Hunter Douglas Contract Metal Ceiling Read Me File on Materials

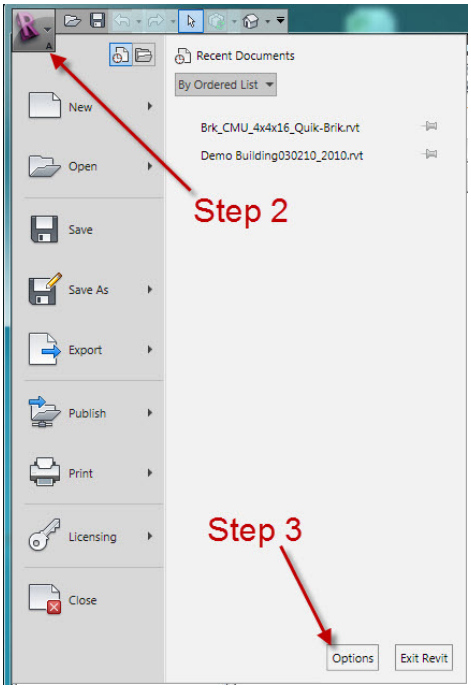
Hunter Douglas Contract has created Autodesk Revit models of their ceiling assemblies for use within the Revit 2012 and higher platforms.

Please use the following link to download all rendering material images if not already downloaded.

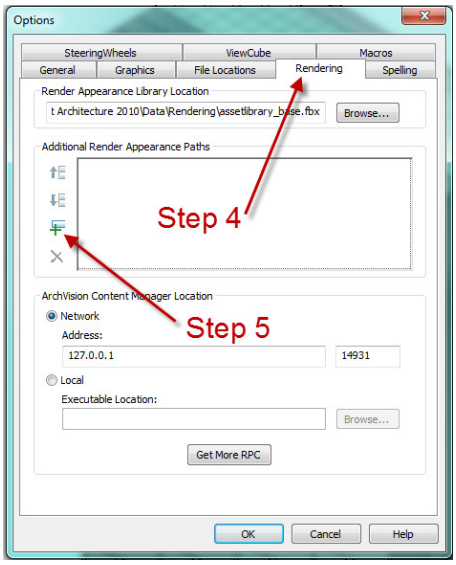
http://files.smartbim.com.s3.amazonaws.com/Materials/Hunter_Douglas_Material_Images.zip

All of the Hunter Douglas Contract ceiling assemblies use material definitions that employ rendering images provided in .jpg, formatted by Hunter Douglas Contract. Note that in order for these ceiling assemblies 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.

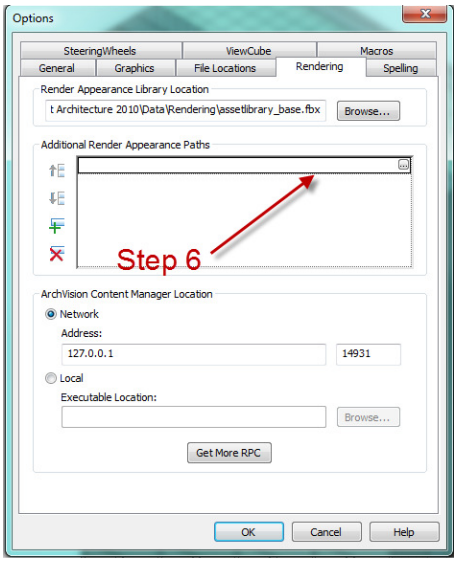
1. First, download the "Hunter_Douglas_Material_Images" folders from either the links provided above. Save the ZIP file to a location on your local hard drive or a network hard drive. (There are many benefits to copying this folder to a network location if available. For example, a central location can 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".



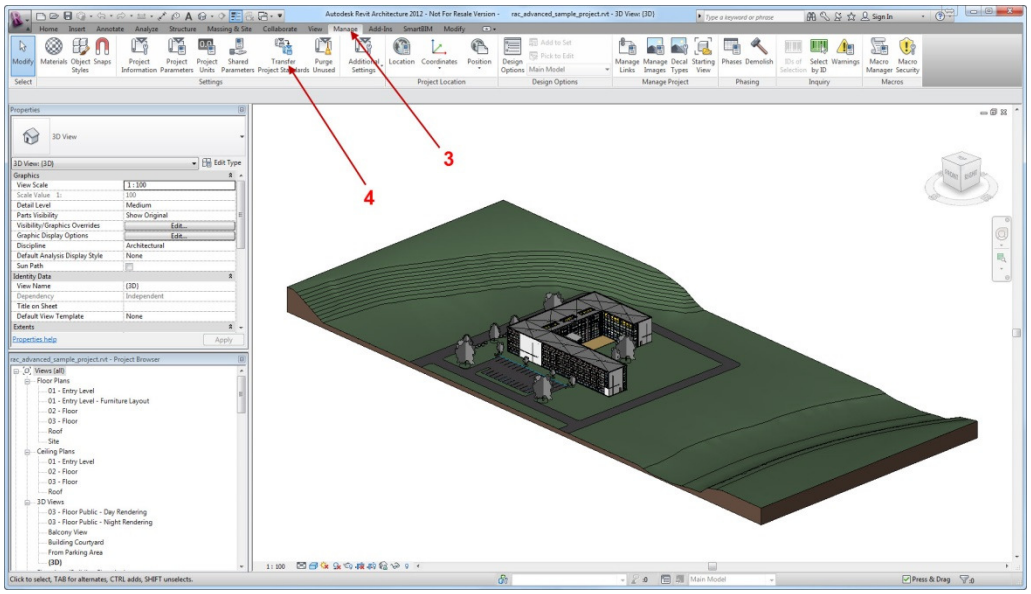
4. Select the “Rendering” tab.
5. Under “Additional Render Appearance Paths”, select the “+(plus)” symbol.



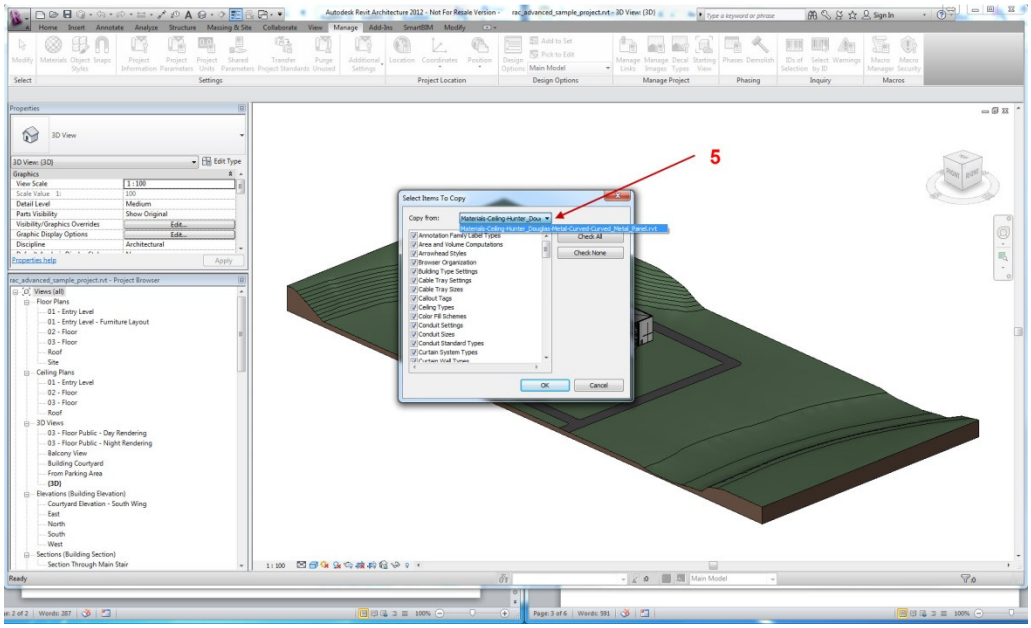
6. A rectangle is highlighted, click inside the rectangle and a small “browse” button becomes visible on right side of highlighted rectangle.
7. Navigate to the location the “Hunter_Douglas_Material_Images” folder was copied to.
8. Choose “Open”.
9. Select “OK” to save the path and close the “Options” dialogue box.
10. Repeat steps 5-9 for each folder containing materials.
11. Now all of the Revit Hunter Douglas Contract Materials are available for use. You can load any of the Hunter Douglas Contract assemblies into your project and the Hunter Douglas Contract materials you select for that product will render properly.

Importing Ceilings and Materials into Project Files

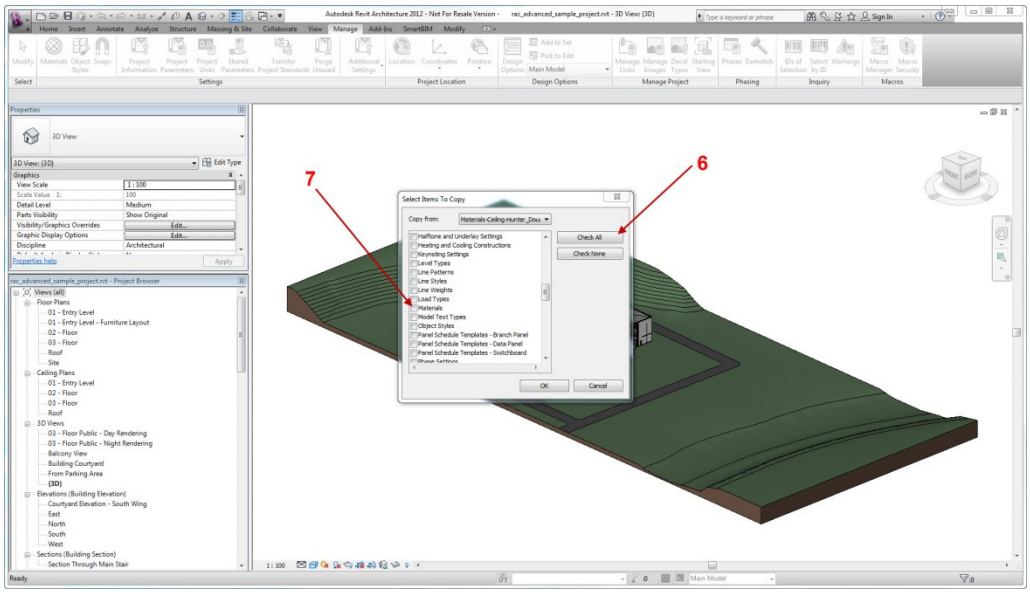
1. First, open both the material file containing the desired Hunter Douglas materials and the project in which one would like to import the materials to.
2. After opening, make sure the active window is the project that needs to have the materials imported into.
3. Along with ribbon window, click on the “Manage” tab
4. Then select the “Transfer Project Standards” option.



5. A dialogue box will appear asking which project/file you would like to import from. Select the appropriate file.



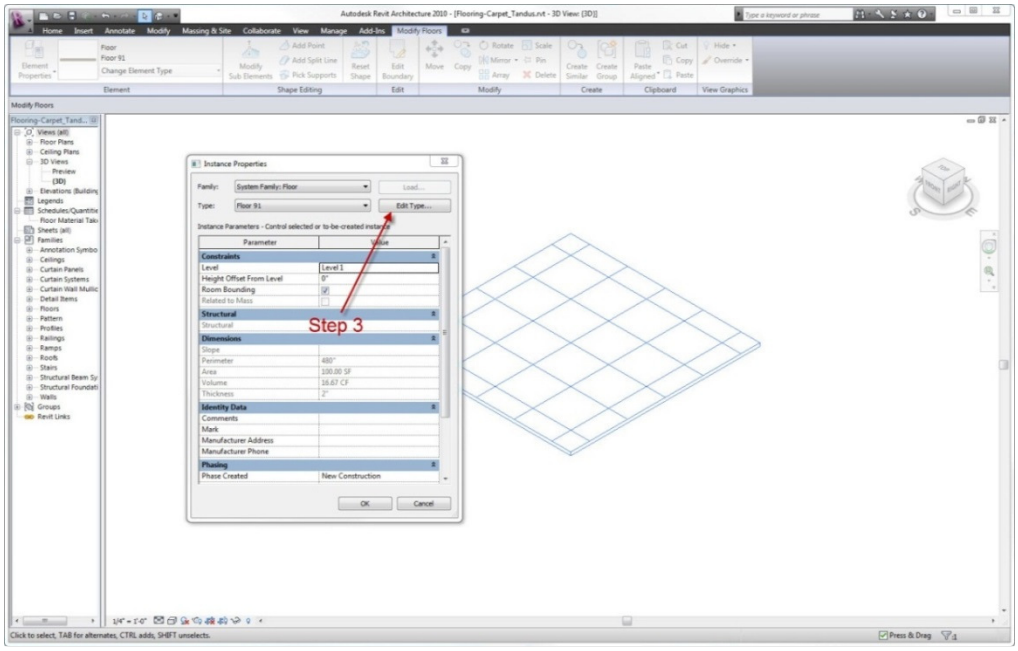
6. After selecting the appropriate file to import from, select the “Check None” option.
7. Then select only the “Ceiling Types” and “Materials” options listed and click “OK”.



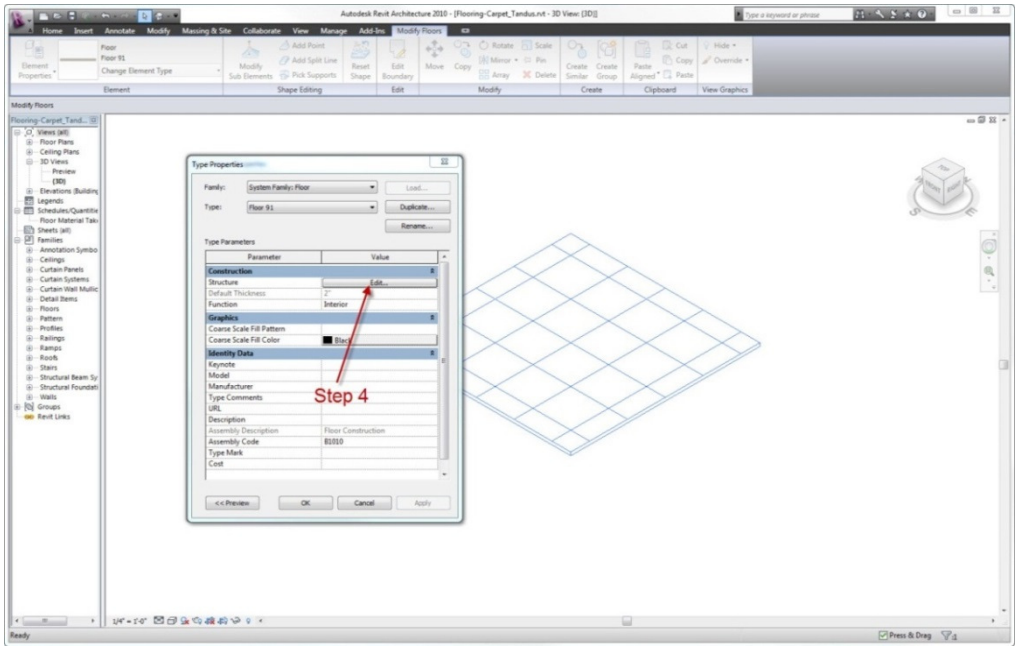
8. This will now allow you to begin using the Hunter Douglas ceiling and materials you imported.

Changing Materials in Hunter Douglas Contract Ceiling Assemblies

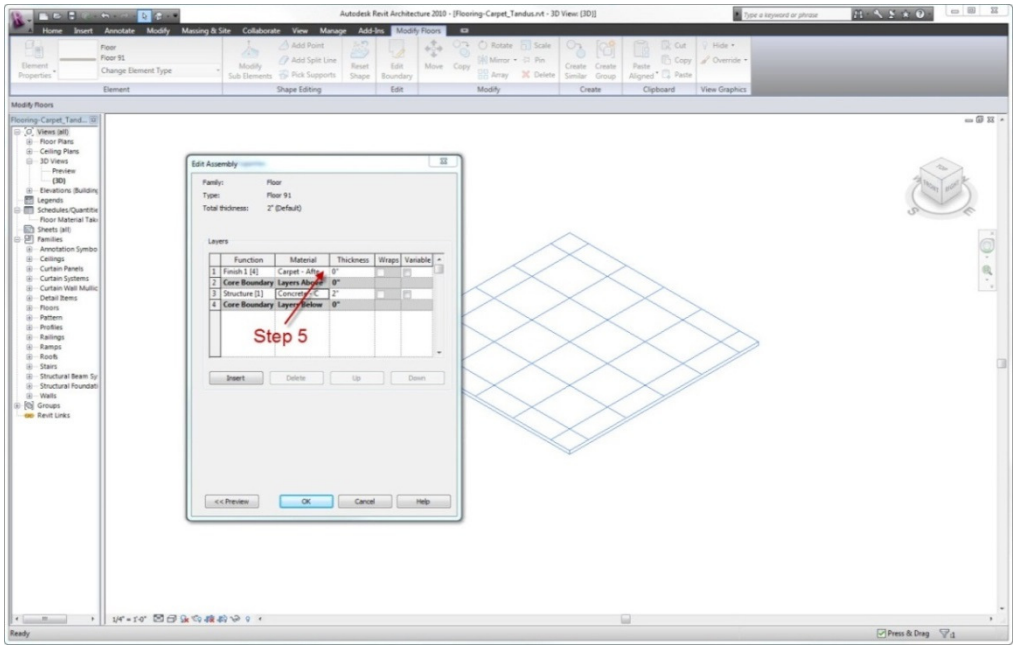
1. Select a ceiling whose material you want to change.



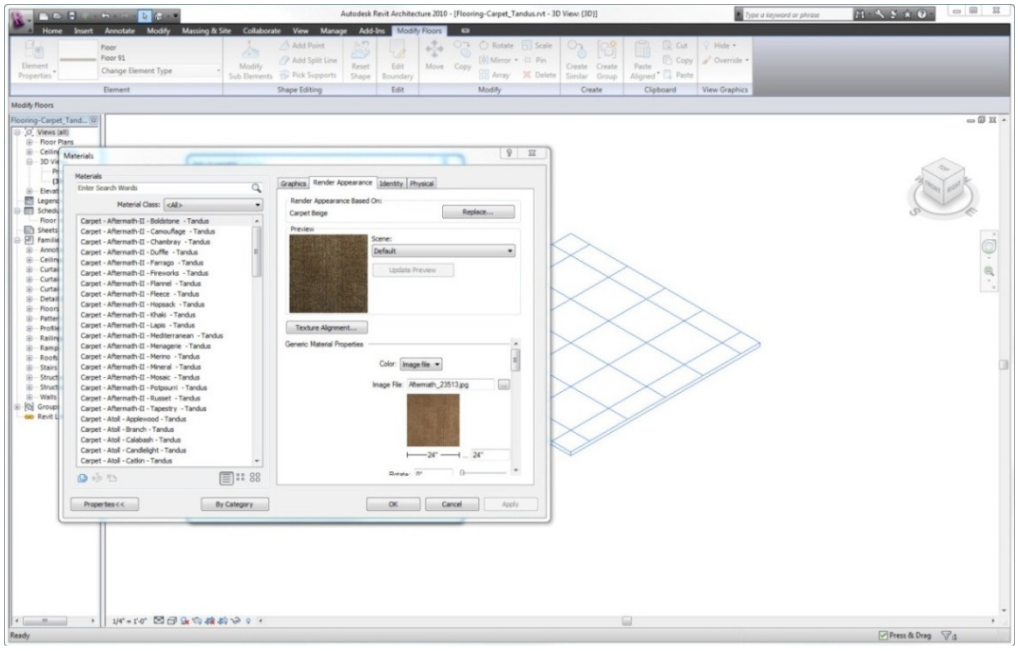
2. Right click to open the “Instance Properties” dialogue box.
3. Click on the “Edit Type” button.



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 that you would like to adjust and you will be taken to the material dialog box.
6. 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.



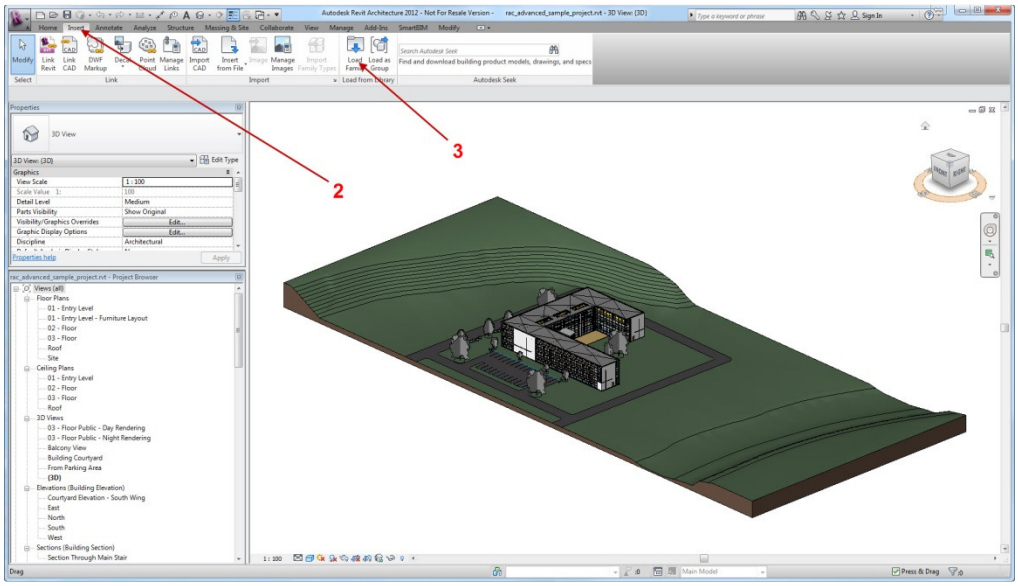
7. You can also adjust the scale and alignment of the referring image, or import a different bump map for the image by selecting the “Render Appearance” tab. NOTE: All of these settings default

to Tandus' specifications, so changing scale, alignment or bump map may give you an inaccurate material image. This step is for advanced users only.

8. Click OK until you can see the building once again and all dialog boxes are exited.
9. Your assembly is now ready to render.

Using RFA Ceiling Assemblies

1. Unlike ceiling system families (RVT ceilings), these ceilings are designed to be much more sophisticated and detail orientated. However, these have inherent limitations as they are not able to be categorized as ceilings but instead are considered specialty equipment. Additionally, the sizing of the families are limited to rectangular shaped rooms. For more custom shapes or layouts, users should utilize either a combination of the assemblies and kit of parts (see the section titled "Using RFA Ceiling Kit of Parts") or solely using the kit of parts.
2. Like other RFA families, using should import the family by clicking on the "Insert" tab on the ribbon window.
3. Then select the "Load Family" option.



4. Navigate to the location of the saved families. If your family has more than 5 panel size options, a type catalog will appear. This will allow you to select the specific size(s) preferred.
5. Upon importing, you will find that this assembly may take a little longer to fully import and change sizes. This is because these models contain a higher detail level. However, they will significantly increase the time it takes to place each component individually.
6. Users should place models from the floor plan views, not from the reflected ceiling plan. Models are set to default at a height of 8'-0" above the placed floor plane.
7. Upon placing, users can then go to the reflected ceiling plan, if the view range is able to see the model from the default height. If not able to be seen, it is recommended that a quick section is placed, and then one should reset the ceiling height by using the parameter "Height A.F.F.", which controls the height above the finished floor.
8. After setting this parameter, the user can then set the correct overall width and length of the assembly, where the system will automatically adjust, placing the correct amount of panels, suspension, etc. Note that the system is designed to be as efficient with the panels as possible.

Meaning, instead of creating two half size panels on the ends, it will create one solid panel and shift the entire system.

9. Users can also set the height from the face of the ceiling to the bottom of the structure the ceiling is to be attached to. By doing so, the system will automatically report the available plenum depth.
10. Users are able to assign materials to the panels by utilizing the same material definitions available in the RVT files.

Using RFA Ceiling Kit of Parts

1. The kit of parts is essentially exactly as they sound a kit of individual parts from the overall assembly. These parts allow users to create more custom installation patterns that the pre-assembled family cannot handle on its own.
2. User's should place and align each component based upon the reference planes built into the models. This should allow easier understanding of how the model should be assembled.
3. For instances where additional clarity is needed, it is recommended that users first reference the pre-built assemblies. For additional clarity, users should consult the manufacturer's website for details on how the products are assembled.

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