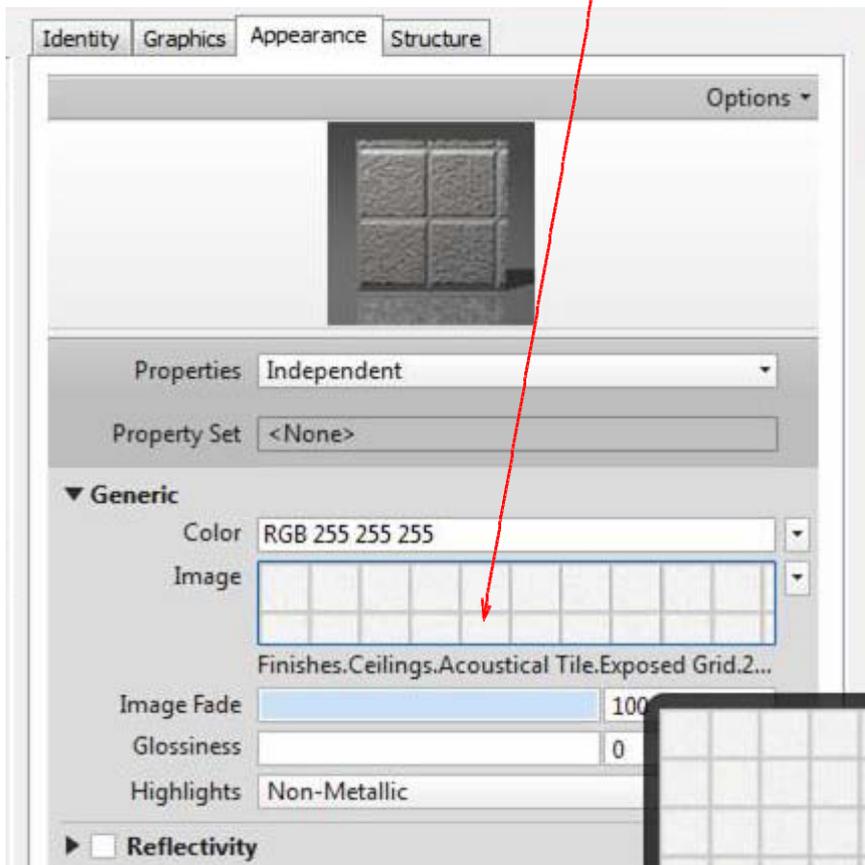
I then provided information from my files on how to check the Texture alignment...



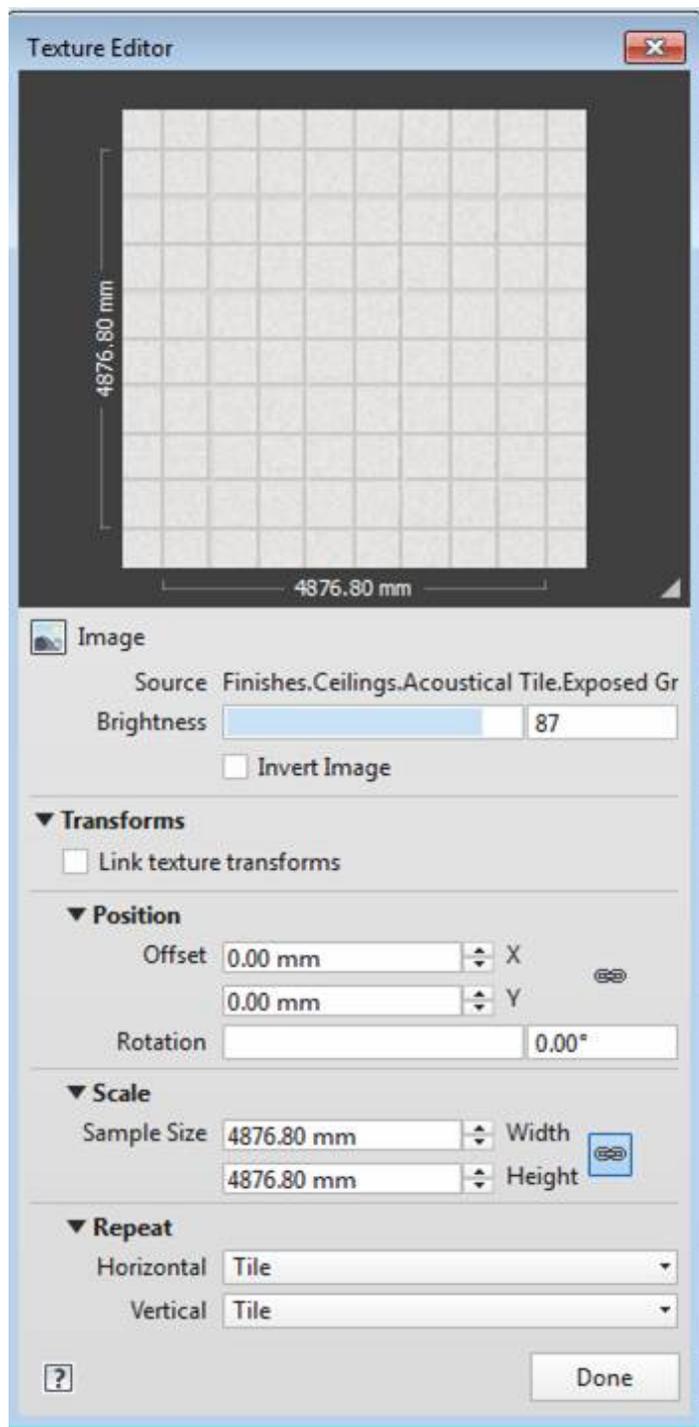
Clicking on the Texture Alignment button produces the following dialogue:



Under the Appearance tab, clicking on the jpg/image leads to the Texture editor...

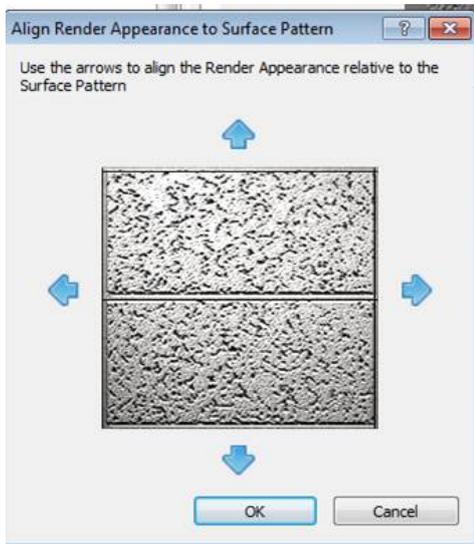


As stated previously, clicking on the jpg/image displays the Texture Editor, and the following info...

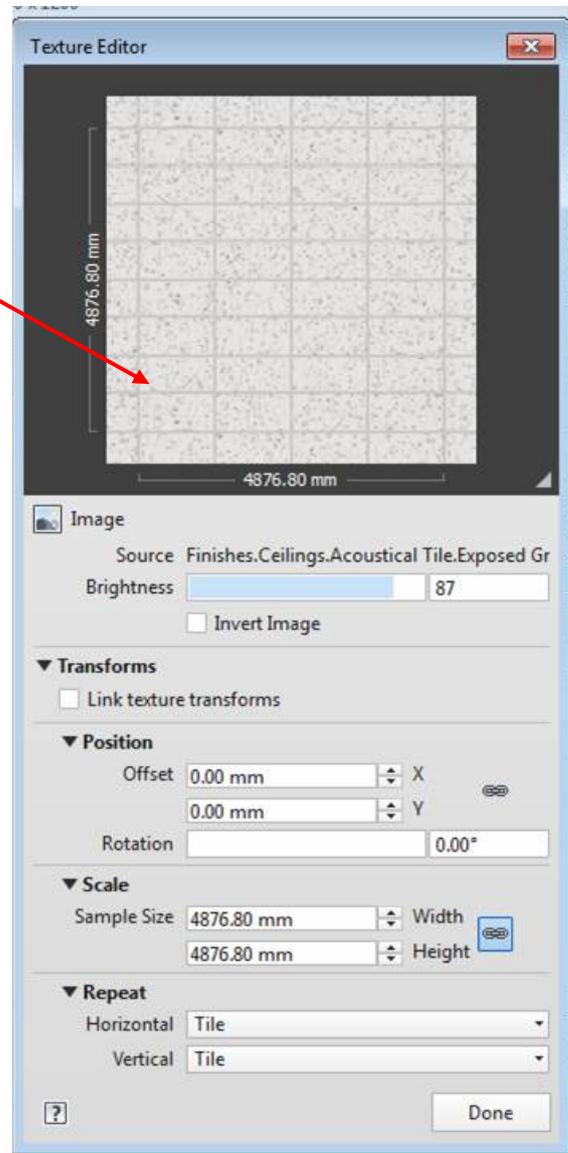


Using this information, and knowing how big the tile/masonry item is, it should be easy enough to check if the pattern is set correctly with regard to real-world units etc...

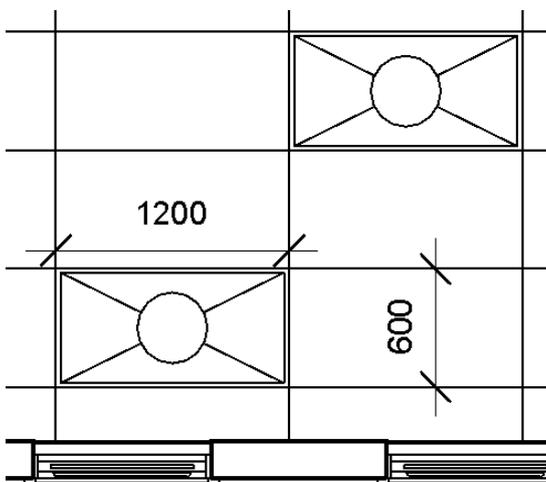
Similarly, for the 600 x 1200mm ceiling grid...the surface pattern was fine...



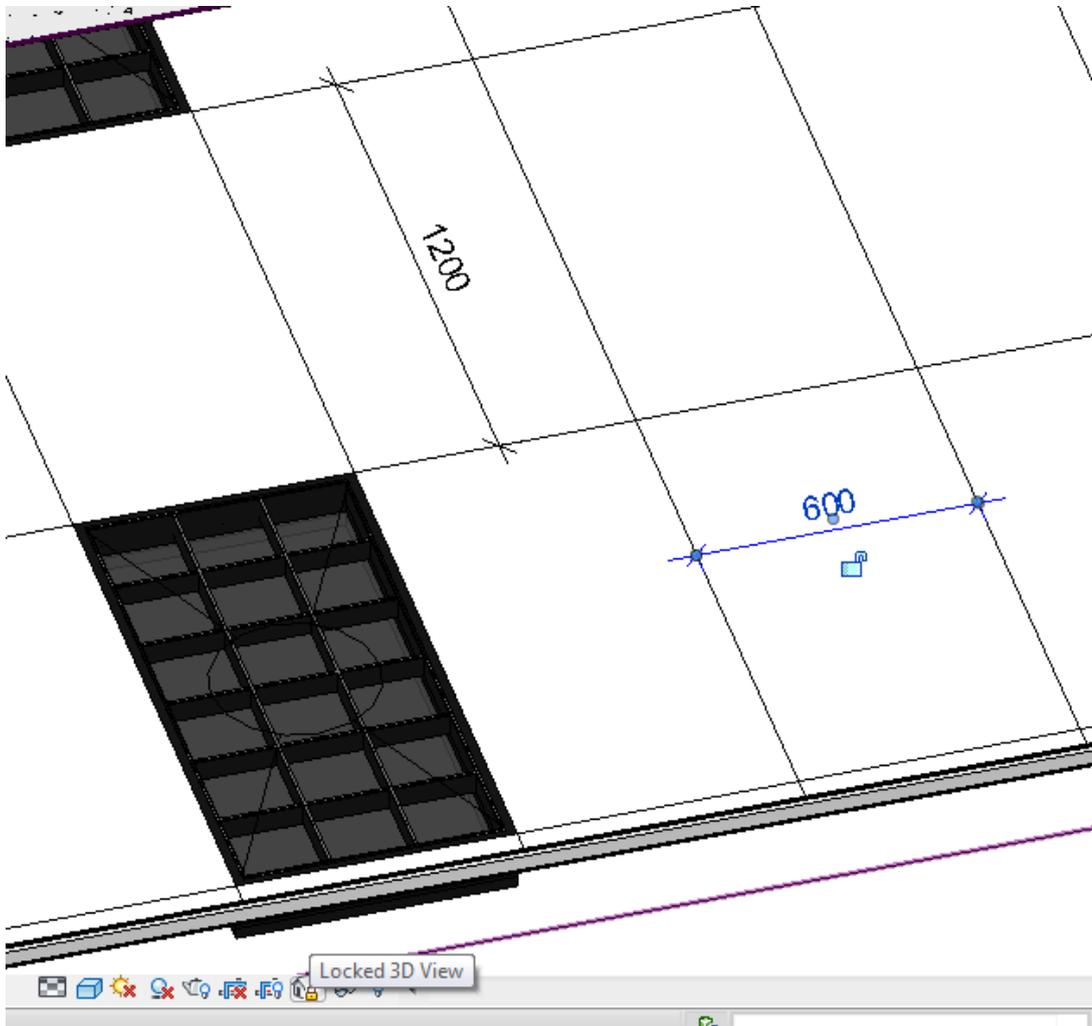
Again, the image settings seemed to match...Clicking on the jpg under Appearance displayed the following...



The next item to check was the tile sizes...in Ceiling Plans they seemed to be correct



Locking a 3D view (Showing the ceiling upside down for purposes of clarity), and adding dimensions to check revealed the tiles were correct too...



I advised the client to check if there were differences between my settings and those in his files...Currently awaiting a response.