

# Export Plug-in from Revit 2017 to Artlantis 6

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## 1- Introduction

Revit plug-in exports to Artlantis 6 **.atl** file format.

Requirements: Revit 2017 and Artlantis Render or Studio 6.

Note: The .atl files exported will not be read into earlier versions of Artlantis 6.

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 2017

Double-click on **ATL6-for-Revit2017\_Setup.msi** Follow the displayed instructions.

## 3- Saving an Artlantis file from Revit 2017

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 and 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?

In the menu **Add-Ins > External Tools>Export to Artlantis Render Studio 6**. The file will be saved in Artlantis **.atl** file format.

#### **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- More information...**

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

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