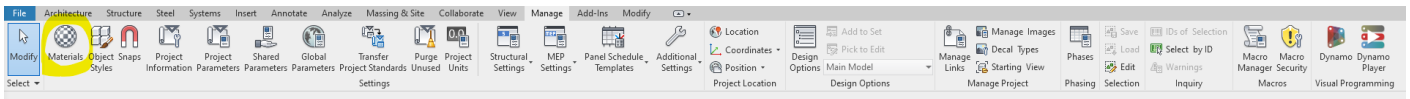


marset

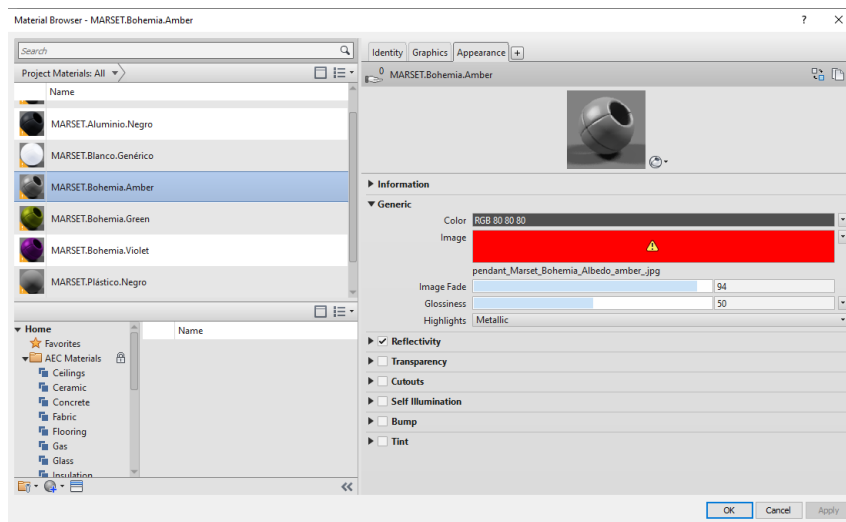
USEFUL INFORMATION BEFORE RENDERING

To render your image correctly, please reload textures of products that you use in the project as in the following instruction:

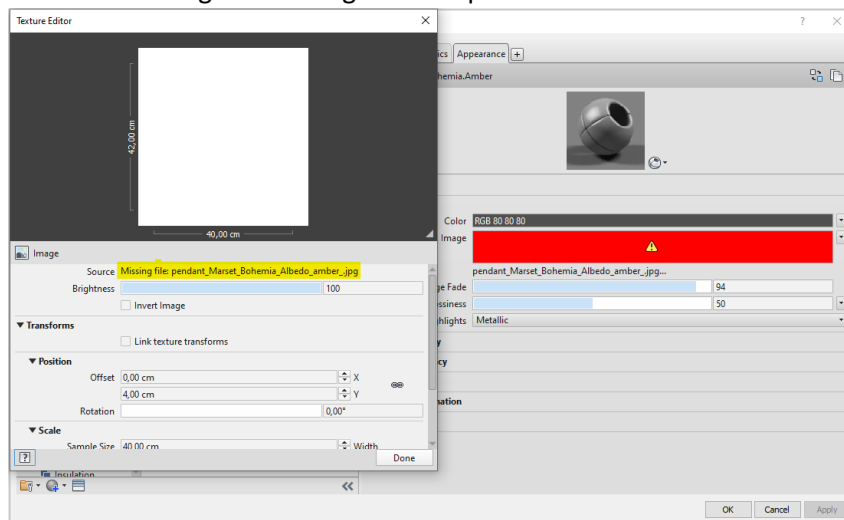
1. Open Material Browser in Manage.



2. Choose the material and check the tab Appearance. If the texture image is not loaded, Revit informs about the error.



3. Click on the image and change the file path in Source.



*** All the textures files are attached in the folder of a particular family.