

# BIM Objects Instructions

Porcelanosa Grupo AIE – Dpto. CAD

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PORCELANOSA  
Grupo

This .zip contains the following files:



1. Autodesk REVIT® “.rvt” File:

The REVIT file includes a floor/wall tile collection from PORCELANOSA Group modelled as system family.


2. Image files “.jpg” Textures:

All textures used in order to create the different materials included in the “.rvt” file.

In order to link a texture with its respective material:

- Create and save “TEXTURES” folder in your desired location (computer or network).
- Go to the Revit Application menu 
- Click Options.
- Go to Rendering and click on the Plus sign 
- Browse and add the path where you saved the folder. Click OK.

In order to load the BIM Object into an Autodesk Revit project:

- Click Insert tab -> Load from Library panel ->  -> (Load Family)
- Browse and select the family that you want to load. Click Open.

Do not hesitate to contact us if you need further information, via email [bim@porcelanosagrupo.com](mailto:bim@porcelanosagrupo.com)

## BIM FINDER

[http://www.porcelanosa.com/product\\_finder/en/](http://www.porcelanosa.com/product_finder/en/)



## BIM LIBRARY

<https://sites.porcelanosa.com/3dprograms/>

