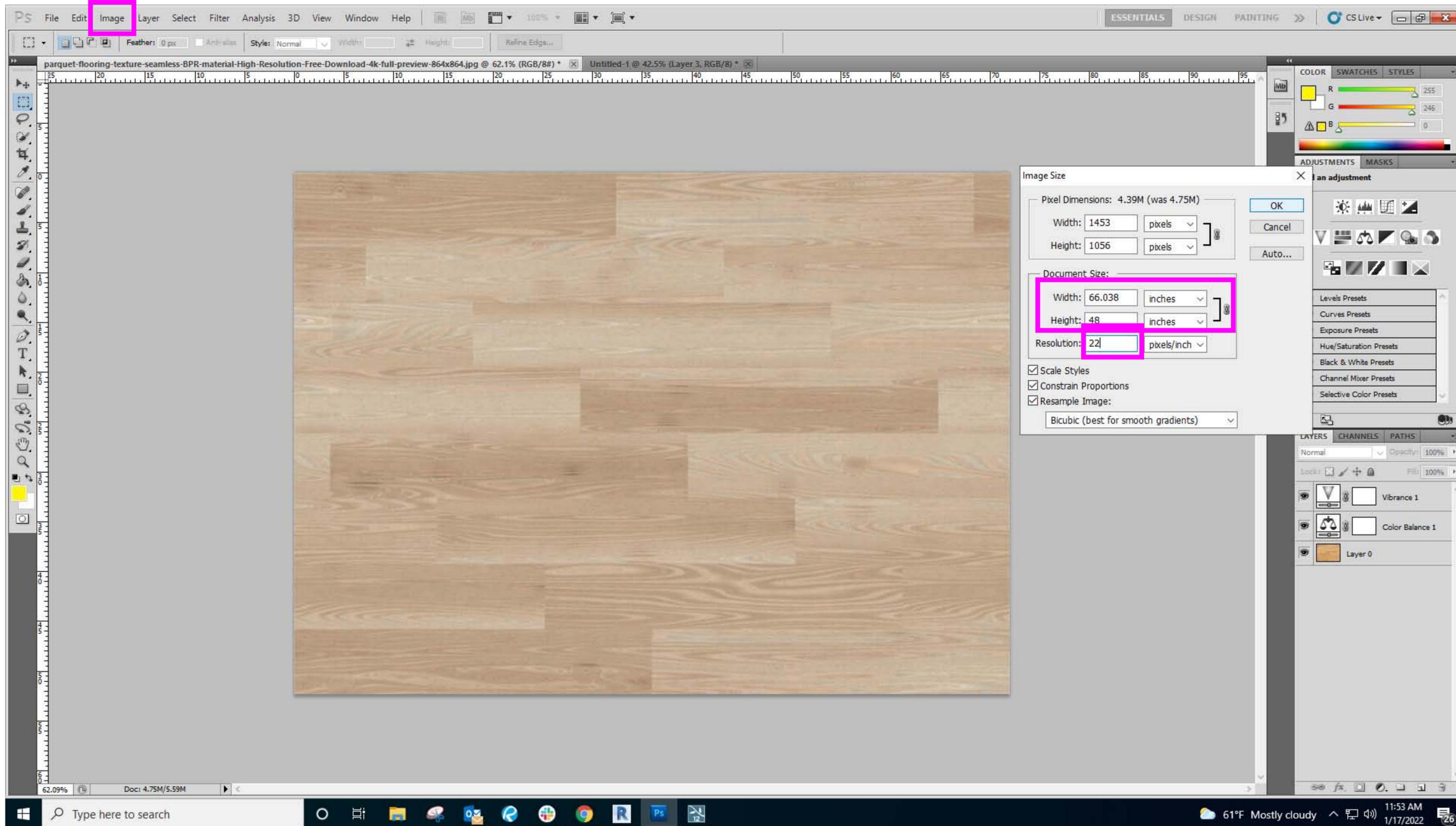


## Photoshop

### 1. Open downloaded texture

a. Open your downloaded stock texture in Photoshop. This image measures 864px x 627px, which is roughly a 4:3 ratio. We'll adjust it in the next step.

I've applied a few modifiers to adjust the color to where I want it.



## Photoshop

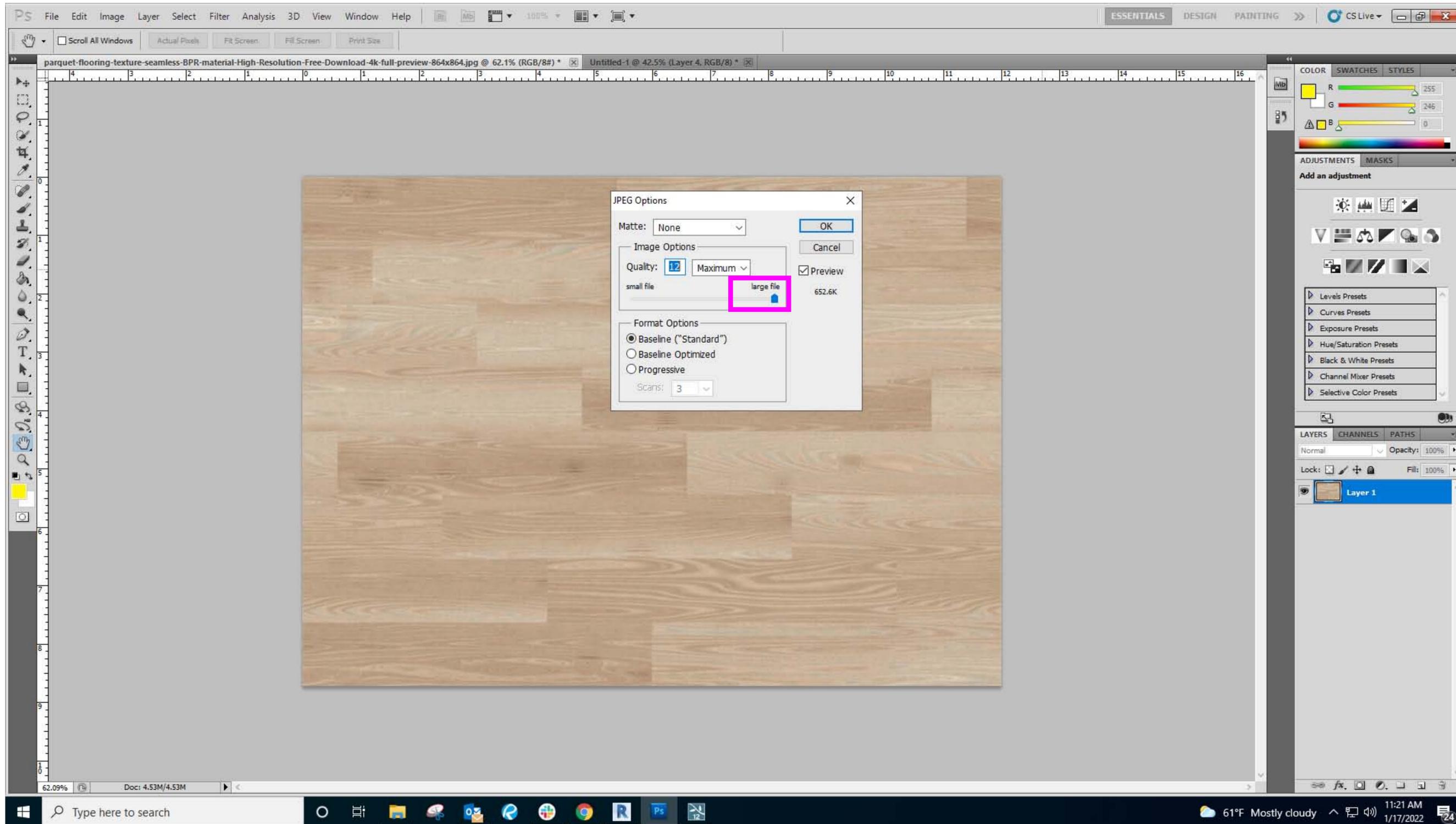
### 2. Adjust Image Size

a. Open the Image Size dialog box from the Image menu.

b. Adjust the width and height to be the actual width and height of your material tile. In this case, we have 8 x 6" boards, so our total height will be 48"

c. Adjust the resolution to achieve roughly 1080px in the shortest dimension. Alternatively, adjust the resolution to achieve roughly 2000px (2k) in the longest dimension.

Because the original image started out at a smaller resolution, it will still appear blurry, but this step is vital for creating accurate tiling.

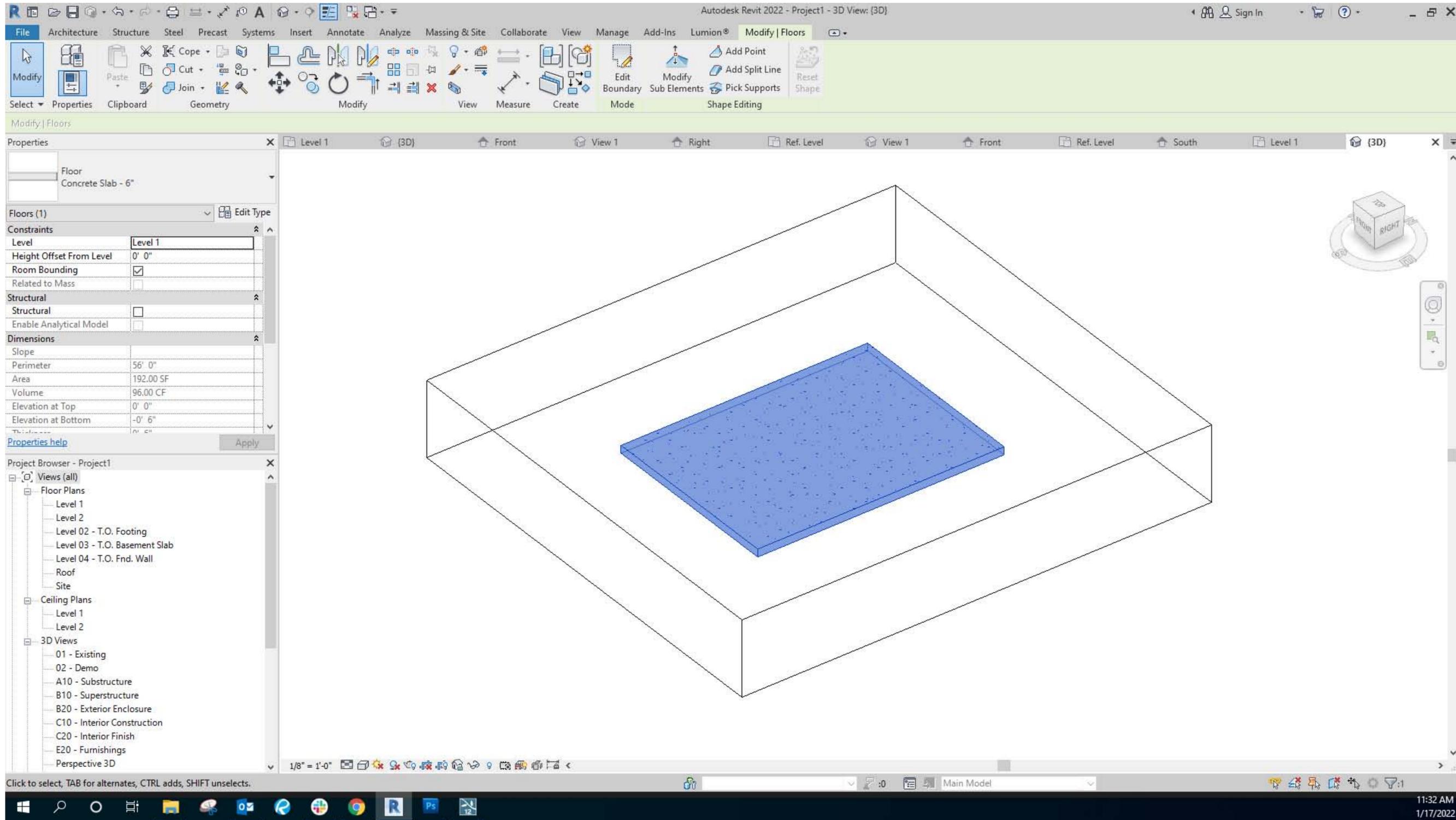


## Photoshop

### 3. Export image

a. Save your image as a jpeg, tga, bmp, tif, or png.

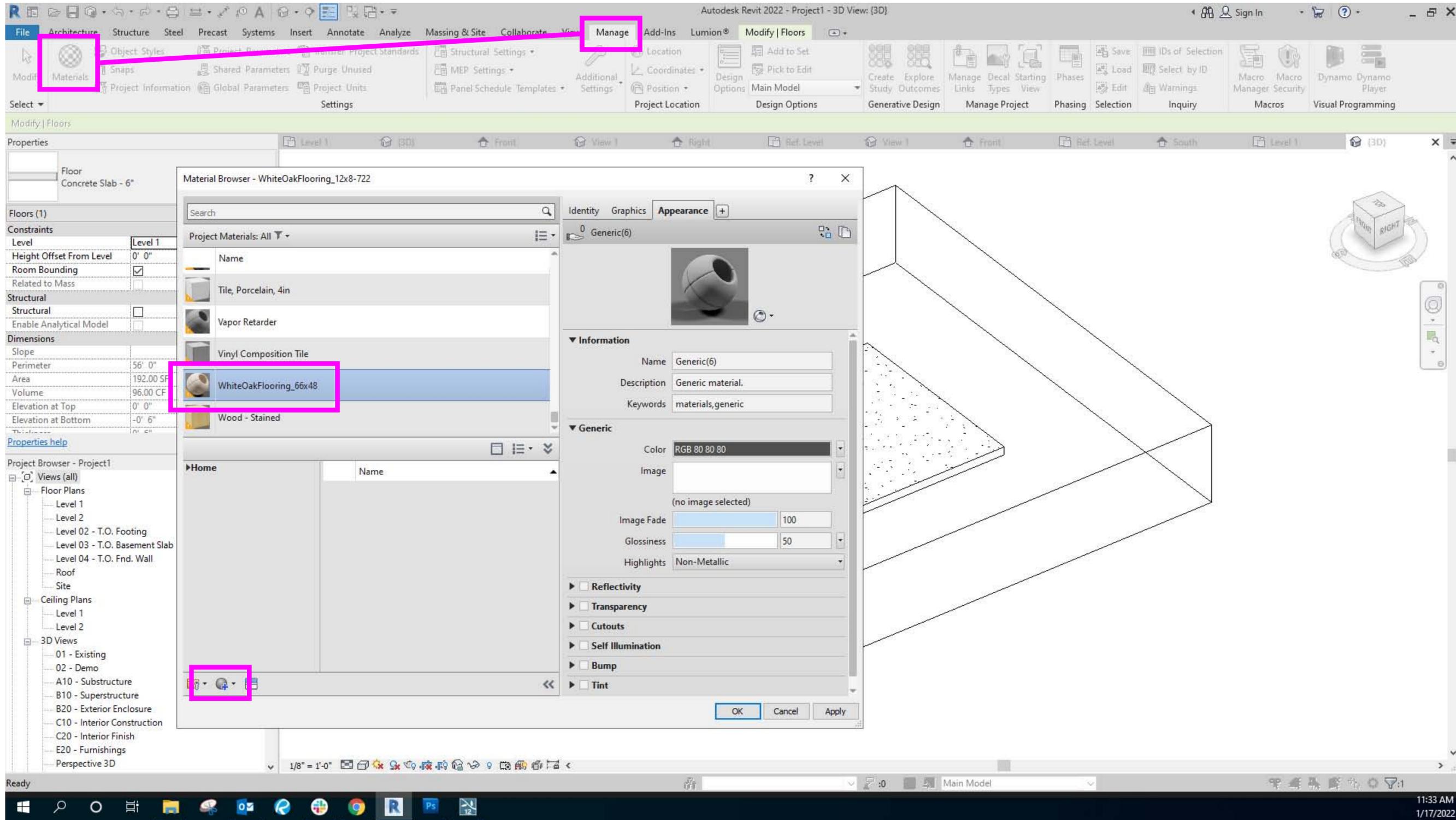
b. Increase the file quality to the highest possible. Your image should be under 1Mb for a 1080px file, and under 5Mb for a 2k file.



## Revit

### 4. Create your geometry

a. In this example, I've just created a single floor with a default type from the Revit template.



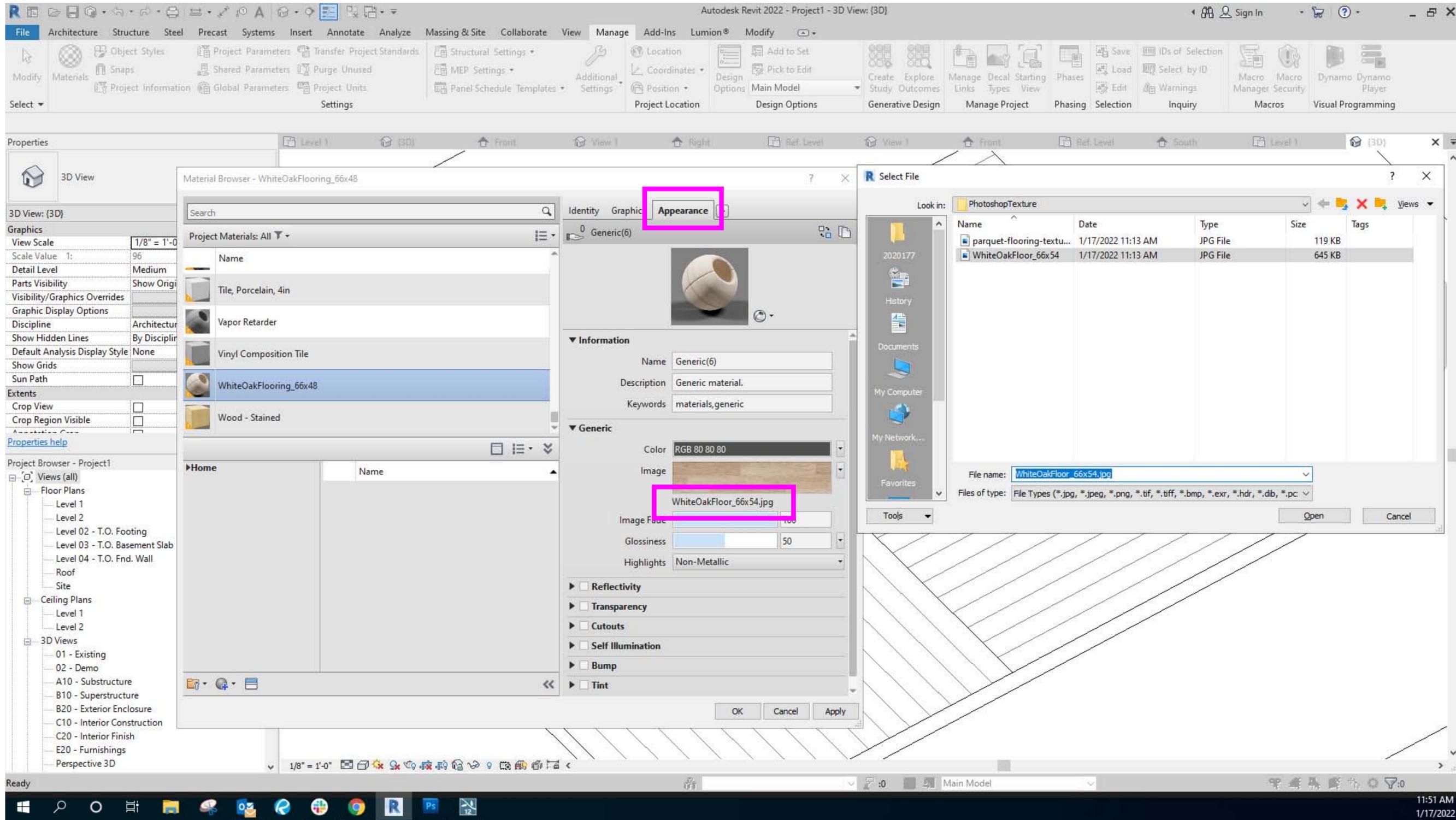
## Revit

### 5. Create your custom material

a. Go to Manage > Materials

b. Create a custom material

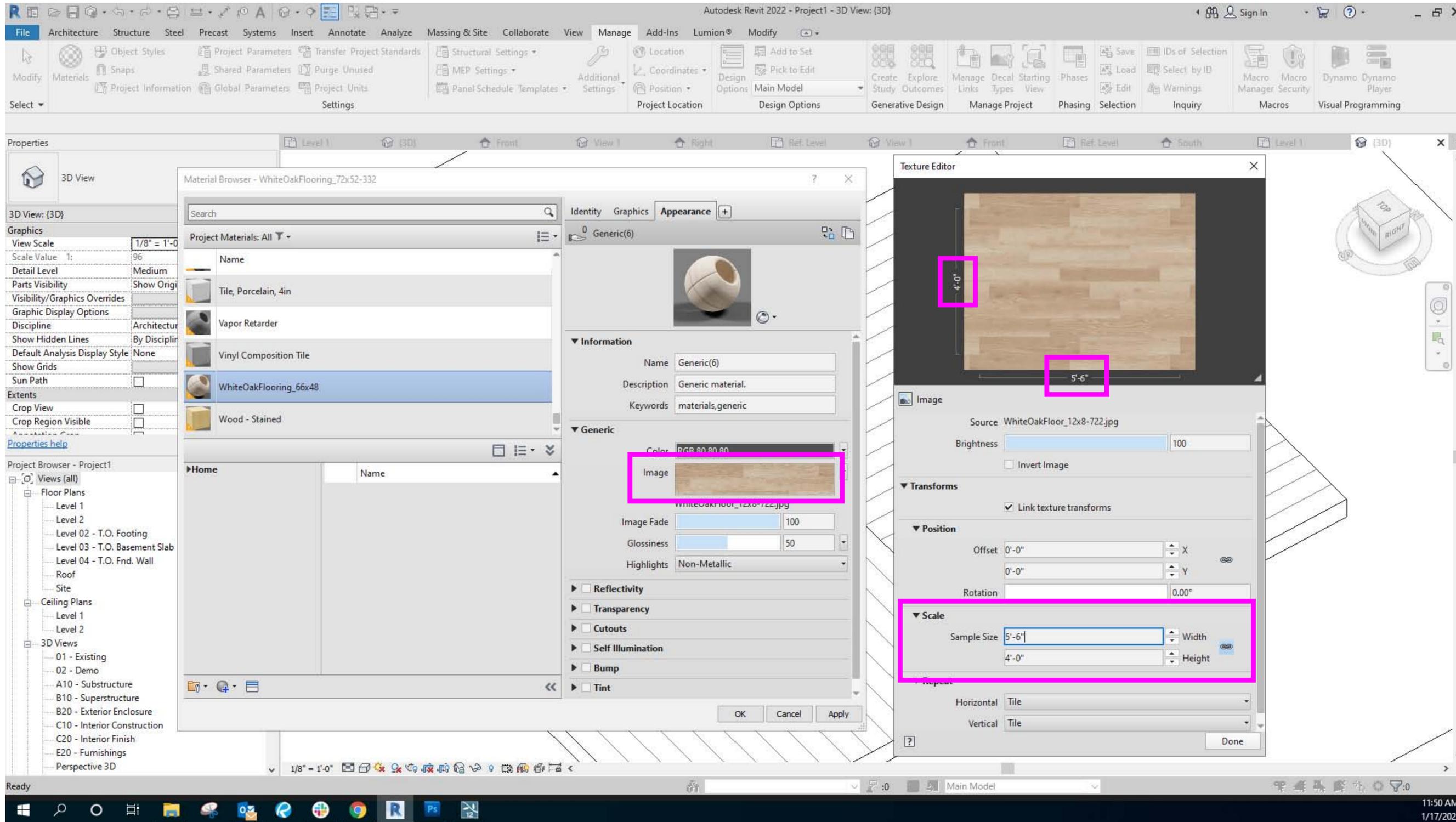
c. Name the material with the name of the finish and its dimensions



## Revit

### 6. Texture the material

a. Load your custom texture file into the image slot under the material's appearance.

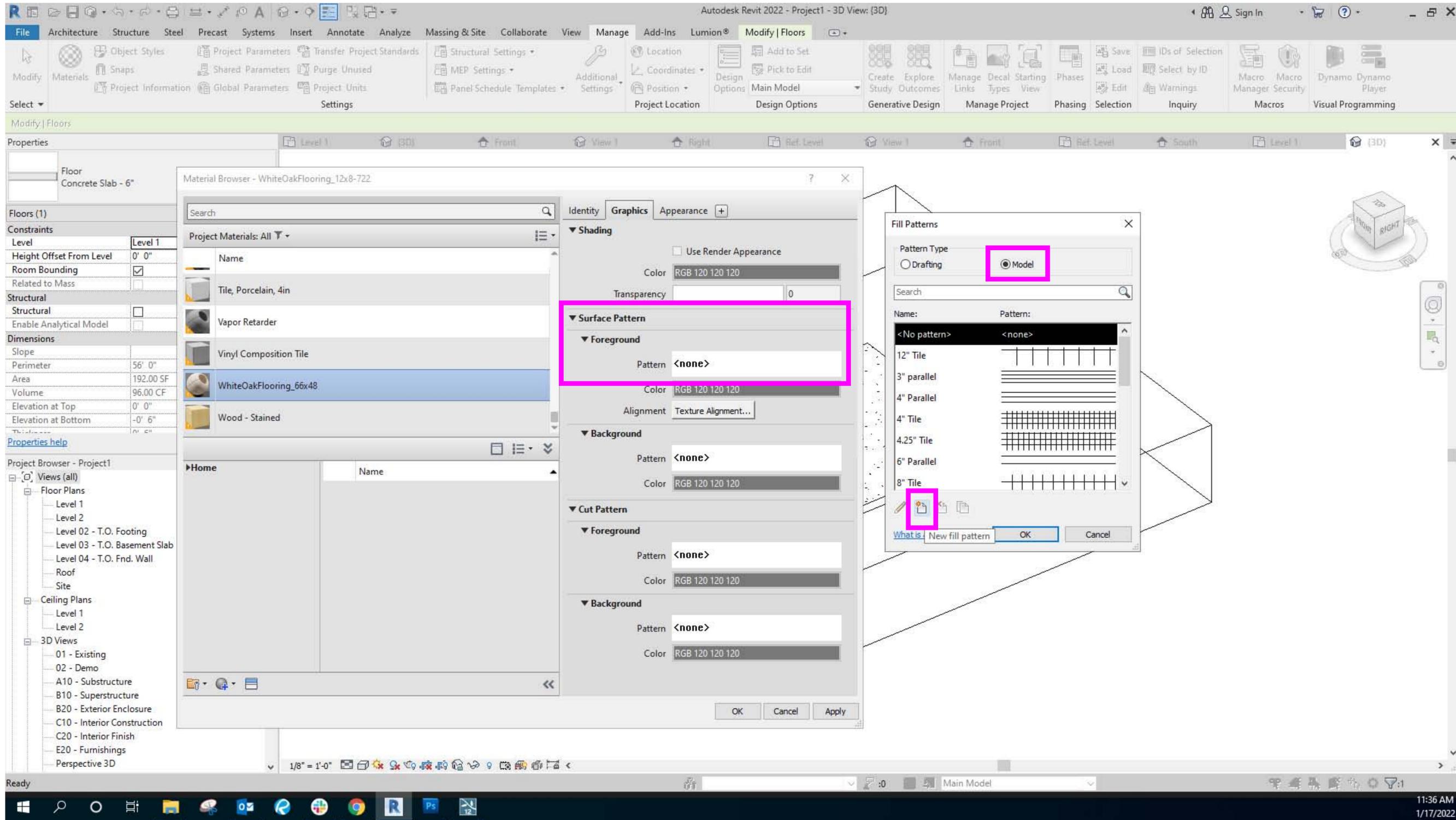


## Revit

### 7. Resize the material's tiling parameters

a. Click on the image to access the Texture Editor.

b. Adjust the texture width and height to match your custom texture image file.



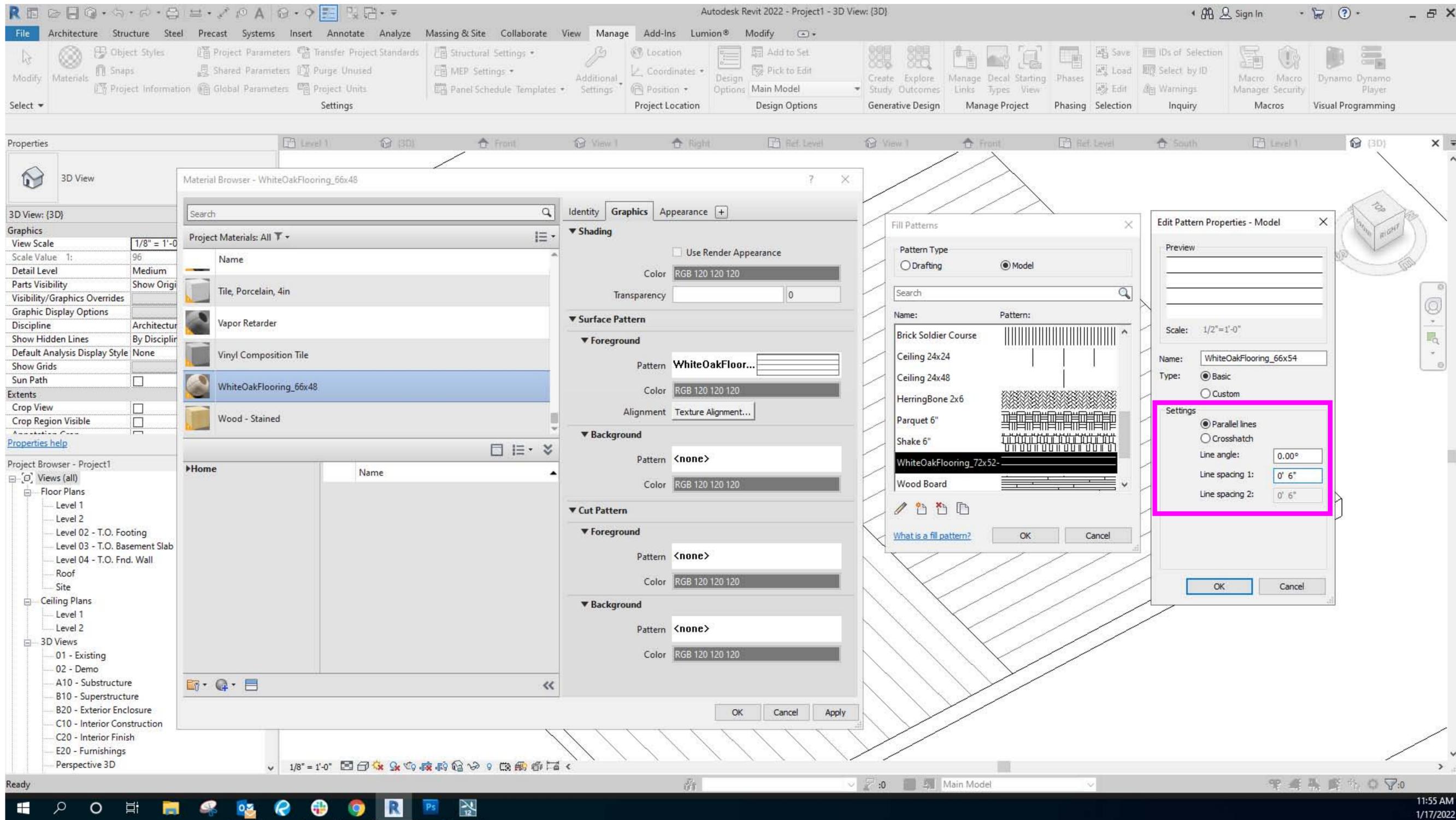
## Revit

### 8. Add a custom hatch to the material

a. Under the graphics tab, apply a new Pattern under the Surface Patterns > Foreground slot.

b. Apply an existing or create a new Model pattern.

Using a Model pattern allows you to align and rotate the material.

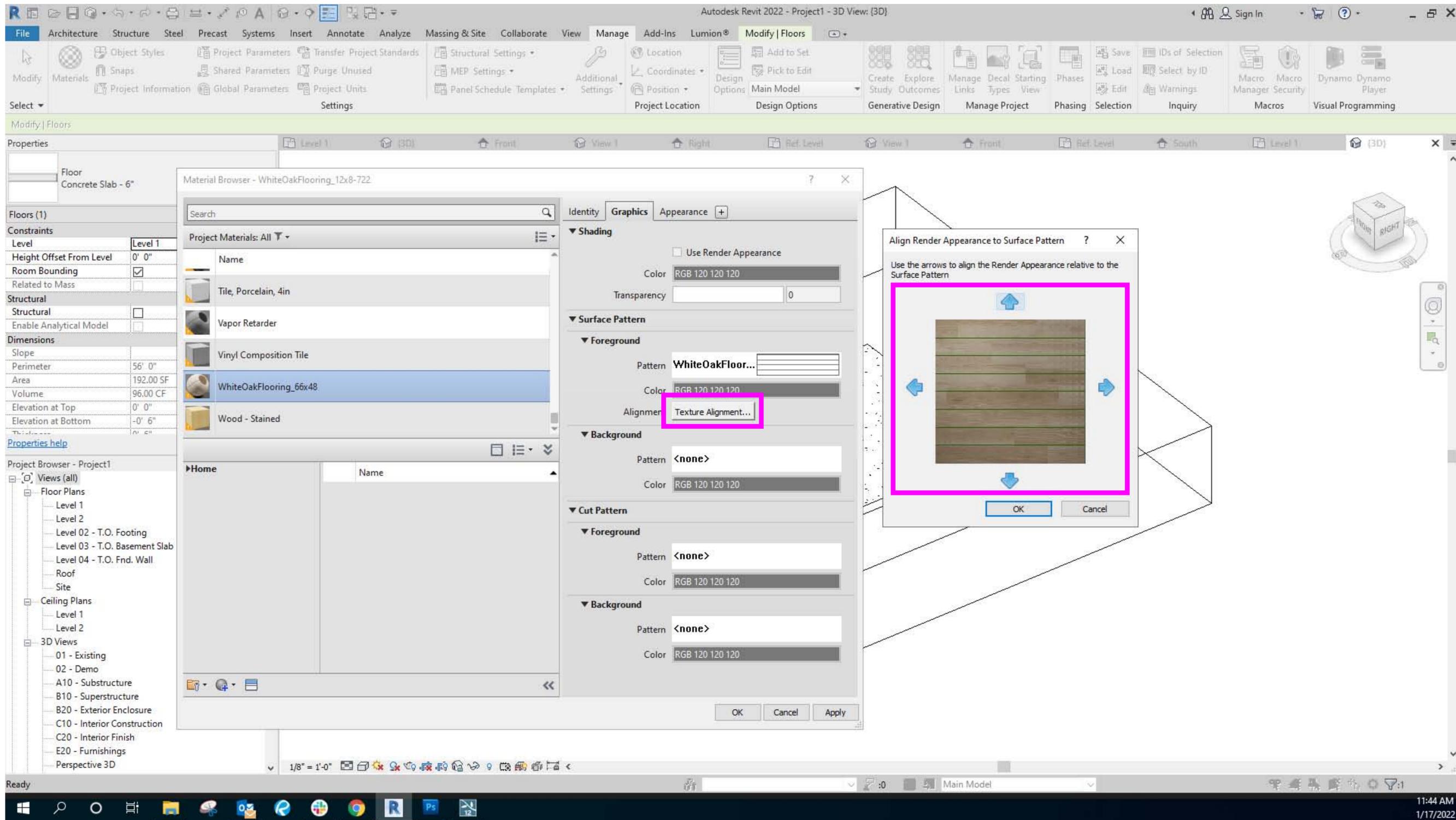


## Revit

### 9. Open downloaded texture

a. The model pattern size should correspond to the size of your texture as defined in the previous step. In this case, a 6" parallel line, to match the 6" wood planks. Alternatively in this case, I could use a 48" x 66" grid pattern, the size of the overall texture.

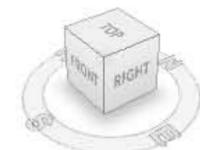
If you want your material to have a non-model hatch in other views like a wood or plaster hatch in elevation, change it after your texture is aligned and rotated.

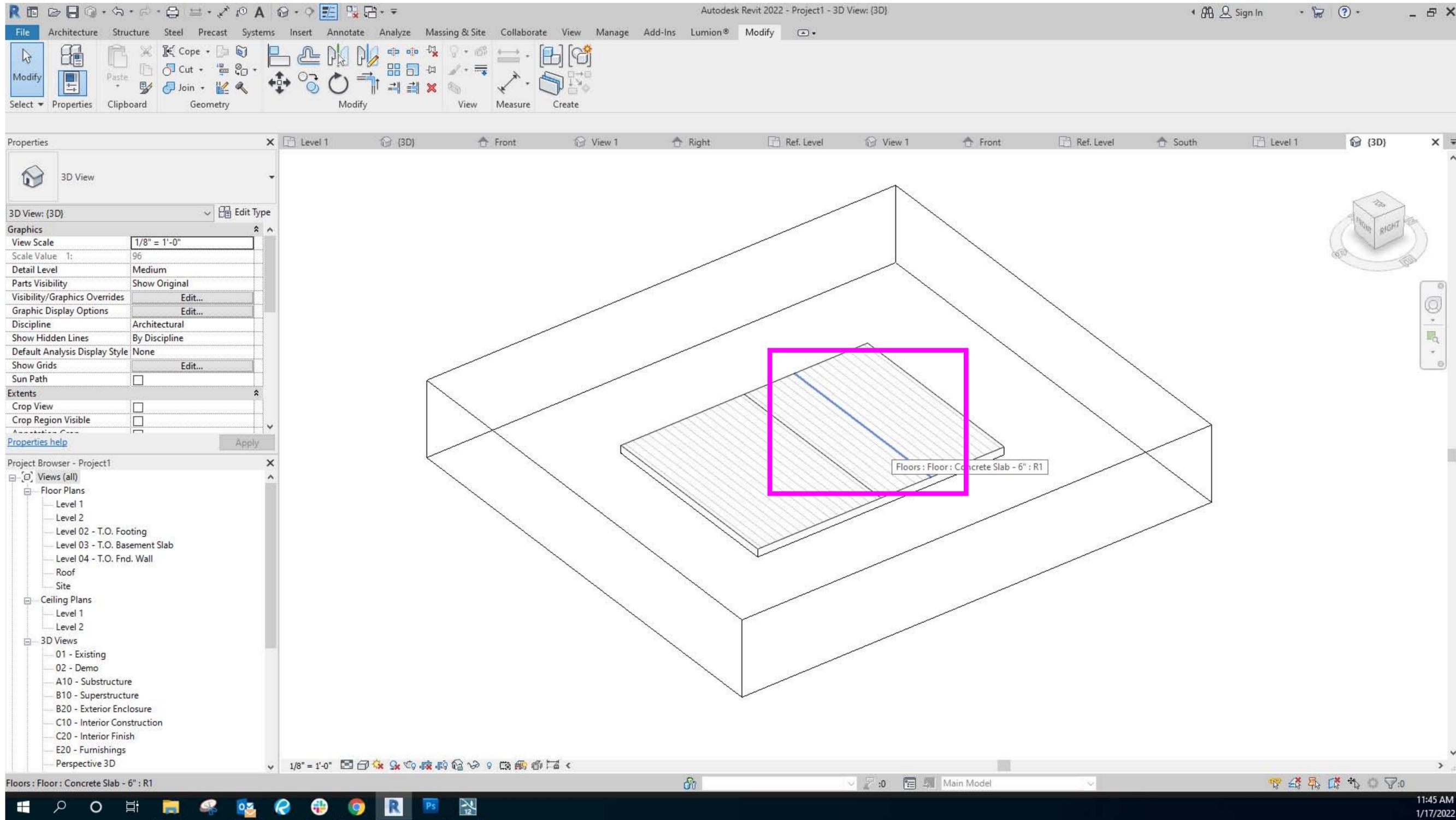


## Revit 10. Texture Alignment

a. Click the Texture Alignment button to open the Align Render Appearance dialog box.

b. Use the arrows to make sure that the texture is centered with the hatch.



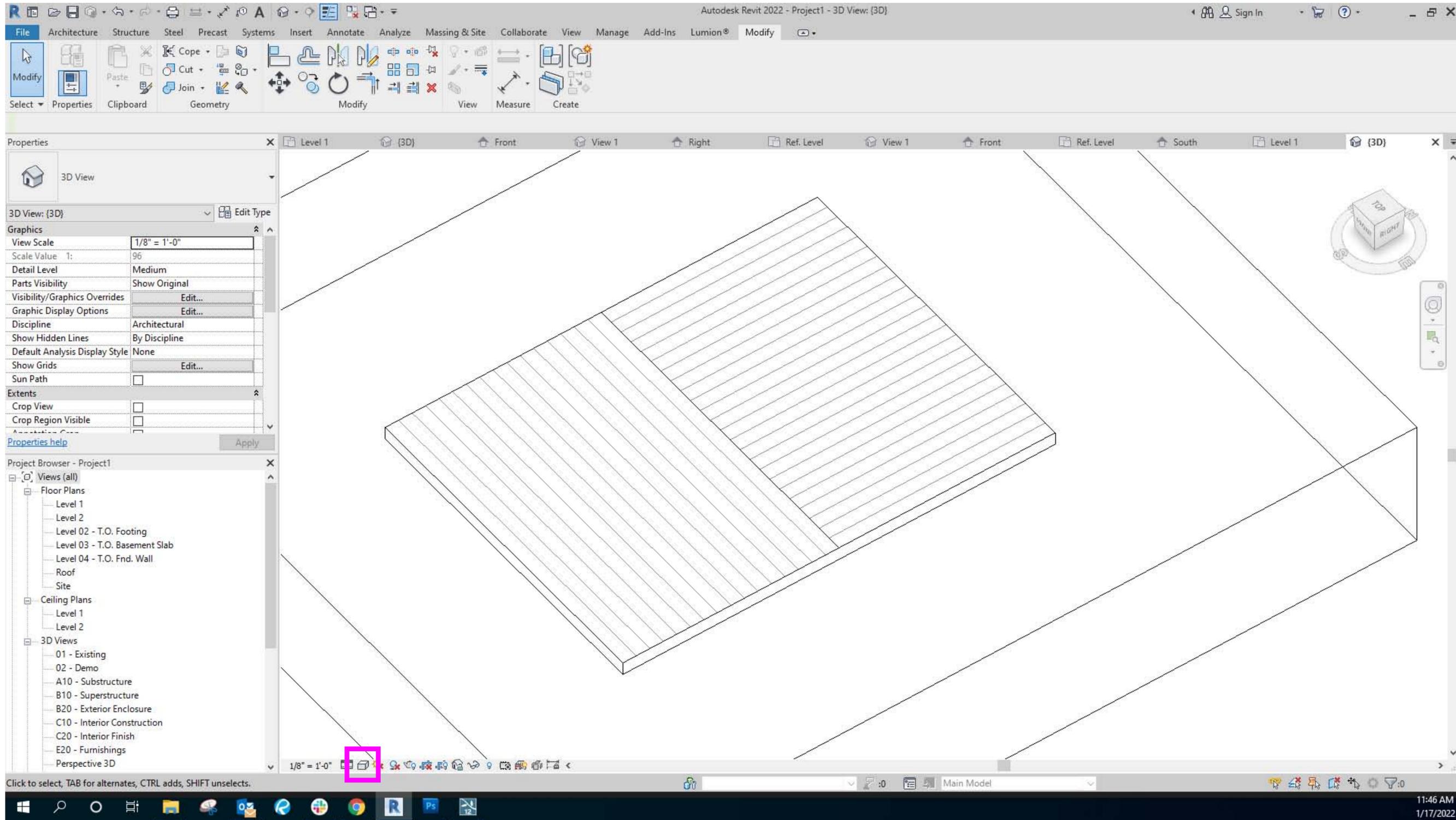


# Revit

## 11. Rotate and align model pattern

a. Because the material has a Model pattern, you can align and rotate the pattern to align and orient it as desired.

In this example, I've split the face of the floor and painted the material onto the surface of the floor. You could also apply the material through the floor type editor.

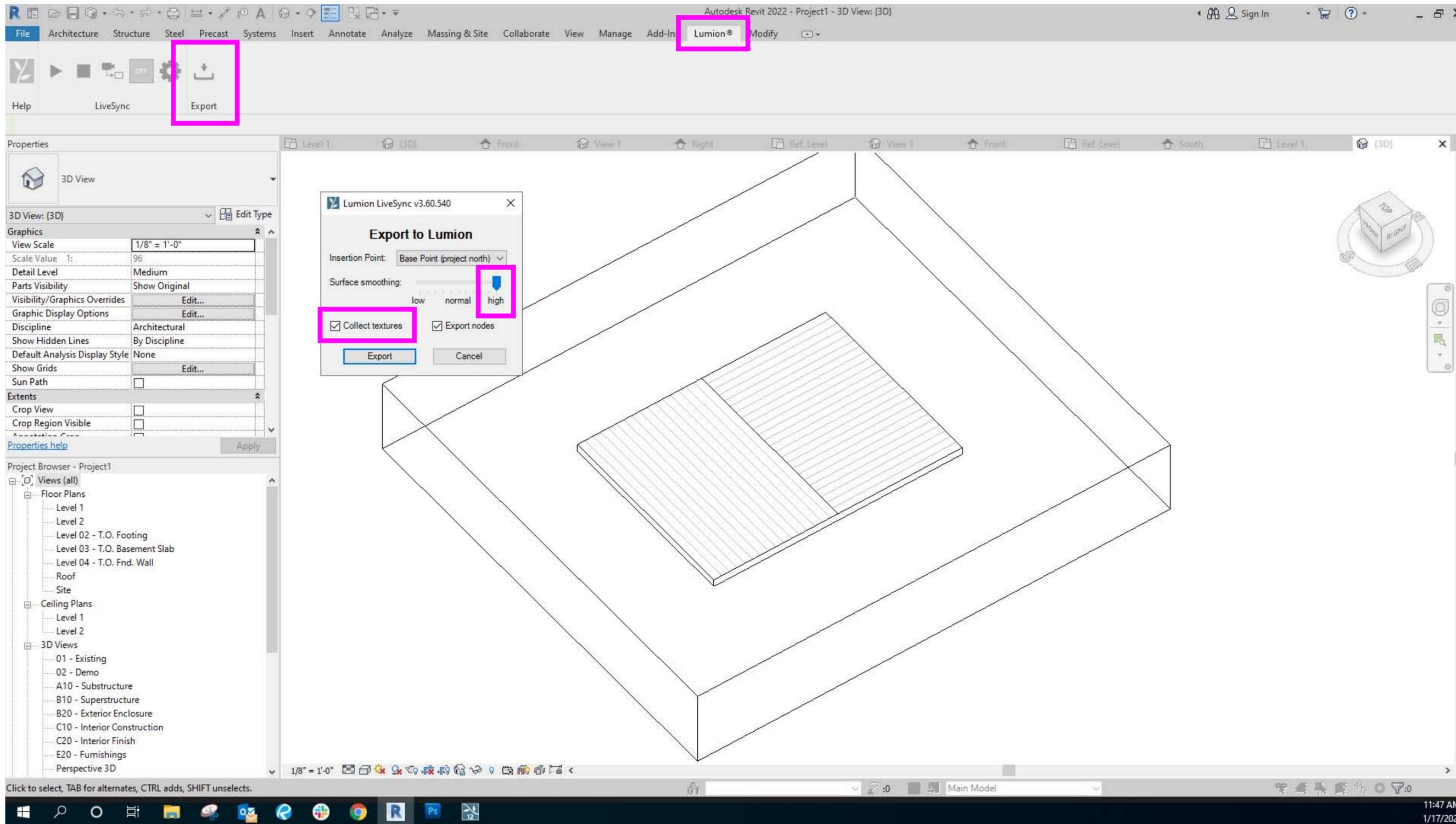


## Revit

### 12. Double check

Check that your materials are aligned and oriented as desired before exporting.

a. You can also use the “Realistic” shader to make sure the texture looks correct.



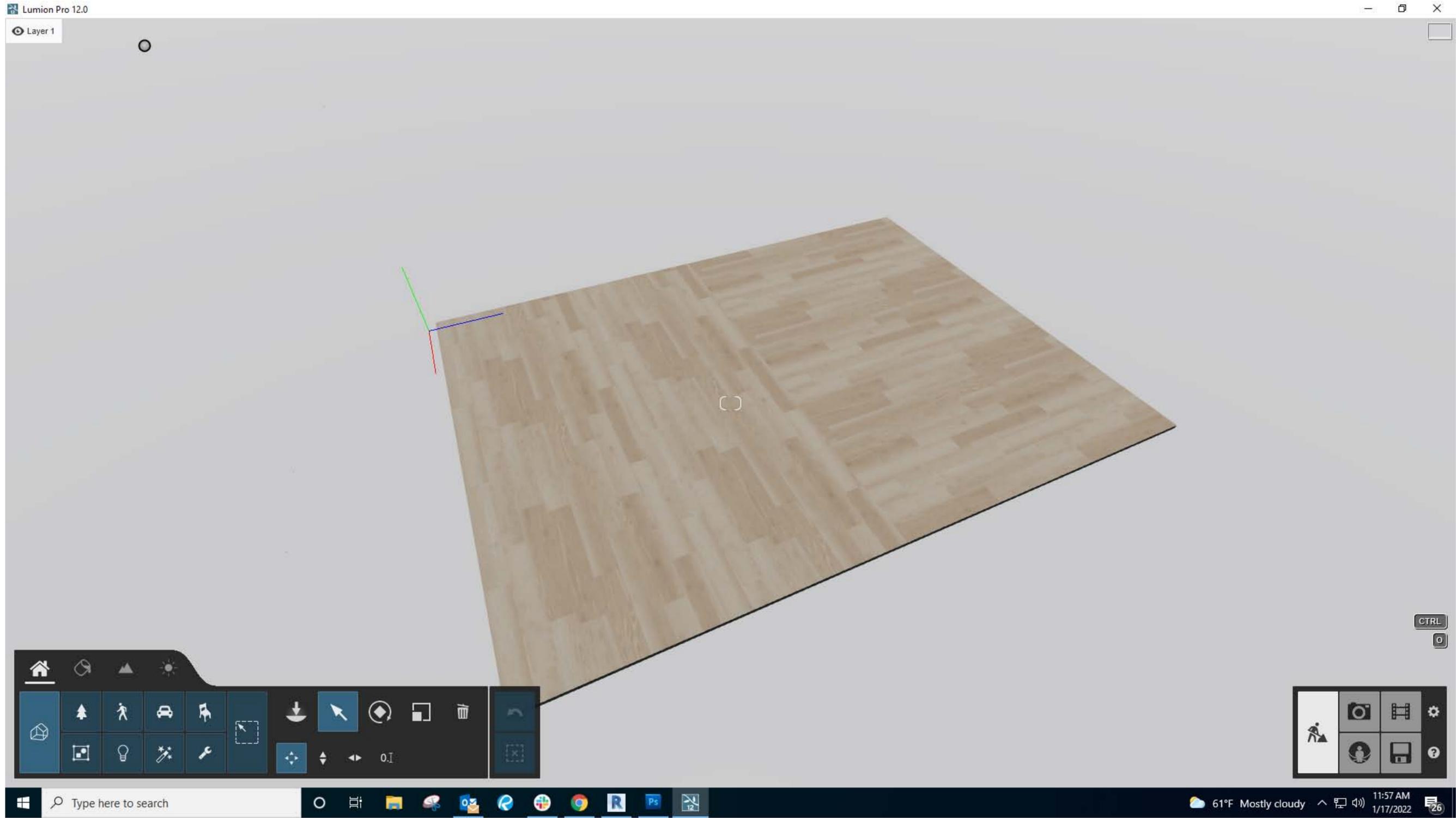
## Revit

### 13. Export to Lumion

a. Go to Lumion > Export and export the model

b. Use the “Collect Textures” check box and turn up your smoothing as high as possible.

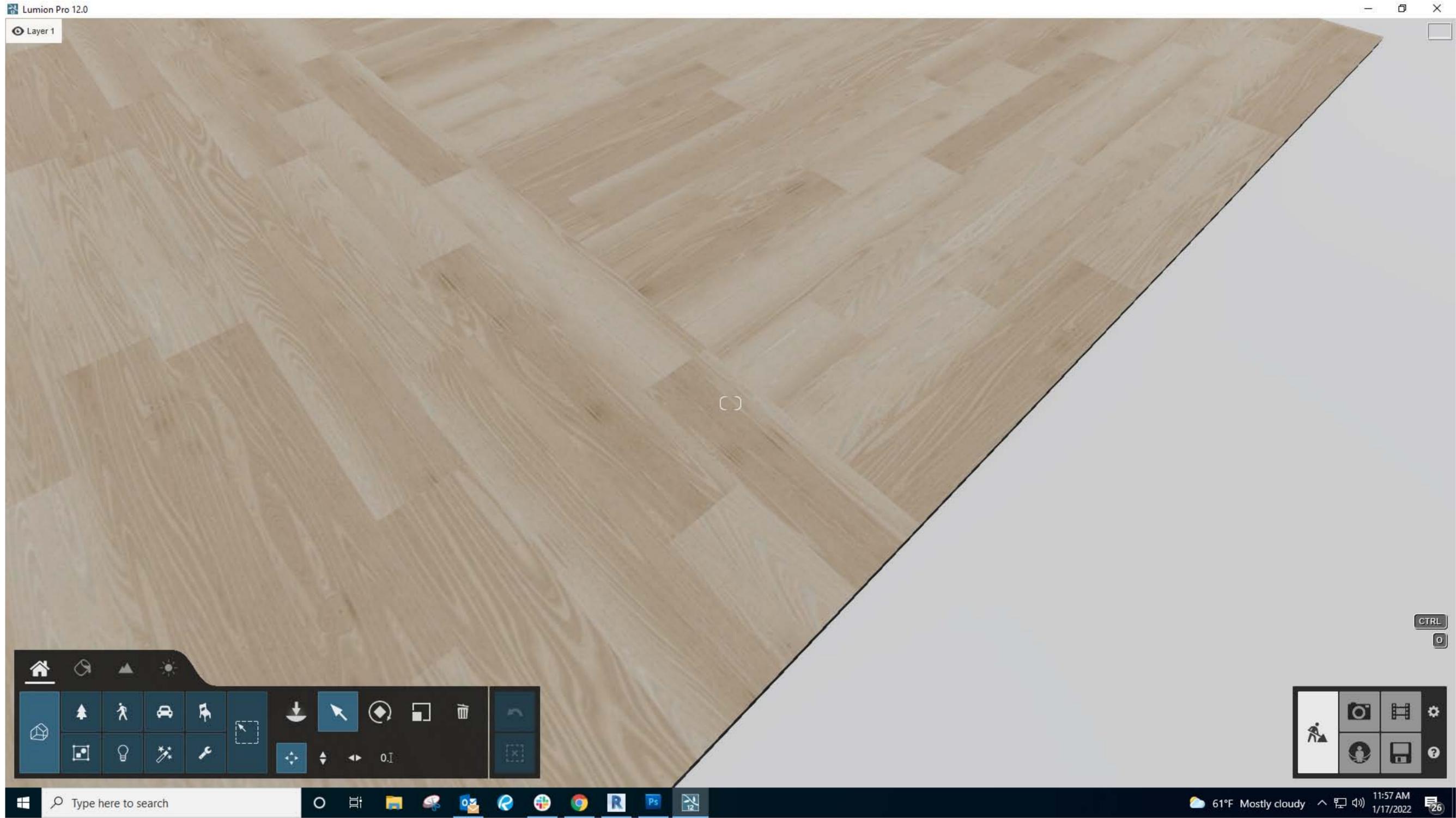




## Lumion

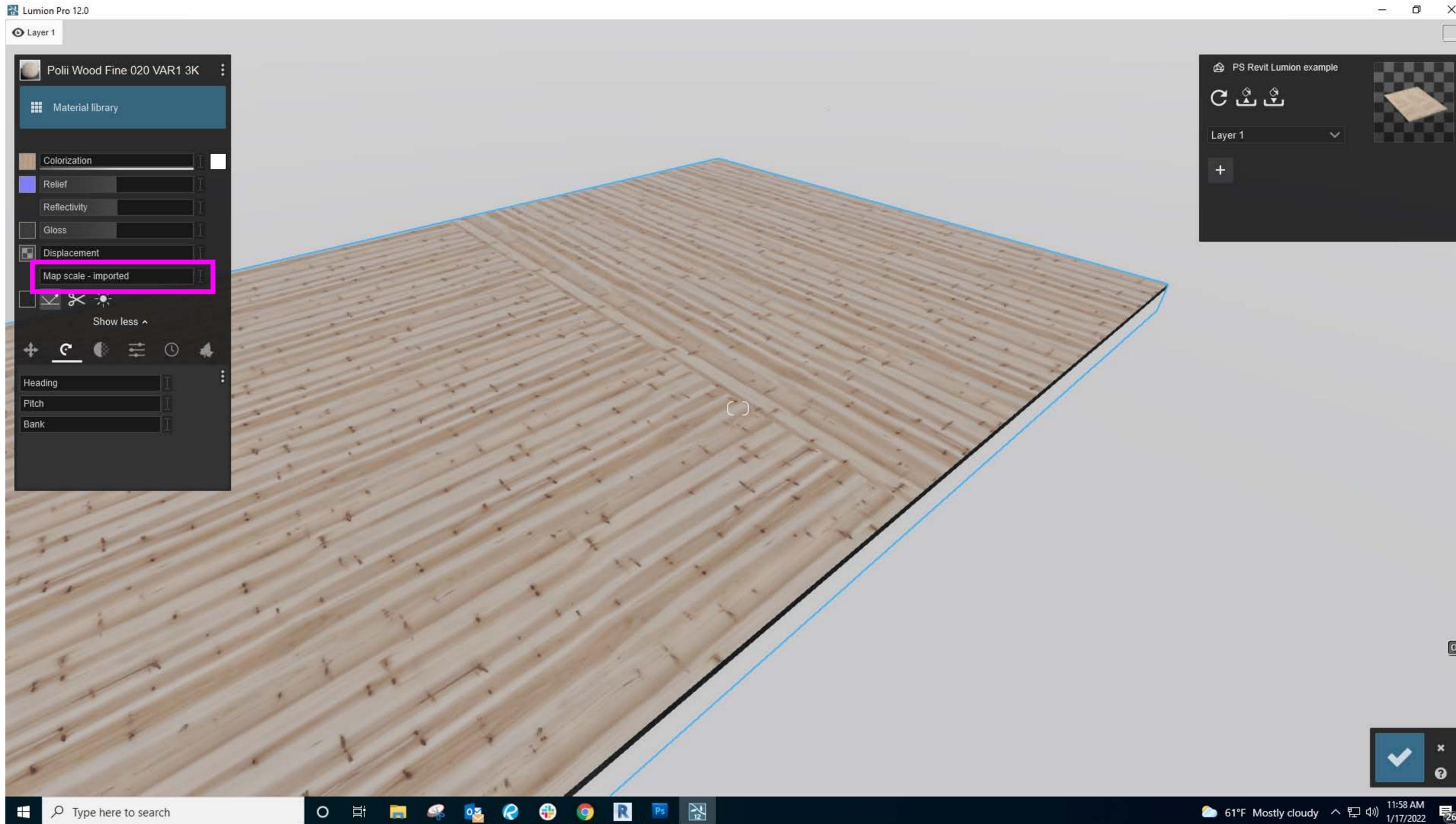
### 15. Revit materials pre-applied

The materials created in Revit will be automatically applied to the Lumion model, but without any displacement, gloss, etc. The materials will look flat. Ensure that everything still look aligned and oriented appropriately.



**Lumion**  
**16. Everything aligned**

The alignment created in Revit still applies.

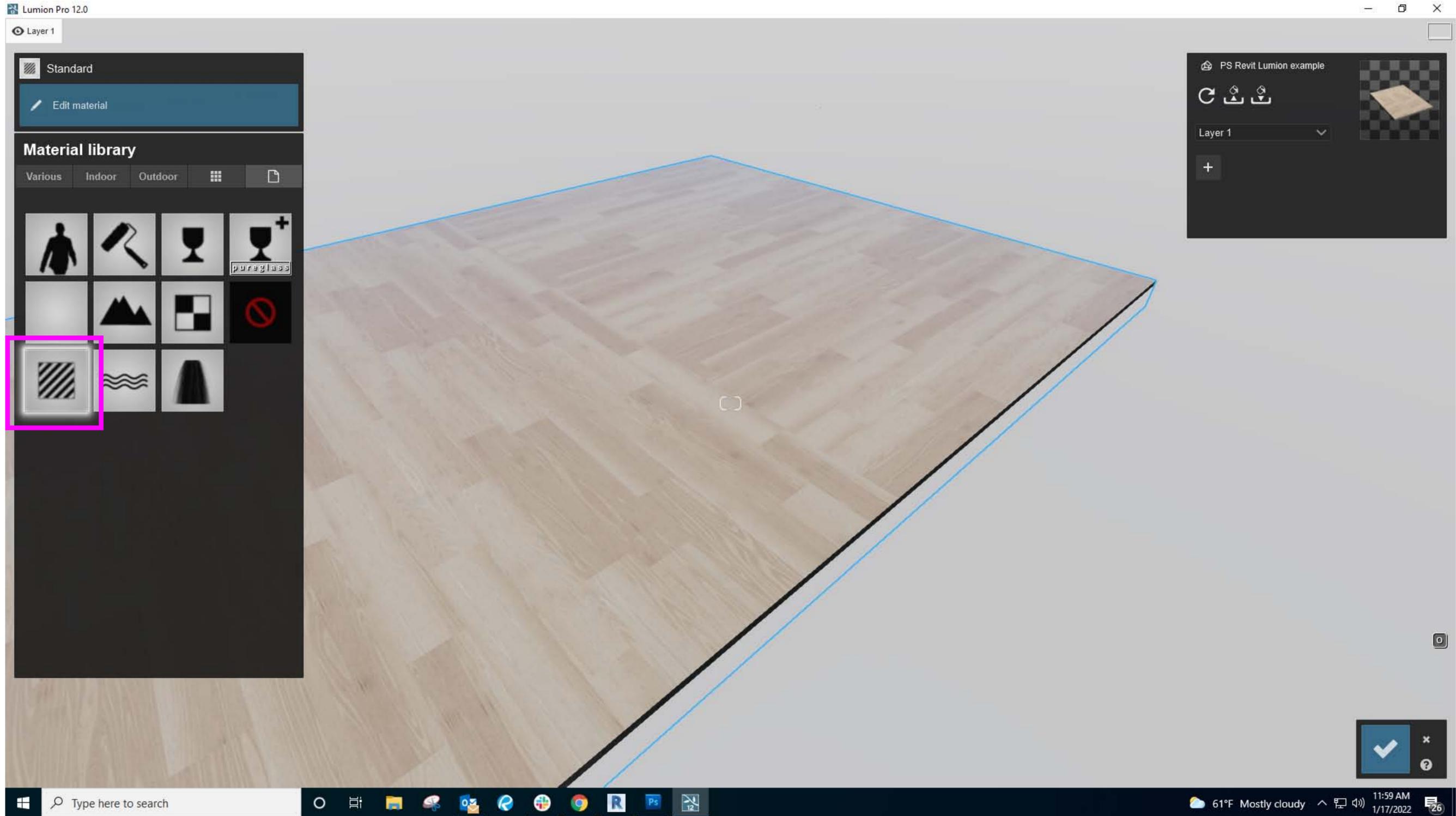


## Lumion 17a. Overwrite materials with Lumion stock materials

a. In the Lumion material editing mode, you can apply a stock Lumion material.

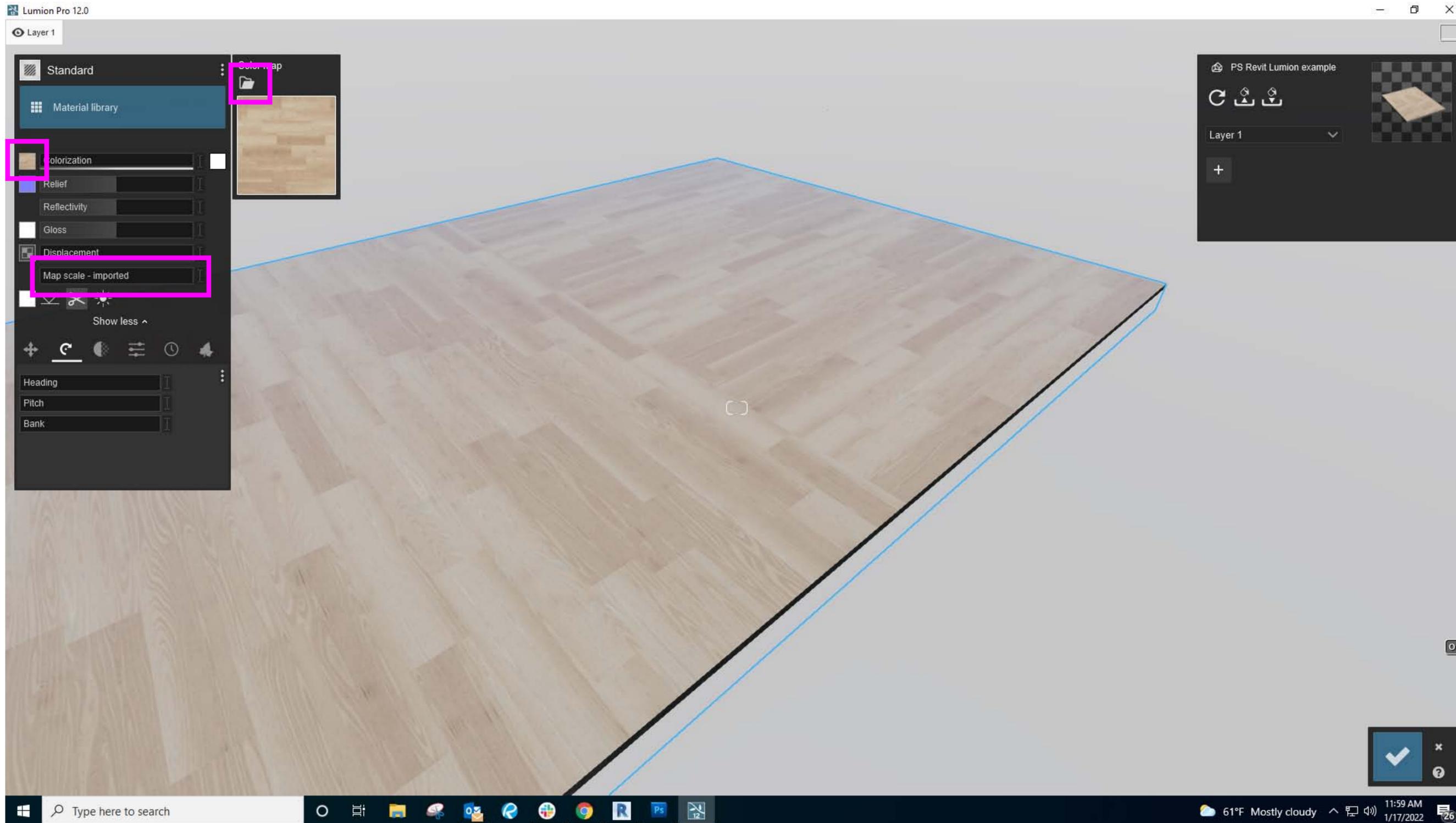
b. Turning the “Map Scale” to 0 will preserve the texture mapping defined in Revit. However, you cannot re-scale the stock lumion textures in this setting. You also cannot extract the “color map” texture from Lumion and edit it in Photoshop.

To truly get Lumion and Revit to match, create custom materials in Lumion using the same texture image files as you did for Revit.



**Lumion  
17b. Create a new  
Material**

a. Create a new  
“Standard” material.

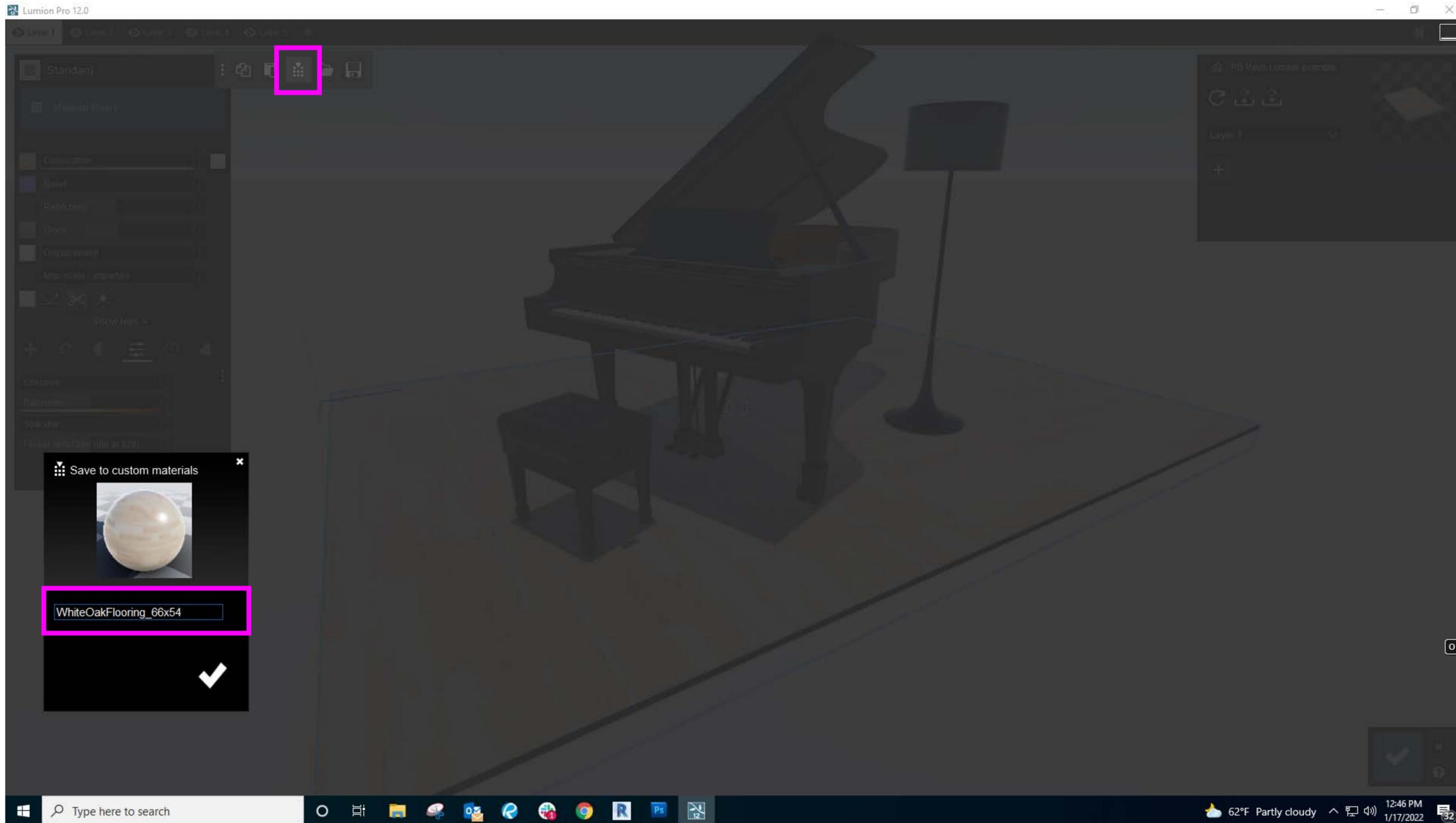


## Lumion

### 18. Load your texture file

- Set "Map Scale" to 0.
- Click on the color map icon to open the dialog box.
- Import the same color map as used in Revit.

Once this is loaded, Lumion will automatically generate Normal and Gloss maps from this color map. You can always override these too with custom textures.



## Lumion

### 19. Save the texture

a. Save the texture to your custom textures.

b. Rename it to match the Revit material name.



## Lumion 21. Refine the rest of the material's properties

Adjust the material as  
desired.



**Lumion**  
**22. Render.**

That's it.