

# Export Plug-in from Revit 2016 to Artlantis 6

## 1- Introduction

## 2- Installation instructions

## 3- Saving an Artlantis file from Revit 2016

## 4- How to update an Artlantis file

## 5- Enhancement

## 6- More information...

## 1- Introduction

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

Requirements: Revit 2016 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 2016

Double-click on **ATL6-for-Revit2016\_Setup.msi** Follow the displayed instructions.

## 3- Saving an Artlantis file from Revit 2016

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- Enhancement**

The contiguous geometry of a same material is automatically merged. It spares time when opening an .atl file.

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

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

www.artlantis.com

Abvent 58 rue Saint-Lazare 75009 Paris France

Tel: +33 (1) 53 01 05 05

Fax: +33 (1) 53 01 05 00

E-mail: international@abvent.com

June 2016