Revit – Adding TreCe Material Library

1. Create a folder on your hard disk where you store all TreCe material assets for the use in your Revit projects. If already established, use your own folder structure.   
     
   Suggestions of storage locations for users without an established folder structure.   
   Please advise with your system administrator, if possible.

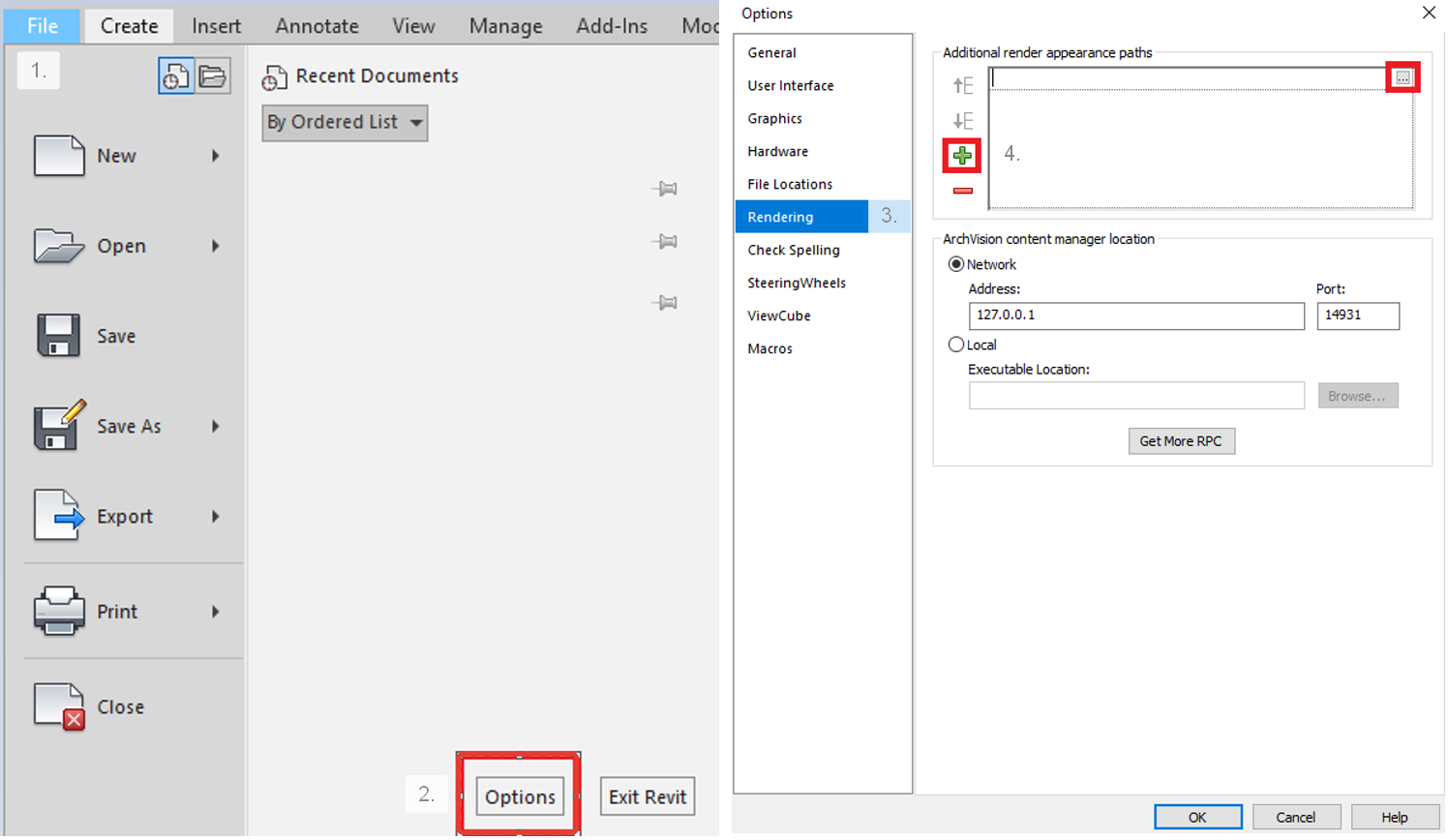
local users:

* C:\Program Files (x86)\Common Files\Autodesk Shared\Materials\TreCe\_Materials   
  Users who want to use any external material library can place it anywhere on their system. However, it is best to place it in this location for consistency.
* C:\Users\<USERNAME>\Documents\TreCe\_Materials  
  This could be another possible path to place the material files.

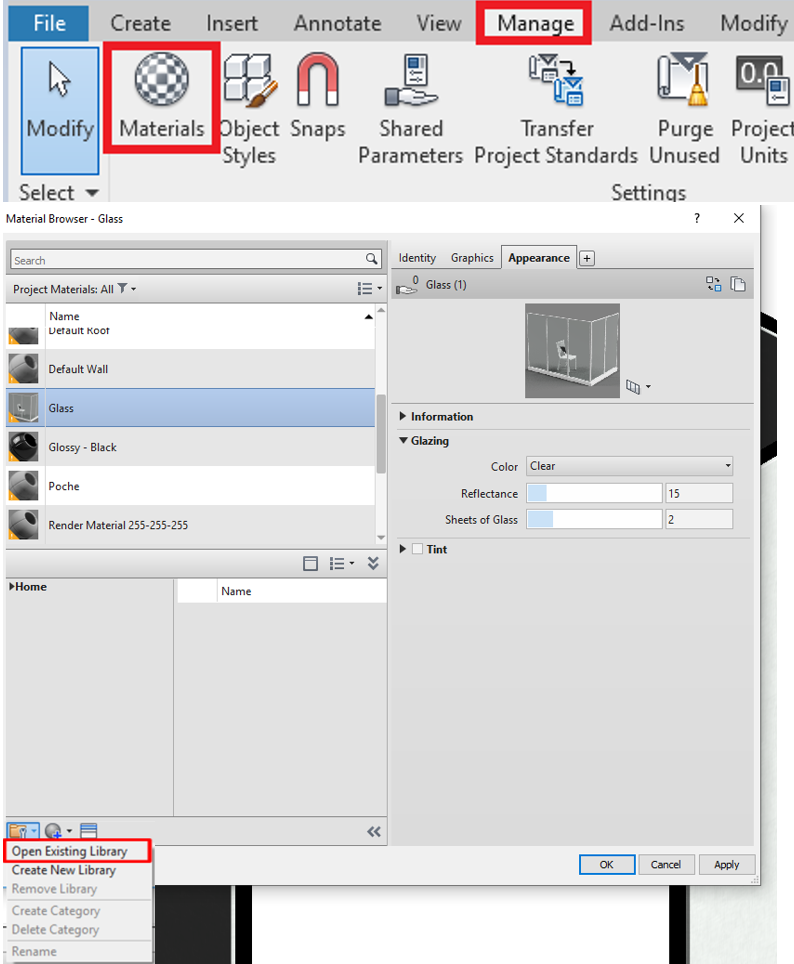
network users:

* \\<SERVER\_NAME>\Share\Common Folder\Render Assets\TreCe\_Materials
* Z:\Share\Common Folder\Render Assets\TreCe\_Materials

1. Make sure the directory that contains the textures and images for materials is added to the Additional Render Paths in Revit. To specify an additional material folder, you need to execute the following steps   
      
    *File -> Options -> Rendering*  
     
   Press the green “Plus” and navigate to the folder with the TreCe materials you have just created. Then press “OK”



Now, Revit will automatically load the textures from this folder into your project when a material of a TreCe material library is in use.

1. To use a specific TreCe material library in various projects, you need to connect this material library in Revit as follows  
     
    *Mange 🡪 Materials 🡪 Open Existing Library*  
     
      
     
   Browse to the folder with the TreCe material libraries. Then choose one of them and click “Open”. Repeat this step for all libraries you would like to integrate.  
     
      
     
   The selected material libraries are displayed in the library list. Now you can copy materials from those libraries into your projects or into other user libraries by using the arrow icon. 
2. Note, that the provided TreCe material libraries also could be used for other Autodesk products (Autodesk Inventor, Autodesk AutoCAD and 3ds Max).