Export Plug-in from Revit 2013 to Artlantis 5

According to your Revit 2013 installed version choose the export version 32 or 64 bit.

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1- Introduction

Revit plug-in exports in .atl file format to Artlantis Render 5 and Artlantis Studio 5.
Requirements: Revit 2013 and Artlantis Render 5 or Artlantis Studio 5.

Note: The .atl files saved in Artlantis 5 will not open with an earlier version of Artlantis.

The export takes into account:

- all the 3D Views (points of views).
- the geographic location (heliodon).
- the names of the graphics elements (materials).
- the colors of the 3D elements.

2- Installation instructions

Quit Revit 2013. When an previous export plugin from Revit 2013 to Artlantis is already installed you must uninstall it. Please do so: into the Control Panel then via Add/Delete Programs: « Revit to Artlantis Render-Studio x Exporter ». Uninstall. Install the export revit 2013 to Artlantis 5 Double-click on **Setup.exe** Follow the displayed instructions.

3- Saving an Artlantis file from Revit 2013

Select a floor plan from the list, and then create an **Orthographic 3D** view. Menu **View** > **New** > **Camera**

In the tool bar, uncheck the **Perspective** box. In the menu **Add-Ins** > **External Tools** > **Export to Artlantis Render Studio 5** The file will be saved in the Artlantis .atl file format.

Note: The export manages only the orthographic views, not the perspective views.

4- How to update a project already worked into Artlantis.

When the Revit project has been modified.

To recover the Shaders, textures, lights, heliodons, and points of view already saved in the Artlantis file, you will need to use the Artlantis « **Use Reference File…»** command.

From the export create a new .atl file (cf. **3-**) Open this file doing so, Artlantis Menu **File** > **Use Reference File…** Localize the .atl file already worked. Check the boxes to retrieve the previous **Lights**, **Heliodons**, **Viewpoints**, and **Animations**…

Note: Please refer to the Artlantis online help Menu **Help** > **Artlantis Help Opening >**

Use Reference File...

5- More information...

http://www.artlantis.com/index.php?langue=en

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