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White Paper

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Hatching Alignment in Revit

A quick overview of aligning Hatch patterns in Revit.

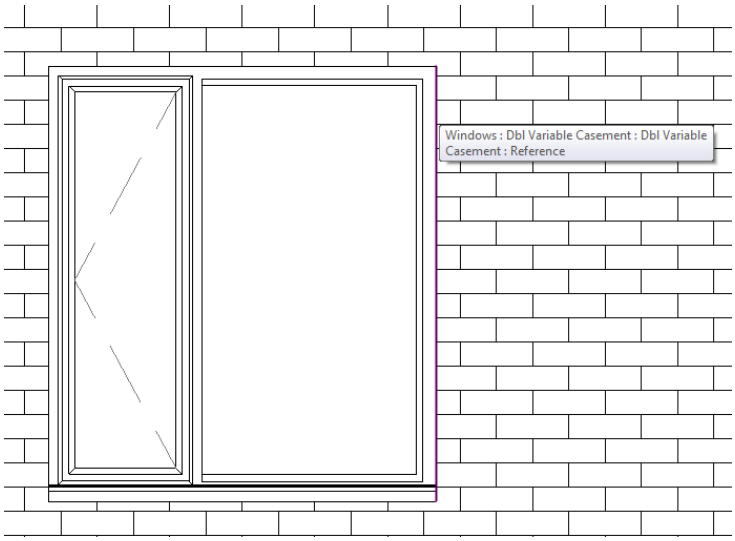
Beginner Level

In Revit Architecture it is easy to re-align the Model Hatch patterns used to represent the position of Brick Courses etc...This article looks at two such methods

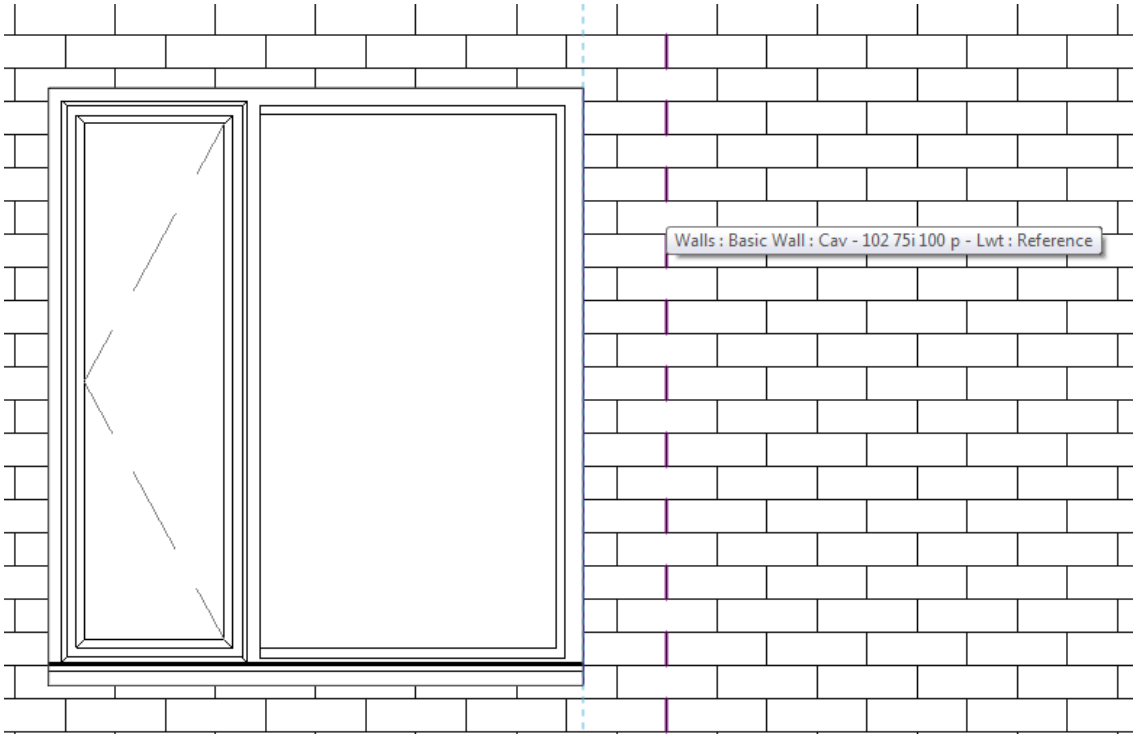
The first shows how to use the Align tool to modify the brick position manually to suit individual positions...which can be used on the vertical or horizontal lines...

1. Click Modify tab > Modify panel Align. 

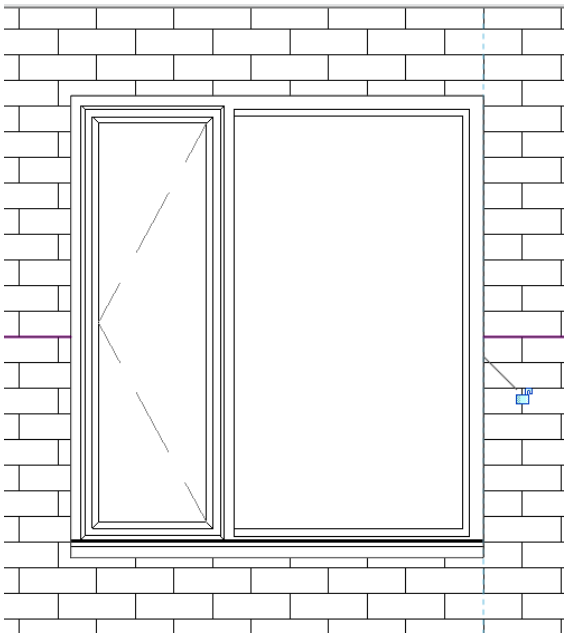
2. Click the line on the element that you want to align with the model pattern line, here; it's the edge of the window frame/opening



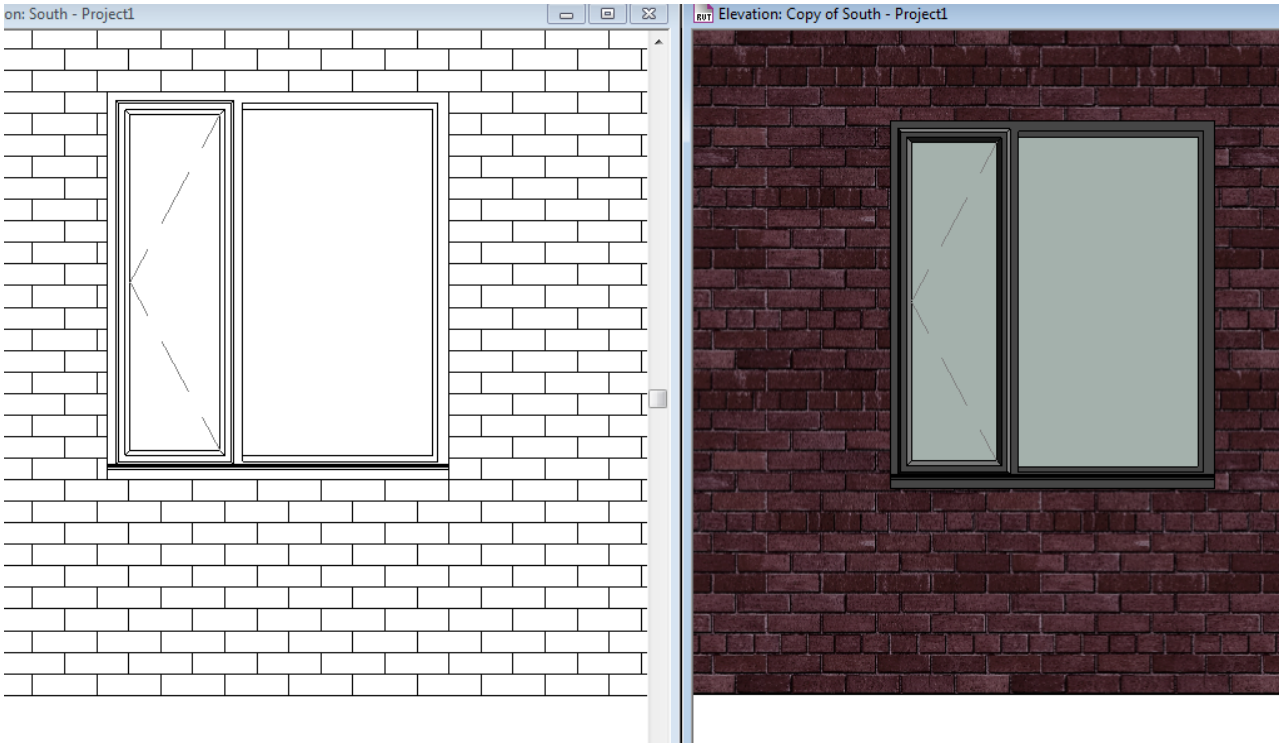
3. Place the cursor on the element that has the model pattern. Check the status bar to confirm that you have highlighted a shape handle. If the desired pattern line is not highlighted, move the cursor near the line and press TAB again until it highlights.



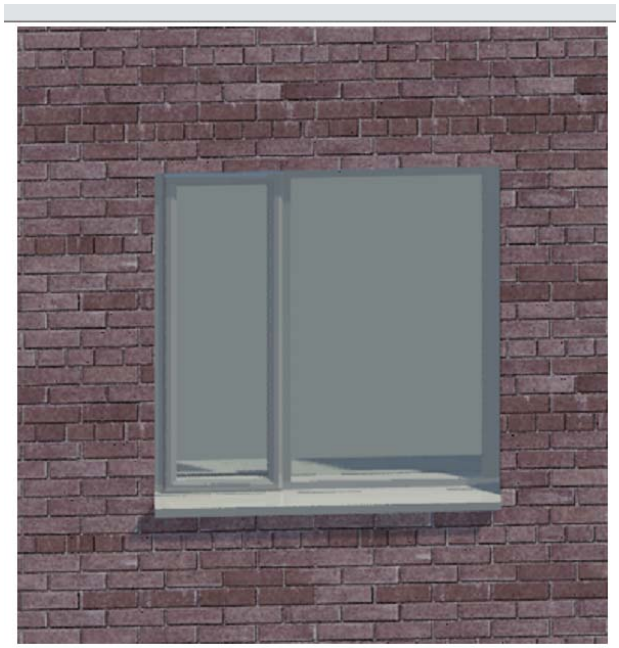
4. Click to select the hatch line and it will move as required...See image on the left below: This works equally well the other way, moving the Window into the correct position in the coursing etc.; as per image on the right...



This first alignment process does need further work regarding the materials vertical alignment for a rendered view looking different from the model lines though...The Realistic Visual Style shows a slight misalignment from that of the model hatch lines

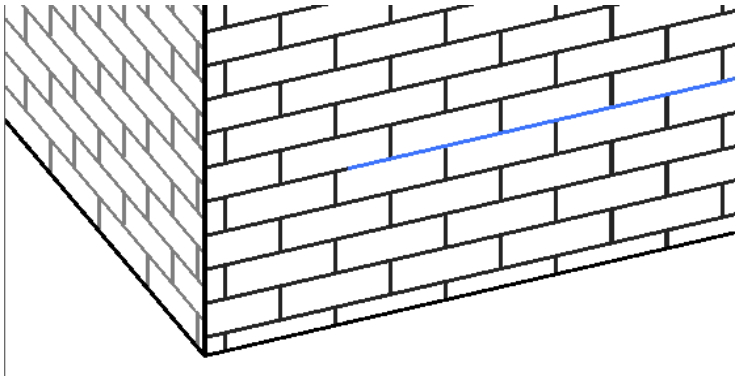


As does the rendered image/view...

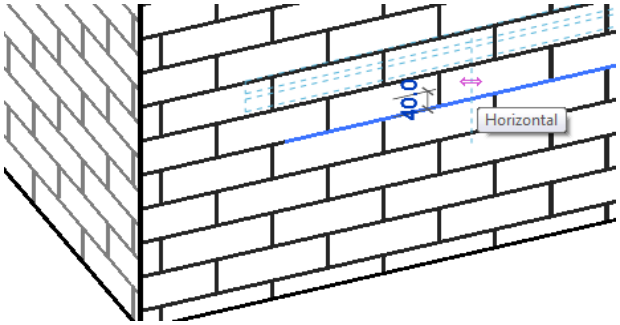


The second process shows how to tab-select the wall face and move a default grip vertically to change the coursing position...This also maintains the vertical Material/texture alignment

1. In the drawing area, highlight the element that has the model pattern.
2. Press TAB to highlight a pattern line shape handle. The status bar often indicates if you have highlighted a shape handle.
3. Click to select the shape handle...typically shown in blue as in the image below



Use the Move tool or Nudge the shape handle as required until it's in the correct position...



This time the vertical coursing of the model and texture maintains relative alignment, requiring adjustment only to the horizontal alignment