

Link material textures in a Revit file

When you receive a Revit file or move the material images to another location, the appearance of objects and of rendering differs in your system. This is because all custom-added textures are missing. Material textures files are part of the material library but are not saved in the Revit file.

Therefore, it is essential to add the path of the folder containing all textures files to maintain the original appearance.

Follow the workflow below to maintain the original appearance:
Segui il flusso di lavoro sottostante per mantenere l'aspetto originale:

1. Gather all custom images in a specific folder on a shared network path accessible to everyone.
2. In the "Revit/Options/Rendering" dialog box, add the path to this folder in the "Additional rendering composition paths" field."

