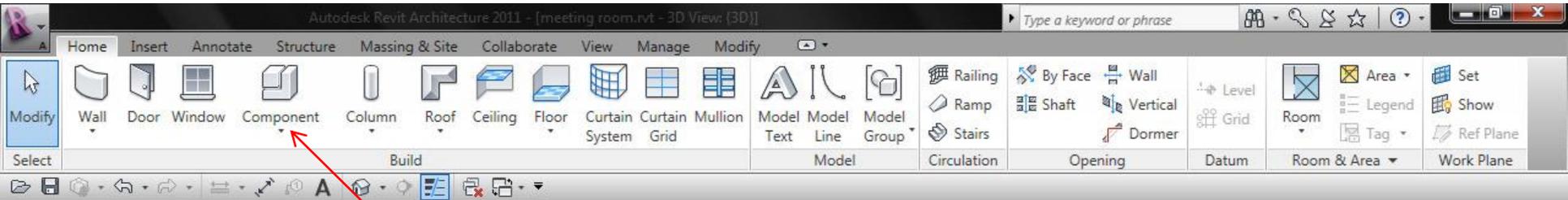


أمـر الحذف Void Forms



Properties

3D View: {3D} Edit Type

Graphics

View Scale: 1:100

Scale Value: 1:100

Detail Level: Medium

Visibility/Grap... Edit...

Visual Style: Shaded with...

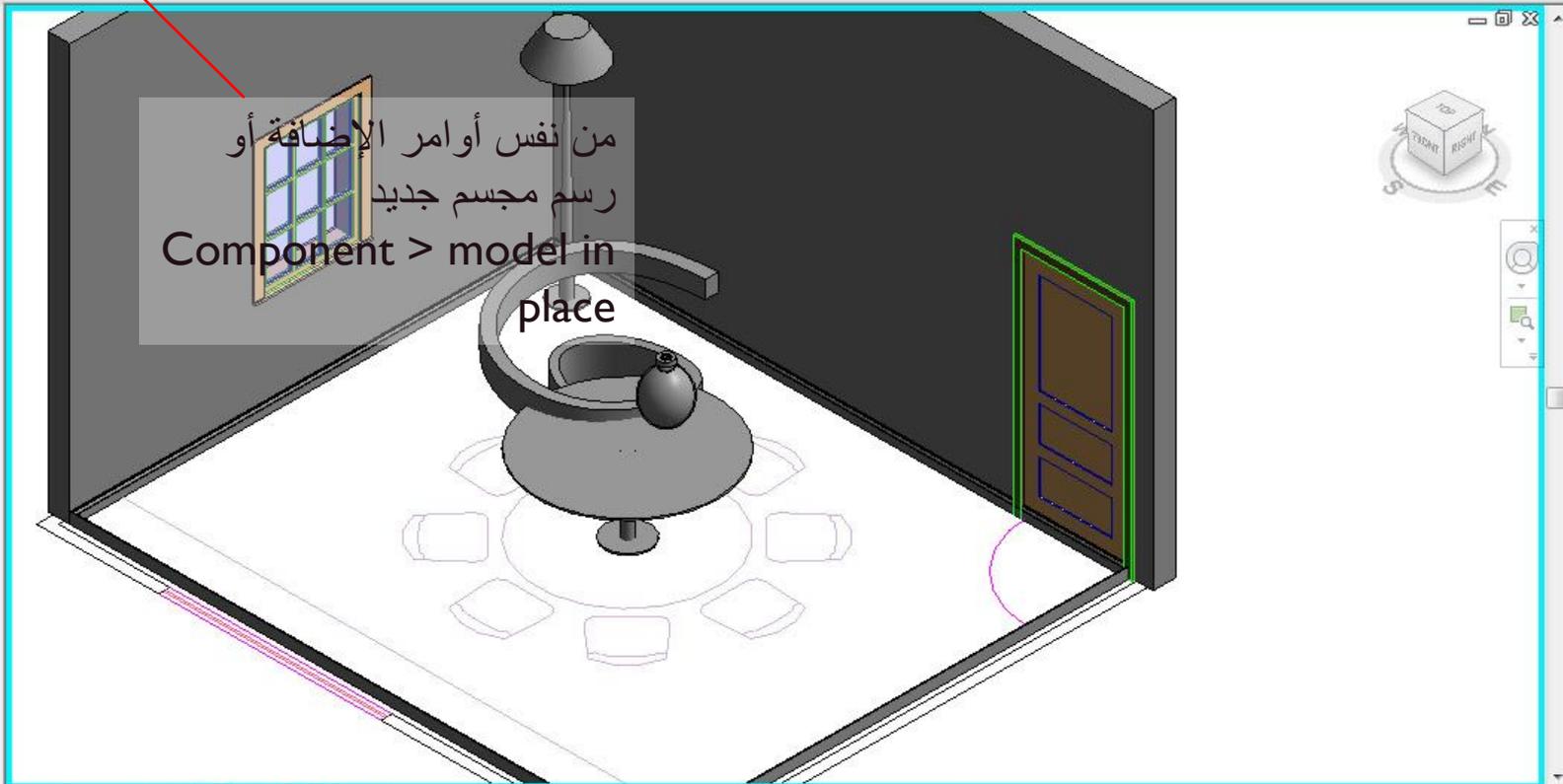
Graphic Displ... Edit...

Discipline: Architectural

Properties help Apply

meeting room.rvt - Project Browser

- Views (all)
 - Floor Plans
 - Level 1
 - Ceiling Plans
 - Level 1
 - 3D Views
 - 3D View 1 (3D)
 - Sections (Section 1)
 - Section 1
 - Section 2
 - Legends



جميع أوامر Void تعمل بنفس عمل أوامر الإضافة (Extrusion, Blend,) والإختلاف أن أمر Void يحذف من الشكل

The screenshot displays the Autodesk Revit Architecture 2011 software interface. The ribbon is set to the 'Modify' tab, and the 'Void Forms' panel is active. The 'Void Extrusion' tool is highlighted, and a tooltip is visible. The tooltip text reads: 'Void Extrusion Creates a 3D shape that is then used to remove part of a solid 3D shape. You can create an extrusion cut through any solid geometry.' Below the text are two small diagrams: one showing a yellow cube with a rectangular cutout, and another showing a blue cube with a rectangular cutout. A red arrow points from the 'Void Extrusion' tool icon to the tooltip. In the background, a 3D model of a meeting room is shown, featuring a table, chairs, and a door. A semi-transparent text box is overlaid on the 3D model, containing the text: 'نختار أمر Void والذي يندرج تحته: Void Extrusion'. The Properties panel on the left shows the 'Family: Generic Model' and 'Part Type' fields. The Project Browser on the bottom left shows the current project structure, including 'Views (all)', 'Floor Plans', 'Ceiling Plans', '3D Views', and 'Sections (Section 1)'. The status bar at the bottom indicates 'Ready' and 'Press & Drag'.

Void Extrusion
Creates a 3D shape that is then used to remove part of a solid 3D shape.
You can create an extrusion cut through any solid geometry.

Press F1 for more help

نختار أمر Void
والذي يندرج تحته:
Void Extrusion

meeting room.rvt - Project Browser

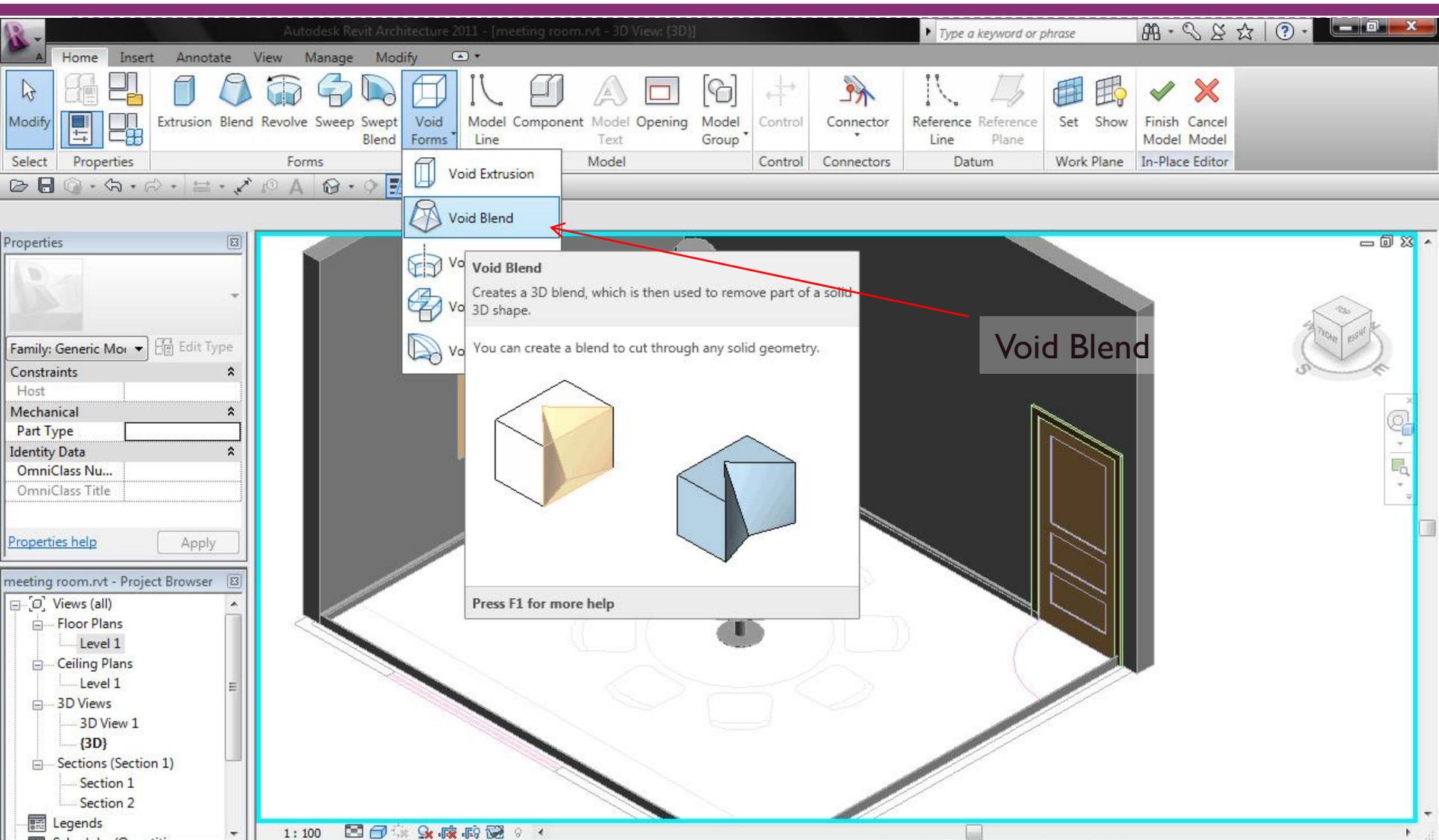
Views (all)
Floor Plans
Level 1
Ceiling Plans
Level 1
3D Views
3D View 1
{3D}
Sections (Section 1)
Section 1
Section 2
Legends

1: 100

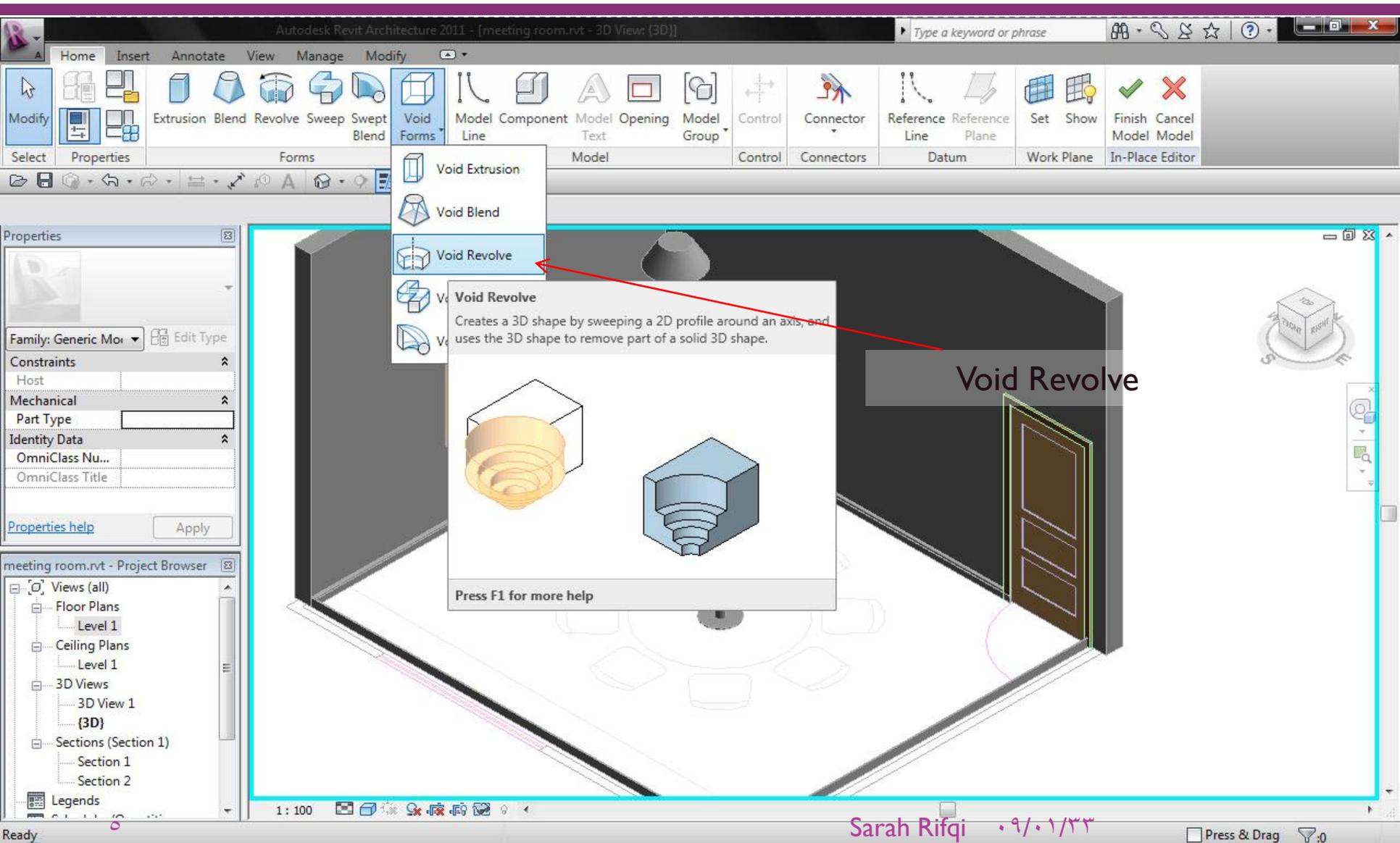
Ready Sarah Rifqi ٠٩/٠١/٣٣

Press & Drag

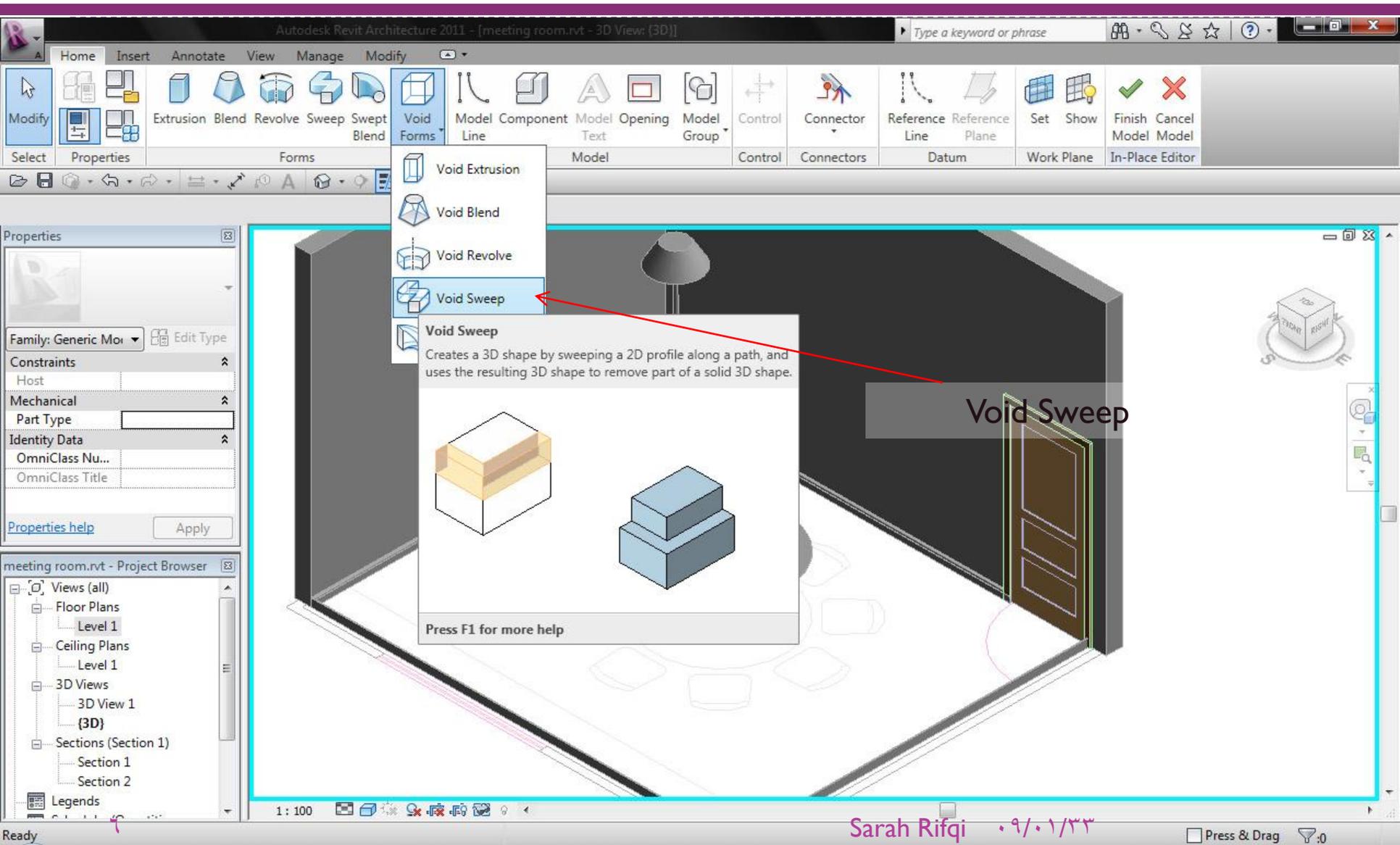
جميع أوامر Void تعمل بنفس عمل أوامر الإضافة (Extrusion, Blend,) والإختلاف أن أمر Void يحذف من الشكل



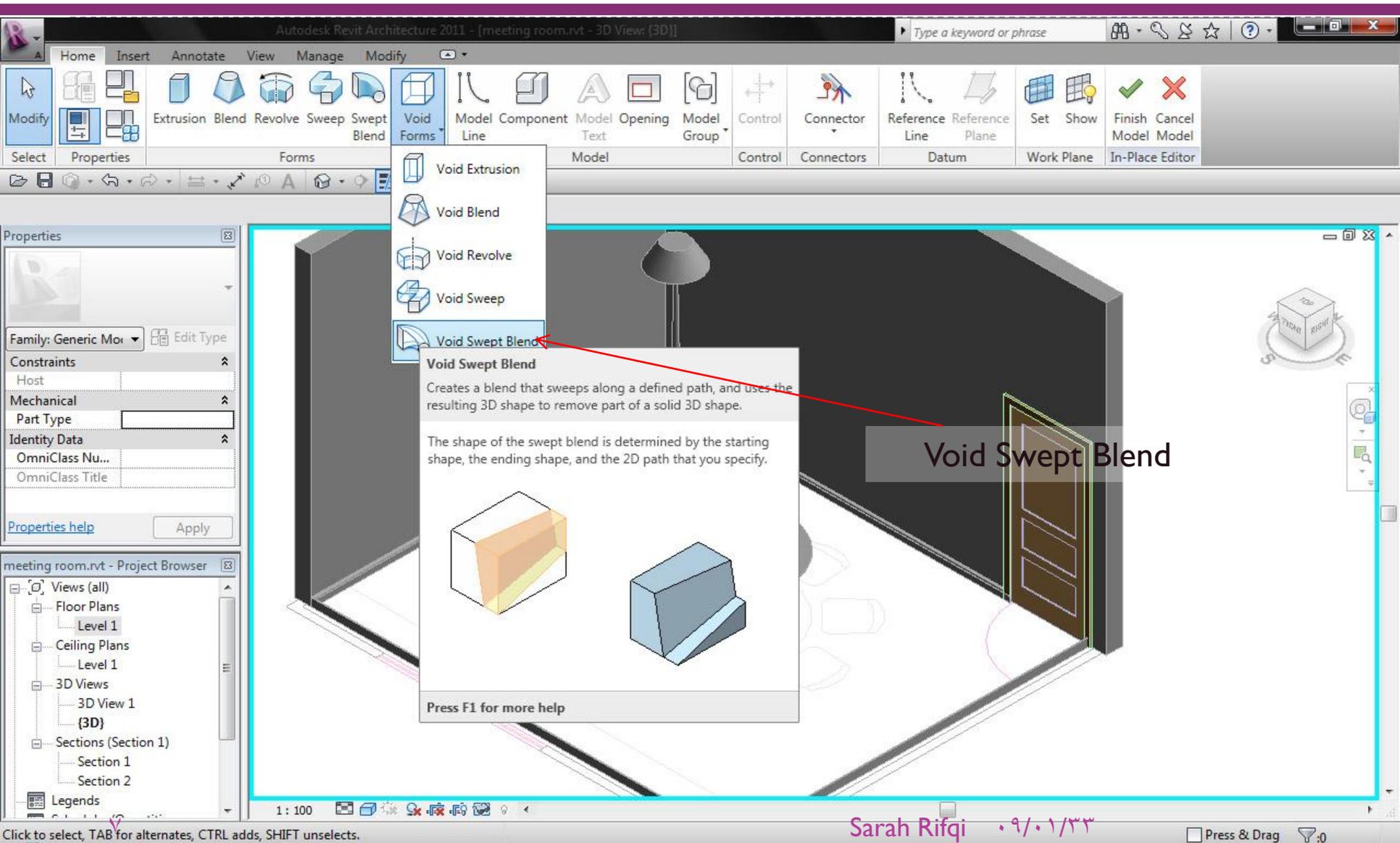
جميع أوامر Void تعمل بنفس عمل أوامر الإضافة (Extrusion, Blend,) والإختلاف أن أمر Void يحذف من الشكل



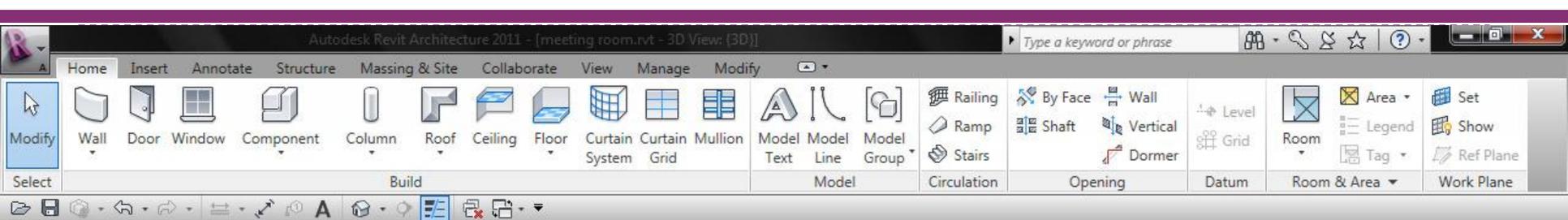
جميع أوامر Void تعمل بنفس عمل أوامر الإضافة (Extrusion, Blend,) والإختلاف أن أمر Void يحذف من الشكل



جميع أوامر Void تعمل بنفس عمل أوامر الإضافة (Extrusion, Blend,) والإختلاف أن أمر Void يحذف من الشكل



Void Swept Blend



Properties

3D View: {3D} Edit Type

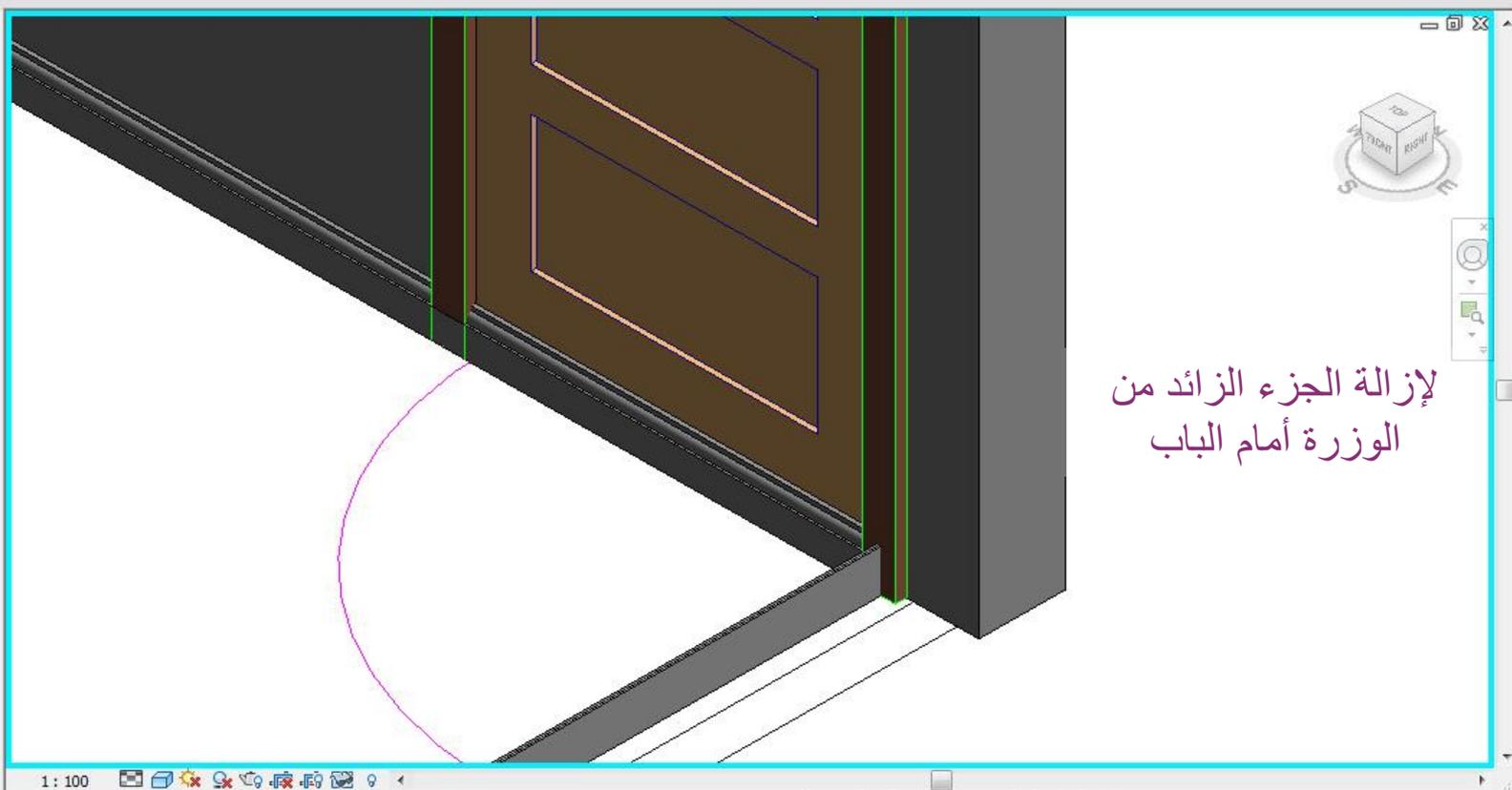
Graphics

View Scale: 1 : 100
Scale Value: 1 : 100
Detail Level: Medium
Visibility/Grp... Edit...
Visual Style: Shaded with...
Graphic Displ... Edit...
Discipline: Architectural

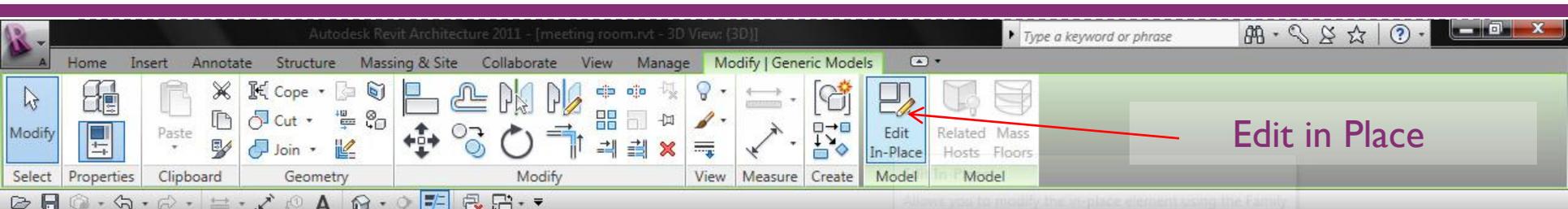
Properties help Apply

meeting room.rvt - Project Browser

- Views (all)
 - Floor Plans
 - Level 1
 - Ceiling Plans
 - Level 1
 - 3D Views
 - 3D View 1 (3D)
 - Sections (Section 1)
 - Section 1
 - Section 2
 - Legends



إزالة الجزء الزائد من
الوزرة أمام الباب



Edit in Place

Modify | Generic Models

Properties

Generic Models (1) Edit Type

Constraints

Moves With N...

Identity Data

Comments

Mark

Phasing

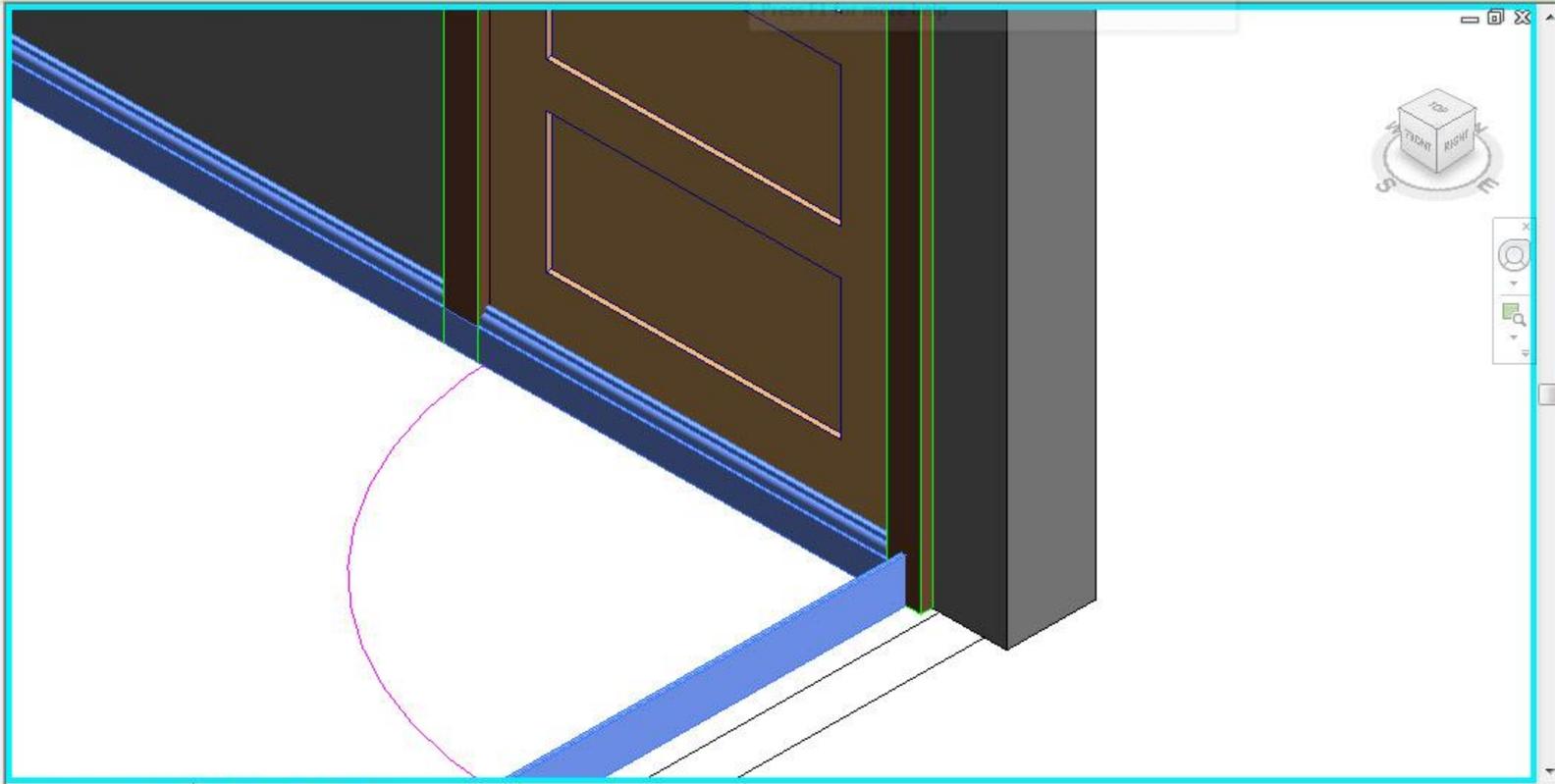
Phase Created New Constr...

Phase Demoli... None

Properties help Apply

meeting room.rvt - Project Browser

- Views (all)
 - Floor Plans
 - Level 1
 - Ceiling Plans
 - Level 1
 - 3D Views
 - 3D View 1 (3D)
 - Sections (Section 1)
 - Section 1
 - Section 2
 - Legends



Home Insert Annotate View Manage Modify

Modify Select Properties Forms Model Control Connectors Datum Work Plane In-Place Editor

Extrusion Blend Revolve Sweep Swept Blend Void Forms Model Line Component Model Text Opening Model Group Control Connector Reference Line Reference Plane Set Show Finish Cancel Model Model

Properties

Family: Generic Mo Edit Type

Constraints Host

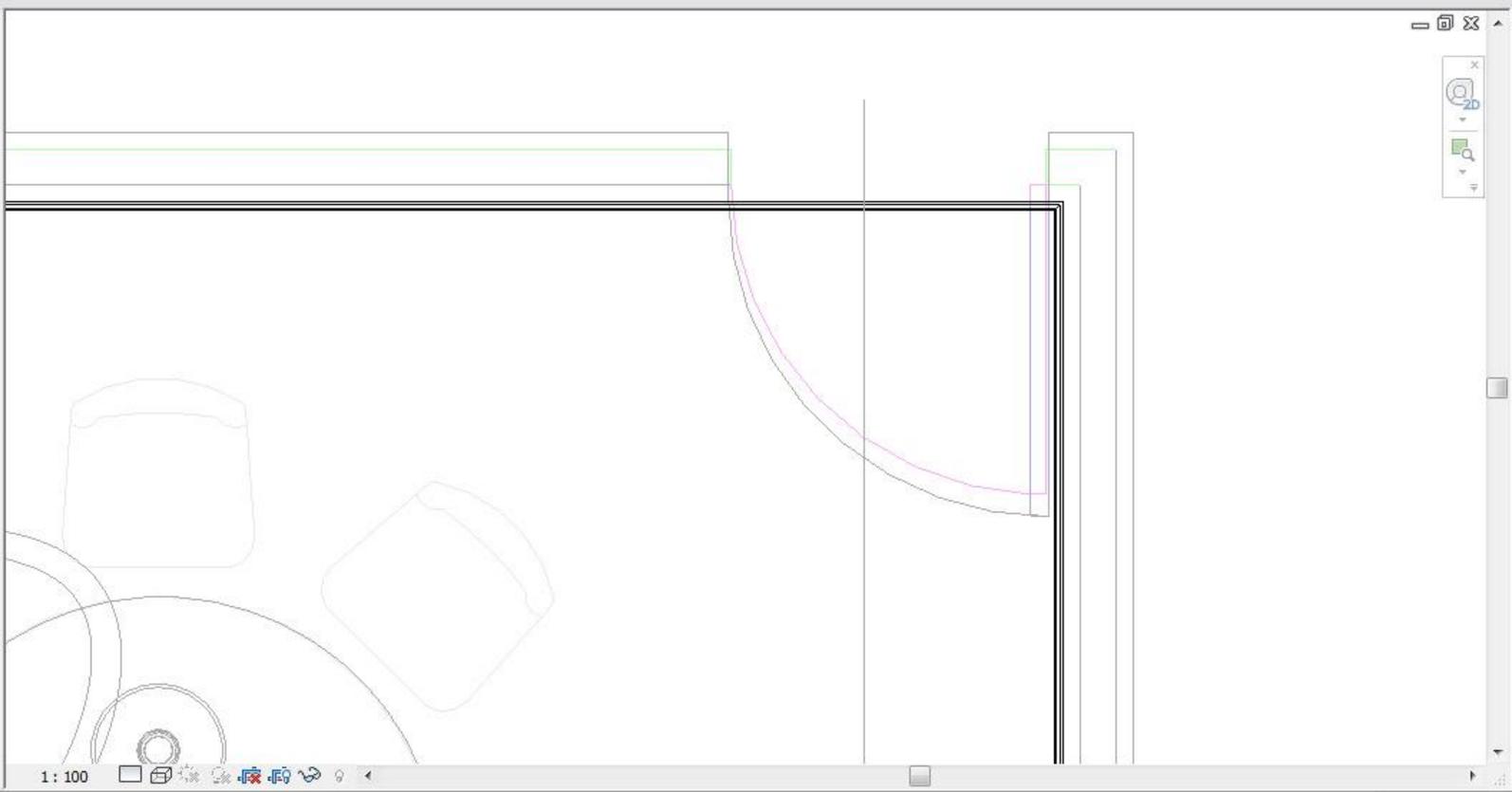
Mechanical Part Type

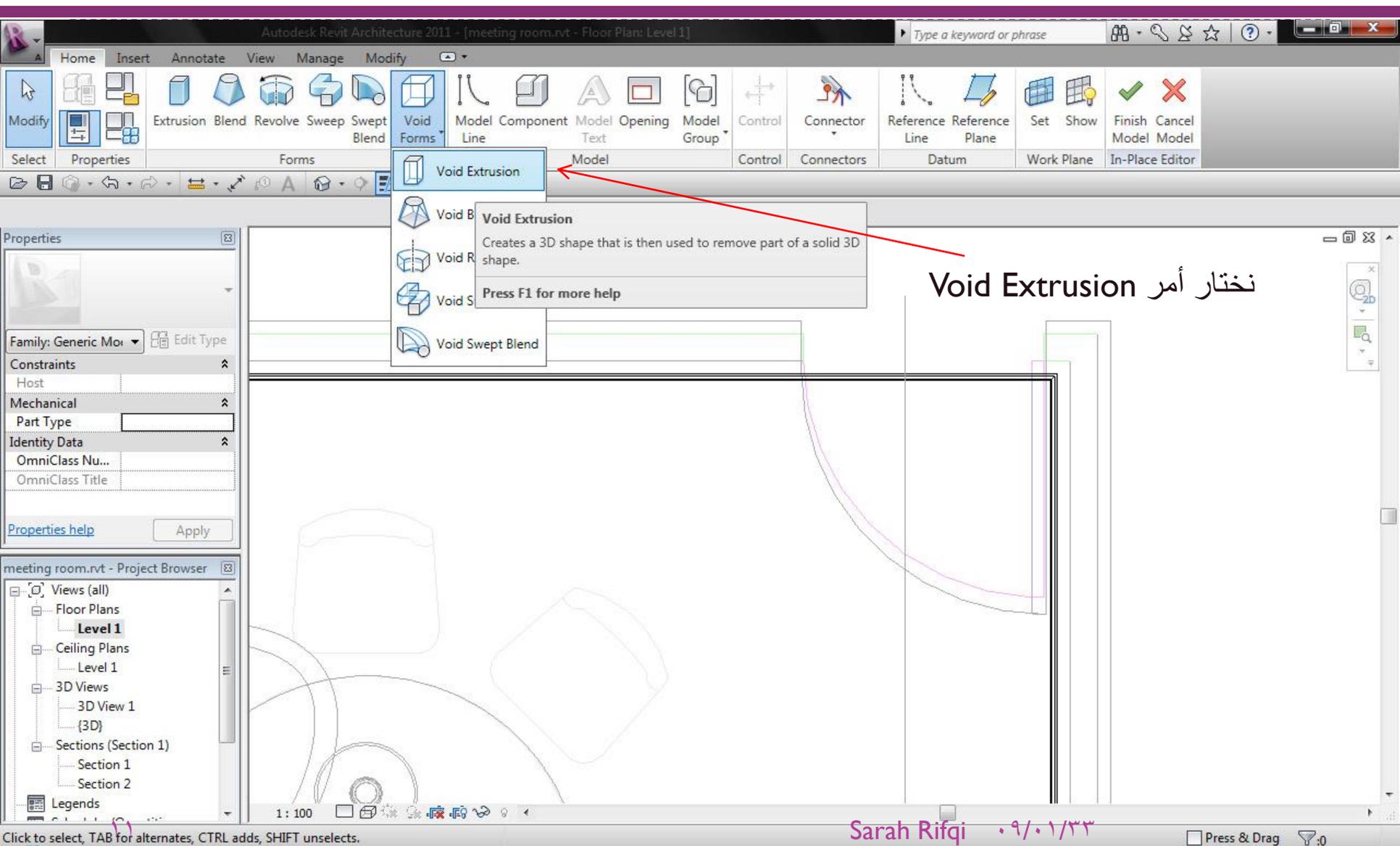
Identity Data OmniClass Nu... OmniClass Title

Properties help Apply

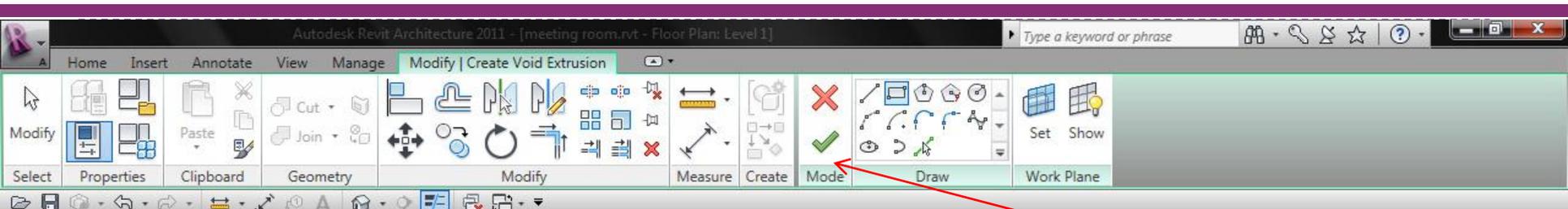
meeting room.rvt - Project Browser

- Views (all)
 - Floor Plans
 - Level 1**
 - Ceiling Plans
 - Level 1
 - 3D Views
 - 3D View 1
 - {3D}
 - Sections (Section 1)
 - Section 1
 - Section 2
 - Legends





نختار أمر Void Extrusion



Depth 250.0 Chain Offset: 0.0 Radius: 1000

Properties

Void Extrusion

Constraints

Extrusion End	250.0
Extrusion Start	0.0
Work Plane	Level : Level 1

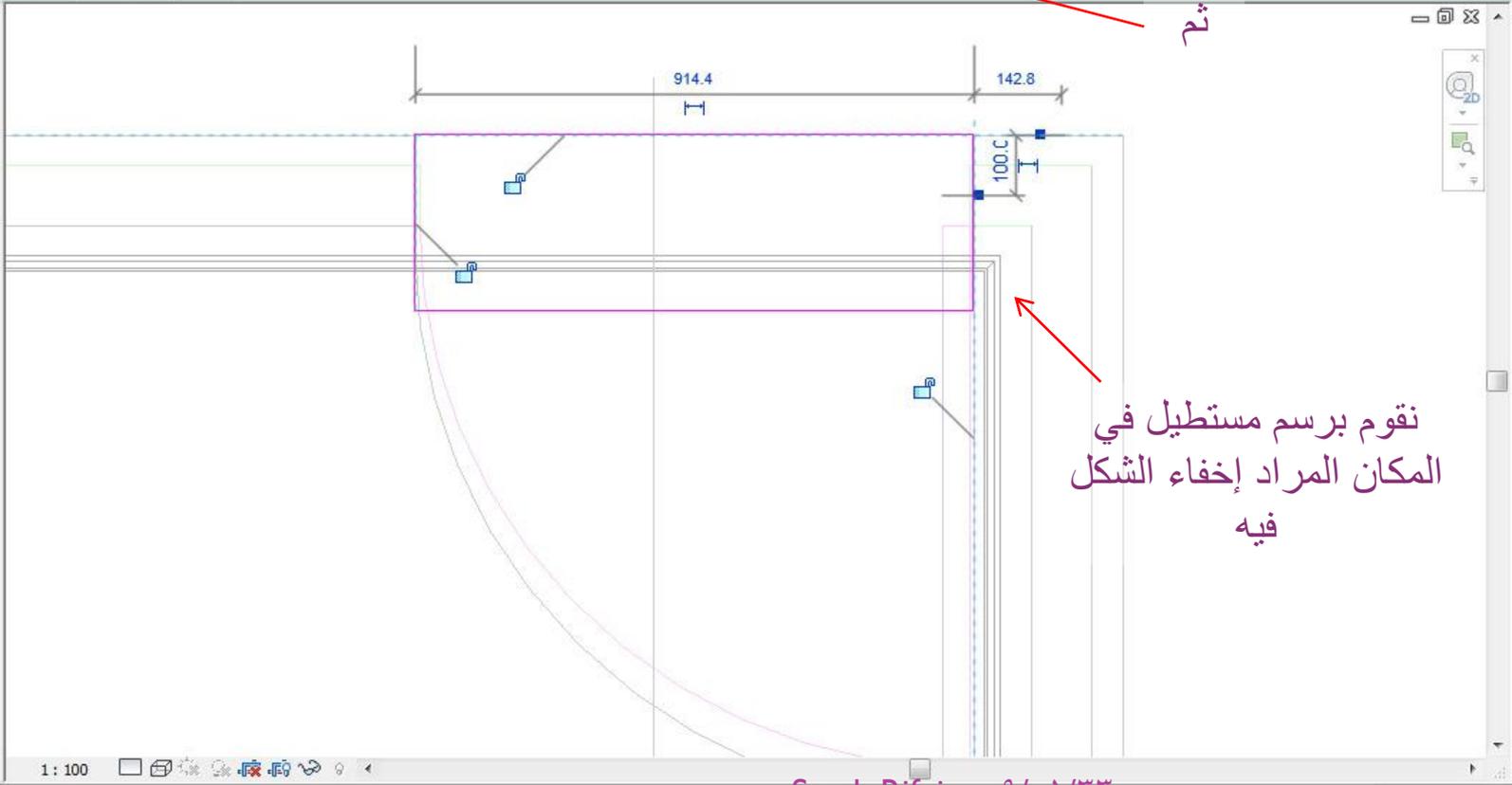
Identity Data

Solid/Void	Void
------------	------

[Properties help](#)

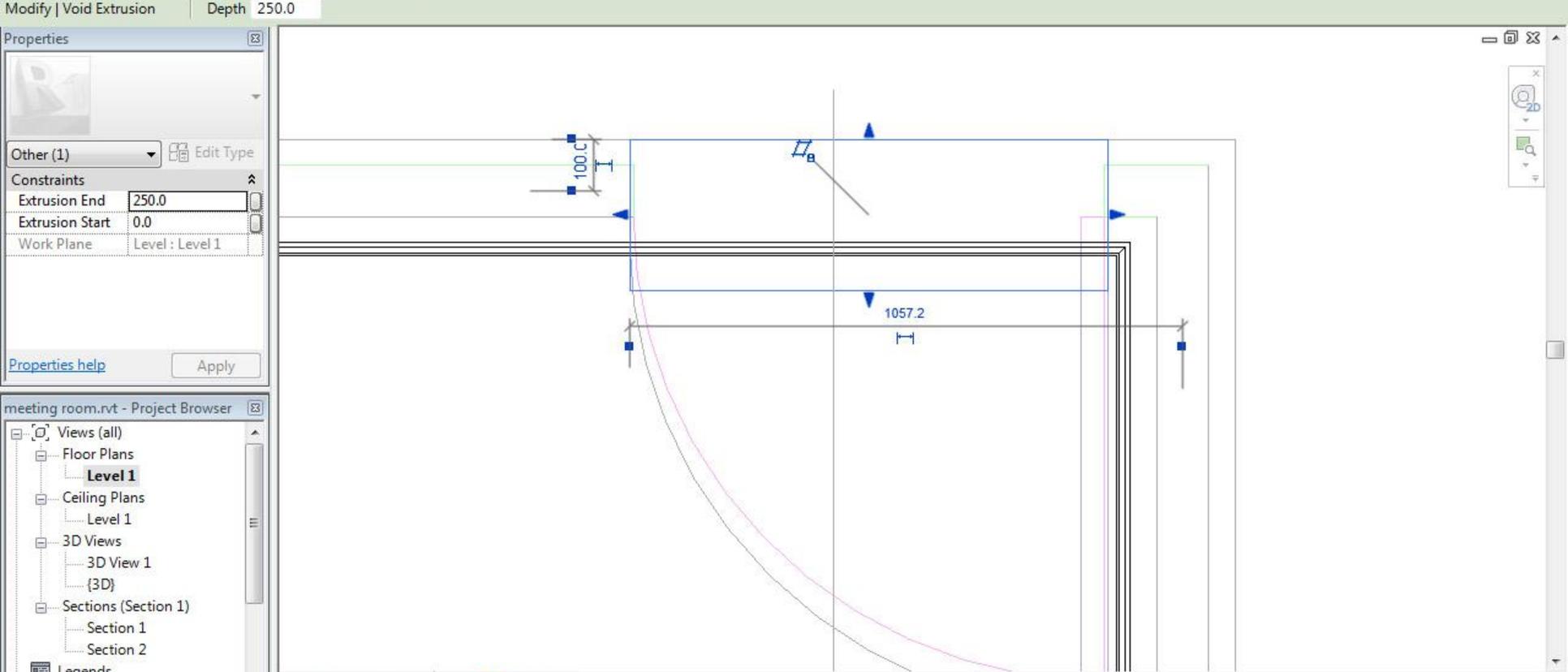
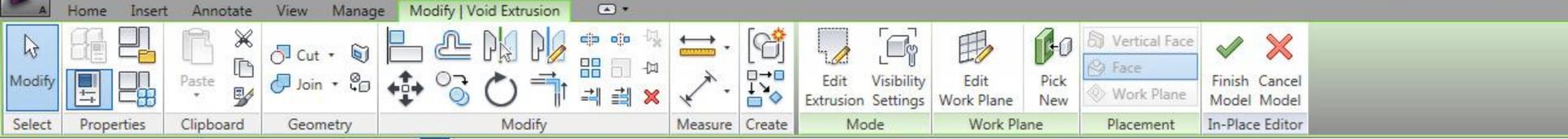
meeting room.rvt - Project Browser

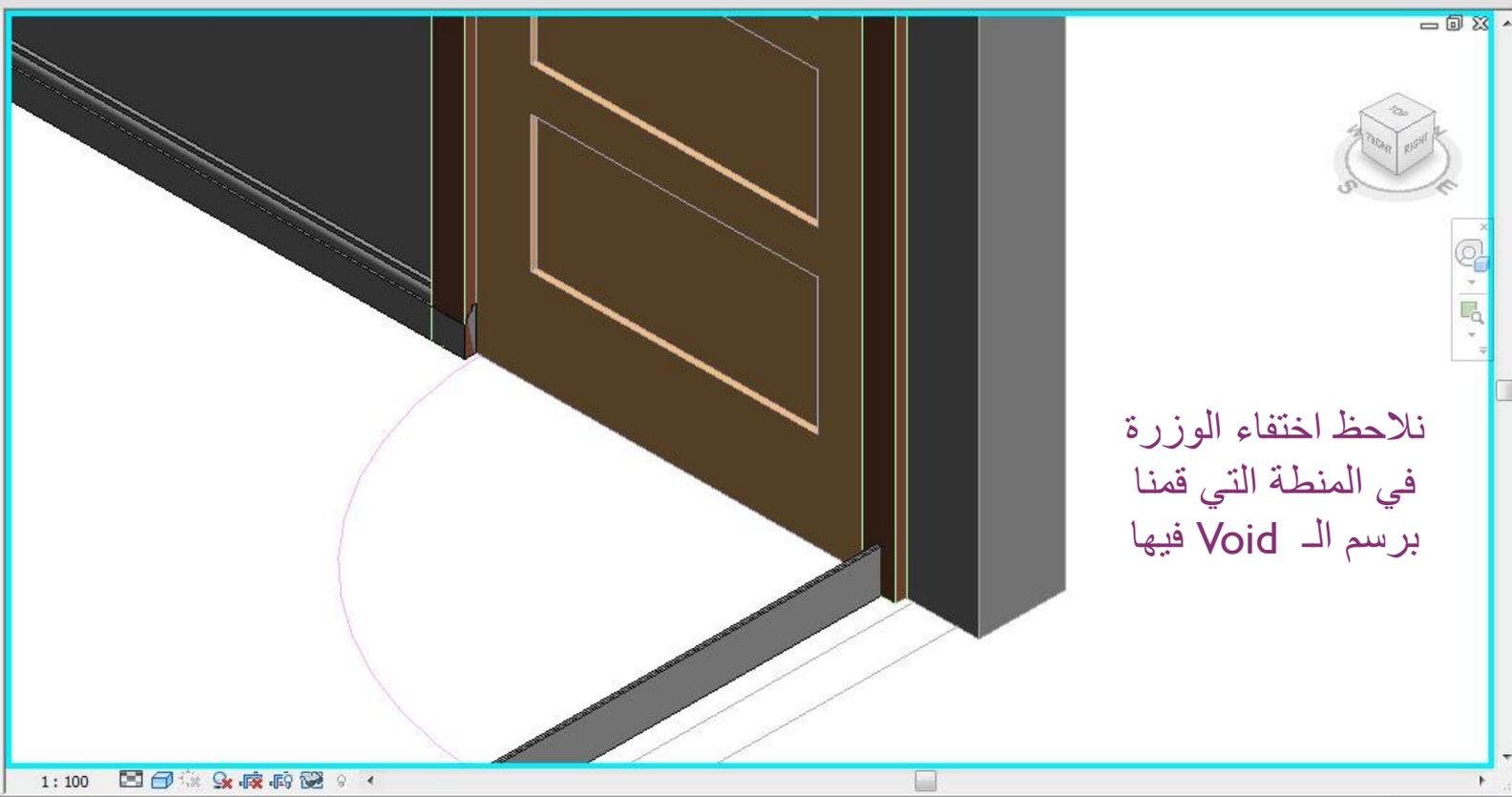
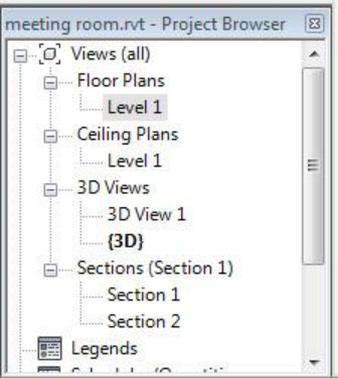
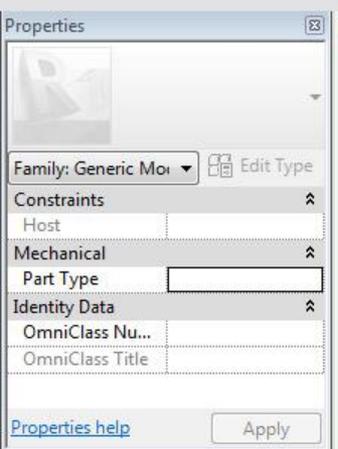
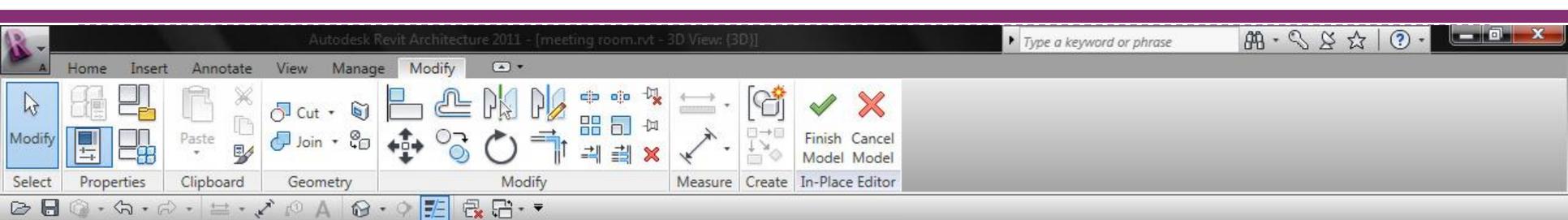
- Views (all)
- Floor Plans
 - Level 1**
- Ceiling Plans
 - Level 1
- 3D Views
 - 3D View 1
 - {3D}
- Sections (Section 1)
 - Section 1
 - Section 2
- Legends



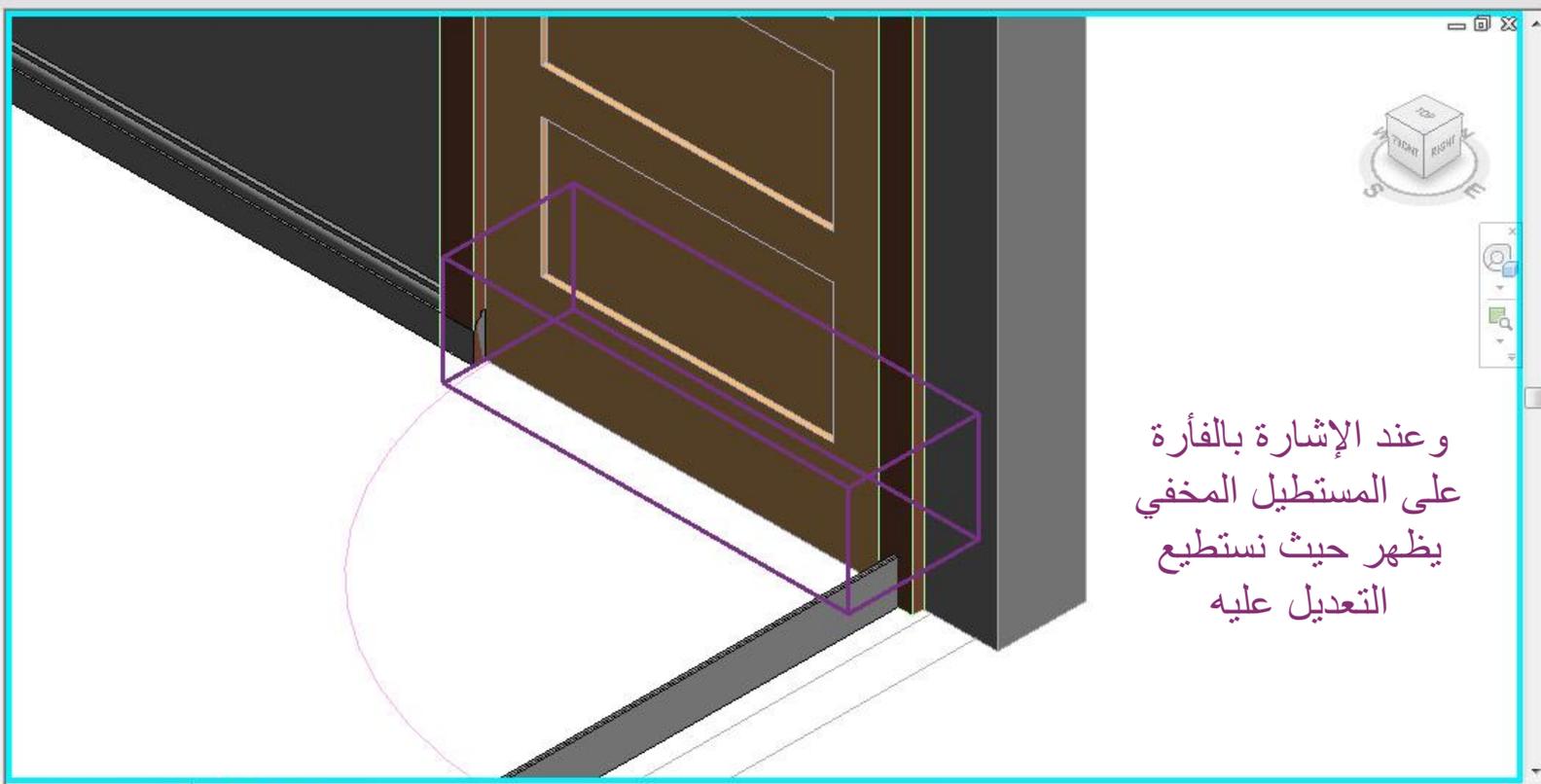
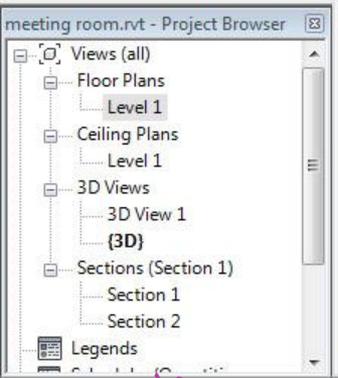
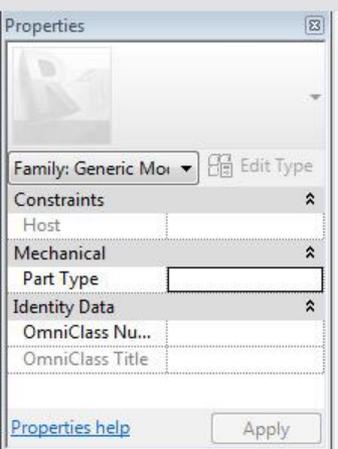
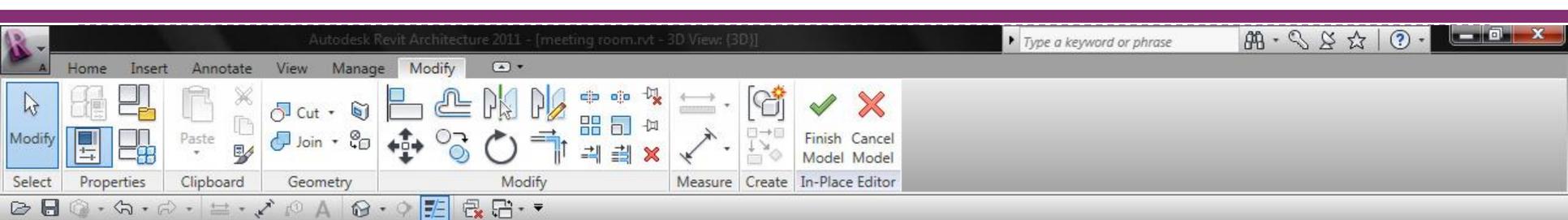
نقوم برسم مستطيل في
المكان المراد إخفاء الشكل
فيه

Enter the starting point of the rectangle.





نلاحظ اختفاء الوزرة
في المنطة التي قمنا
برسم الـ Void فيها



و عند الإشارة بالفأرة
على المستطيل المخفي
يظهر حيث نستطيع
التعديل عليه

Autodesk Revit Architecture 2011 - [meeting room.rvt - 3D View: {3D}]

Type a keyword or phrase

Home Insert Annotate Structure Massing & Site Collaborate View Manage Modify

Modify Select Properties Clipboard Geometry Modify View Measure Create

Properties

3D View: {3D} Edit Type

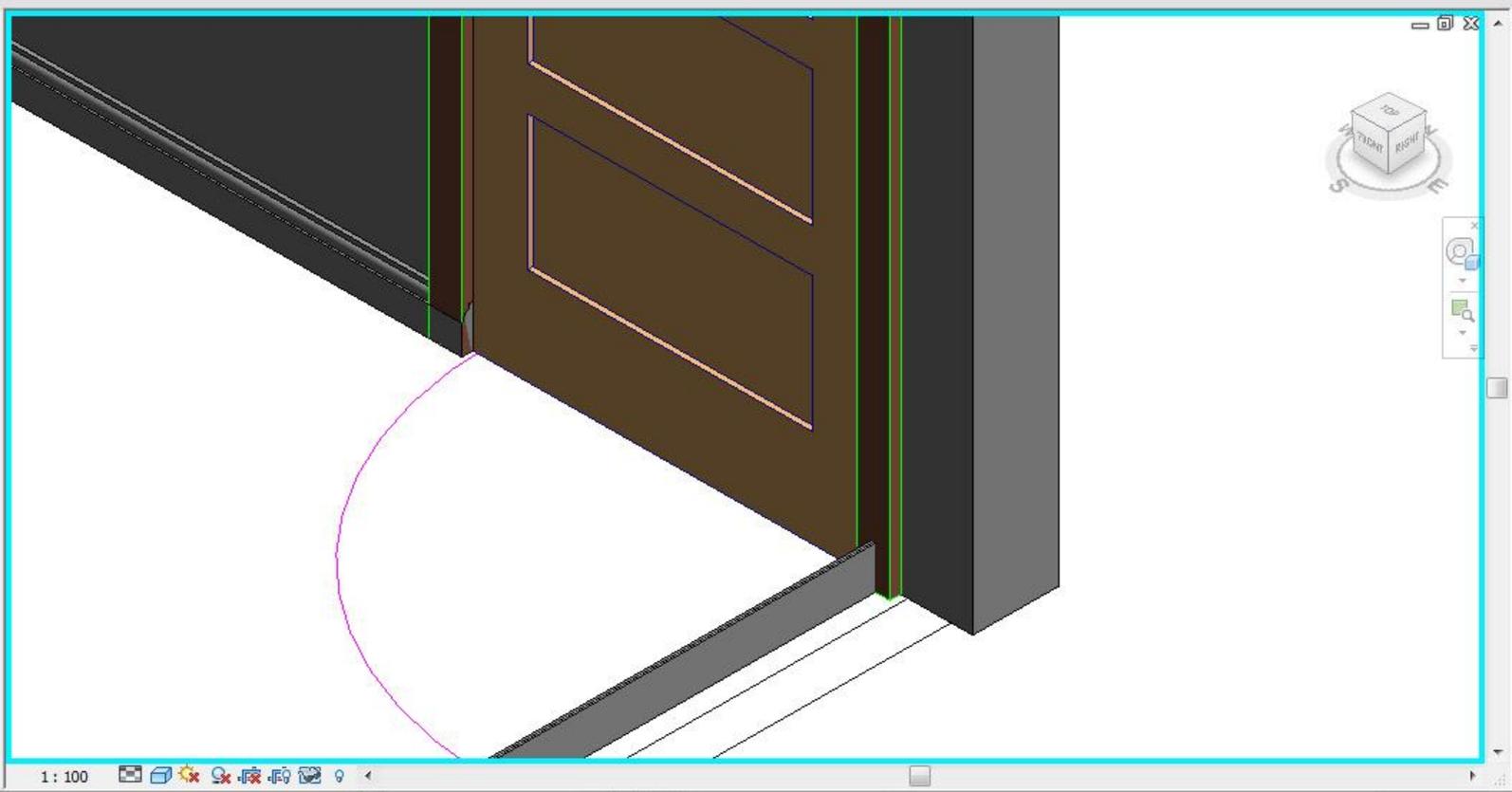
Graphics

View Scale	1 : 100
Scale Value	1 : 100
Detail Level	Medium
Visibility/Grp...	Edit...
Visual Style	Shaded with...
Graphic Displ...	Edit...
Discipline	Architectural

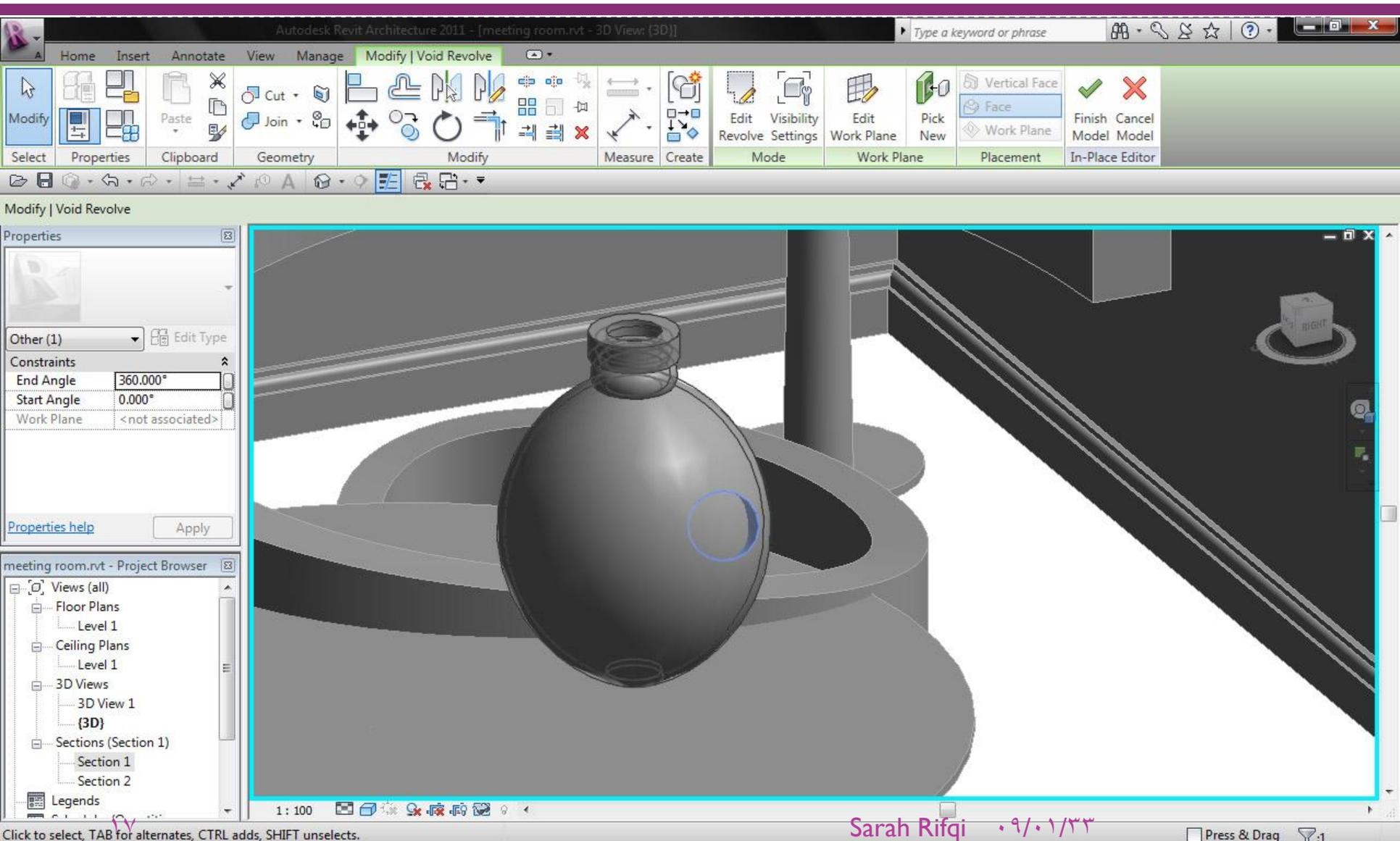
Properties help Apply

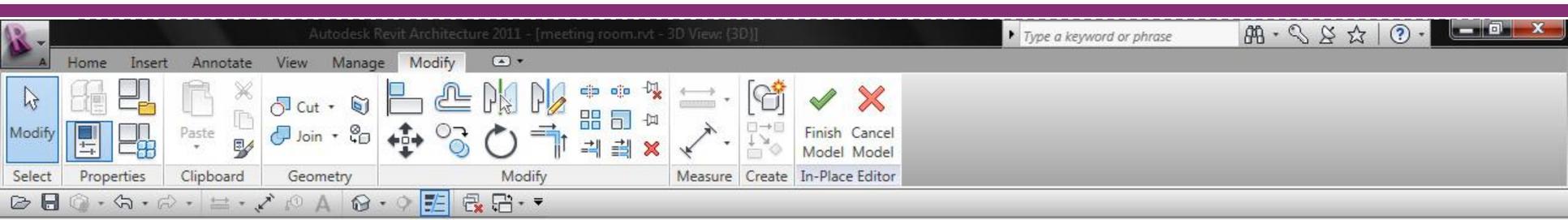
meeting room.rvt - Project Browser

- Views (all)
 - Floor Plans
 - Level 1
 - Ceiling Plans
 - Level 1
 - 3D Views
 - 3D View 1
 - {3D}
 - Sections (Section 1)
 - Section 1
 - Section 2
 - Legends



بنفس الطريقة السابقة نستطيع تطبيق جميع الأوامر بطريقة الـ Void للحذف من المجسمات





Properties

Family: Generic Mo Edit Type

Constraints

Host

Mechanical

Part Type

Identity Data

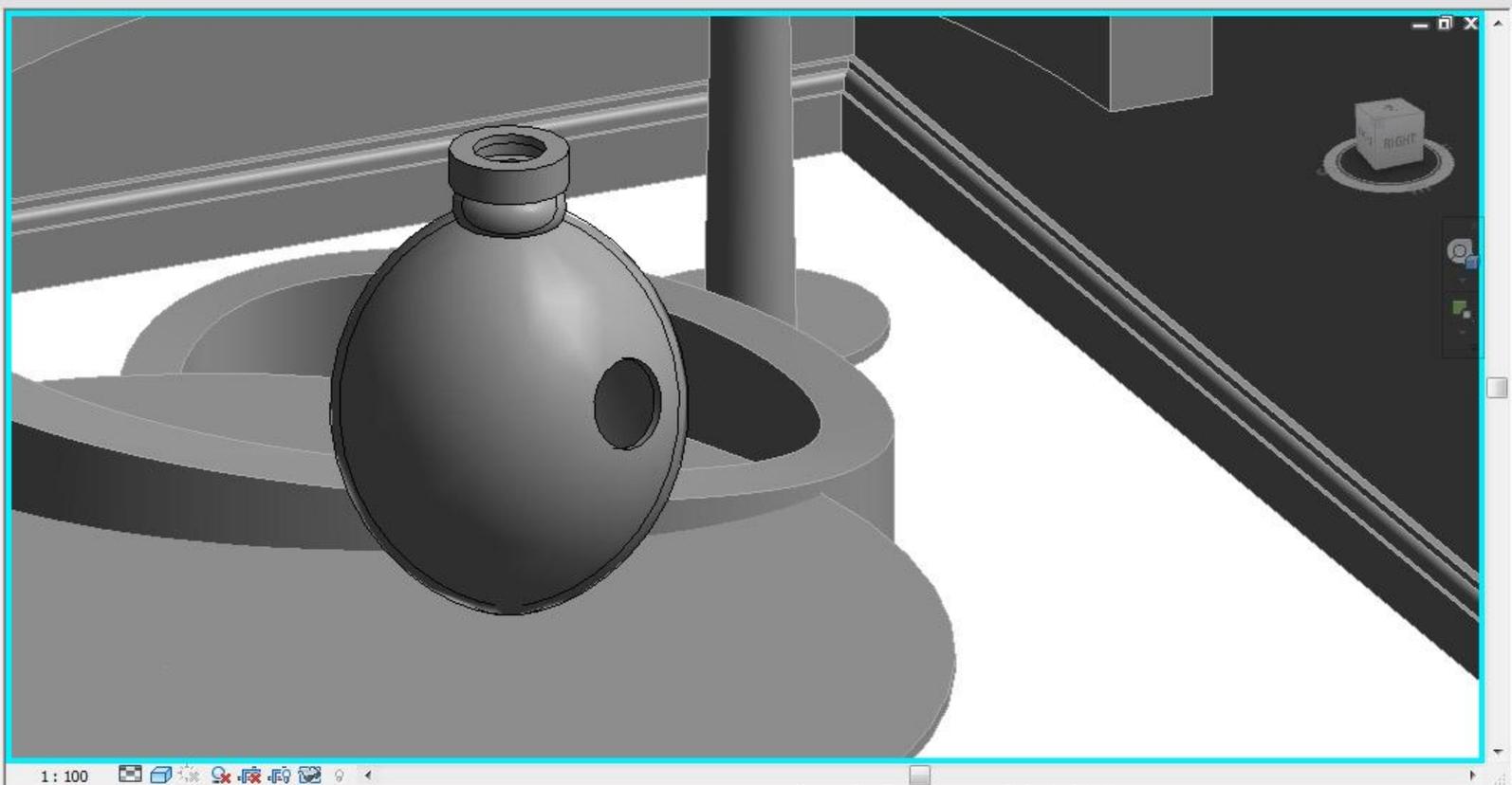
OmniClass Nu...

OmniClass Title

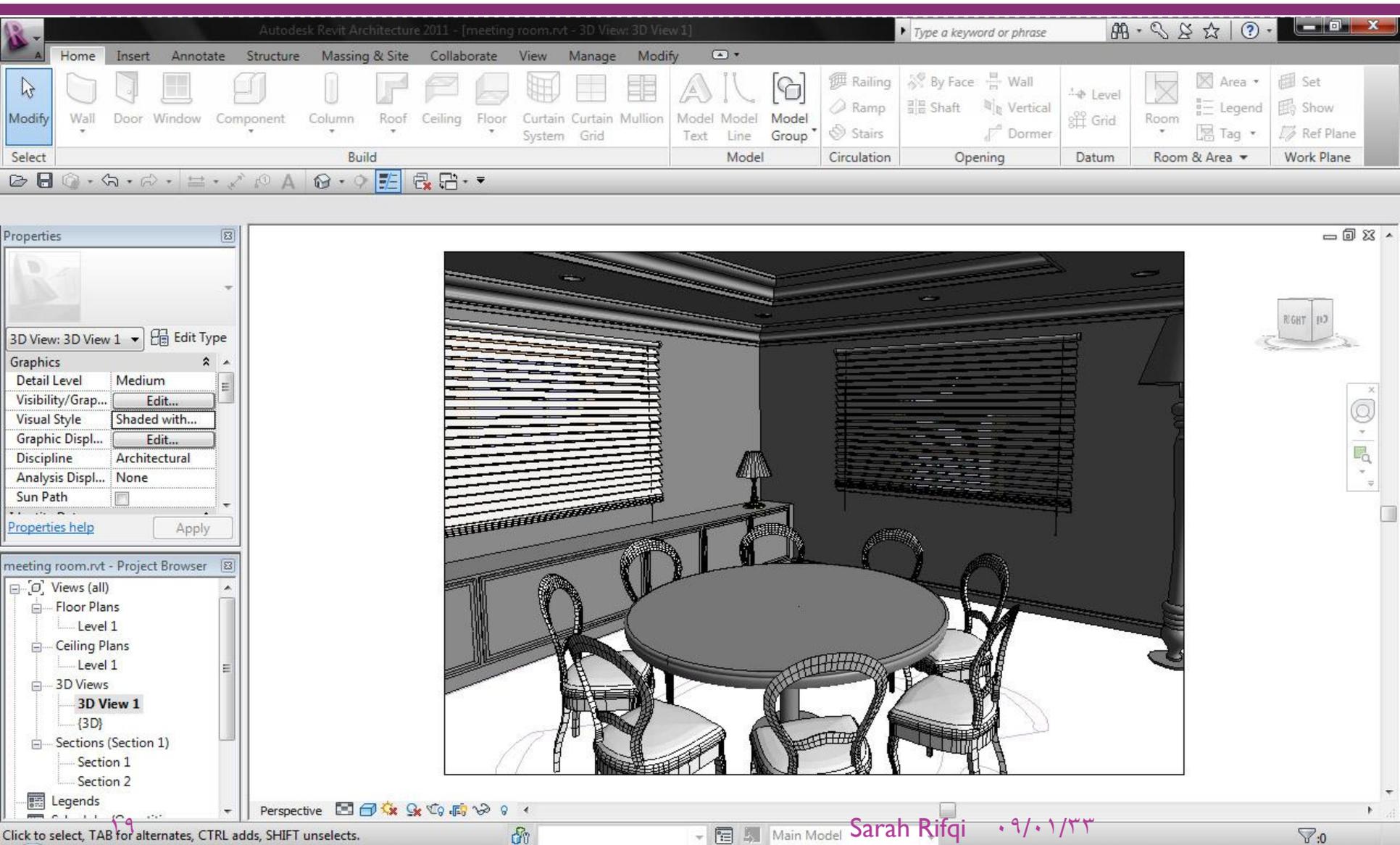
Properties help Apply

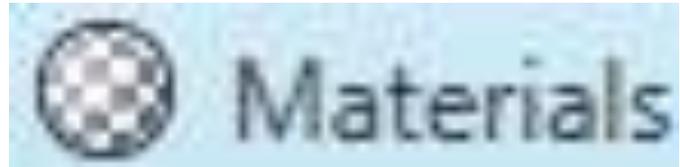
meeting room.rvt - Project Browser

- Views (all)
 - Floor Plans
 - Level 1
 - Ceiling Plans
 - Level 1
 - 3D Views
 - 3D View 1 (3D)
 - Sections (Section 1)
 - Section 1
 - Section 2
 - Legends



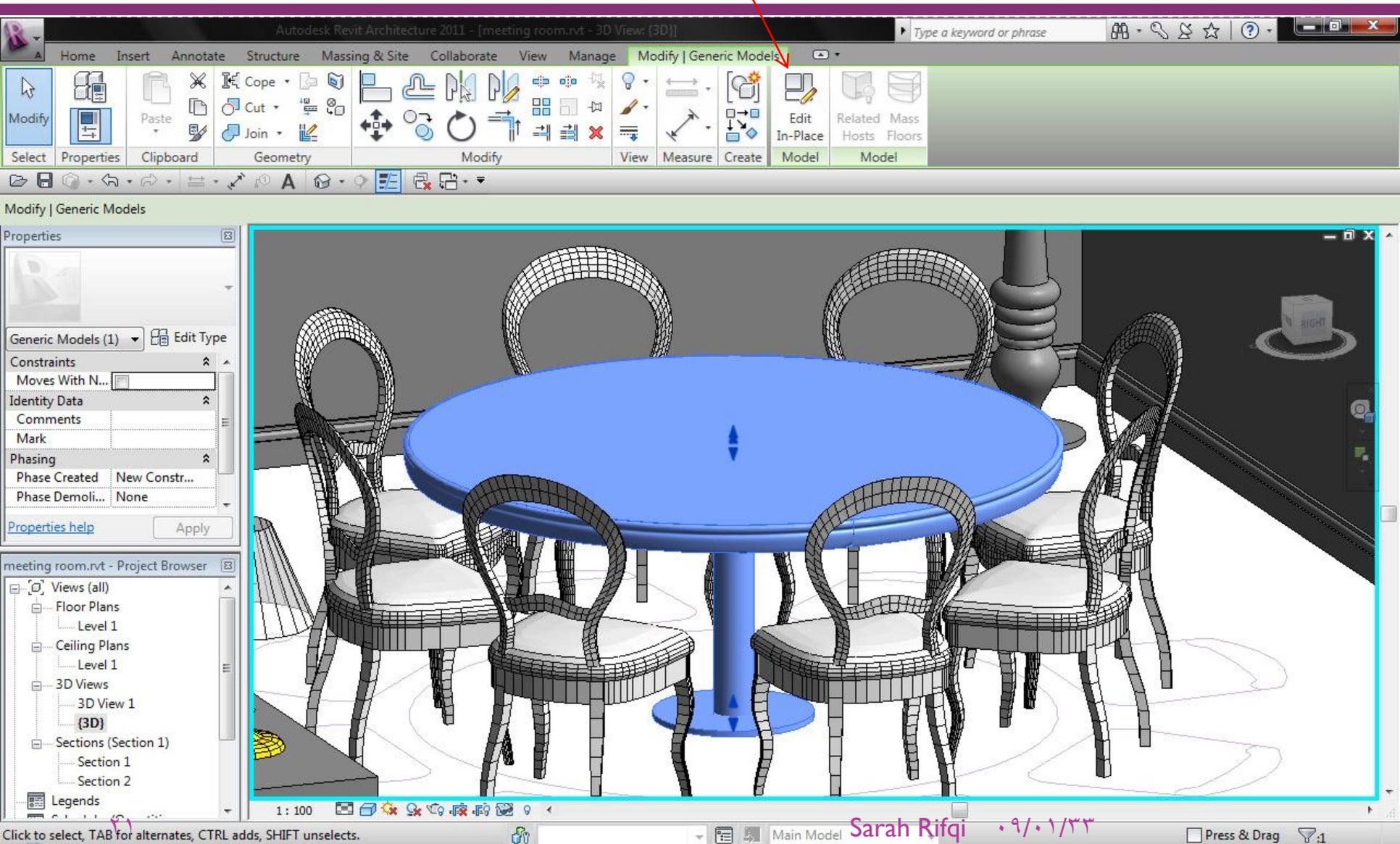
بعد الكتمال الفراغ باستخدام الأوامر السابق تعلمها .. تظهر بالشكل التالي ..



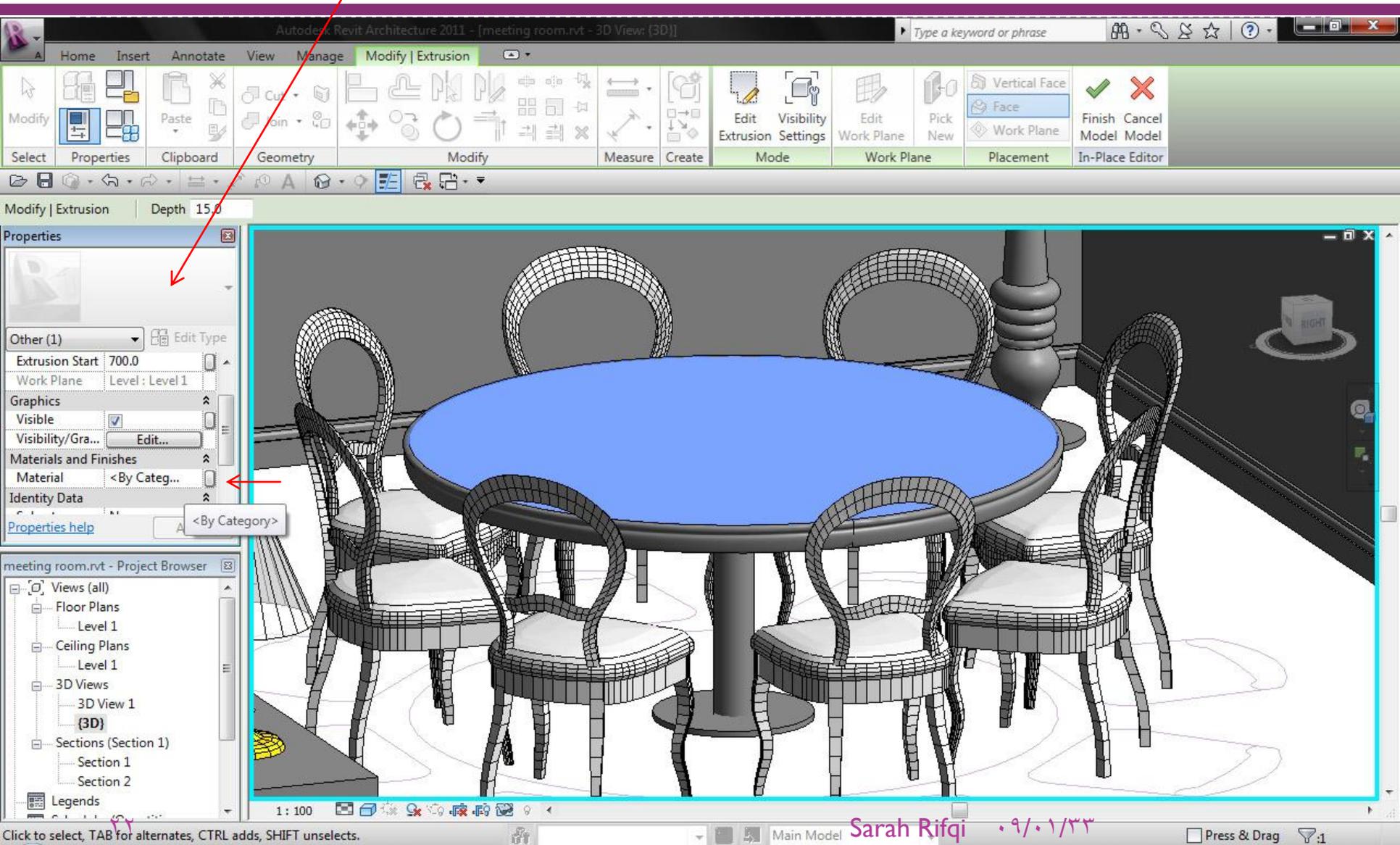


Materials الخامات

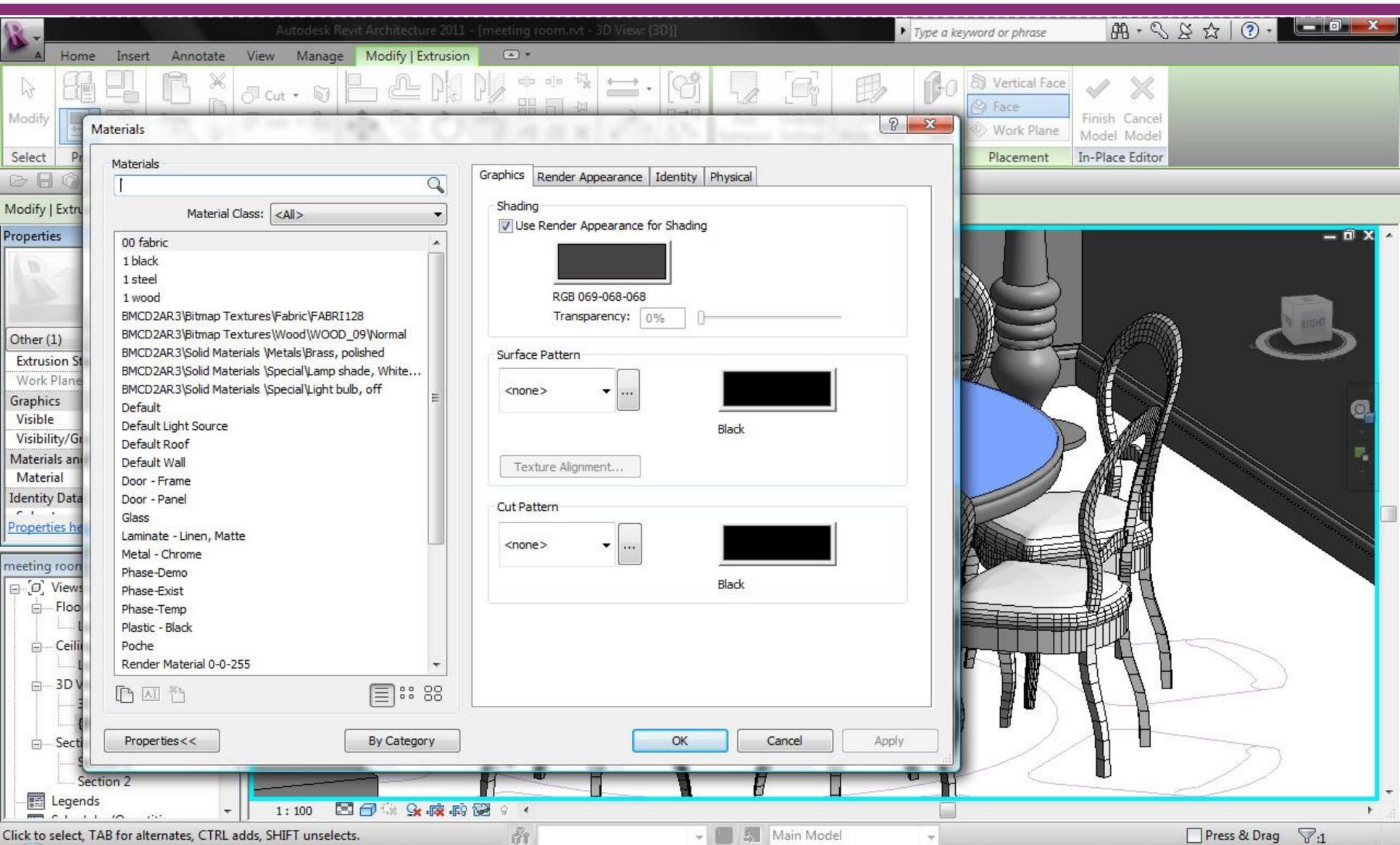
لتغيير خامات المجسمات : نحدد المجسم ثم نختار أمر التعديل Edit In Place

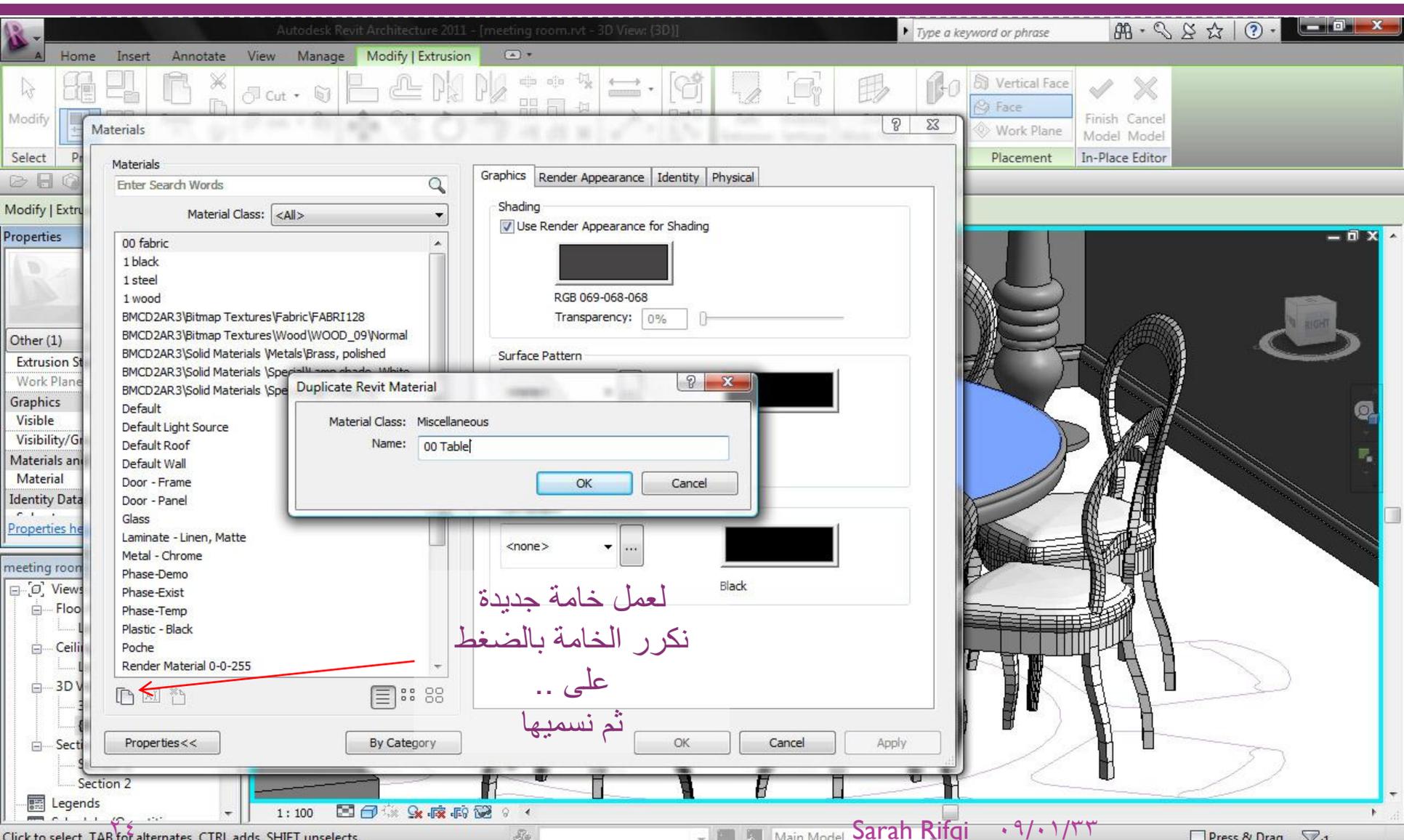


لتغيير السطح العلوي للطاولة مثلاً نحددها ثم نختار من قائمة الخيارات Material



ثم تظهر قائمة الخامات الجاهزة من البرنامج





Materials

- Enter Search Words
- Material Class: <All>
- 00 fabric
 - 1 black
 - 1 steel
 - 1 wood
 - BMCD2AR3\Bitmap Textures\Fabric\FABRI128
 - BMCD2AR3\Bitmap Textures\Wood\WOOD_09\Normal
 - BMCD2AR3\Solid Materials\Metals\Brass, polished
 - BMCD2AR3\Solid Materials\Special\Special
 - BMCD2AR3\Solid Materials\Spe
 - Default
 - Default Light Source
 - Default Roof
 - Default Wall
 - Door - Frame
 - Door - Panel
 - Glass
 - Laminate - Linen, Matte
 - Metal - Chrome
 - Phase-Demo
 - Phase-Exist
 - Phase-Temp
 - Plastic - Black
 - Poche
 - Render Material 0-0-255

Graphics Render Appearance Identity Physical

Shading

Use Render Appearance for Shading

RGB 069-068-068

Transparency: 0%

Surface Pattern

<none>

Black

Duplicate Revit Material

Material Class: Miscellaneous

Name: 00 Table

OK Cancel

لعمل خامة جديدة
نكرر الخامة بالضغط
على ..
ثم نسميها

Vertical Face

Face

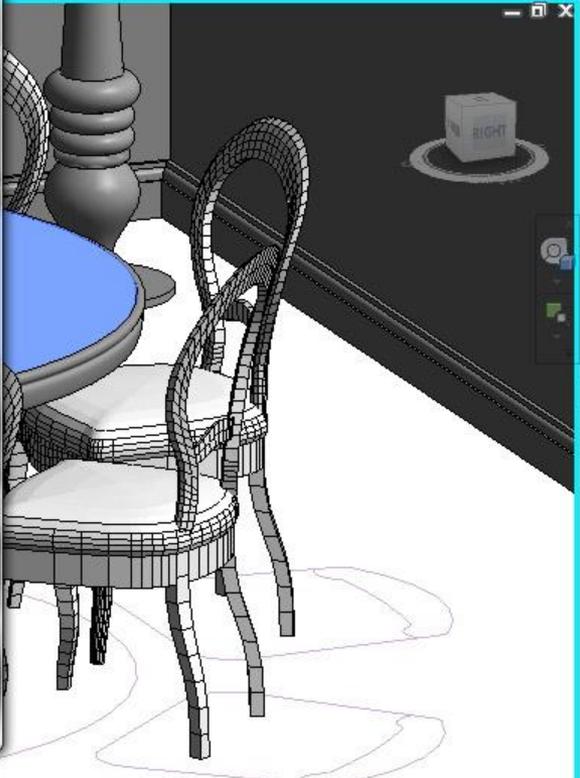
Work Plane

Placement

Finish Model

Cancel Model

In-Place Editor



هذه النافذة تستعرض شكل
الخامة ومواصفاتها
وتبديلها بخامة أخرى

Autodesk Revit Architecture 2011 - [meeting room.rvt - 3D View: (3D)]

Type a keyword or phrase

Home Insert Annotate View Manage Modify | Extrusion

Modify Select Properties

Materials

Enter Search Words

Material Class: <All>

00 fabric
00 Table
1 black
1 steel
1 wood
BMCD2AR3\Bitmap Textures\Fabric\FABRI128
BMCD2AR3\Bitmap Textures\Wood\WOOD_09\Normal
BMCD2AR3\Solid Materials\Metals\Brass, polished
BMCD2AR3\Solid Materials\Special\Lamp shade, White...
BMCD2AR3\Solid Materials\Special\Light bulb, off
Default
Default Light Source
Default Roof
Default Wall
Door - Frame
Door - Panel
Glass
Laminate - Linen, Matte
Metal - Chrome
Phase-Demo
Phase-Exist
Phase-Temp
Plastic - Black
Poche

Graphics Render Appearance Identity Physical

Render Appearance Based On:
Generic Replace...

Displays a preview of the results as you change the material properties.

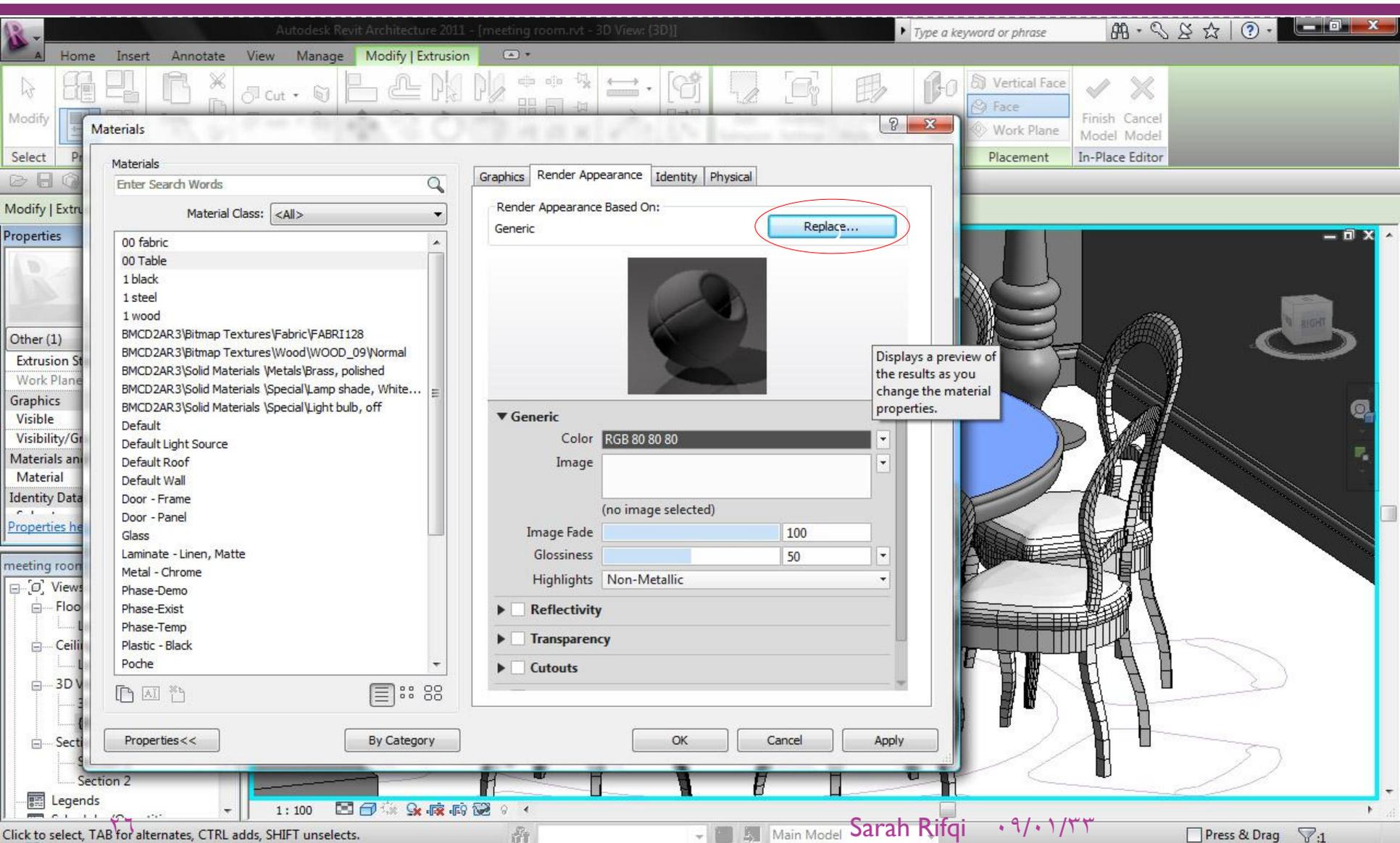
Color RGB 80 80 80
Image (no image selected)
Image Fade 100
Glossiness 50
Highlights Non-Metallic

Reflectivity
Transparency
Cutouts

Properties << By Category OK Cancel Apply

1: 100 Main Model Sarah Rifqi 09/01/23 Press & Drag

نختار Replace لتغيير الخامة الموجودة



تظهر أنواع الخامات (حجر ، بلاط ، زجاج ،
خشب ، قماش)

The screenshot displays the Autodesk Revit Architecture 2011 interface. The main window shows a 3D view of a meeting room with a table and chairs. Overlaid on this is the 'Render Appearance Library' dialog box. The dialog has a search bar at the top and a list of materials on the left. The 'Autodesk Library' is expanded, showing a list of materials including 'Ceramic - Porcelain', 'Concrete', 'Metal', and 'Generic'. The 'Generic' material is selected, and its swatch is highlighted in blue. Below the list, there are fields for 'Description' (Generic material.) and 'Keywords' (materials:generic). The dialog also has 'OK' and 'Close' buttons.

Autodesk Revit Architecture 2011 - [meeting room.rvt - 3D View: (3D)]

Type a keyword or phrase

Home Insert Annotate View Manage Modify | Extrusion

Materials

Enter Search

Graphics Render Appearance Identity Physical

Render Appearance Library

Search

Libraries: Autodesk Library

Sort

Autodesk Library

Ceramic Porcelain

Ceramic - Tile

Concrete

Concrete - Cast-In-Place

Default

Fabric

Fabric - Leather

Finish

Flooring - Carpet

Flooring - Stone

Flooring - Tile

Flooring - Vinyl

Flooring - Wood

Glass

Laminate -

Metal - Chr

Phase-Dem

Phase-Exist

Phase-Tem

Plastic - Bla

Poche

Ceramic

Concrete

Generic

Glazing

Hardwood

Masonry C...

Metal

Metallic Paint

Mirror

Plastic Vinyl

Swatch Size

Description: Generic material.

Keywords: materials:generic

OK Close

Vertical Face

Face

Work Plane

Placement

Finish Cancel Model Model

In-Place Editor

meeting room

Views

Floor

Ceiling

3D View

Section 2

Legends

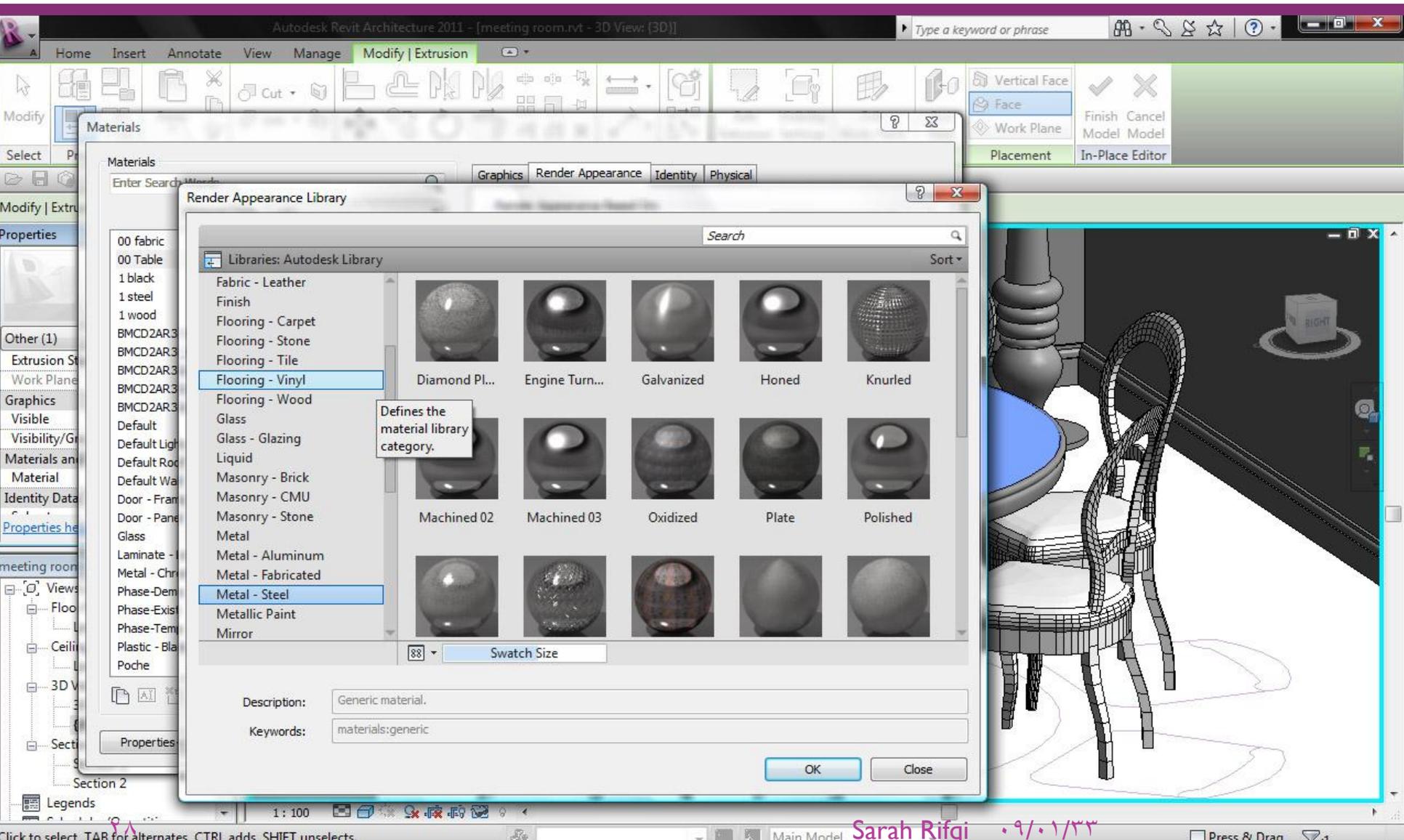
1: 100

Main Model

Sarah Rifqi 09/01/23

Press & Drag

Click to select, TAB for alternates, CTRL adds, SHIFT unselects.



Vertical Face

Face Finish Model

Work Plane Cancel Model

Placement In-Place Editor

Materials

Enter Search

Graphics Render Appearance Identity Physical

Render Appearance Library

Search

Libraries: Autodesk Library

- Fabric - Leather
- Finish
- Flooring - Carpet
- Flooring - Stone
- Flooring - Tile
- Flooring - Vinyl**
- Flooring - Wood
- Glass
- Glass - Glazing
- Liquid
- Masonry - Brick
- Masonry - CMU
- Masonry - Stone
- Metal
- Metal - Aluminum
- Metal - Fabricated
- Metal - Steel**
- Metallic Paint
- Mirror

88 Swatch Size

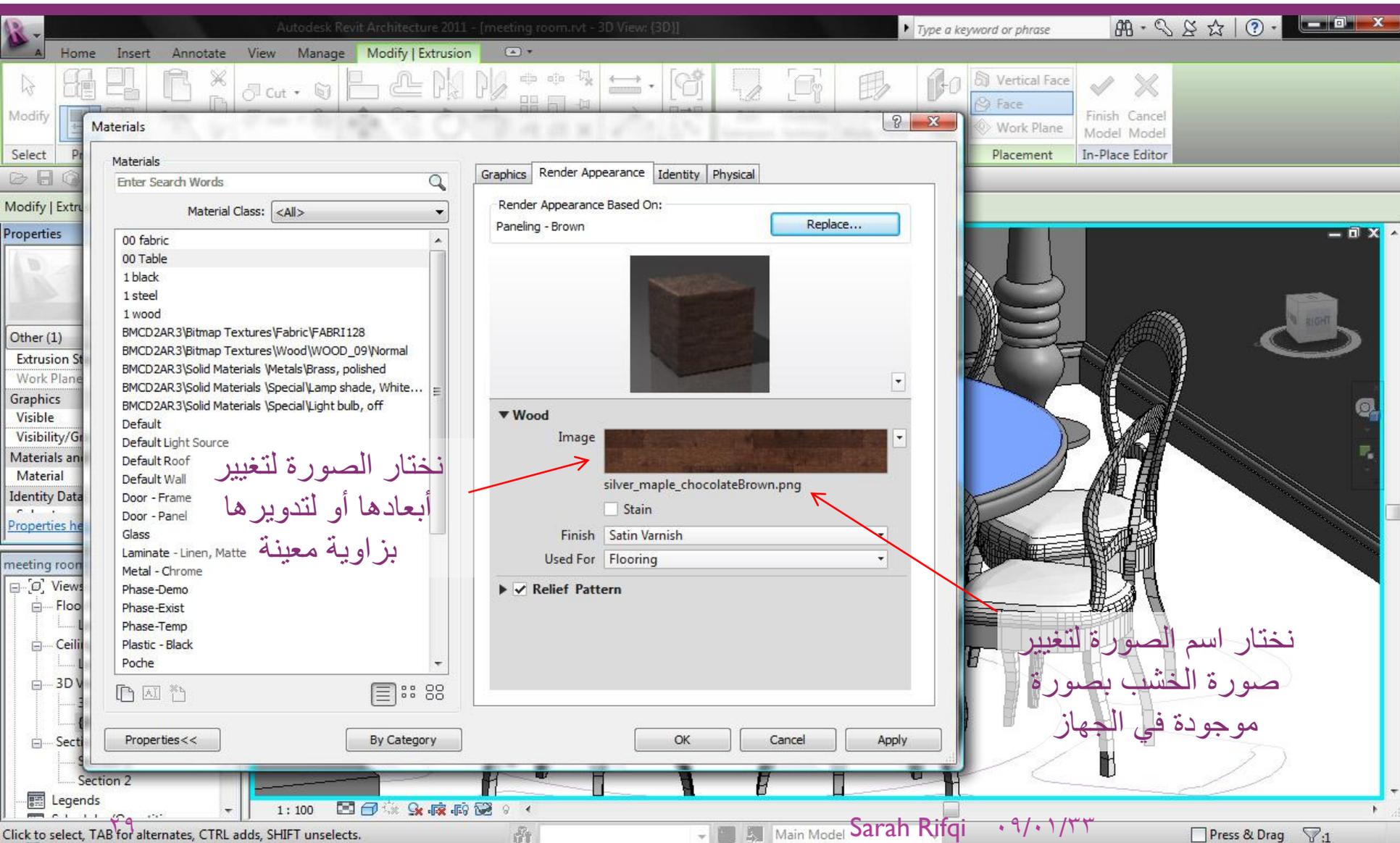
Description: Generic material.

Keywords: materials:generic

OK Close

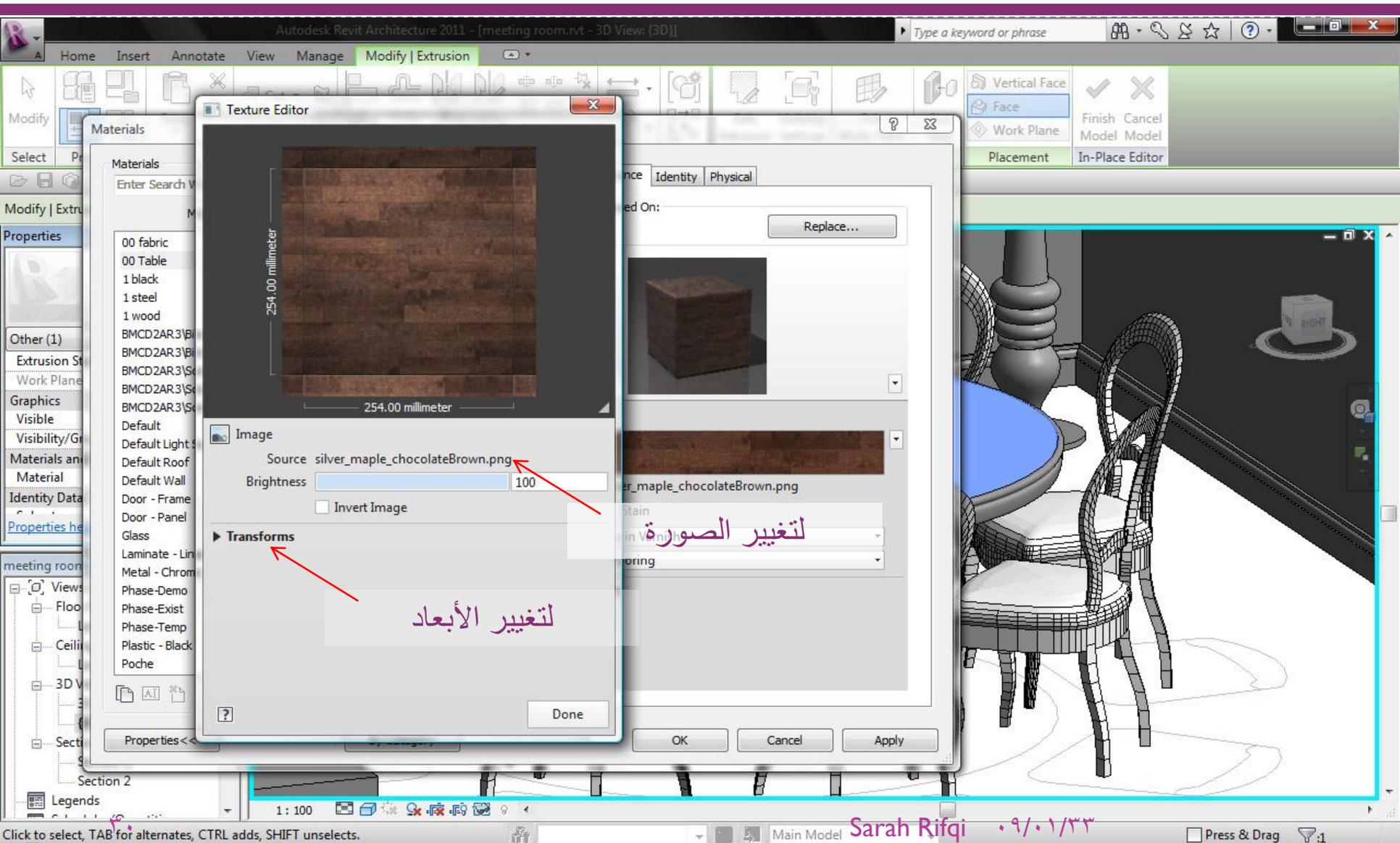
Defines the material library category.

على سبيل المثال قمنا باختيار خامة الخشب

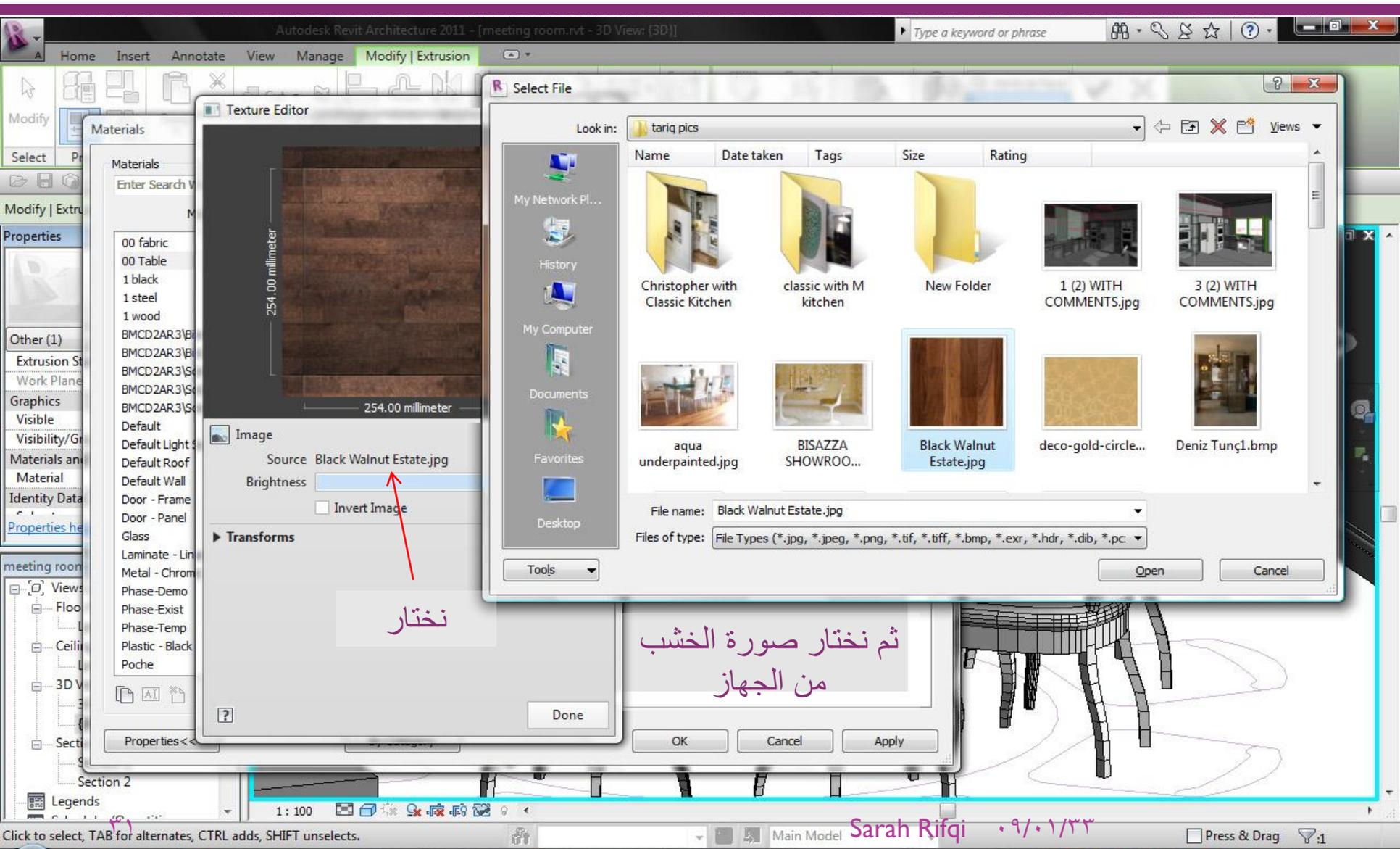


نختار الصورة لتغيير
أبعادها أو لتدويرها
بزواية معينة

نختار اسم الصورة لتغيير
صورة الخشب بصورة
موجودة في الجهاز

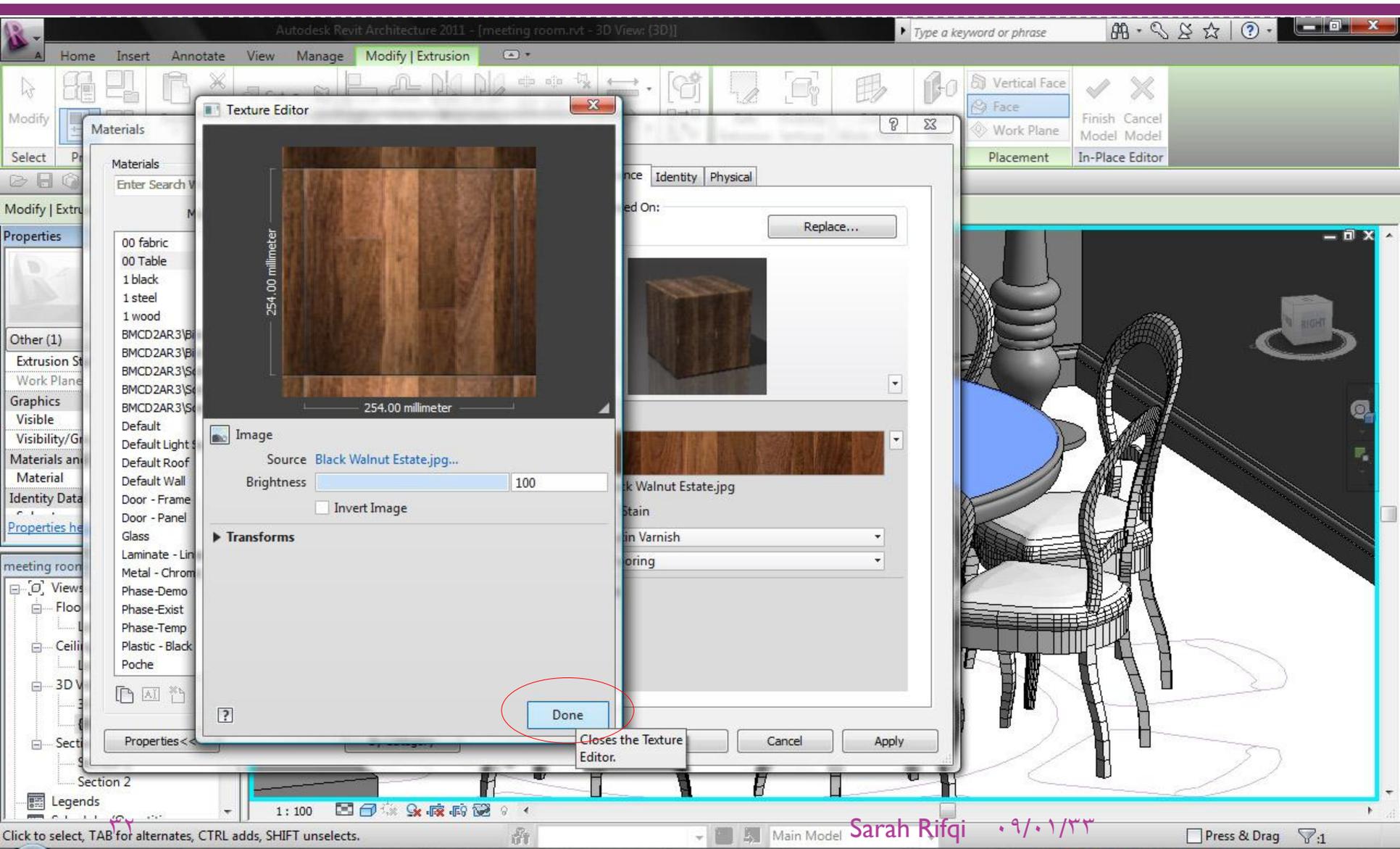


على سبيل المثال نريد تغيير الصورة



نختار

ثم نختار صورة الخشب من الجهاز



Texture Editor

- Materials
- Enter Search V
- Materials
- 00 fabric
- 00 Table
- 1 black
- 1 steel
- 1 wood
- BMCD2AR3\B
- BMCD2AR3\B
- BMCD2AR3\S
- BMCD2AR3\S
- BMCD2AR3\S
- BMCD2AR3\S
- Default
- Default Light
- Default Roof
- Default Wall
- Door - Frame
- Door - Panel
- Glass
- Laminate - Lin
- Metal - Chrom
- Phase-Demo
- Phase-Exist
- Phase-Temp
- Plastic - Black
- Poche



Image

Source Black Walnut Estate.jpg...

Brightness

Invert Image

Transforms

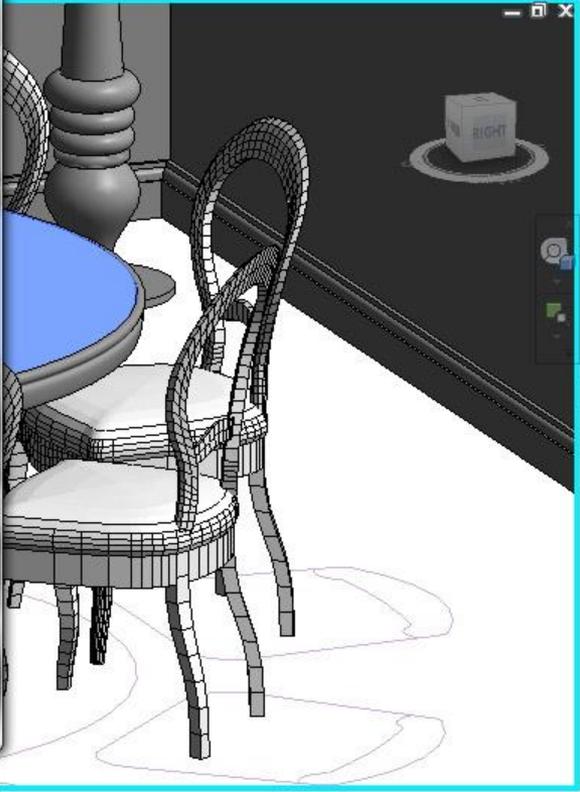
Done

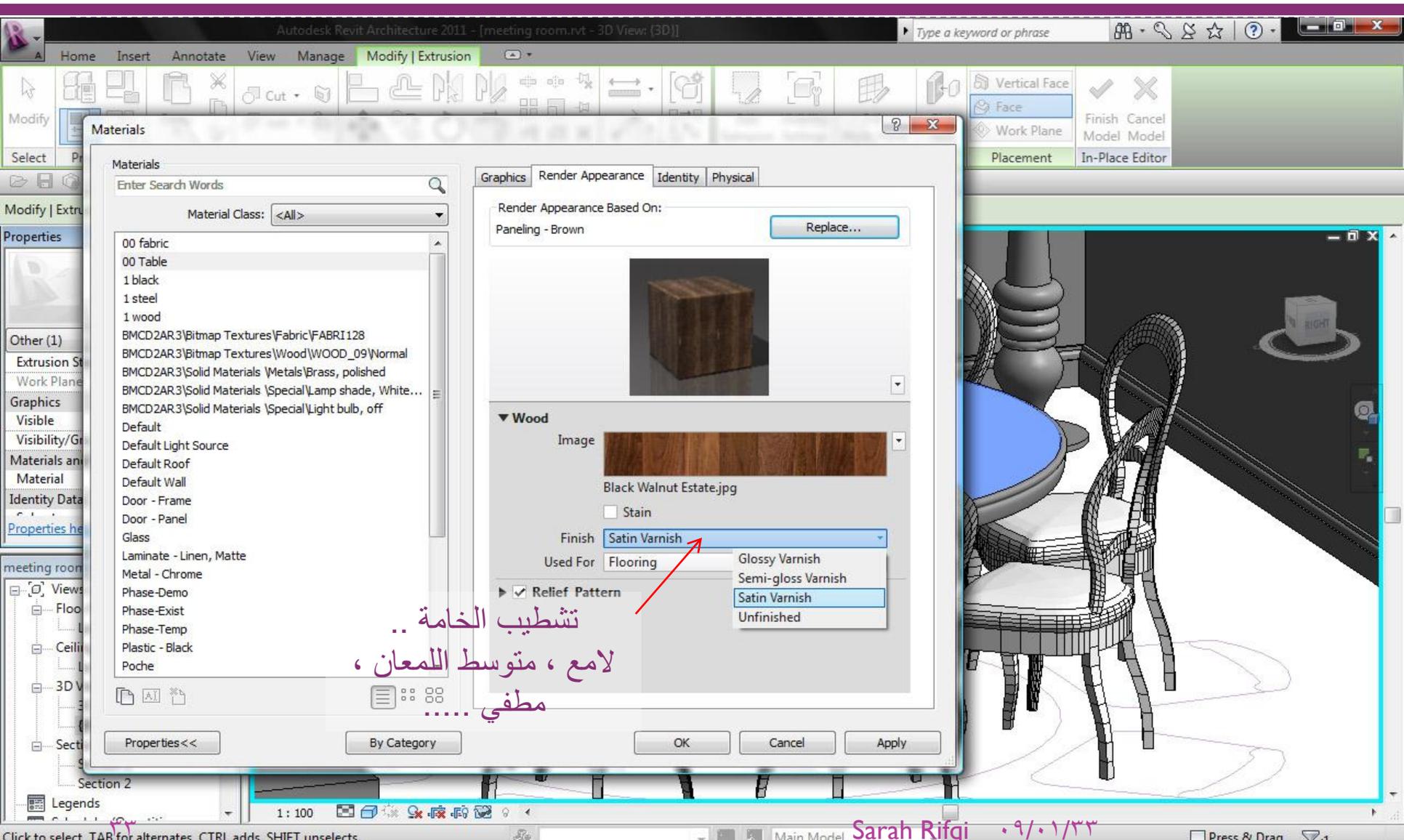
Closes the Texture Editor.

Cancel

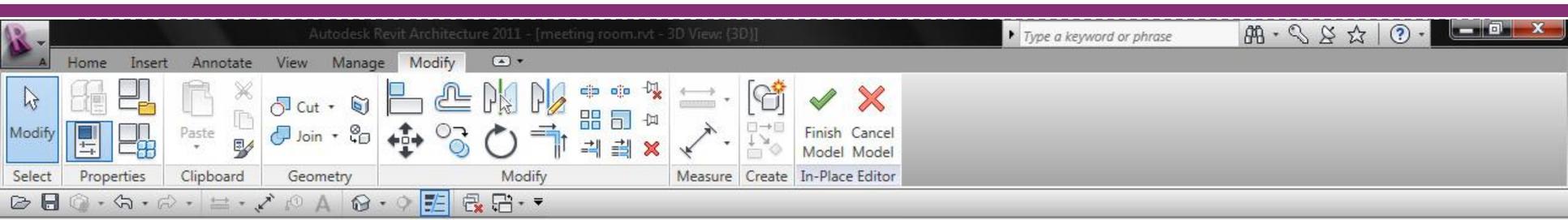
Apply

- Vertical Face
- Face
- Work Plane
- Placement
- Finish Model
- Cancel Model
- In-Place Editor





تشطيب الخامة ..
لامع ، متوسط المعان ،
مطفي



Properties

Family: Generic Mo Edit Type

Constraints

Host

Mechanical

Part Type

Identity Data

OmniClass Nu...

OmniClass Title

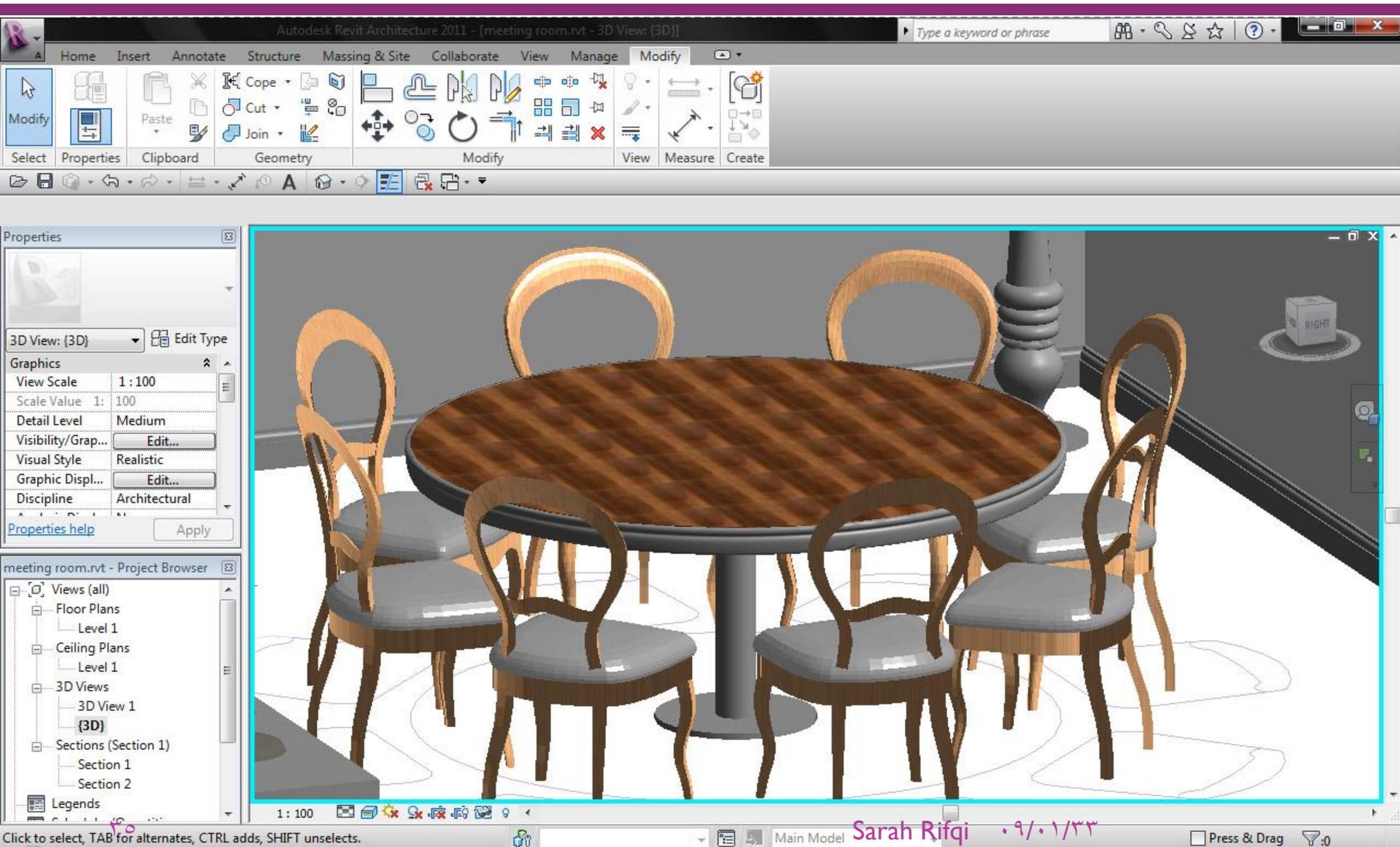
Properties help Apply

meeting room.rvt - Project Browser

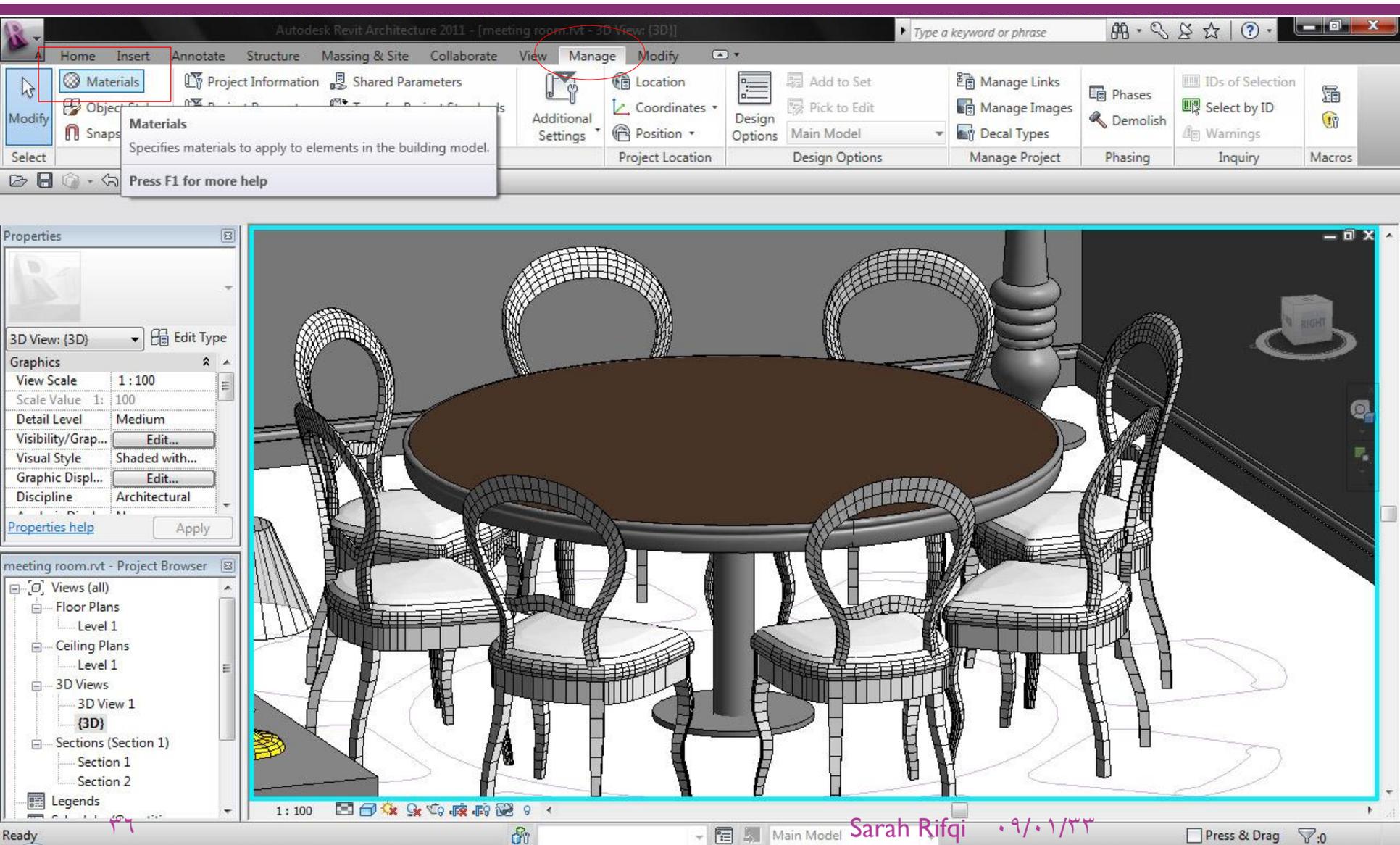
- Views (all)
 - Floor Plans
 - Level 1
 - Ceiling Plans
 - Level 1
 - 3D Views
 - 3D View 1
 - (3D)
 - Sections (Section 1)
 - Section 1
 - Section 2
 - Legends



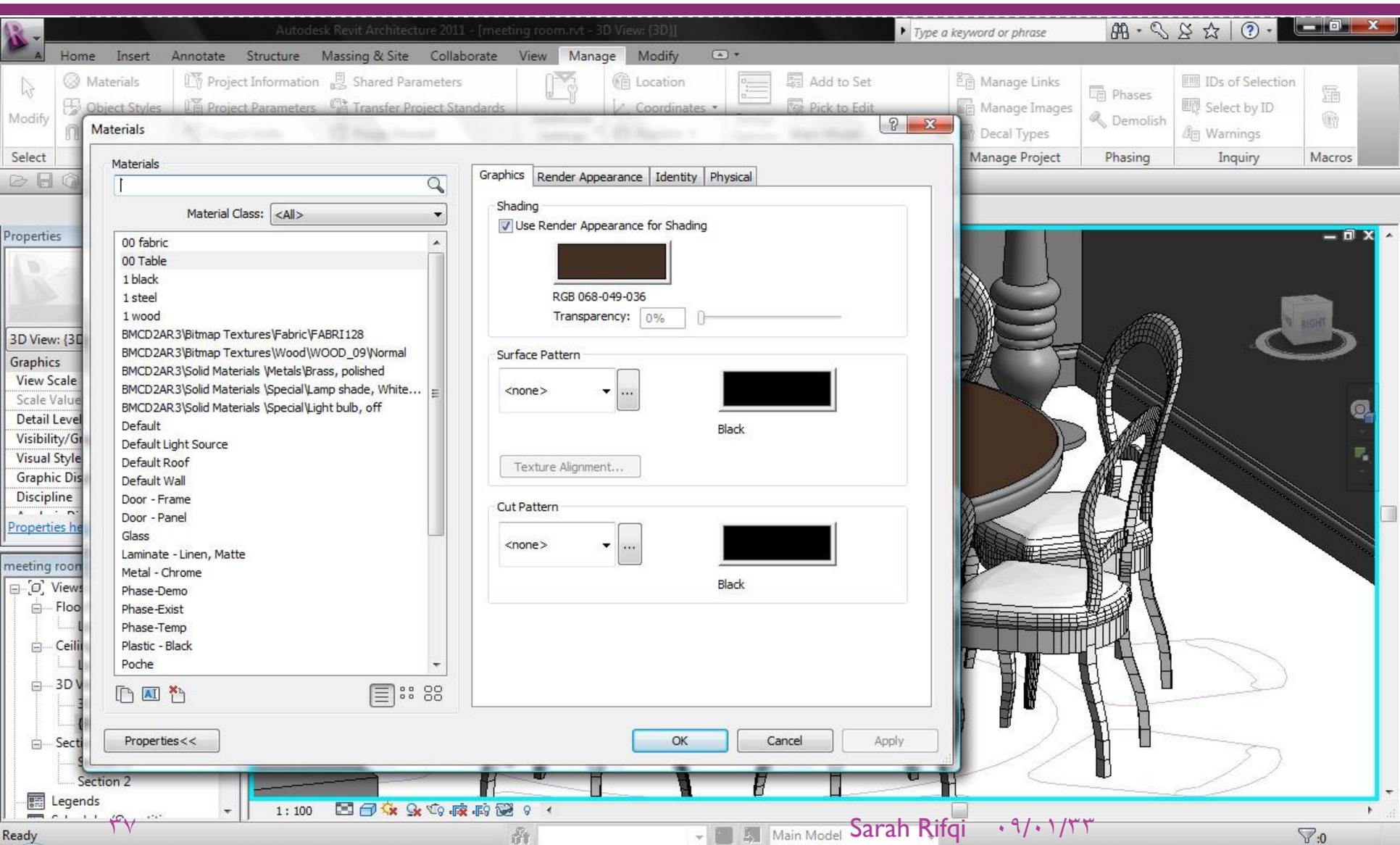
ستظهر الخامة بعد الإخراج النهائي بهذا الشكل



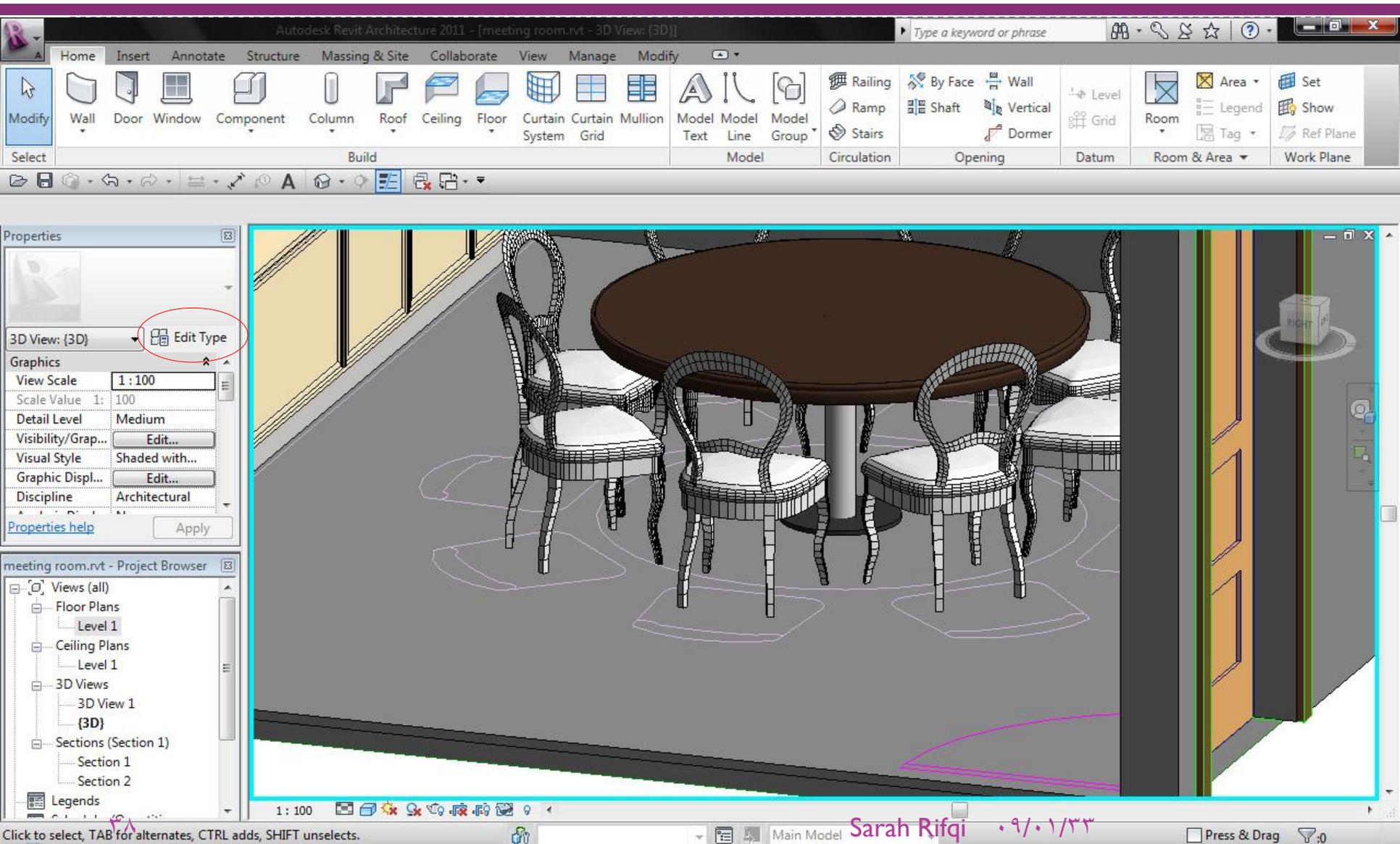
للتعديل على الخامة دون الرجوع إلى الشكل ثم Edit In Place نختار قائمة :



جميع الخامات التي قمنا بعملها للمشروع موجودة في قائمة الخامات ..



لتغيير خامات الأرضية والحوائط : نحدد الأرض أو الحائط ثم Edit Type



Type Properties

Family: System Family: Floor Load...
Type: Floor 1 Duplicate...
Rename...

Parameter	Value
Construction	
Structure	Edit...
Default Thickness	100.0
Graphics	
Coarse Scale Fill	
Coarse Scale Fill Color	Black
Identity Data	
Keynote	
Model	
Manufacturer	
Type Comments	
URL	
Description	
Assembly Description	
Assembly Code	
Type Mark	
Cost	

<< Preview OK Cancel Apply

نختار Edit



Edit Assembly

Family: Floor
Type: Floor 1
Total thickness: 100.0 (Default)

نختار

Layers

	Function	Material	Thickness	Wraps	Variable
1	Core Boundar	Layers Above	0.0		
2	Structure [1	<By Categor	100.0	<input type="checkbox"/>	<input type="checkbox"/>
3	Core Boundar	Layers Below	0.0		

Buttons: Insert, Delete, Up, Down

Buttons: << Preview, OK, Cancel, Help



Edit Assembly

Family: Floor
 Type: Floor 1
 Total thickness: 100.0 (Default)

Layers			
	Function	Material	Thickness
1	Core Boundary	Layers Above W	0.0
2	Structure (1)	<By Category	100.0
3	Core Boundary	Layers Below W	0.0

Buttons: Insert, Delete, Up

Buttons: << Preview, OK, Cancel

Materials

Material Class: <All>

- 00 fabric
- 00 fabric 2
- 00 Table
- 00 Table 2
- 00 Table 3
- 1 black
- 1 steel
- 1 wood
- BMCD2AR3\Bitmap Textures\Fabric\FABRI128
- BMCD2AR3\Bitmap Textures\Wood\WOOD_09\Normal
- BMCD2AR3\Solid Materials\Metals\Brass, polished
- BMCD2AR3\Solid Materials\Special\Lamp shade, White...
- BMCD2AR3\Solid Materials\Special\Light bulb, off
- Default
- Default Light Source
- Default Roof
- Default Wall
- Door - Frame
- Door - Panel
- Glass
- Laminate - Linen, Matte
- Metal - Chrome
- Phase-Demo
- Phase-Exist

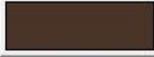
Buttons: Properties <<, By Category, OK, Cancel, Apply

Graphics

Render Appearance Identity Physical

Shading

Use Render Appearance for Shading



RGB 073-052-038
Transparency: 0%

Surface Pattern

<none> ...



Black

Texture Alignment...

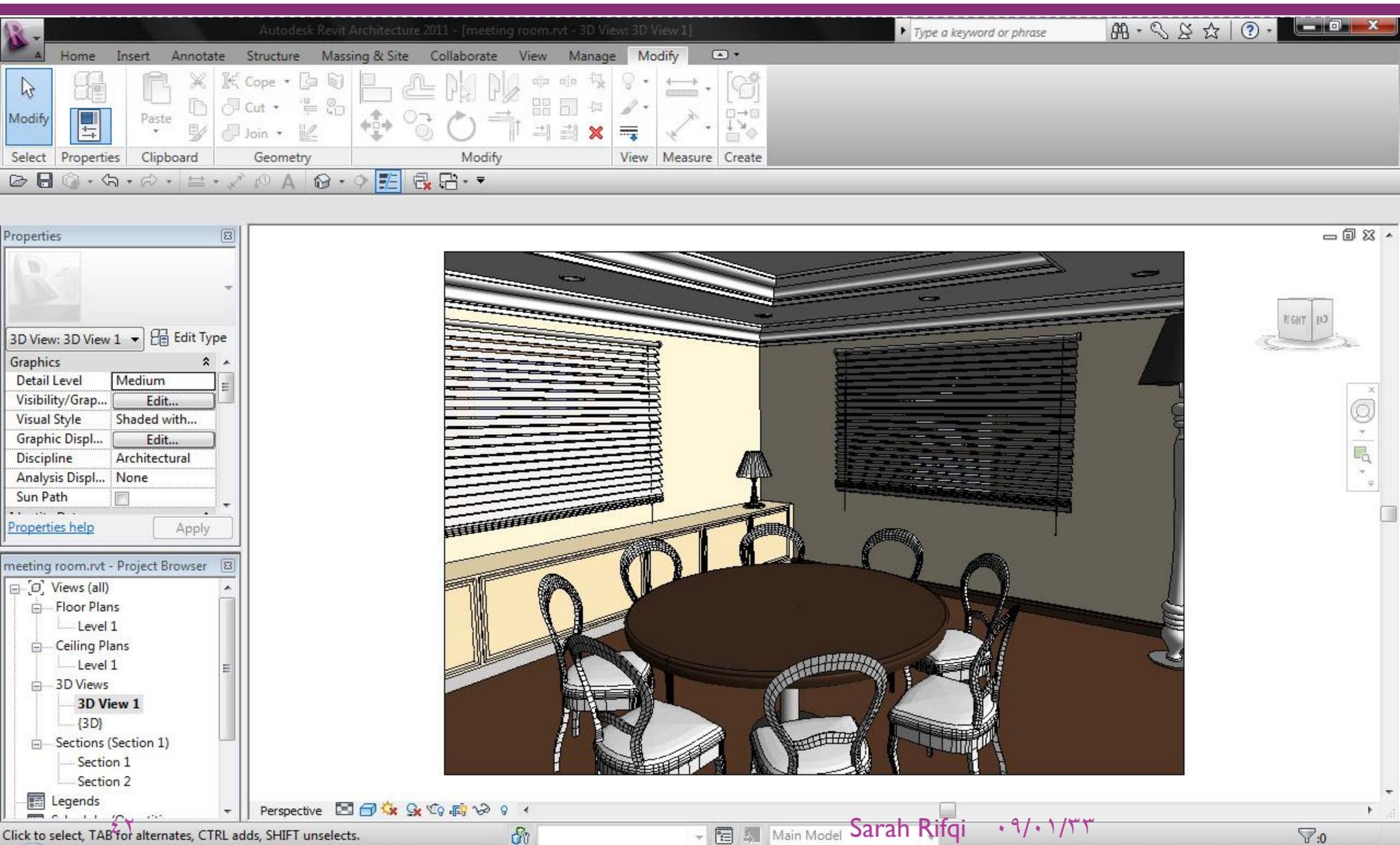
Cut Pattern

<none> ...



Black

نقوم باختيار الخامات المناسبة لجميع المجسمات

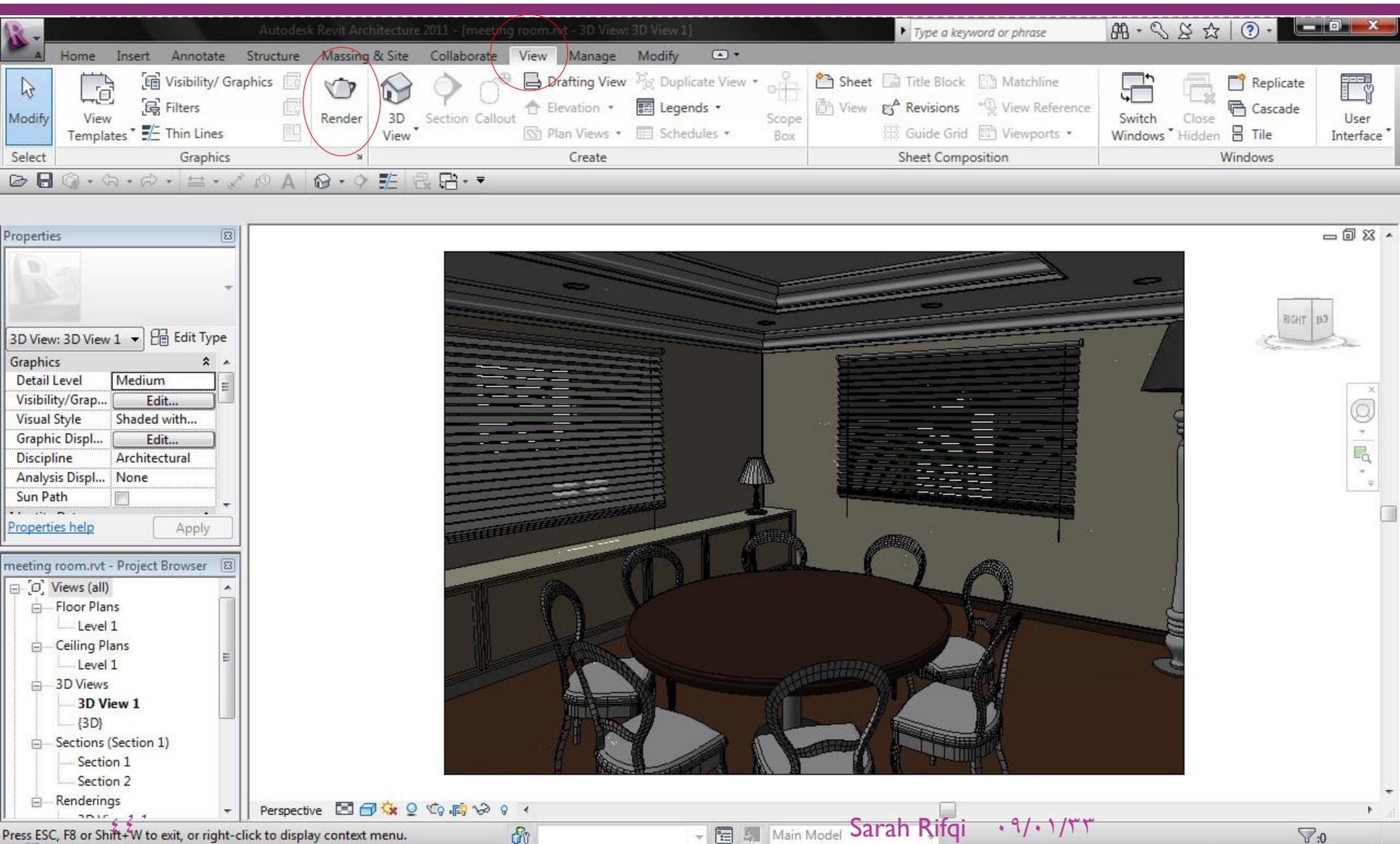


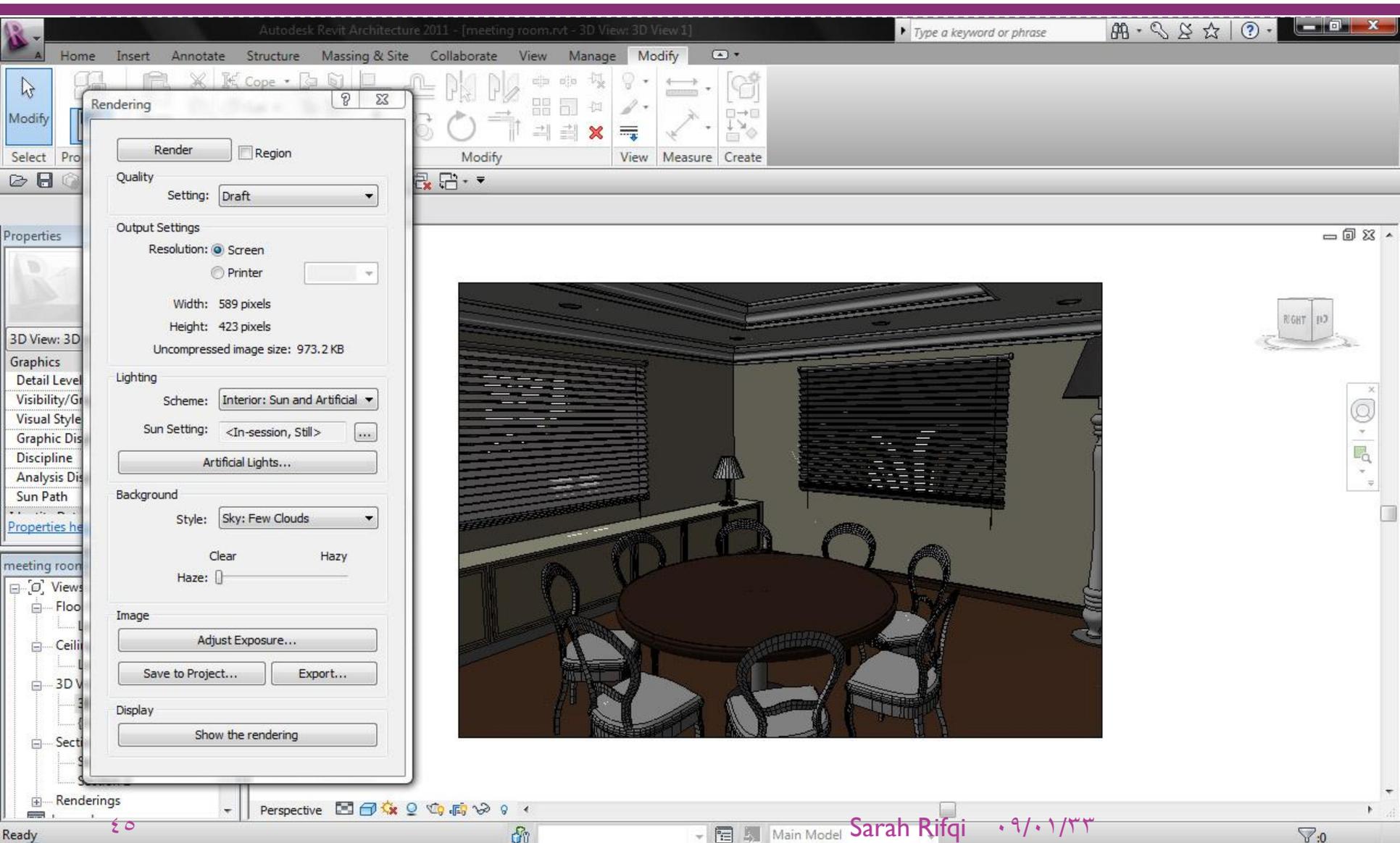


Render

أمر الإخراج النهائي Render

بعد تحديد جميع الخامات والإنتهاء من عمل المجسمات .. يتبقى آخر جزء من المشروع وهو الإخراج النهائي من قائمة View , Render أو بضغط الاختصار التالي : RR





Autodesk Revit Architecture 2011 - [meeting room.rvt - 3D View: 3D View 1]

Type a keyword or phrase

Rendering

Render Region

Quality

Setting: Draft

Output Settings

Resolution: Screen

Printer

Width: 589 pixels

Height: 423 pixels

Uncompressed image size: 973.2 KB

Lighting

Scheme: Interior: Sun and Artificial

Sun Setting: <In-session, Still>

Artificial Lights...

Background

Style: Sky: Few Clouds

Clear Hazy

Haze:

Image

Adjust Exposure...

Save to Project...

Export...

Display

Show the rendering

Perspective

Main Model

Sarah Rifqi · 9/1/23

0

Modify
Select
Properties
3D View: 3D
Graphics
Detail Level
Visibility/Gr
Visual Style
Graphic Dis
Discipline
Analysis Dis
Sun Path
meeting room
Views
Floor
Ceiling
3D V
Sect
Renderings

Rendering

Render Region

Quality
Setting: **Draft** (dropdown menu)
Output Settings
Resolution: Medium
Width:
Height: 423 pixels
Uncompressed image size: 973.2 KB

Lighting
Scheme: Interior: Sun and Artificial
Sun Setting: <In-session, Still>
Artificial Lights...

Background
Style: Sky: Few Clouds
Clear Hazy
Haze: [slider]

Image
Adjust Exposure...
Save to Project... Export...

Display
Show the rendering

دقة الصورة



- Modify
- Select
- Properties
- 3D View: 3D
- Graphics
- Detail Level
- Visibility/Graphic Overrides
- Visual Style
- Graphic Discipline
- Discipline
- Analysis Display
- Sun Path
- Properties palette

Rendering

Render Region

Quality
Setting: Draft

Output Settings
Resolution: Screen
 Printer
Width: 589 pixels
Height: 423 pixels
Uncompressed image size: 973.2 KB

Lighting
Scheme: Interior: Sun and Artificial
Sun Setting: Exterior: Sun only
Exterior: Sun and Artificial
Exterior: Artificial only
Art Interior: Sun only
Interior: Sun and Artificial
Interior: Artificial only

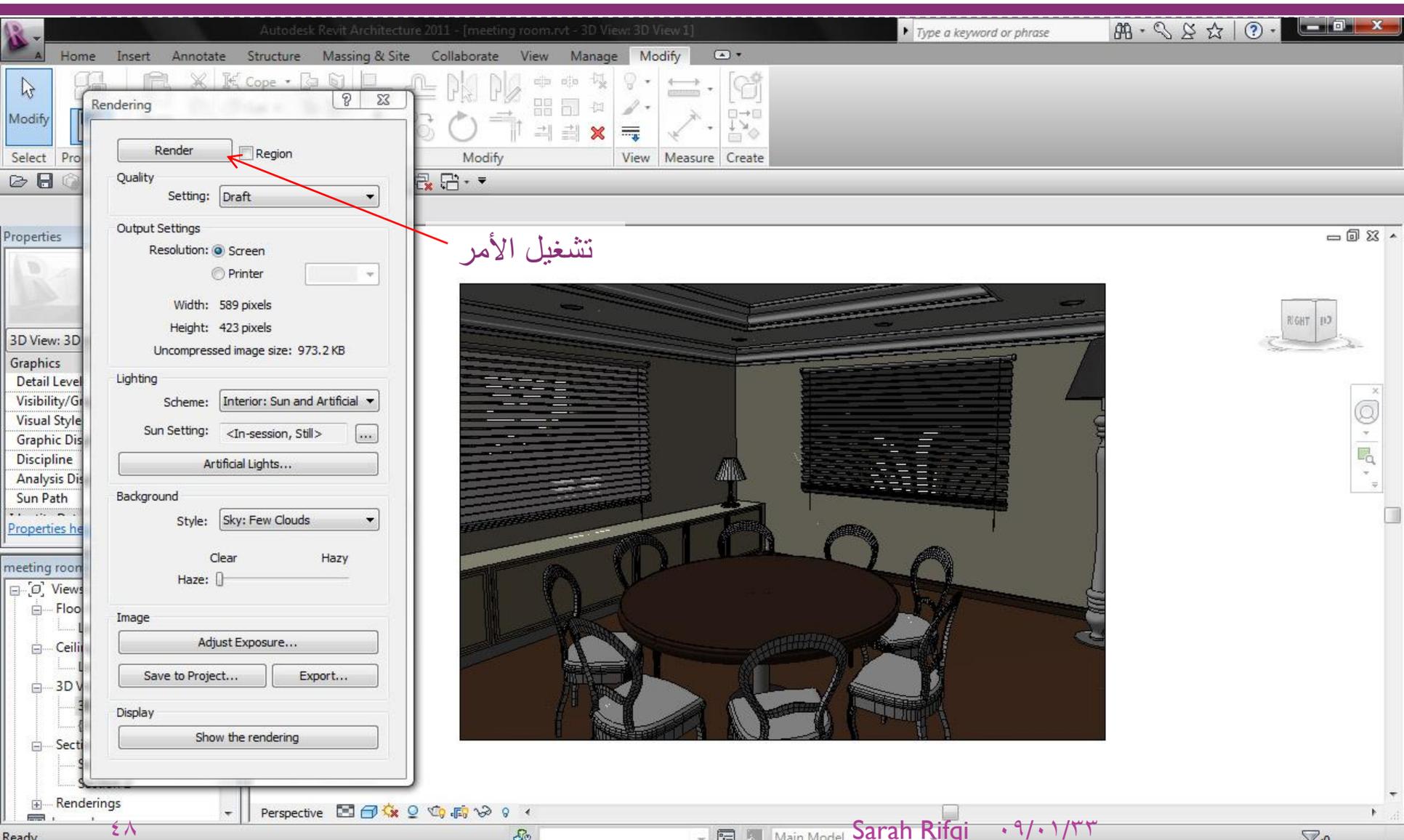
Background
Style: Sky: Few Clouds
Clear Hazy
Haze: _____

Image
Adjust Exposure...
Save to Project... Export...

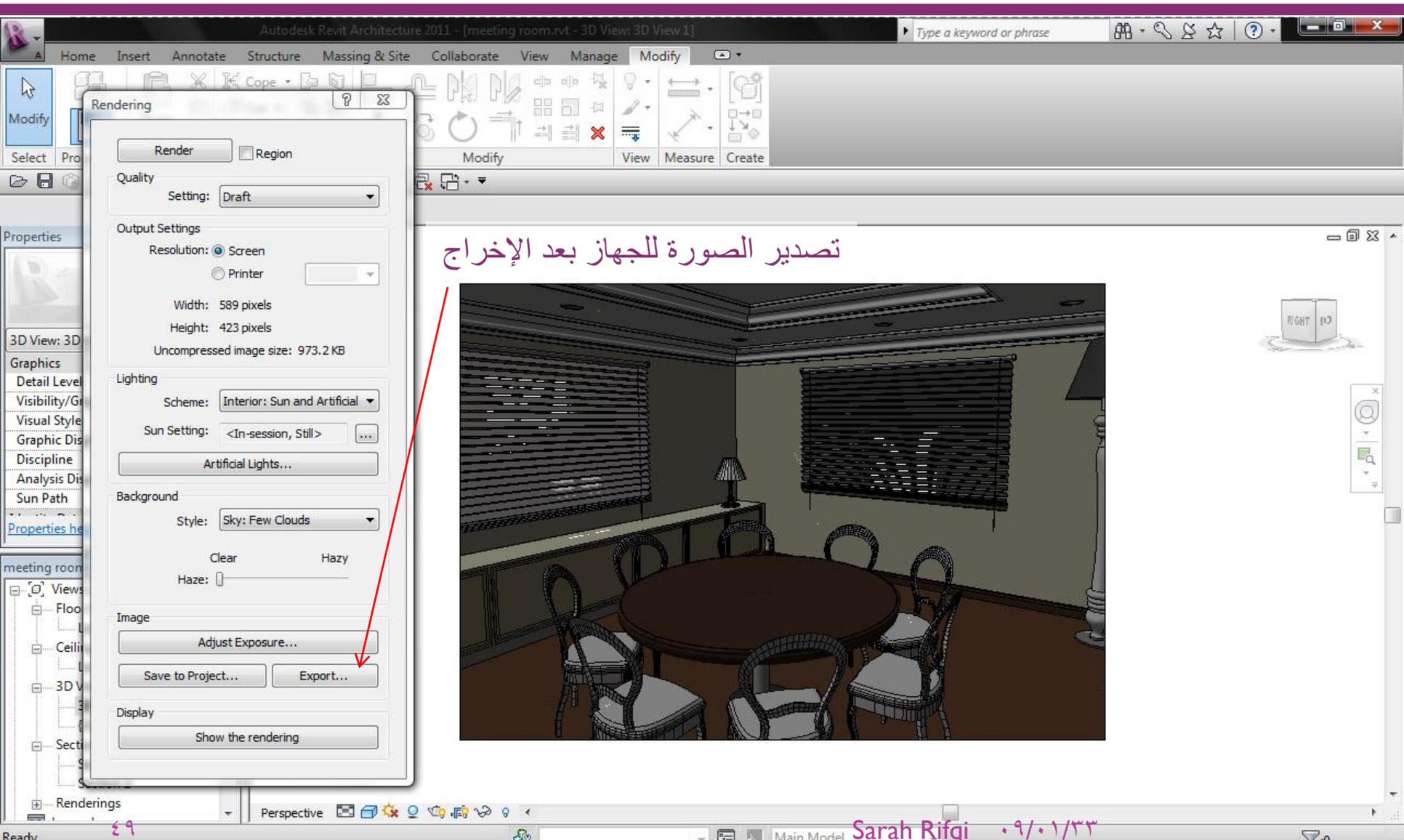
Display
Show the rendering

نوع الضوء
الداخل





تشغيل الأمر



تصدير الصورة للجهاز بعد الإخراج



الإخراج بدقة منخفضة

The screenshot displays the Autodesk Revit Architecture 2011 interface. The main window shows a 3D view of a meeting room with a table and chairs. A 'Rendering' dialog box is open on the left, and a 'Rendering Progress' dialog box is open in the center. The 'Rendering' dialog box has the 'Quality' setting set to 'Draft', which is circled in red. The 'Rendering Progress' dialog box shows a progress bar at 90% and a 'Cancel' button. The rendering progress dialog also displays the following information:

- Render Time : 0:00:02:32
- Artificial Lights: 10
- Daylight Portals: 0

The 'Rendering' dialog box includes the following sections:

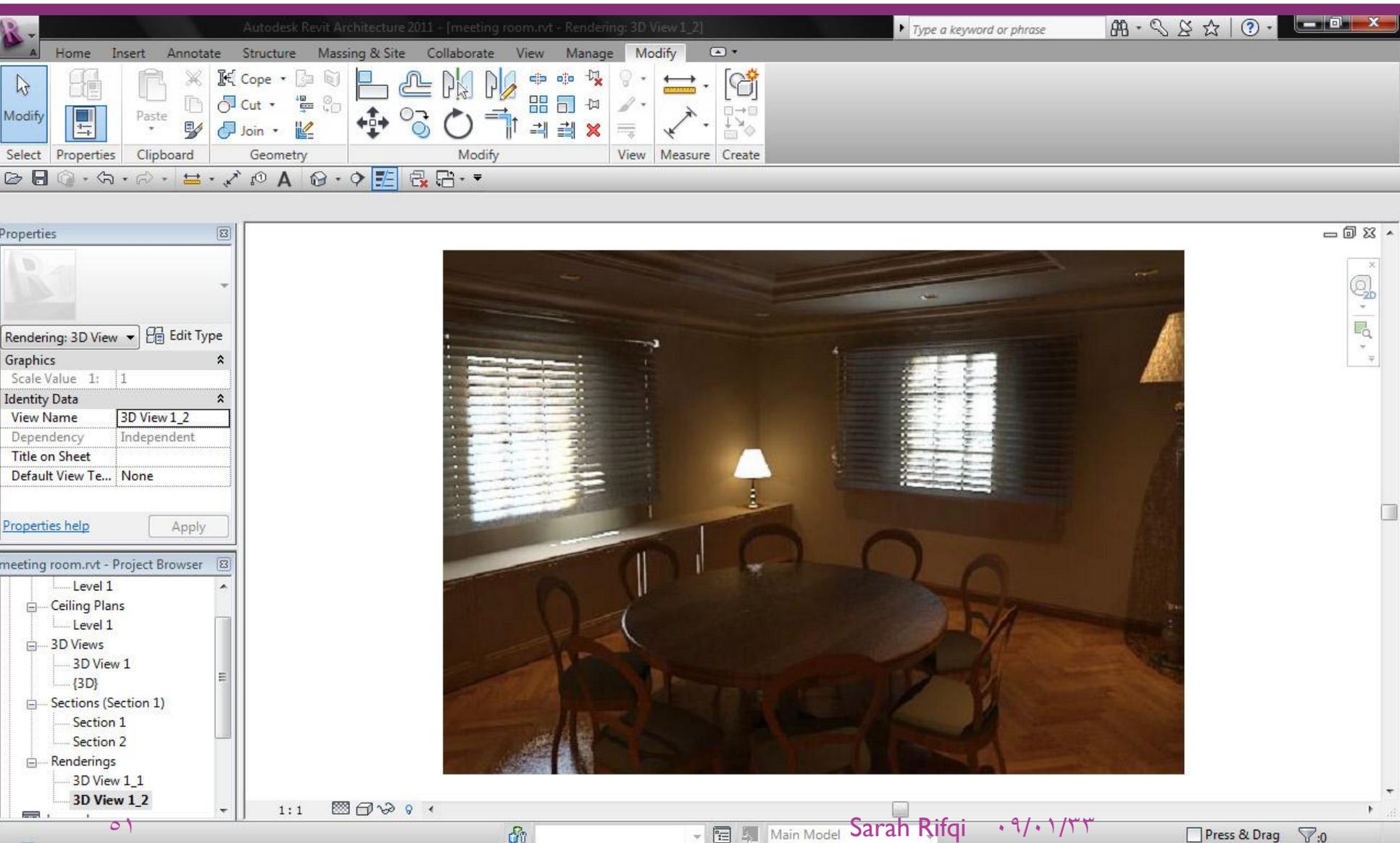
- Render** (button) and **Region**
- Quality**: Setting: **Draft** (dropdown menu)
- Output Settings**: Resolution: **Screen**, **Printer** (dropdown menu)
- Width: 589 pixels, Height: 423 pixels, Uncompressed image size: 973.2 KB
- Lighting**: Scheme: **Interior: Sun and Artificial** (dropdown menu), Sun Setting: **<In-session, Still>** (dropdown menu), **Artificial Lights...** (button)
- Background**: Style: **Sky: Few Clouds** (dropdown menu), **Clear** (button), **Hazy** (button), Haze:
- Image**: **Adjust Exposure...** (button), **Save to Project...** (button), **Export...** (button)
- Display**: **Show the rendering** (button)

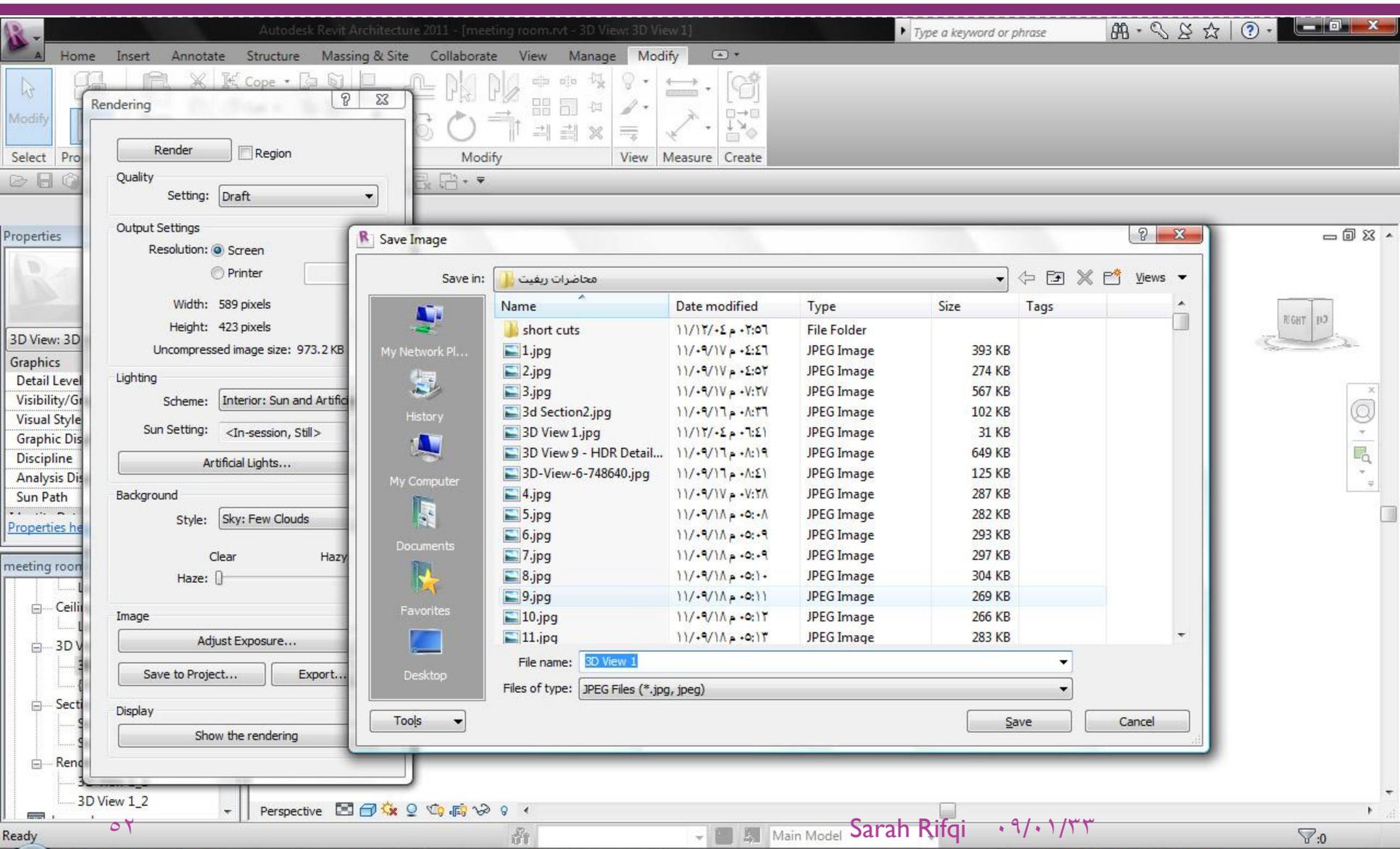
The 'Rendering Progress' dialog box includes the following sections:

- Progress bar: **90 %**
- Cancel** (button)
- Render Time : 0:00:02:32
- Artificial Lights: 10
- Daylight Portals: 0
- Warnings:** (button)
- Close dialog when rendering is complete** (checkbox)

The bottom of the screen shows the Windows taskbar with the system tray and the date/time: 09/01/23. The Revit status bar at the bottom indicates 'Generic Models: curtain : curtain' and 'Main Model'.

الإخراج بدقة عالية







تم بحمد الله

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