Export Plug-in from Revit 2015 to Artlantis 5

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1- Introduction

Revit plug-in exports to Artlantis 5 **.atl** file format.

Requirements: Revit 2015 and Artlantis Render or Studio 5.

Note: The .atl files exported will not be read into earlier versions of Artlantis 5.

The export takes into account:

all the 3D Views.

the geographic location (heliodon).

the names of the graphics elements (materials).

the colors of the 3D elements.

2- Installation

Quit Revit 2015

Double-click on **ATL5-for-Revit2015_Setup.msi** Follow the displayed instructions.

3- Saving an Artlantis file from Revit 2015

In Revit the current view must be an **Orthographic 3D View**. Otherwise a perspective view and as well a plan view will not permit to export. This is due to a Revit development kit limitation.

Nonetheless all the 3D views of Revit are exported orthographic <u>and</u> perspective.

How to create an Orthographic 3D View? (Please refer also to the Revit Help)

1- Open a plan, section or elevation view

2- Click **View** Tab > **3D View** drop-down > **Camera**.

3- On the Options bar, **uncheck the Perspective** box.

4- Click once in the drawing area to place the camera, and click again to place the target point.

How to export from Revit to Artlantis?

Menu **View**>**New**>**3D View**>**Camera** In the tolbar **uncheck Perspective.** In the menu **Add-Ins** > **External Tools**>**Export to Artlantis Render Studio 5.** Le fichier sera sauvegardé en **atl** format natif d'Artlantis.

4- How to update an Artlantis file 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 from Artlantis to use the « **Use Reference File...»** command.

Export a new .atl file from Revit Open this new file from Menu File > Use Reference File... Choose the .atl file in question... Check the boxes to retrieve the previous Lights, Heliodons, Points of view, and Animations...

Note: Please refer to the Artlantis online help Menu **Help** > **Artlantis Help Opening > Use Reference File...**

5- Enhancement

A wall divide in different parts into Revit with different materials these materials will be distinguished into Artlantis.

6- More information...

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

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