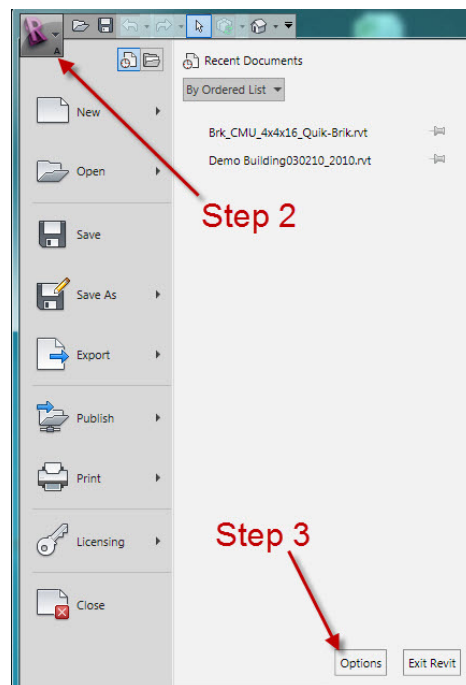


Oldcastle Building Products - Glen-Gery Brick Read Me File on Materials

Oldcastle APG has created Autodesk Revit models of their Glen-Gery Brick Assemblies for use within the Revit 2010 and Revit 2011 platform.

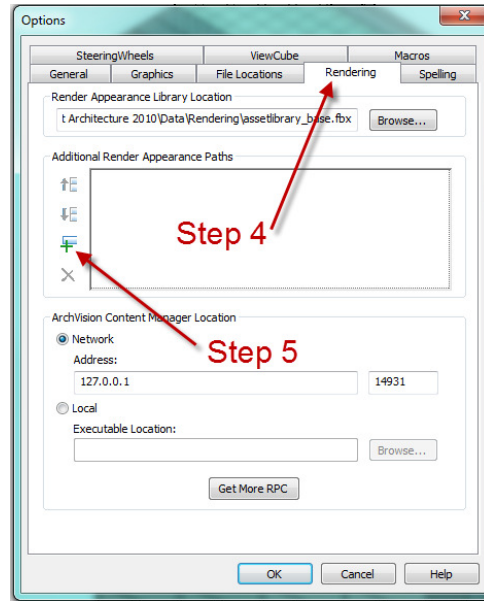
All of the Glen-Gery Brick walls use material definitions that employ rendering images provided in .jpg format by Oldcastle APG. Note that in order for these walls to render properly, you must first relink these images to the materials in a Revit project. This is an easy process following the steps below.

1. First, download the “Glen-Gery Brick Materials” folder from <http://SmartBIM.com> to a location on your local hard drive or a network hard drive. (There are many benefits to copying this folder to a network location if available. For example, a central location can be shared by many people. A network path can be setup at deployment so all users have access to the maps.)

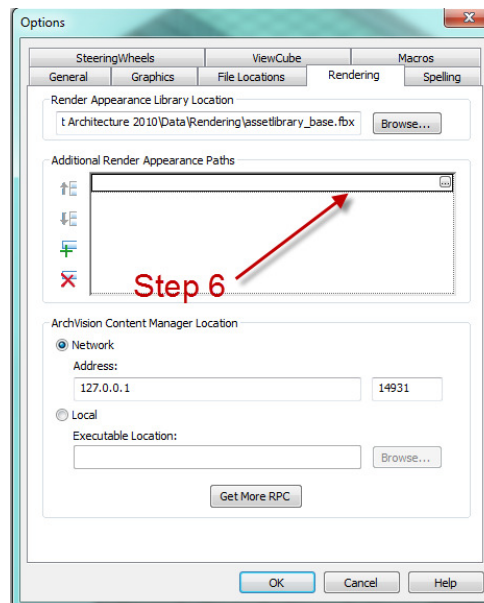


2. Open a current Revit project (.rvt) or create a new Revit project. Go to the Application menu.
3. Choose “Options”.

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4. Select the “Rendering” tab.
5. Under “Additional Render Appearance Paths”, select the “+(plus)” symbol.



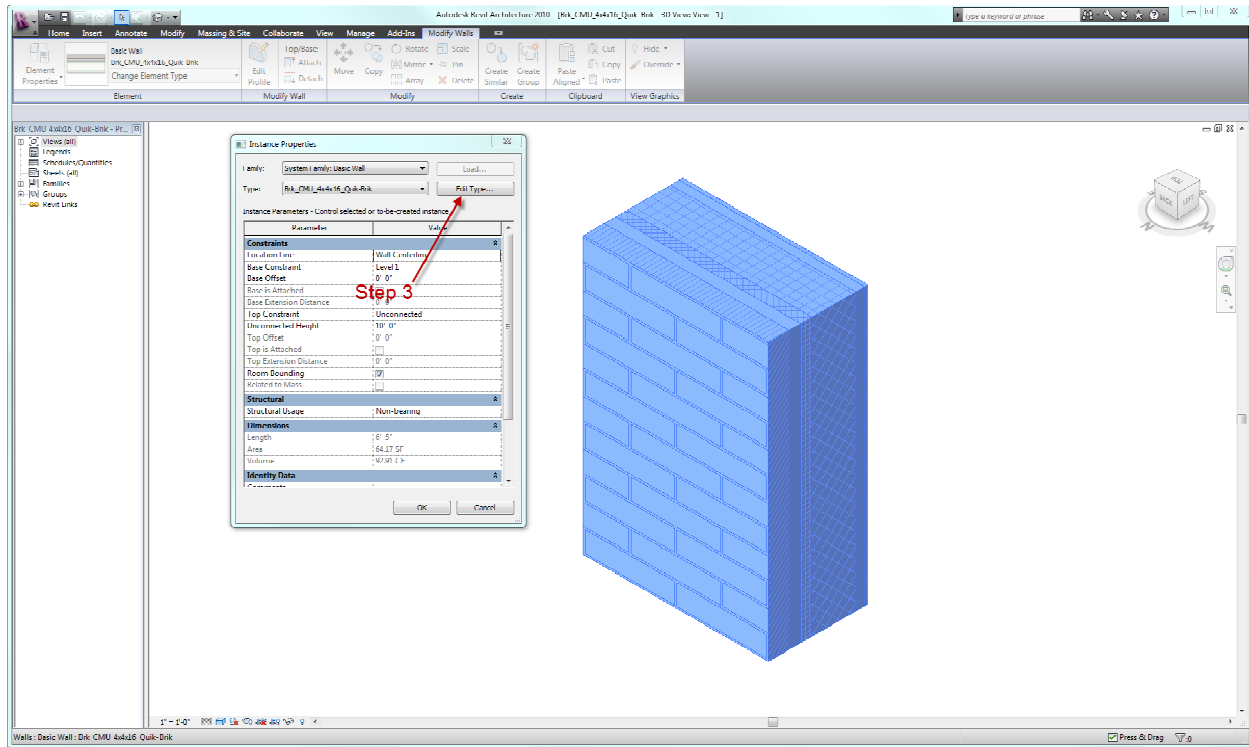
6. A rectangle highlights, click inside the rectangle and a small “browse” button becomes visible on right side of highlighted rectangle.
7. Navigate to the location the “Glen-Gery Brick Materials” folder was copied to.
8. Choose “Open”.
9. Select “OK” to save the path and close the “Options” dialogue box.
10. Now all of the Revit Glen-Gery Brick Materials are available for use. You can load any of the Glen-Gery Brick walls into your project and the Glen-Gery Brick materials you select for that wall will

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render properly.

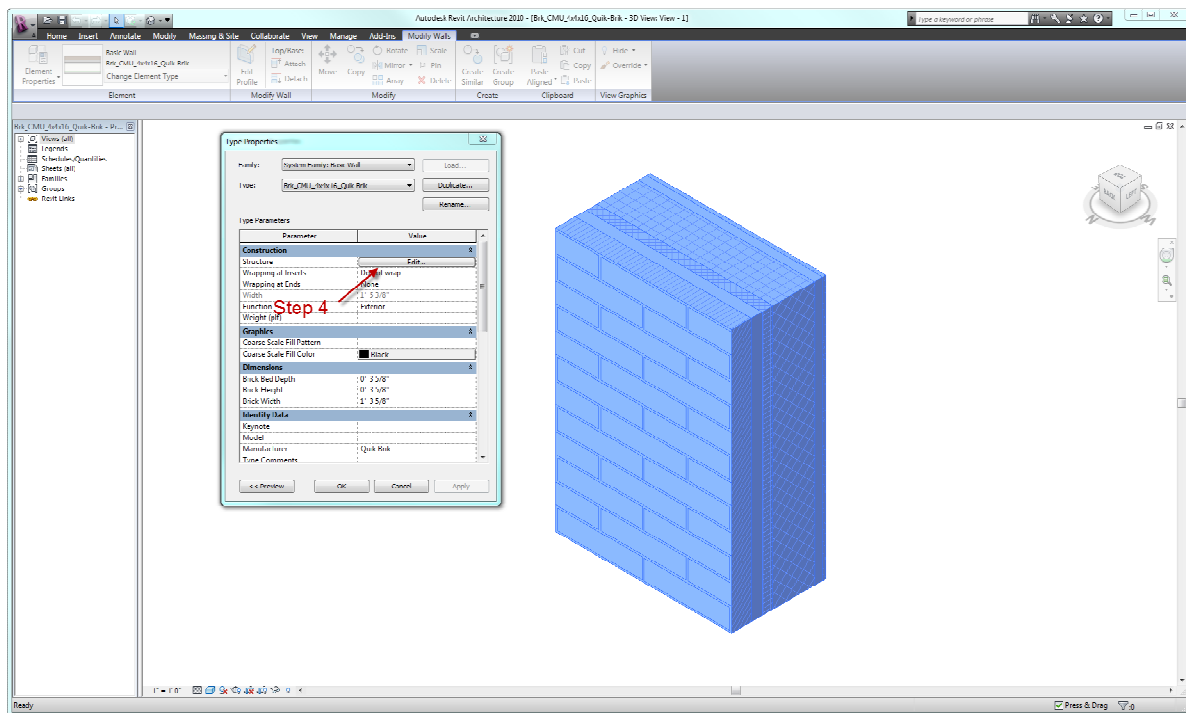
Changing Materials in Glen-Gery Brick Wall Assemblies

1. Select a wall whose material you want to change.

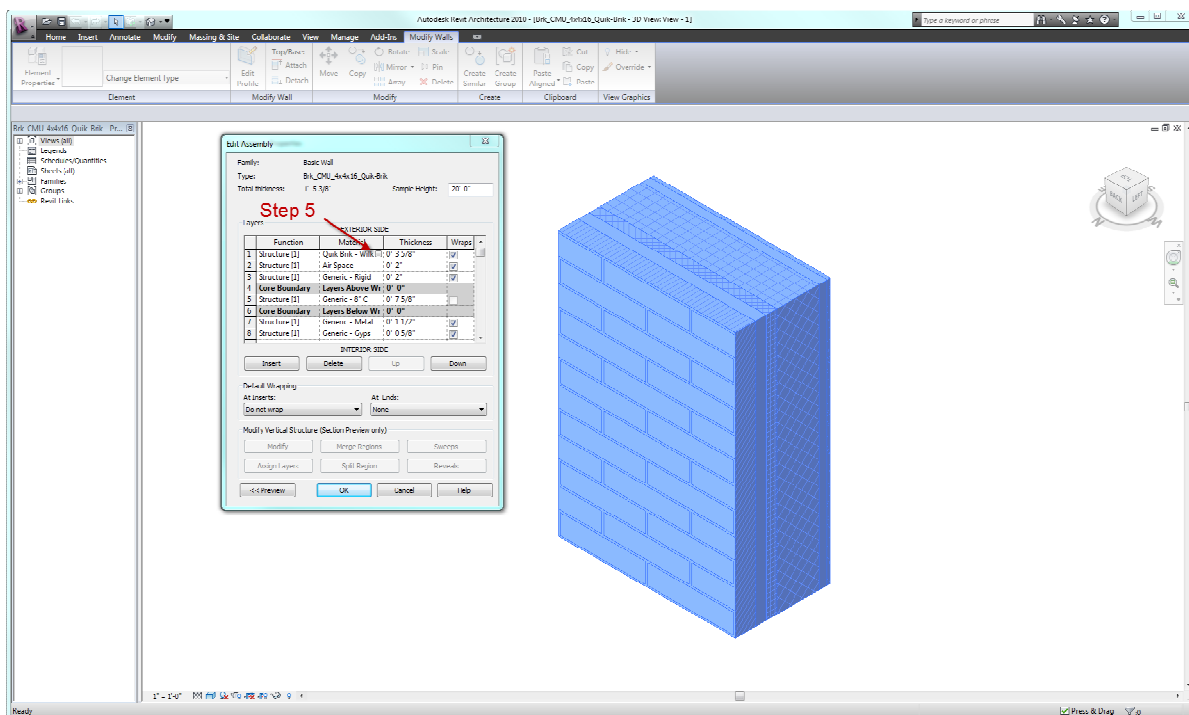


2. Right click to open the "Instance Properties" dialogue box.
3. Click on the "Edit Type" button.

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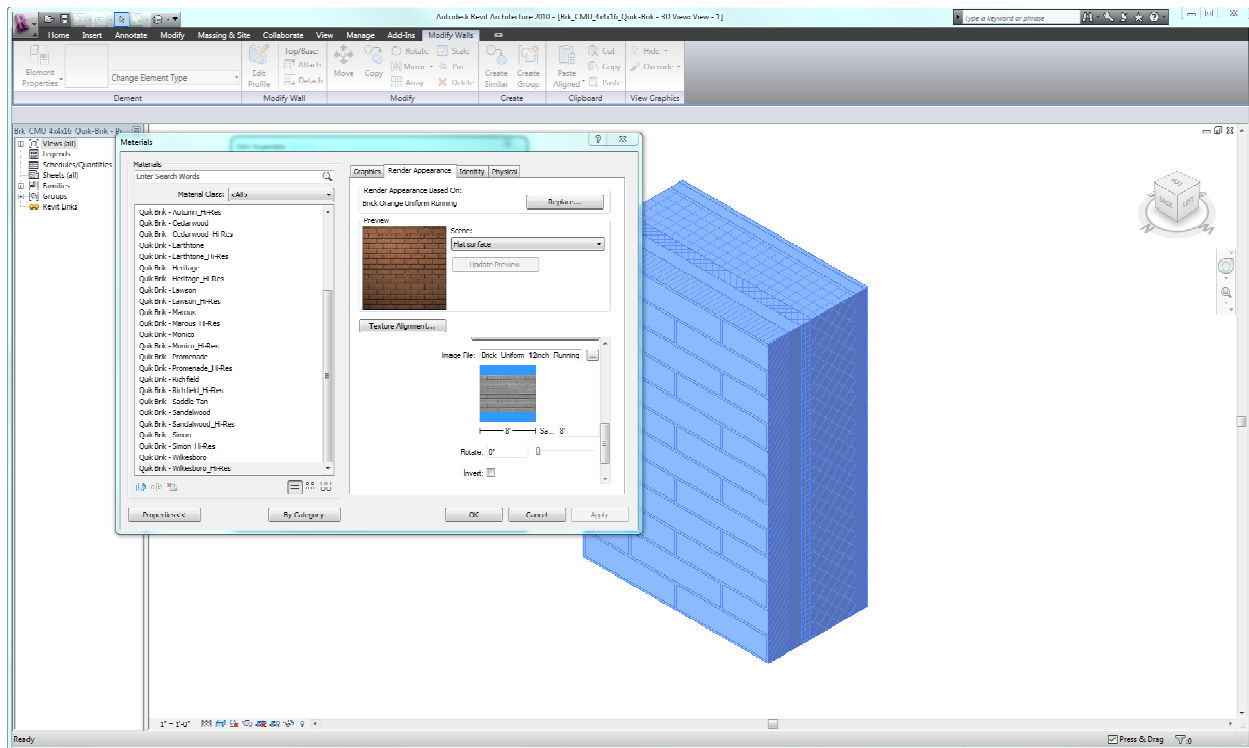
4. In the “Type Properties” dialogue box, click the “Edit” button next to “Structure”.



5. Click on the material defining a particular layer of the assembly and you will be taken to the material dialog box.

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- NOTE: At this point, you have the option of changing the material to another option available in your current material library (just select the material on the left most side that is appropriate and click OK). Selecting a new material in the material dialog will update your structure dialog box with this selection for that particular layer of your assembly.



- You can also adjust the scale and alignment of the referring image, or import a different bump map for the image by selecting the “Render Appearance” tab.
NOTE: All of these settings default to Glen-Gery Brick’s specifications, so changing scale, alignment or bump map may give you an inaccurate material image. This step is for advanced users only.
- Click OK until you can see the building once again and all dialog boxes are exited.
- Your assembly is now ready to render.

