

How to add a Material Library and Texture Images to your Revit project

2021-07-21

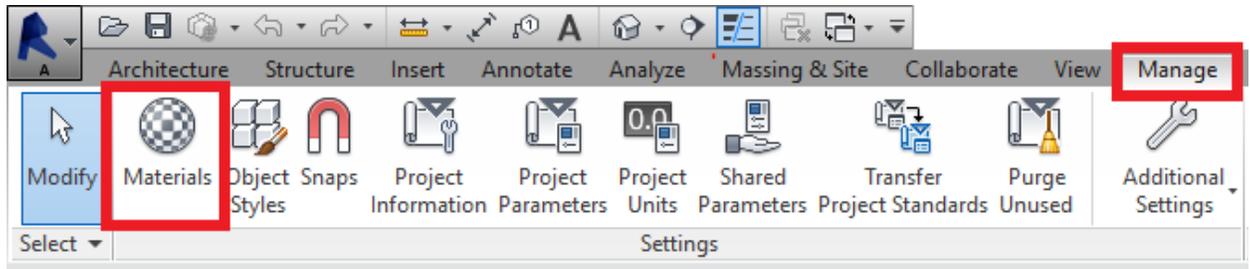
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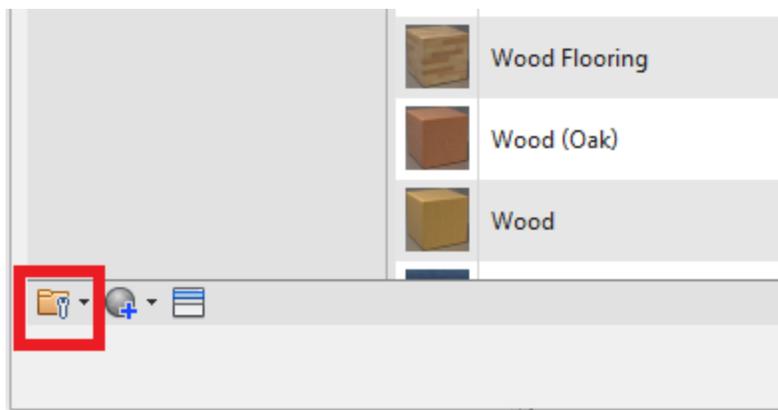
How to add a Material Library to your Revit project

The following are instructions on how to add the downloaded library file to your Revit project. *Please note if you need to create a render of the Revit Family you will need to download the Texture Images (the link to these images is provided within the Revit Family).*

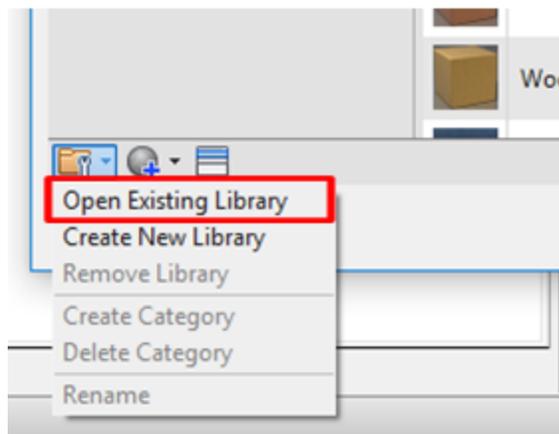
- 1) With Revit open, navigate the top ribbon to **Manage > Materials**



- 2) Within the Material Browser, click on the icon at the bottom left of the browser.

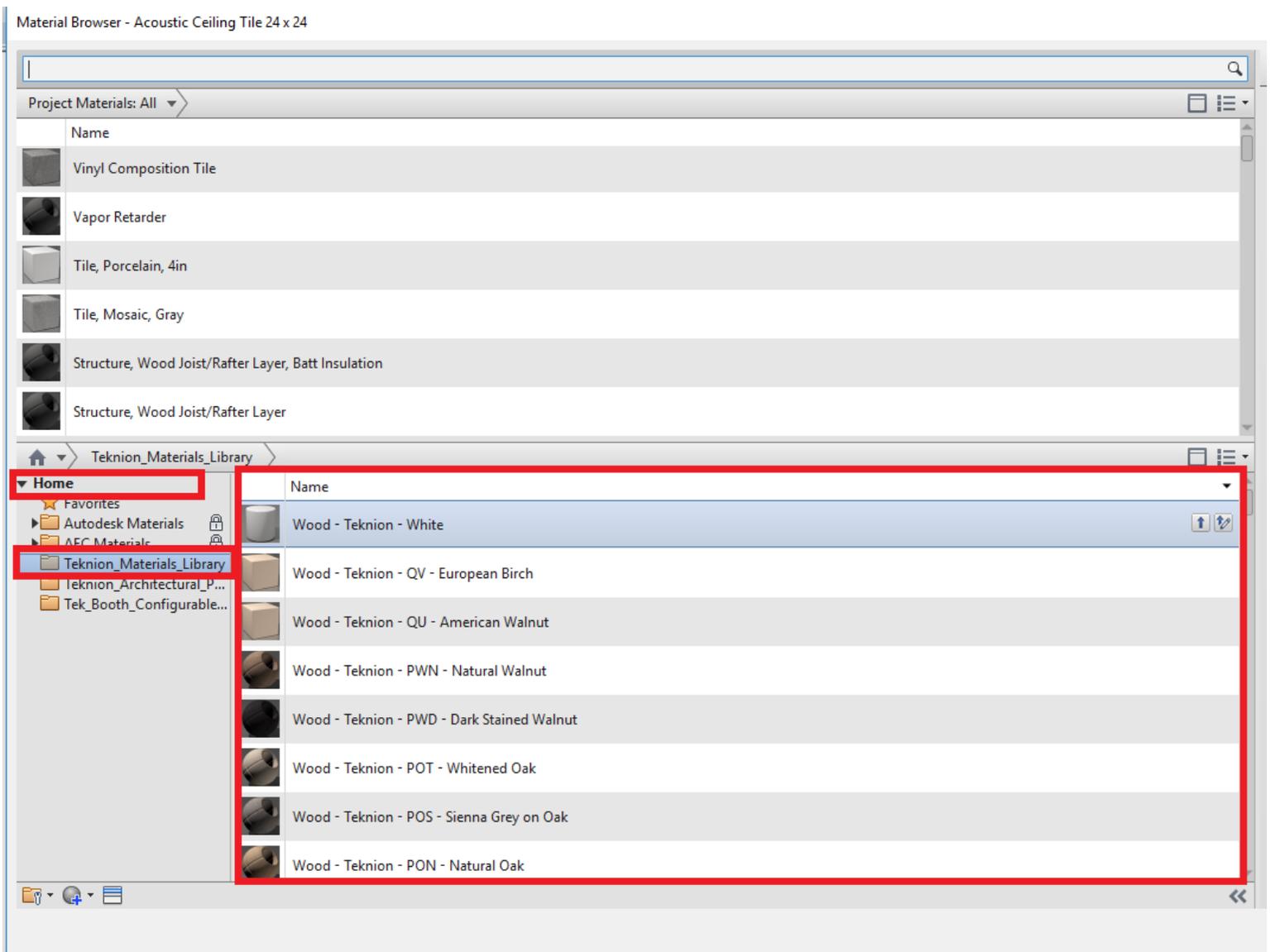


- 3) Next, select **Open Existing Library**, then locate the Material library that you downloaded and click **Open**.



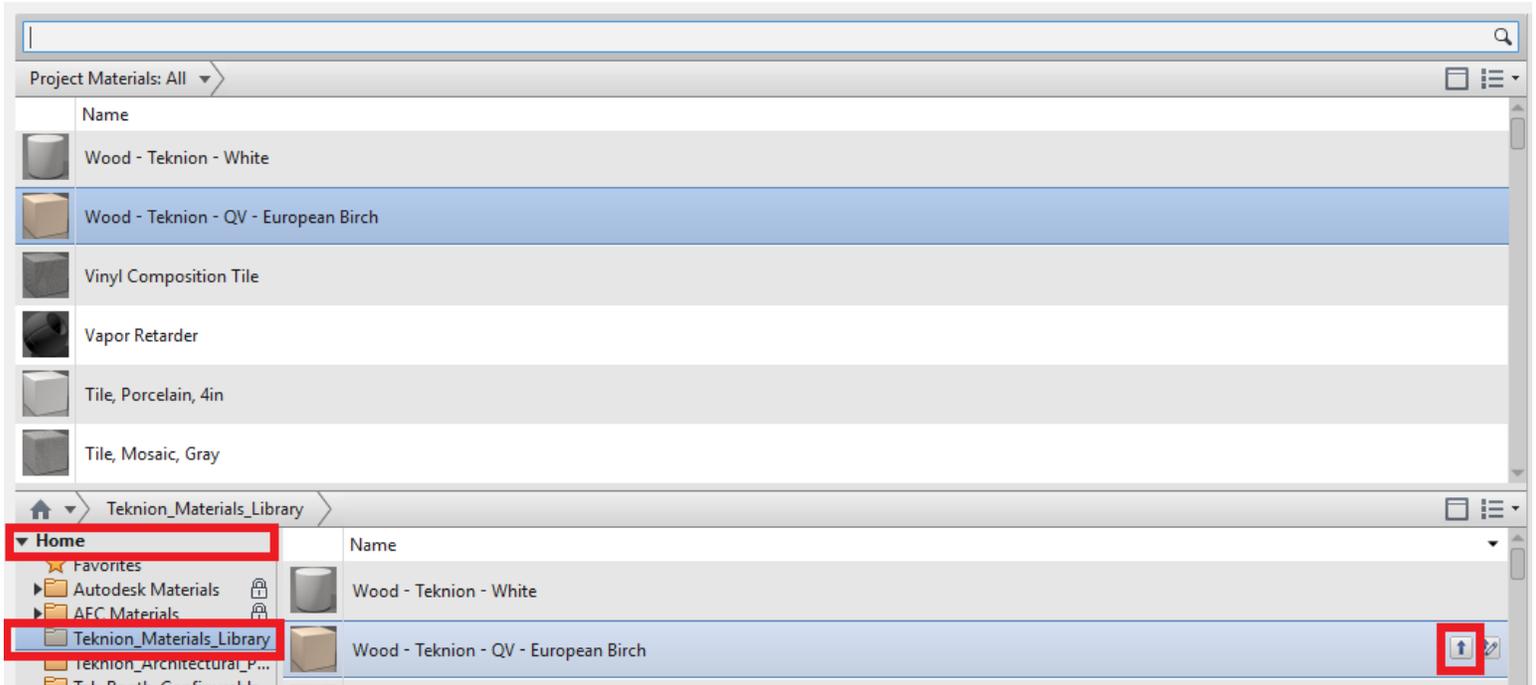


- 4) Expand the **Home Tab**, and select the Material Library that you have loaded in. On the right side you can view the materials that are contained within the library.



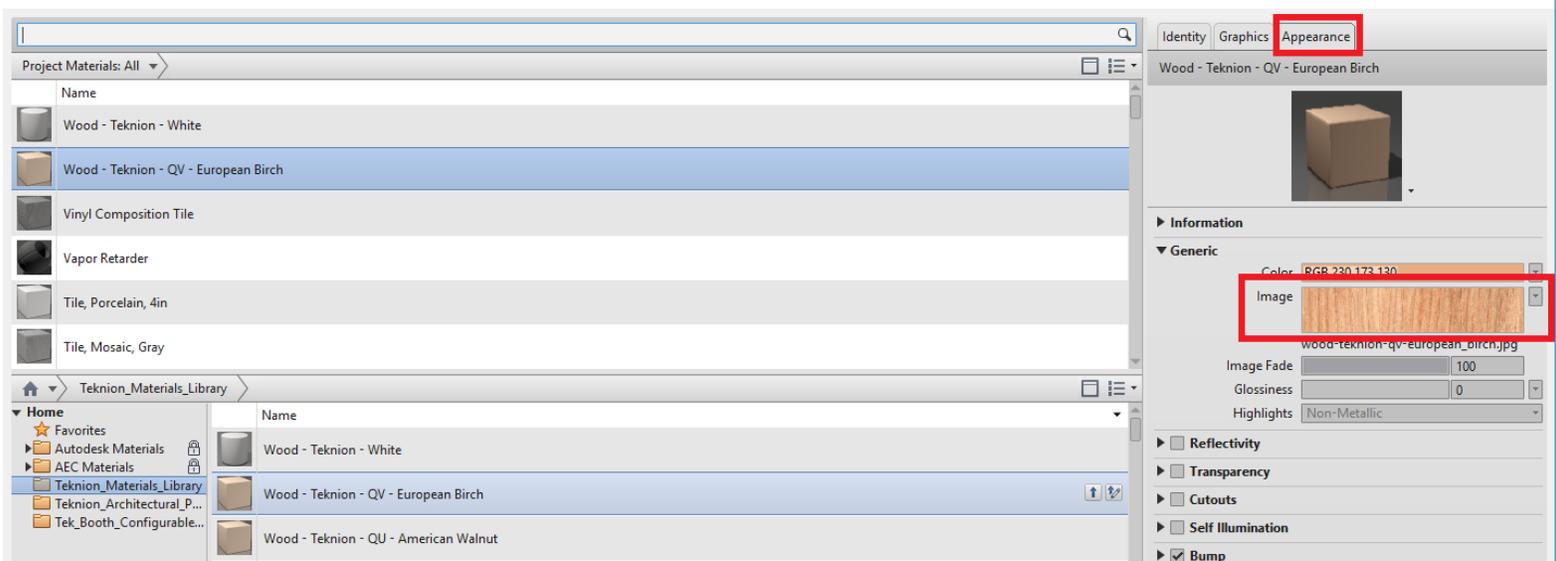
- 5) Select the material that you wish to add to your Revit project and add it by clicking on the arrow icon highlighted in the picture below.

Material Browser - Wood - Teknion - QV - European Birch



- 6) Be sure to check to see if you have the texture image(s) for the material(s) you have added to your project. To check click on the **Appearance Tab** on the right side of the **Material Browser**. If you don't see a texture image, please download the texture images using the link provided in the Revit family and refer to “**How to add Texture Images to your Revit Project**” on the next page. Texture Images are required to generate renders.

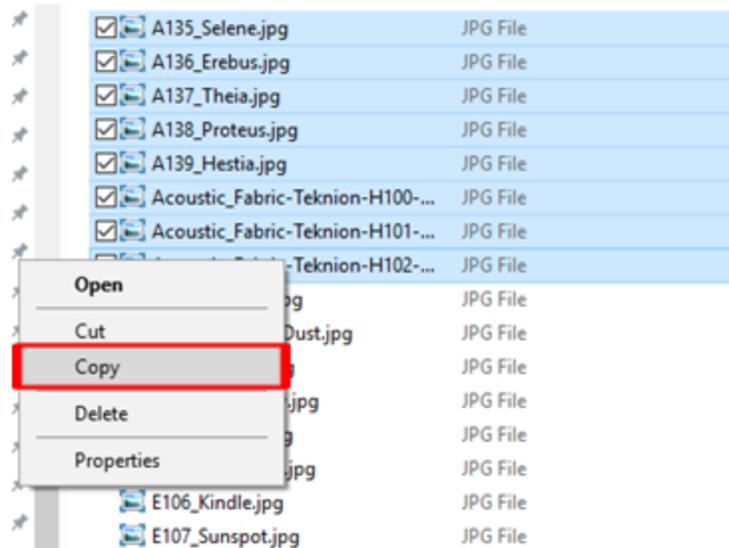
Material Browser - Wood - Teknion - QV - European Birch



How to add Texture Images to your Revit Project

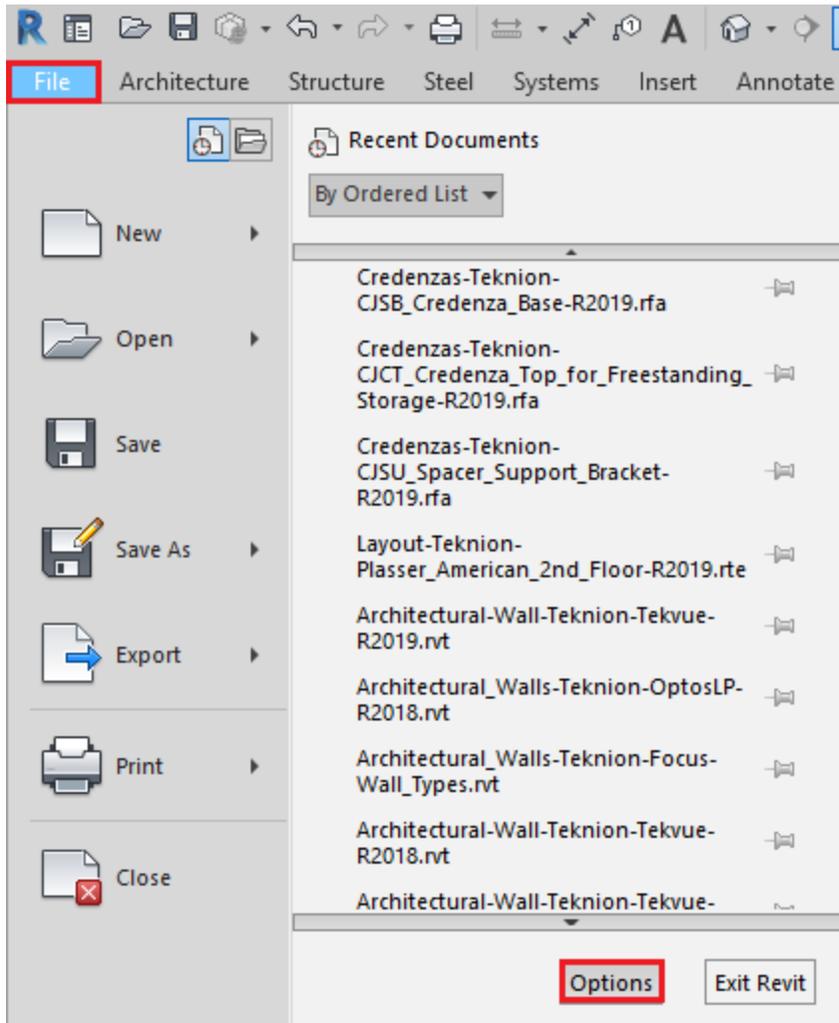
The following are instructions on how to add texture images to your Revit project.

1) Once you have downloaded the Texture Images provided from the link in the Revit Family, **Copy** the desired texture images from your zip file.

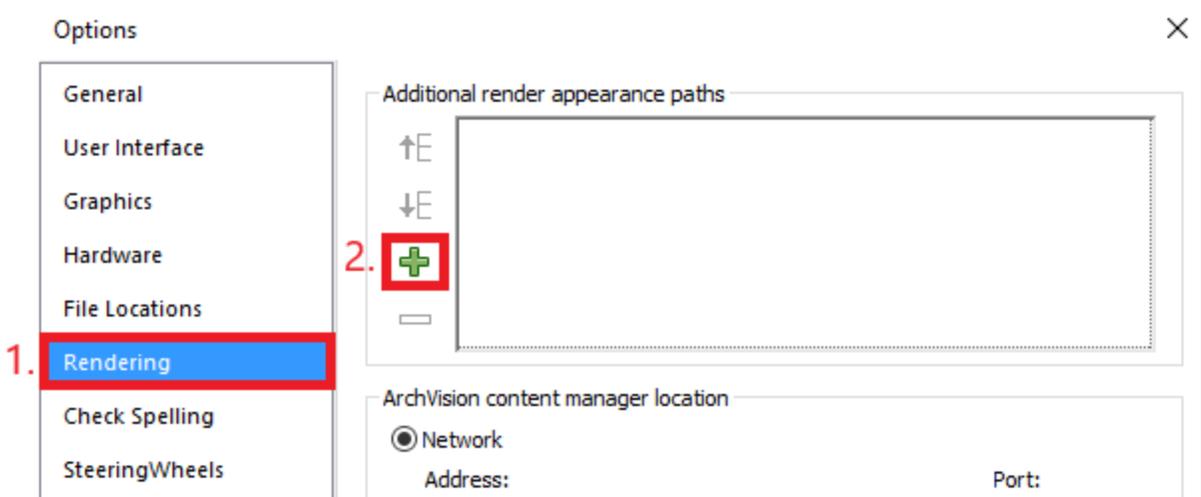


2) **Paste** the copied texture images to your local materials folder located in this file path.
C:\Program Files (x86)\Common Files\Autodesk Shared\Materials\Textures\3\Mats

3) Next within your Revit project, open the Options menu by navigating to **File>Options**.



4) In the menu that appears, click on **Rendering** on the left side of the menu and then click on the “plus” sign to add a folder location.



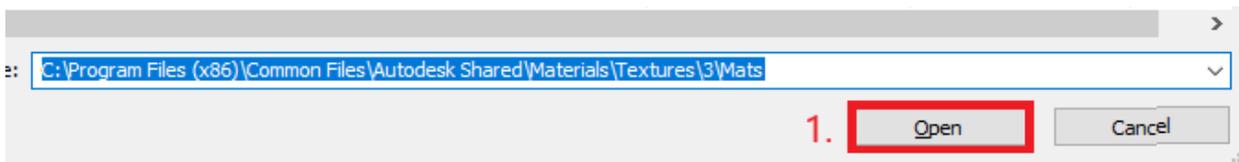
5) Next click into the newly added row and then click on the three dots (...) on the right side,



and then copy this file path into the **Folder Name** field of the file browser that opens:

C:\Program Files (x86)\Common Files\Autodesk Shared\Materials\Textures\3\Mats

6) Click on **Open** to close the file browser,

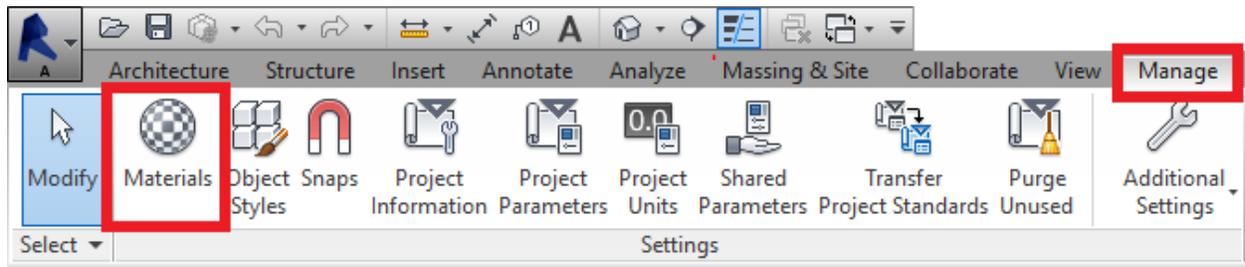


and then click on **OK** to close the dialog box.

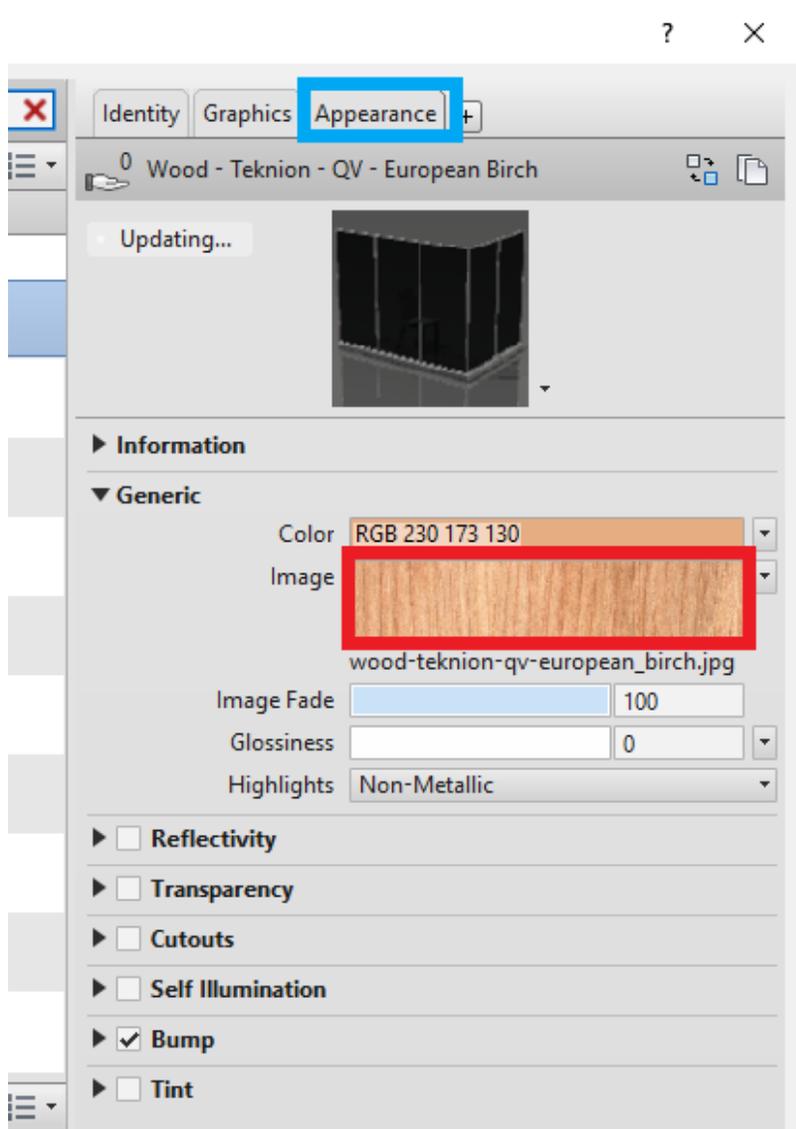


Now all of your materials should be linked correctly to the texture images we placed in the local materials folder. We will do a check to see if the materials are linked in the next steps.

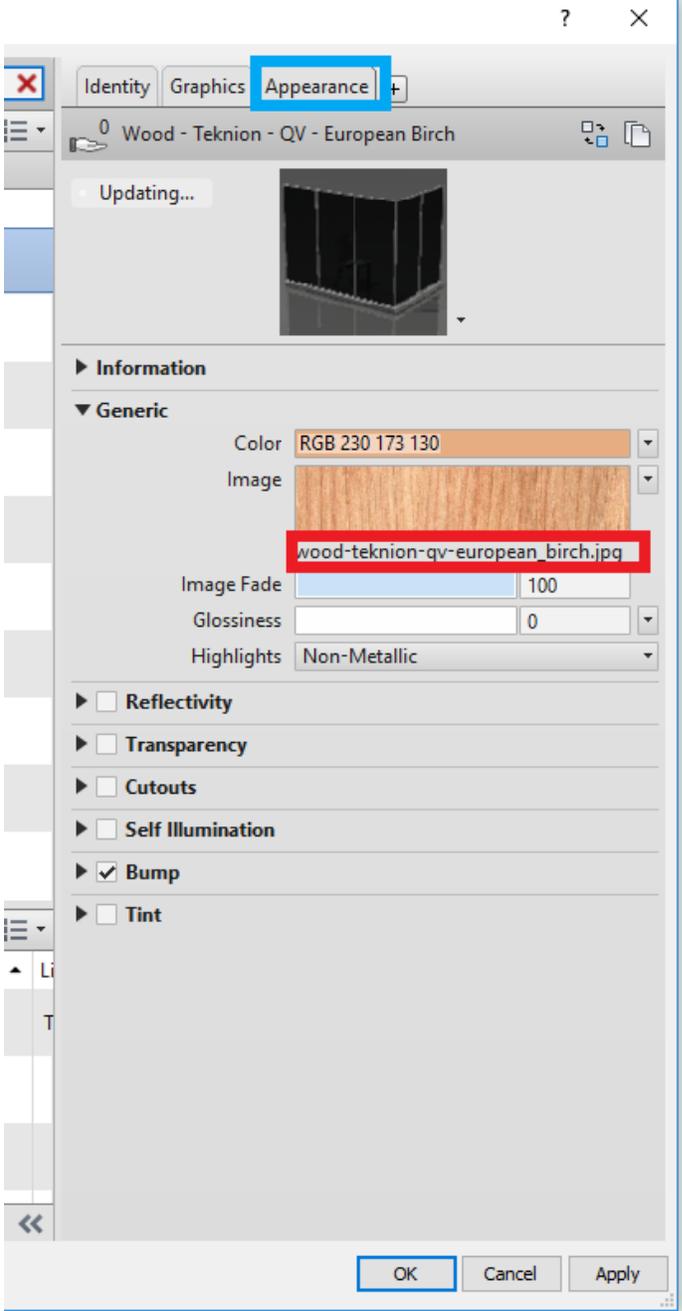
7) Next, within your Revit project locate the Materials browser by going to **Manage>Modify**



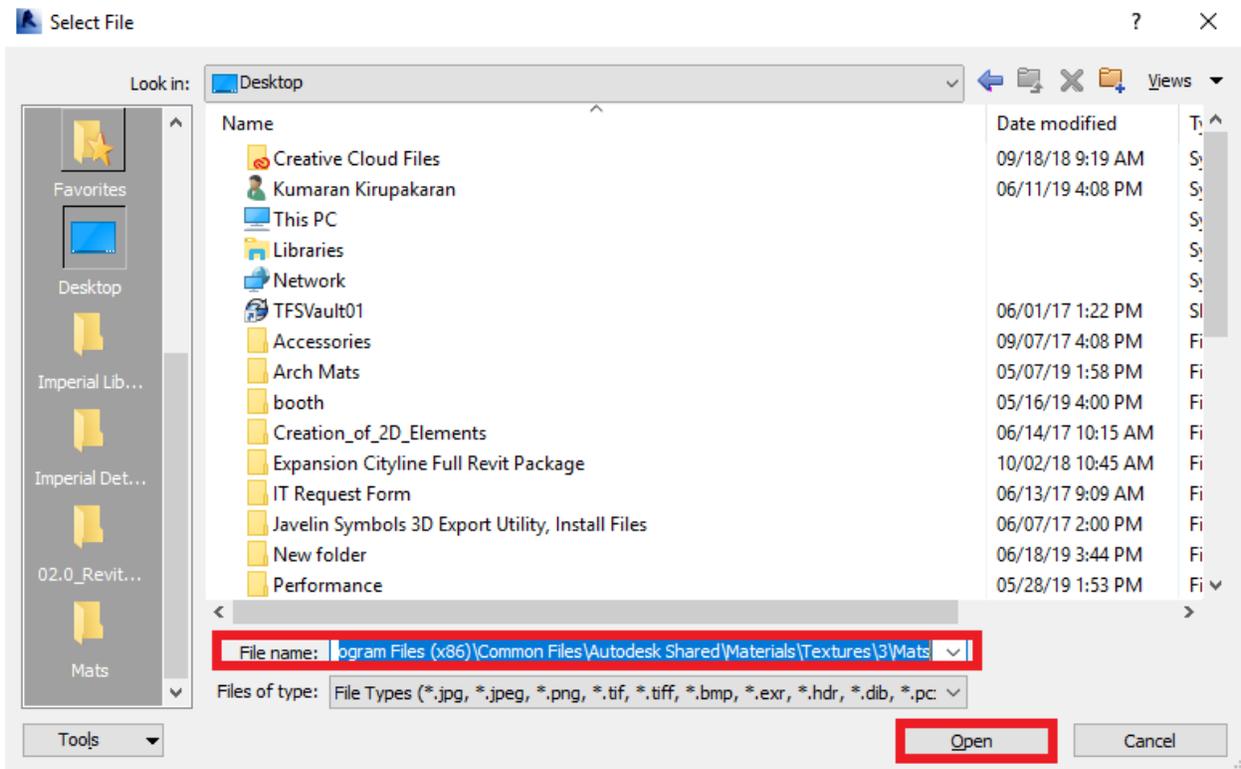
6) Then, in the material browser, under the **Appearance** tab on the left, check to see if you can see the texture image. If you can't see the texture image and you see a red box indicating that your texture image is missing, proceed to **Step 8**.



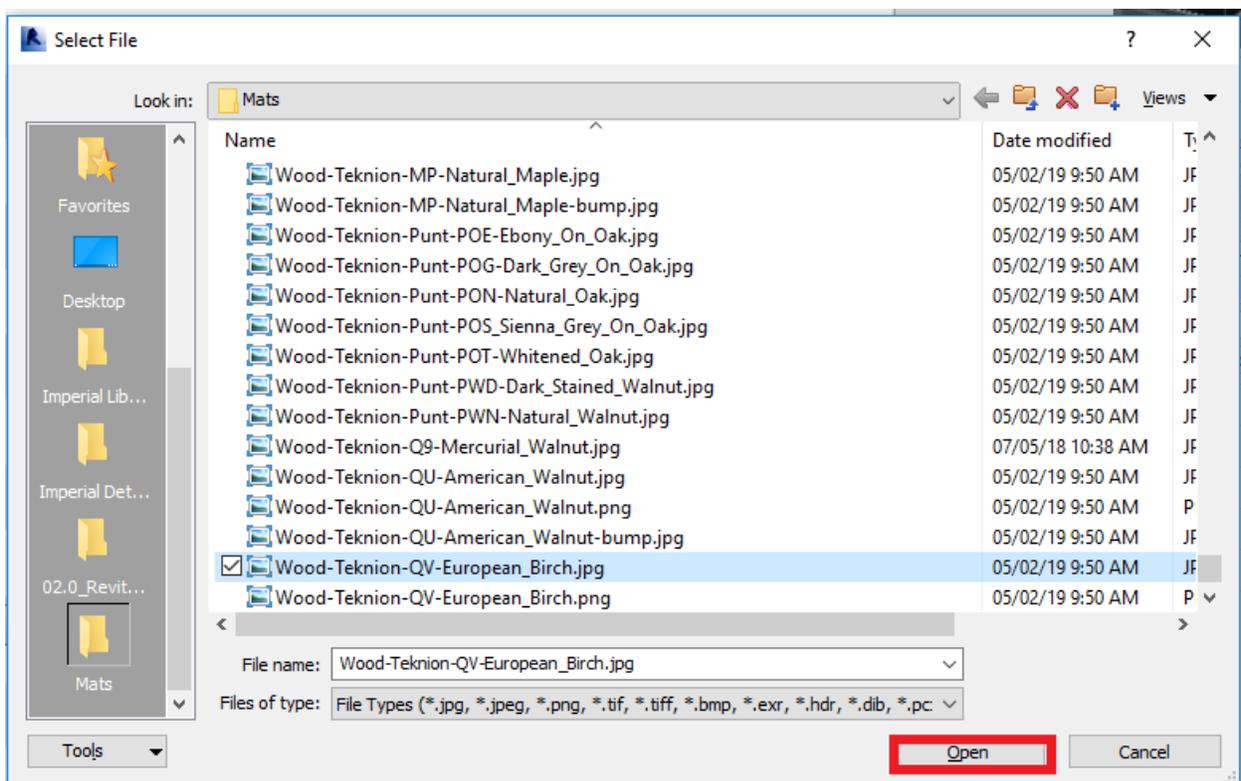
5) Click on the **Image Name** highlighted in red below.



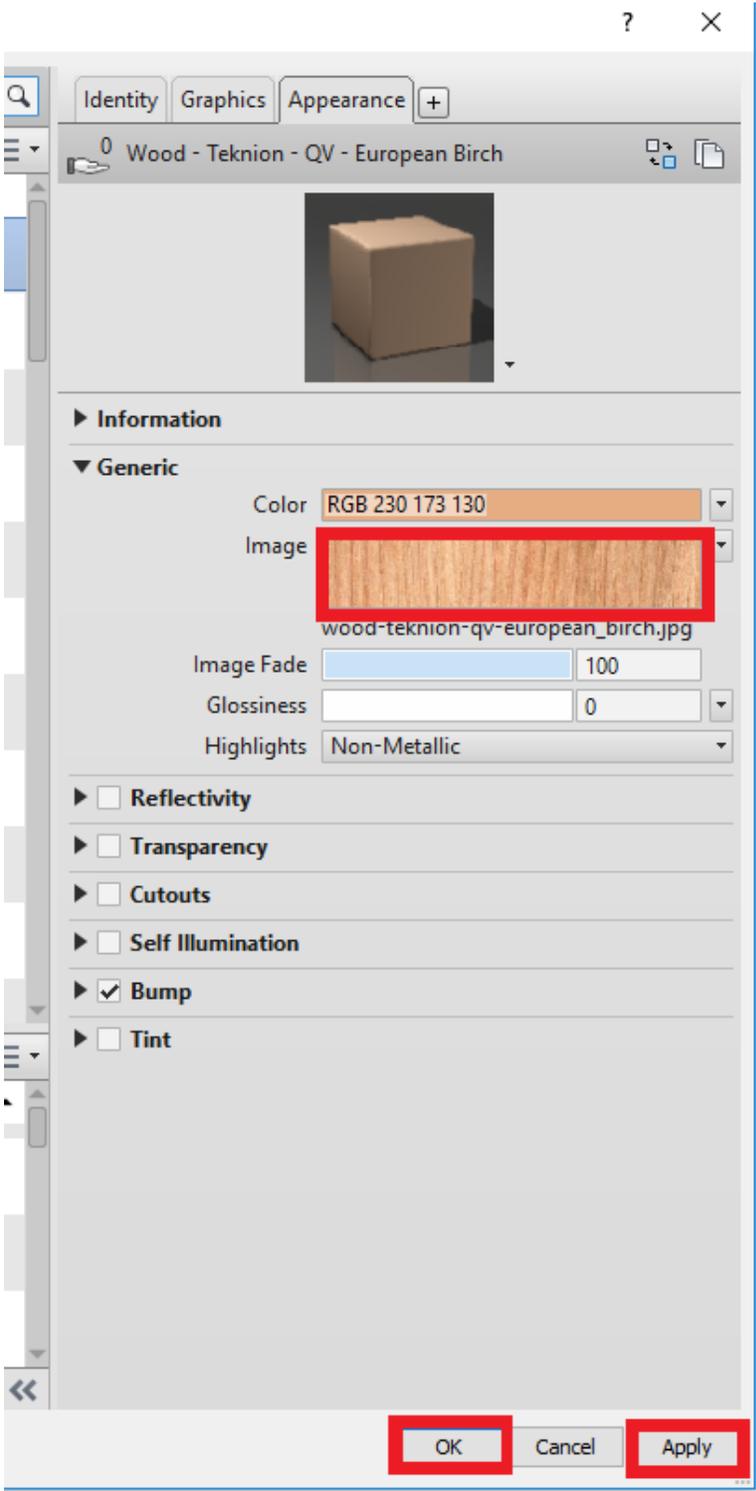
6) In the next window that appears locate the local materials folder by pasting this link in the **File Name:** C:\Program Files (x86)\Common Files\Autodesk Shared\Materials\Textures\3\Mats, then click Open.



7) Next, locate and select the texture image that you are using in your render, and then click on **Open**.



7) The texture image now appears, click on the **Apply** and **Ok**.



Version History

>2020-09-24: Document created

>2021-07-12: Document updated to include steps on how to add additional render appearance file paths