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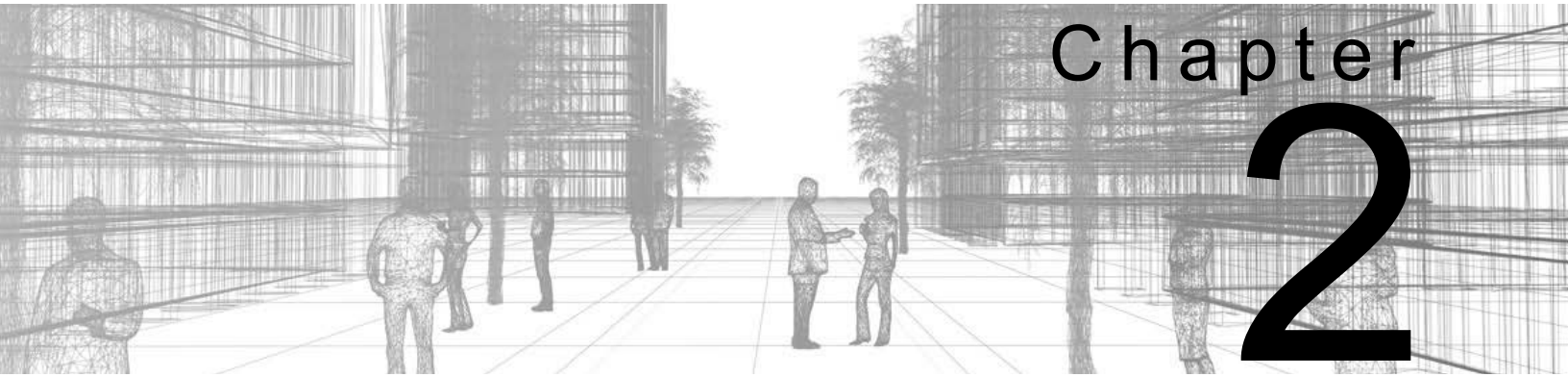
Revit® 2022 Architecture Fundamentals



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Chapter 2

Basic Sketching and Modify Tools

Basic sketching, selecting, and modifying tools are the foundation of working with all types of elements in the Autodesk® Revit® software. Using these tools with drawing aids helps you to place and modify elements to create accurate building models.

Learning Objectives in This Chapter

- Sketch linear elements such as walls, beams, and pipes.
- Ease the placement of elements by incorporating drawing aids such as alignment lines, temporary dimensions, and snaps.
- Place Reference Planes as temporary guide lines.
- Use techniques to select and filter groups of elements.
- Modify elements using a contextual tab, Properties, temporary dimensions, and controls.
- Move, copy, rotate, and mirror elements and create array copies in linear and radial patterns.
- Align, trim, and extend elements with the edges of other elements.
- Split linear elements anywhere along their length.
- Offset elements to create duplicates a specific distance away from the original.

2.1 Using General Sketching Tools

When you start a command, the contextual tab on the ribbon, the Options Bar, and Properties (as shown in Figure 2–1) enable you to set up features for each new element you are placing in the project. As you are working, several features called *drawing aids* display, as shown in Figure 2–1. They help you to create designs quickly and accurately.

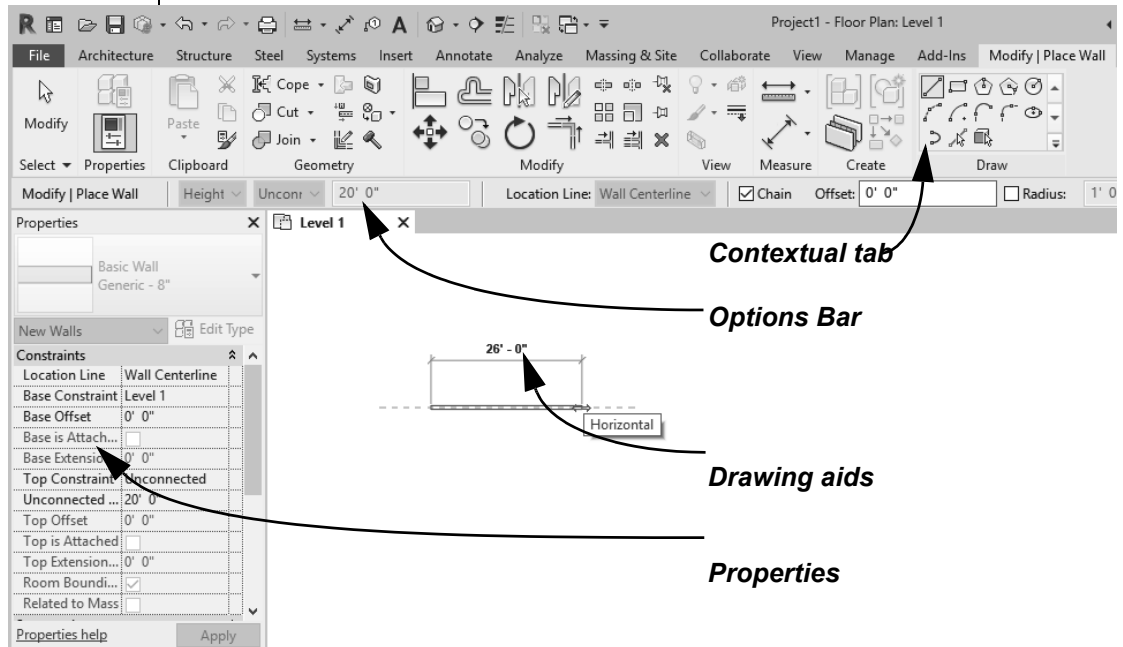


Figure 2–1

- In Autodesk Revit, you are most frequently creating 3D model elements rather than 2D sketches. These tools work with both 3D and 2D elements in the software.

Draw Tools

Many linear elements (such as walls, beams, ducts, pipes, and conduits) are modeled using the tools on the contextual tab on the *Draw* panel. Other elements (such as floors, ceilings, roofs, and slabs) have boundaries that are sketched using many of the same tools. Draw tools are also used when you create details or schematic drawings.

Two methods are available:

- *Draw* the element using a geometric form.
- *Pick* an existing element (such as a line, face, or wall) as the basis for the new element's geometry and position.


The exact tools vary according to the element being modeled.

How To: Create Linear Elements

1. Start the command you want to use.
2. In the contextual tab>Draw panel (shown in Figure 2–2), select a drawing tool.
3. Select points to define the elements or watch the Status Bar, in the lower left corner, for hints on what to do.



Figure 2–2

4. Finish the command using one of the standard methods:
 - Click  (Modify).
 - Press <Esc> twice.
 - Start another command.

Draw Options

When you are in Drawing mode, several options display in the Options Bar, as shown in Figure 2–3.















Figure 2–3

- **Chain:** Controls how many segments are created in one process. If this option is not selected, the **Line** and **Arc** tools only create one segment at a time. If it is selected, you can continue adding segments until you press <Esc> or select the command again.
- **Offset:** Enables you to enter values so you can create linear elements at a specified distance from the selected points or element.
- **Radius:** Enables you to enter values when using a radial tool or to add a radius to the corners of linear elements as you sketch them.

You can change from one Draw tool shape to another in the middle of a command.




Different options display according to the type of element that is selected or the command that is active.

Draw Tools

	Line	Draws a straight line defined by the first and last points. If Chain is enabled, you can continue selecting end points for multiple segments.
	Rectangle	Draws a rectangle defined by two opposing corner points. You can adjust the dimensions after selecting both points.
	Inscribed Polygon	Draws a polygon inscribed in a hypothetical circle with the number of sides specified in the Options Bar.
	Circumscribed Polygon	Draws a polygon circumscribed around a hypothetical circle with the number of sides specified in the Options Bar.
	Circle	Draws a circle defined by a center point and radius.
	Start-End-Radius Arc	Draws a curve defined by a start, end, and radius of the arc. The outside dimension shown is the included angle of the arc. The inside dimension is the radius.
	Center-ends Arc	Draws a curve defined by a center, radius, and included angle. The selected point of the radius also defines the start point of the arc.
	Tangent End Arc	Draws a curve tangent to another element. Select an end point for the first point, but do not select the intersection of two or more elements. Then select a second point based on the included angle of the arc.
	Fillet Arc	Draws a curve defined by two other elements and a radius. Because it is difficult to select the correct radius by clicking, this command automatically moves to edit mode. Select the dimension and then modify the radius of the fillet.
	Spline	Draws a spline curve based on selected points. The curve does not actually touch the points (Sketches, Model and Detail Lines only).
	Ellipse	Draws an ellipse from a primary and secondary axis (Walls, Sketches, Model and Detail Lines only).
	Partial Ellipse	Draws only one side of the ellipse, like an arc. A partial ellipse also has a primary and secondary axis (Sketches, Model and Detail Lines only).

Drawing Aids

Pick Tools

	Pick Lines	Use this option to select existing linear elements in the project. This is useful when you start the project from an imported 2D drawing.
	Pick Face	Use this option to select the face of a 3D massing element (walls and 3D views only).
	Pick Walls	Use this option to select an existing wall in the project to be the basis for a new sketch line (floors, ceilings, etc.).

As soon as you start sketching or placing elements, three drawing aids display, as shown in Figure 2–4:

- Alignment line
- Temporary dimensions
- Snaps

These aids are available with most modeling and many modification commands.

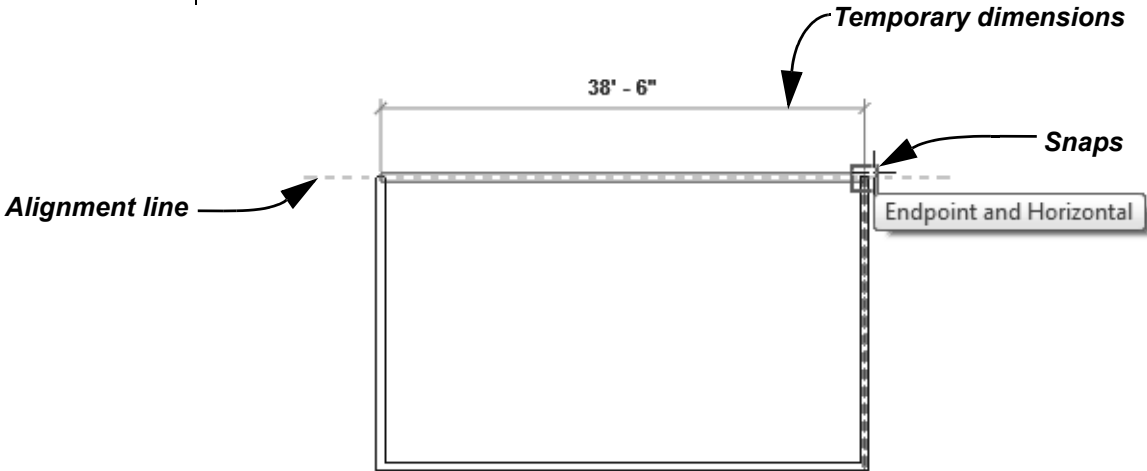


Figure 2–4


Alignment lines display as soon as you select your first point. They help keep lines horizontal, vertical, or at a specified angle. They also line up with the implied intersections of walls and other elements.

- Hold <Shift> to force the alignments to be orthogonal (90° angles only).

Temporary dimensions display to help place elements at the correct length, angle and location.

- You can type in a value, or move the cursor until you see the dimension you want, or you can place the element and then modify the value as needed.
- The length and angle increments shown vary depending on how far in or out the view is zoomed.
- For Imperial measurements (feet and inches), the software uses a default of feet. For example, when you type **4** and press <Enter>, it assumes 4'-0". For a distance such as 4'-6", you can type any of the following: **4'-6"**, **4'6**, **4-6**, or **4 6** (the numbers separated by a space). To indicate distances less than one foot, type the inch mark (") after the distance, or enter **0**, a space, and then the distance.

Hint: Temporary Dimensions and Permanent Dimensions

Temporary dimensions disappear as soon as you finish adding elements. If you want to make them permanent, select the dimension symbol (), as shown in Figure 2-5.

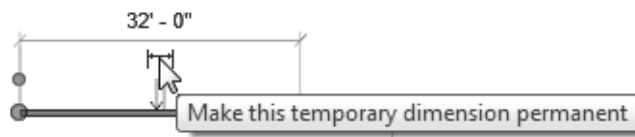


Figure 2-5


Snaps are key points that help you reference existing elements to exact points when modeling, as shown in Figure 2-6.



Figure 2-6

- When you move the cursor over an element, the snap symbol displays. Each snap location type displays with a different symbol.

Hint: Snap Settings and Overrides

In the *Manage* tab>Settings panel, click  (Snaps) to open the Snaps dialog box, which is shown in Figure 2–7. The Snaps dialog box enables you to set which snap points are active, and set the dimension increments displayed for temporary dimensions (both linear and angular).

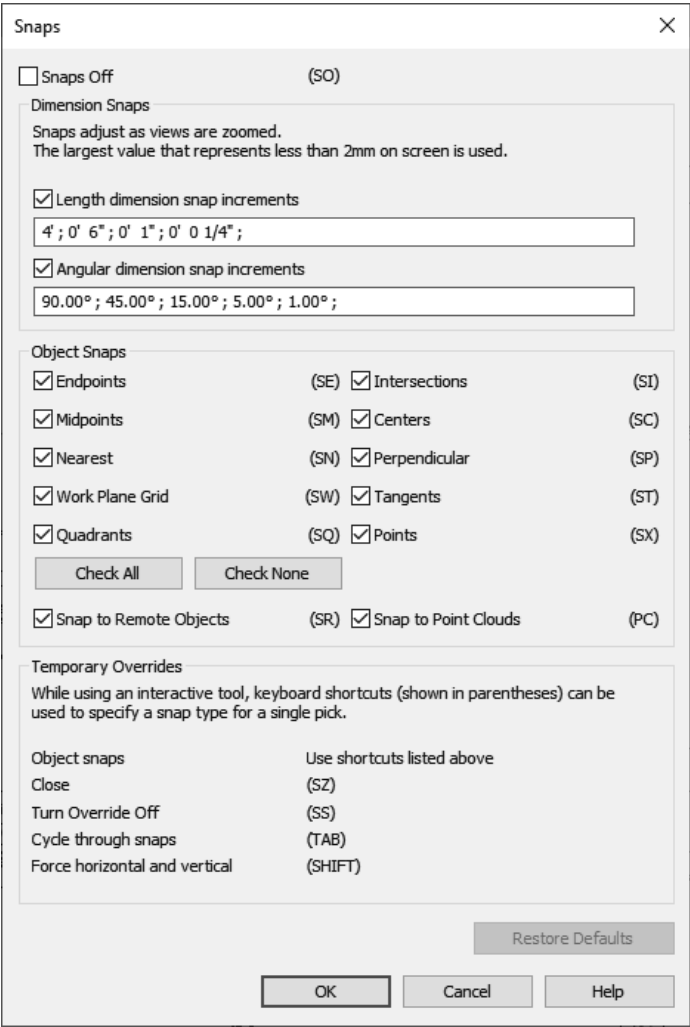



Figure 2–7

- Keyboard shortcuts for each snap can be used to override the automatic snapping. Temporary overrides only affect a single pick, but can be very helpful when there are snaps nearby other than the one you want to use.

Reference Planes

Reference planes do not display in 3D views.

As you develop designs in the Autodesk Revit software, there are times when you need lines to help you define certain locations. You can sketch reference planes (displayed as dashed green lines) and snap to them whenever you need to line up elements. For the example shown in Figure 2–8, the lighting fixtures in the reflected ceiling plan are placed using reference planes.

- To insert a reference plane, in the *Architecture, Structure, or Systems* tab>Work Plane panel, click  (Reference Plane) or type <RP>.

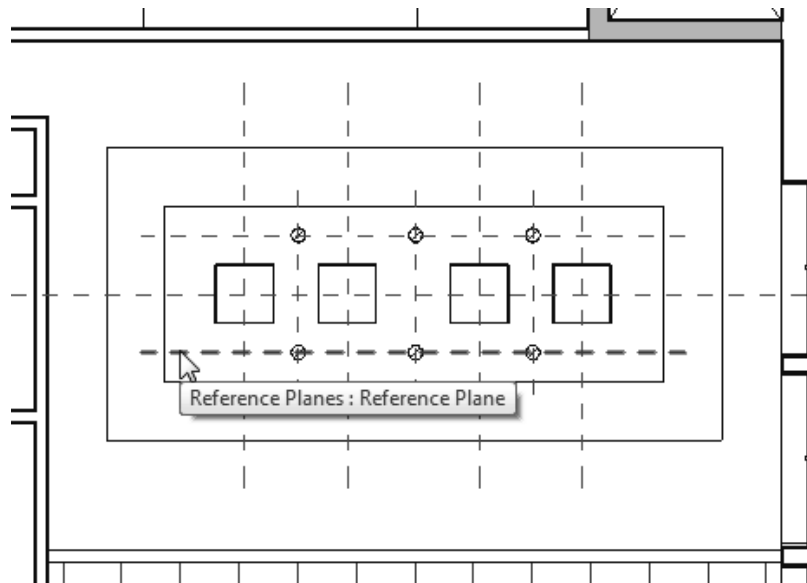


Figure 2–8

- Reference planes display in associated views because they are infinite planes, and not just lines.
- You can name reference planes by clicking on **<Click to name>** and typing in the text box, as shown in Figure 2–9.

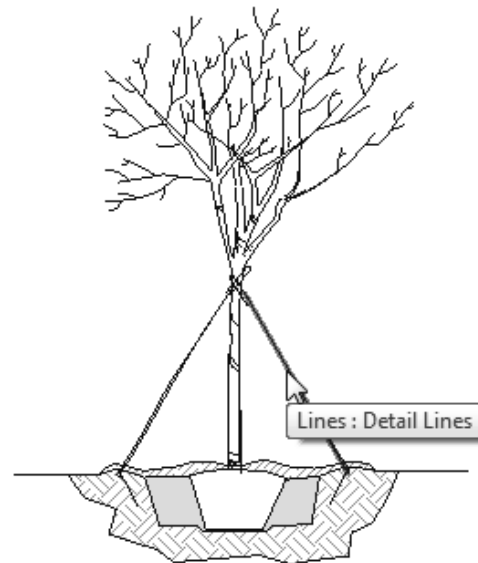




Figure 2–9

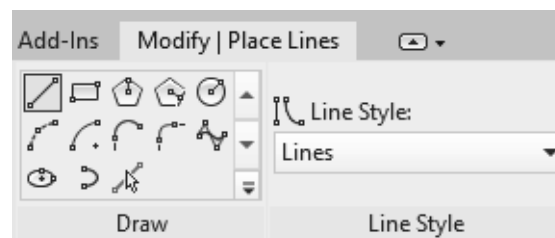
- If you sketch a reference plane in Sketch Mode (used with floors and similar elements), it does not display once the sketch is finished.
- Reference planes can have different line styles if they have been defined in the project. In Properties, select a style from the Subcategory list.

Hint: Model Line vs. Detail Line

While most of the elements that you create are representations of actual building elements, there are times you may need to add lines to clarify the design intent. These can be either detail lines, as shown in Figure 2–10, or model lines. Detail lines are also useful as references because they are only reflected in the view in which you sketch them.

**Figure 2–10**

- A model line (*Architecture* or *Structure* tab>Model panel>  (Model Line)) functions as a 3D element and displays in all views.
- A detail line (*Annotate* tab>Detail panel>  (Detail Line)) is strictly a 2D element that only displays in the view in which it is drawn.
- In the *Modify* contextual tab, as shown in Figure 2–11, select a Line Style and then the Draw tool that you want to use to draw the model or detail line.

**Figure 2–11**

2.2 Editing Elements

Building design projects typically involve extensive changes to the model. The Autodesk Revit software was designed to make such changes quickly and efficiently. You can change an element using the following methods, as shown in Figure 2–12:

- Type Selector enables you to specify a different type. This is frequently used to change the size and/or style of the elements.
- Properties enables you to modify the information (parameters) associated with the selected elements.
- The contextual tab in the ribbon contains the Modify commands and element-specific tools.
- Temporary dimensions enable you to change the element's dimensions or position.
- Controls enable you to drag, flip, lock, and rotate the element.
- Shape handles enable you to drag elements to modify their height or length.

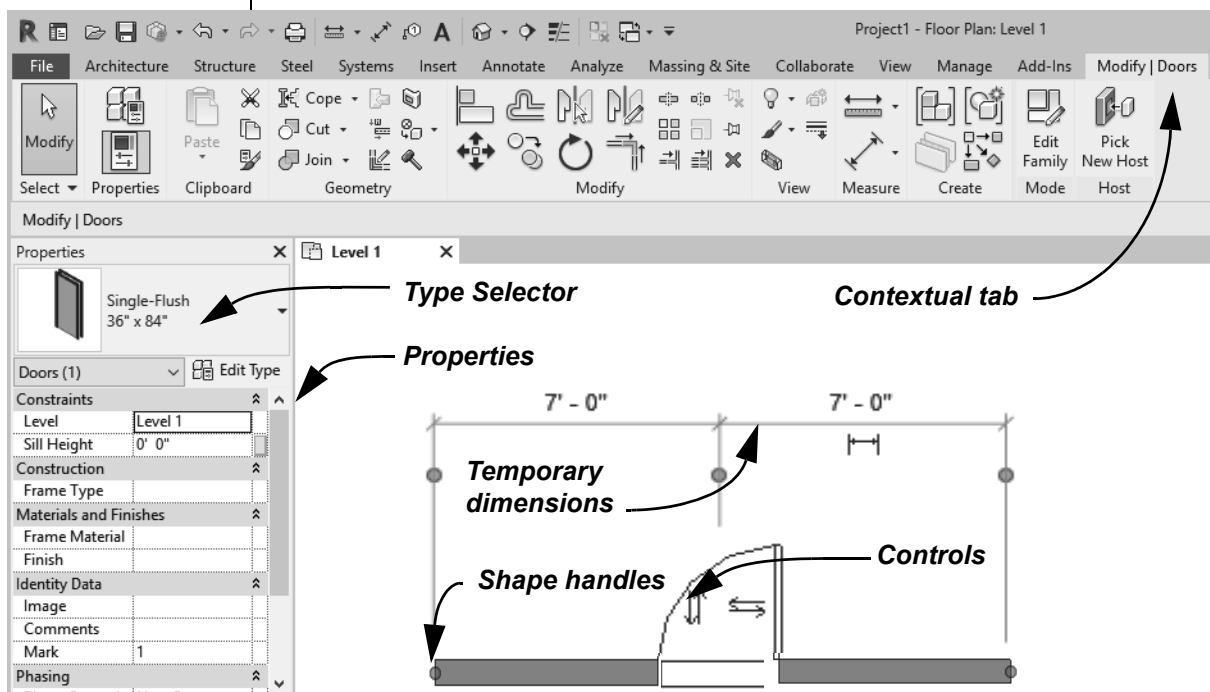



Figure 2–12

- To delete an element, select it and press <Delete>, right-click and select **Delete**, or in the Modify panel, click  (Delete).

Working with Controls and Shape Handles

When you select an element, various controls and shape handles display depending on the element and view. For example, in plan view you can use controls to drag the ends of a wall and change its orientation. You can also drag the wall ends in a 3D view, and you can also use the arrow shape handles to change the height of the wall, as shown in Figure 2–13.

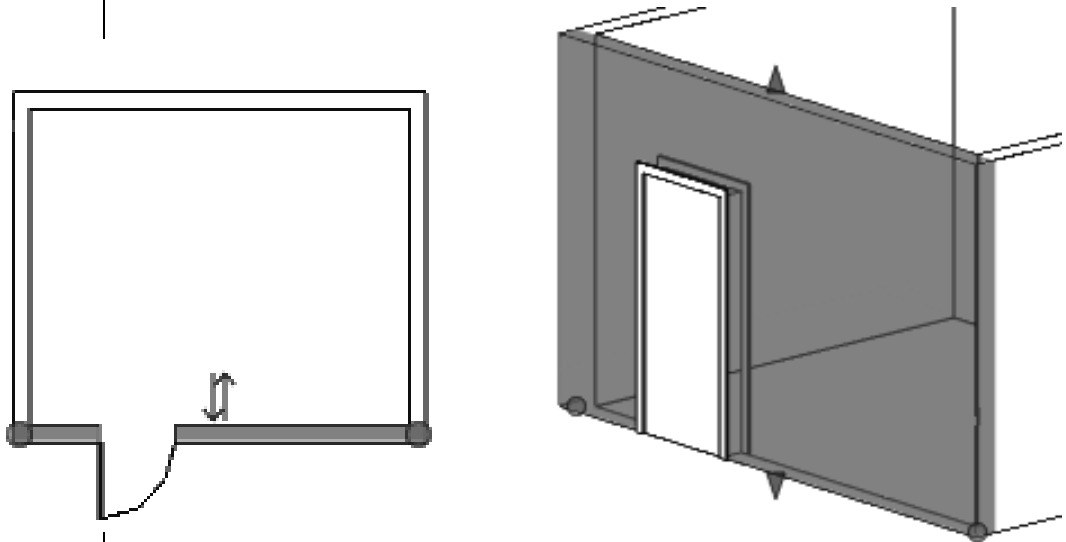
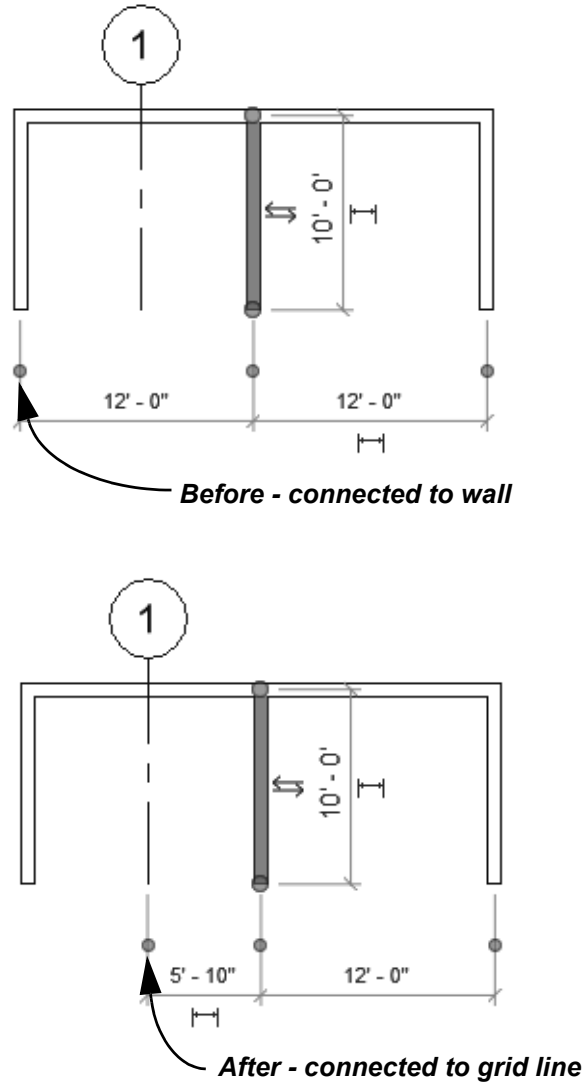


Figure 2–13

- If you hover the cursor over the control or shape handle, a tool tip displays showing its function.

Hint: Editing Temporary Dimensions

Temporary dimensions automatically link to the closest wall. To change this, drag the *Witness Line* control, as shown in Figure 2–14, to connect to a new reference. You can also click on the control to toggle between justifications in the wall.

**Figure 2–14**

- The new location of a temporary dimension for an element is remembered as long as you are in the same session of the software.

Selecting Multiple Elements

- Once you have selected at least one element, hold <Ctrl> and select another item to add it to a selection set.
- To remove an element from a selection set, hold <Shift> and select the element.
- If you click and drag the cursor to *window* around elements, you have two selection options, as shown in Figure 2–15. If you drag from left to right, you only select the elements completely inside the window. If you drag from right to left, you select elements both inside and crossing the window.

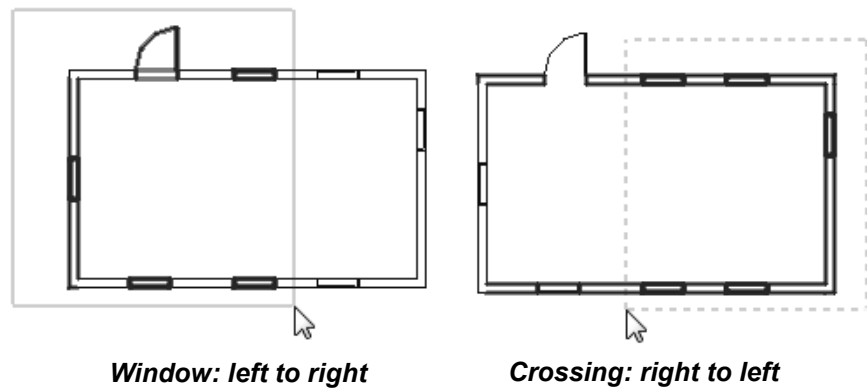


Figure 2–15

- If several elements are on or near each other, hover your cursor over an edge and press <Tab> to cycle through them before you click. If there are elements that might be linked to each other, such as walls that are connected, pressing <Tab> selects the chain of elements.
- Press <Ctrl>+<Left Arrow> to reselect the previous selection set. You can also right-click in the view window with nothing selected and select **Select Previous**.
- To select all elements of a specific type, right-click on an element and select **Select All Instances>Visible in View** or **In Entire Project**, as shown in Figure 2–16. For example, if you select a column of a specific size and use this command, only the columns of the same size are selected.

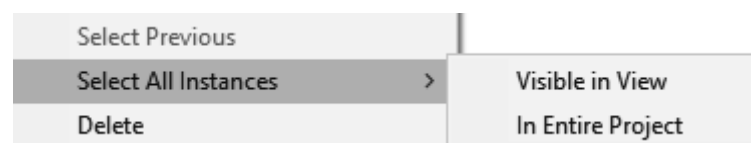
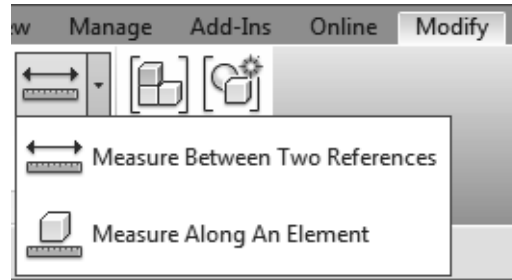




Figure 2–16

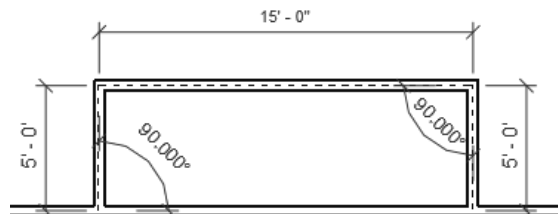
- You can save selections and use them again. For more information see *Appendix A.1 Selection Sets*.

Hint: Measuring Tools

When modifying a model, it is useful to know the distance between elements. This can be done with temporary dimensions, or more frequently, by using the measuring tools found in the Quick Access Toolbar or on the *Modify* tab> Measure panel, as shown in Figure 2–17.

**Figure 2–17**

-  (Measure Between Two References) - Select two elements and the measurement displays.
-  (Measure Along An Element) - Select the edge of a linear element and the total length displays. Use <Tab> to highlight other elements and then click to measure along all of them, as shown in Figure 2–18.

**Figure 2–18**

- References include any snap point, wall lines, or other parts of elements (such as door center lines).

Filtering Selection Sets

When multiple element categories are selected, the *Multi-Select* contextual tab opens in the ribbon. This gives you access to all of the Modify tools, and the **Filter** command. The **Filter** command enables you to specify the types of elements to select. For example, you might only want to select columns, as shown in Figure 2–19.

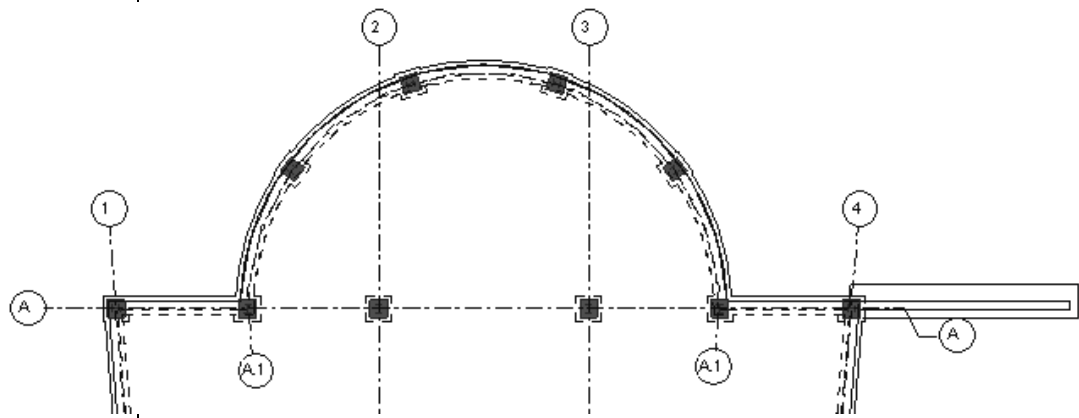



Figure 2-19

How To: Filter a Selection Set

1. Select everything in the area.
2. in the *Modify | Multi-Select* tab>Selection panel, or in the Status Bar, click  (Filter). The Filter dialog box opens, as shown in Figure 2-20.

The Filter dialog box displays all types of elements in the original selection.

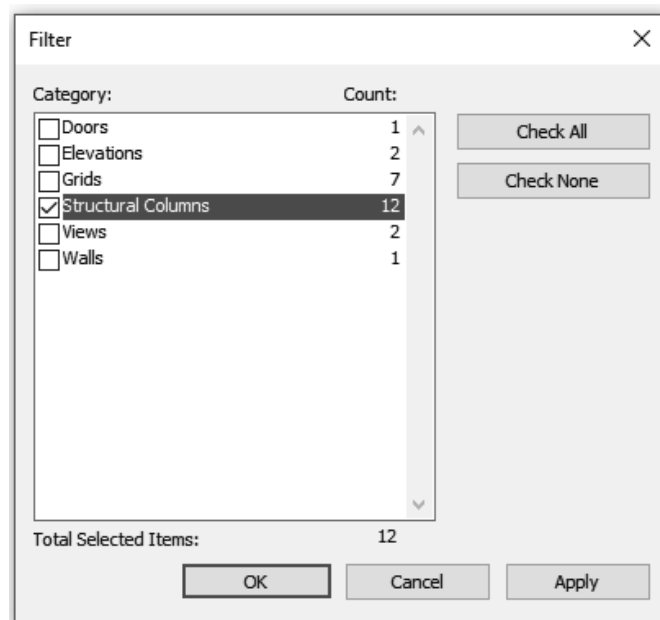
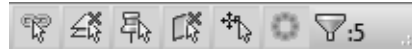







Figure 2-20

3. Click **Check None** to clear all of the options or **Check All** to select all of the options. You can also select or clear individual categories as needed.
 4. Click **OK**. The selection set is now limited to the elements you specified.
- The number of elements selected displays on the right end of the Status Bar and in Properties.

Hint: Selection Options

You can control how the software selects specific elements in a project by toggling selection options on and off on the Status Bar, as shown in Figure 2–21. Alternatively, in any tab on the ribbon that has the Modify command, expand the Select panel's title and select the option.

**Figure 2–21**

-  **Select links:** When toggled on, you can select linked CAD drawings or Autodesk Revit models. When it is toggled off, you cannot select them when using **Modify** or **Move**.
-  **Select underlay elements:** When toggled on, you can select underlay elements. When toggled off, you cannot select them when using **Modify** or **Move**.
-  **Select pinned elements:** When toggled on, you can select pinned elements. When toggled off, you cannot select them when using **Modify** or **Move**.
-  **Select elements by face:** When toggled on you can select elements (such as the floors or walls in an elevation) by selecting the interior face or selecting an edge. When toggled off, you can only select elements by selecting an edge.
-  **Drag elements on selection:** When toggled on, you can hover over an element, select it, and drag it to a new location. When toggled off, the Crossing or Box select mode starts when you press and drag, even if you are on top of an element. Once elements have been selected they can still be dragged to a new location.

Practice 2a

Sketch and Edit Elements

Practice Objective

- Use sketch tools and drawing aids.

In this practice, you will use the **Wall** command along with sketching tools and drawing aids, such as temporary dimensions and snaps. You will use the **Modify** command and modify the walls using grips, temporary dimensions, the Type Selector, and Properties. You will add a door and modify it using temporary dimensions and controls. The completed model is shown in Figure 2–22.

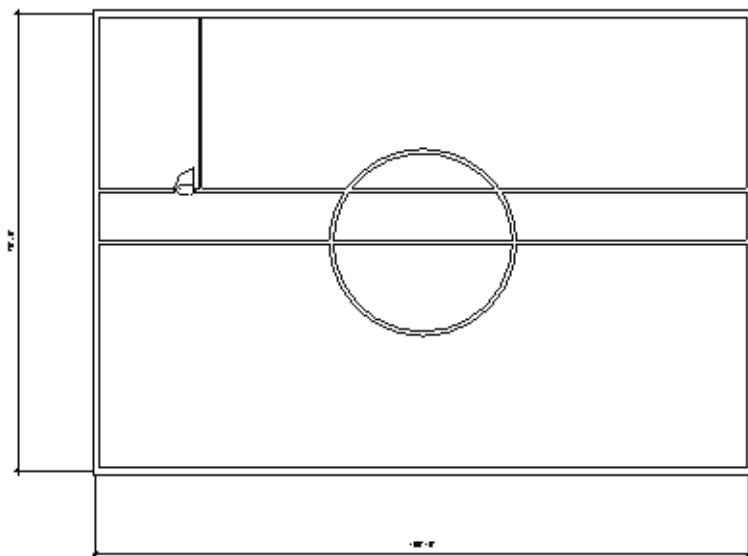







Figure 2–22

Task 1 - Use sketching tools and temporary dimensions to model and modify walls.

1. In the *File Tab*, click  (New) >  (Project). If you are on the Home screen, in the *MODELS* section, click **New...**
2. In the New Project dialog box, select **Imperial-Architectural Template** in the Template file drop-down list, and click **OK**.
3. In the Quick Access Toolbar, click  (Save). When prompted, name the project **Starting Project.rvt**.
4. In the *Architecture* tab > Build panel, click  (Wall) or type the shortcut <WA>.

5. In the *Modify | Place Wall* tab>Draw panel, click  (Rectangle) and sketch a rectangle approximately **100' x 70'**. Drag your mouse from right to left in a diagonal direction. You do not have to be precise because you can change the dimensions later.
6. Note that the dimensions are temporary. Select the vertical dimension text and type **70'-0"**, as shown in Figure 2–23. Press <Enter>.

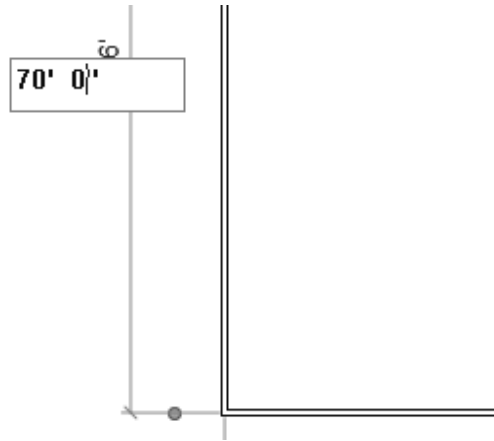



Figure 2–23

7. The dimensions are still displayed as temporary. Click the dimension controls of both the dimensions to make them permanent, as shown in Figure 2–24.



Figure 2–24

8. In the Select panel, click  (Modify). You can also use one of the other methods to switch to **Modify**:
 - Type the shortcut <MD>.
 - Press <Esc> once or twice.

- 9. Select either vertical wall. The horizontal dimension becomes active (changes to blue). Click the dimension text and type **100'-0"**, as shown in Figure 2–25.

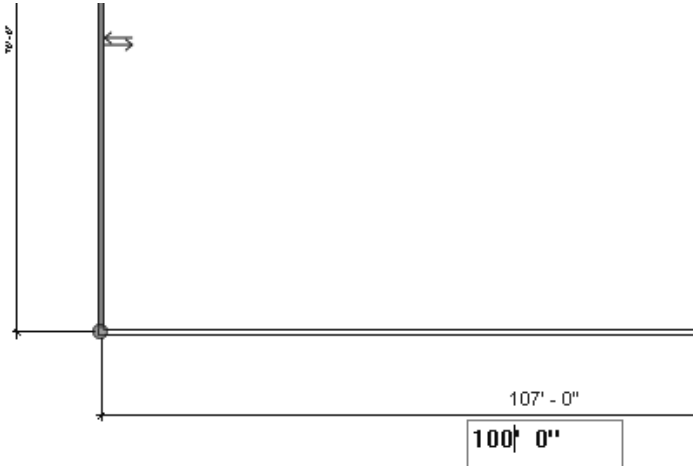




Figure 2–25

- 10. Click in an empty space in the view to end the selection. You are still in the **Modify** command.
- 11. In the *Architecture* tab>Build panel, click  (Wall). In the Draw panel, verify that  (Line) is selected. Sketch a wall horizontally from midpoint to midpoint of the vertical walls.
- 12. Draw another horizontal wall **8'-0"** above the middle horizontal wall. You can use temporary dimensions to adjust if needed.
- 13. Draw a vertical wall exactly **16'-0"** from the left wall, as shown in Figure 2–26.

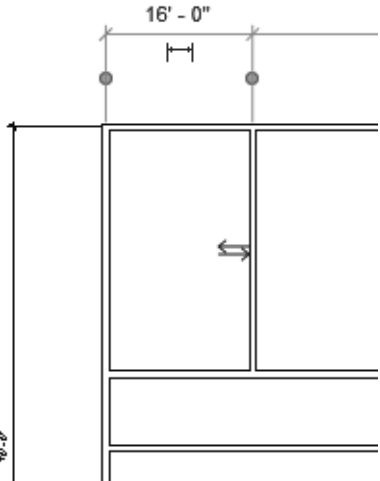



Figure 2–26

14. In the Draw panel, click  (Circle) and sketch a **14'-0"** radius circular wall at the midpoint of the lower interior horizontal wall, as shown in Figure 2–27.

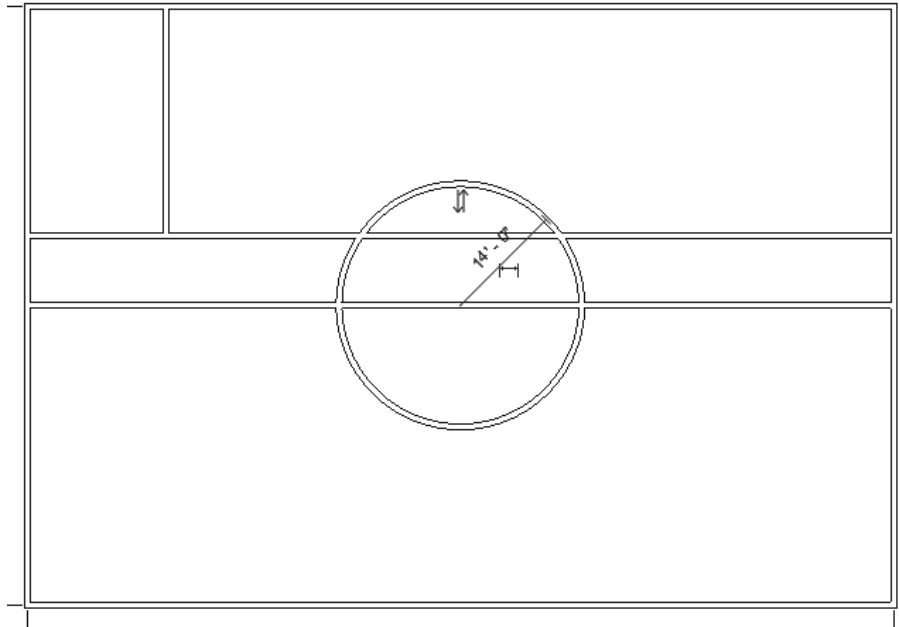



Figure 2–27

- 15. Click  (Modify) to finish the command.
- 16. Hover the cursor over one of the outside walls, press <Tab> to highlight the chain of outside walls, and click to select the walls.
- 17. In the Type Selector, select **Basic Wall: Generic-12"**, as shown in Figure 2–28. The thickness of the outside walls change.

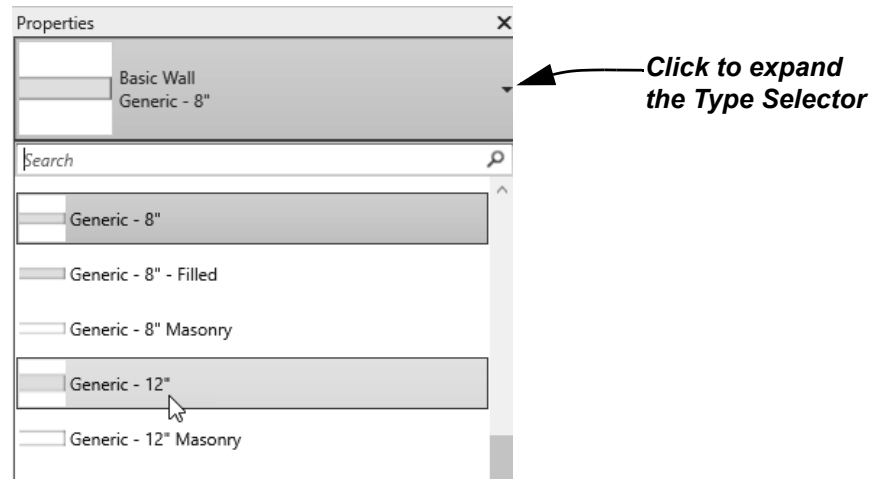





Figure 2–28

18. Click in an empty space in the view to release the selection.

19. Select the vertical interior wall. In the Type Selector, change the wall to one of the small interior partition styles.
20. Click in an empty space in the view to release the selection.
21. Save the project.

Task 2 - Add and modify a door.

1. Zoom in on the room in the upper left corner.
2. In the *Architecture* tab>Build panel, click  (Door) or type the shortcut <DR>.
3. In the *Modify | Place Door* tab>Tag panel, click  (Tag on Placement).
4. Place a door anywhere along the wall in the hallway.
5. Click  (Modify) to finish the command.
6. Select the door. Use temporary dimensions to move it so that it is **2'-6"** from the right interior vertical wall. If needed, use controls to flip the door so that it swings into the room, as shown in Figure 2–29.

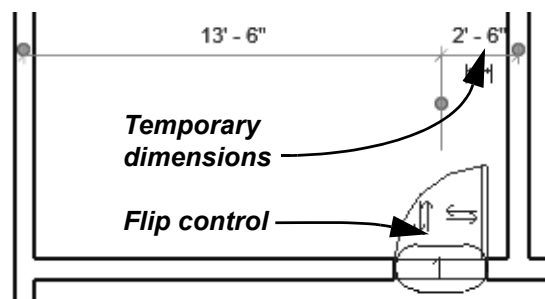


Figure 2–29

7. Type <ZE> to zoom out to the full view.
8. Save and close the project.

2.3 Working with Basic Modify Tools

The basic modifying tools, **Move**, **Copy**, **Rotate**, **Mirror**, and **Array**, can be used with individual elements or any selection of elements. They are found in the Modify panel (shown in Figure 2–30), in the *Modify* tab, and in contextual tabs.

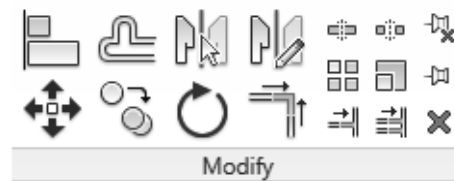


Figure 2–30

- For these modify commands, you can either select the elements and start the command, or start the command, select the elements, and press <Enter> to finish the selection and move to the next step in the command.

Moving and Copying Elements

The **Move** and **Copy** commands enable you to select the element(s) and move or copy them from one place to another. You can use alignment lines, temporary dimensions, and snaps to help place the elements, as shown in Figure 2–31.

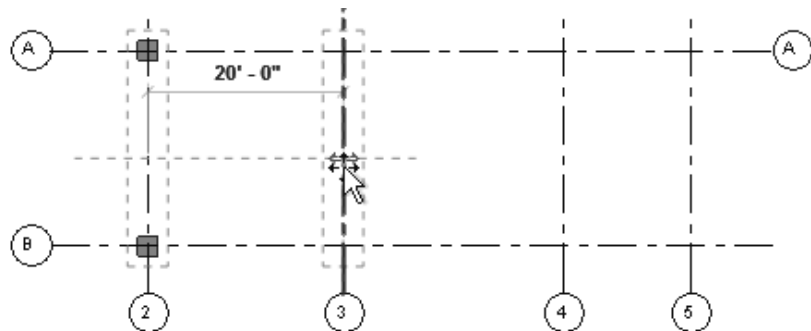





Figure 2–31

How To: Move or Copy Elements

1. Select the elements you want to move or copy.
2. In the Modify panel, click  (Move) or  (Copy). Alternatively, you can type <MV> for Move and <CO> for Copy. A boundary box displays around the selected elements.
3. Select a start point on or near the element.

- 4. Select a second point. Use alignment lines and temporary dimensions to help place the elements.
- 5. When you are finished, you can start another modify command using the elements that remain selected, or select  (Modify) to end the command.
- You can drag elements to new locations without starting the **Move** command. Holding <Ctrl> and dragging copies the element. This is quick but not very precise.




Move/Copy Elements Options

The **Move** and **Copy** commands have several options that display in the Options Bar, as shown in Figure 2–32.




Figure 2–32

Constrain	Restricts the movement of the cursor to horizontal or vertical, or along the axis of an item that is at an angle. This keeps you from selecting a point at an angle by mistake. Constrain is off by default.
Disjoin (Move only)	Breaks any connections between the elements being moved and other elements. If Disjoin is on, the elements move separately. If it is off, the connected elements also move or stretch. Disjoin is off by default.
Multiple (Copy only)	Enables you to make multiple copies of one selection.

- These commands only work in the current view, not between views or projects. To copy between views or projects, In the *Modify* tab>Clipboard panel use  (Copy to Clipboard),  (Cut to the Clipboard) and  (Paste from Clipboard).

Hint: Pinning Elements

If you do not want elements to be moved, you can pin them in place, as shown in Figure 2–33. Select the elements and in the

Modify tab, in the Modify panel, click  (Pin) or type the shortcut <PN>. Pinned elements can be copied, but not moved. If you try to delete a pinned element, a warning dialog displays reminding you that you must unpin the element before the command can be started.

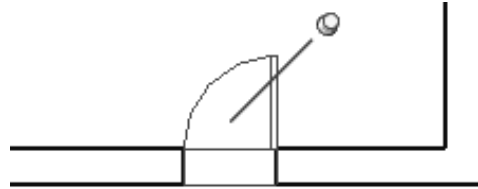



Figure 2–33

Select the element and click  (Unpin) or type the shortcut <UP> to unpin the element.

Rotating Elements

The **Rotate** command enables you to rotate selected elements around a center point or origin, as shown in Figure 2–34. You can use alignment lines, temporary dimensions, and snaps to help specify the center of rotation and the angle. You can also create copies of the element as it is being rotated.

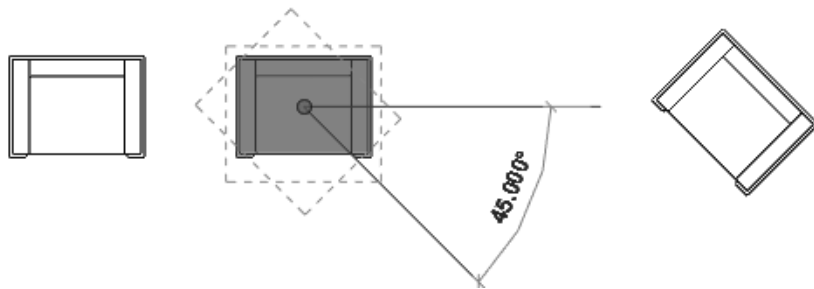




Figure 2–34

How To: Rotate Elements

1. Select the element(s) you want to rotate.
2. In the Modify panel, click  (Rotate) or type the shortcut <RO>.

To start the **Rotate** command with a prompt to select the center of rotation, select the elements first and type <R3>.

- The center of rotation is automatically set to the center of the element or group of elements, as shown on the left in Figure 2–35. To change the center of rotation, as shown on the right in Figure 2–35, use the following:

- Drag the  (Center of Rotation) control to a new point.
- In the Options Bar, next to **Center of rotation**, click **Place** and use snaps to move it to a new location.
- Press <Spacebar> to select the center of rotation and click to move it to a new location.

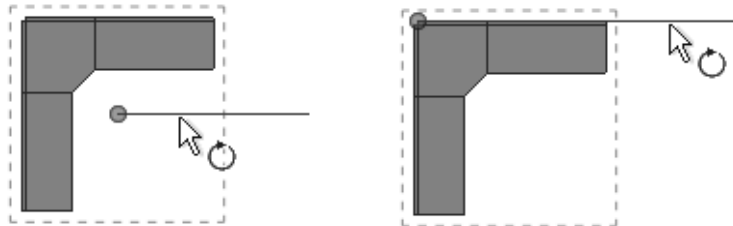



Figure 2–35

- In the Options Bar, specify if you want to make a Copy (select **Copy**), type an angle in the *Angle* field (shown in Figure 2–36), and press <Enter>. You can also specify the angle on screen using temporary dimensions.



Figure 2–36

- The rotated element(s) remain highlighted, enabling you to start another command using the same selection, or click

 (Modify) to finish.

- The **Disjoin** option breaks any connections between the elements being rotated and other elements. If **Disjoin** is on (selected), the elements rotate separately. If it is off (cleared), the connected elements also move or stretch, as shown in Figure 2–37. **Disjoin** is toggled off by default.

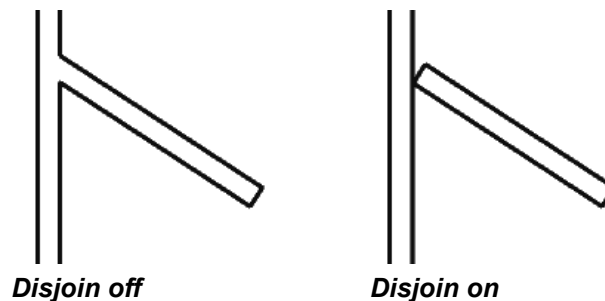


Figure 2–37

Mirroring Elements

The **Mirror** command enables you to mirror elements about an axis defined by a selected element, as shown in Figure 2–38, or by selected points.

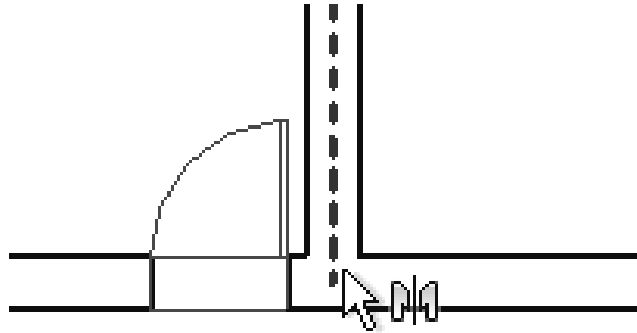





Figure 2–38

How To: Mirror Elements

1. Select the element(s) to mirror.
2. In the Modify panel, select the method you want to use:
 - Click  (Mirror - Pick Axis) or type the shortcut <MM>. This prompts you to select an element as the **Axis of Reflection** (mirror line).
 - Click  (Mirror - Draw Axis) or type the shortcut <DM>. This prompts you to select two points to define the axis about which the elements mirror.
3. The new mirrored element(s) remain highlighted, enabling you to start another command, or return to **Modify** to finish.
 - By default, the original elements that were mirrored remain. To delete the original elements, clear the **Copy** option in the Options Bar.

Hint: Scale

The Autodesk Revit software is designed with full-size elements. Therefore, not much should be scaled. For example, scaling a wall increases its length but does not impact the width, which is set by the wall type. However, you can use

 (Scale) in reference planes, images, and imported files from other programs.

Creating Linear and Radial Arrays

A linear array creates a straight line pattern of elements, while a radial array creates a circular pattern around a center point.

The **Array** command creates multiple copies of selected elements in a linear or radial pattern, as shown in Figure 2–39. For example, you can array a row of columns to create a row of evenly spaced columns on a grid, or array a row of parking spaces. The arrayed elements can be grouped or placed as separate elements.

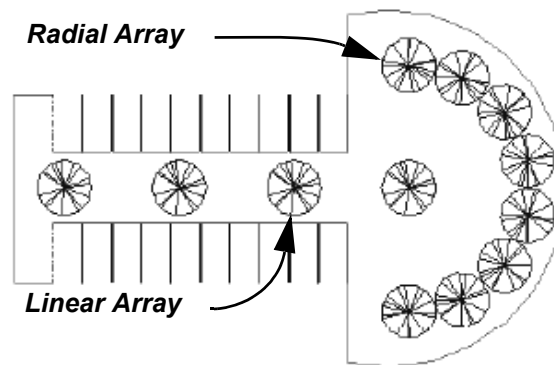




Figure 2–39

How To: Create a Linear Array

1. Select the element(s) to array.
2. In the Modify panel, click  (Array) or type the shortcut <AR>.
3. In the Options Bar, click  (Linear).
4. Specify the other options as needed.
5. Select a start point and an end point to set the spacing and direction of the array. The array is displayed.
6. If **Group and Associate** is selected, you are prompted again for the number of items, as shown in Figure 2–40. Type a new number or click on the screen to finish the command.

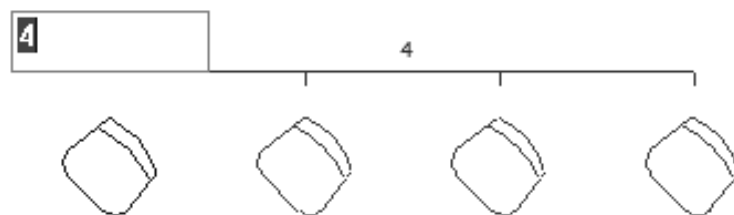


Figure 2–40

- To make a linear array in two directions, you need to array one direction first, select the arrayed elements, and then array them again in the other direction.

Array Options

In the Options Bar, set up the **Array** options for **Linear Array** (top of Figure 2–41) or **Radial Array** (bottom of Figure 2–41).

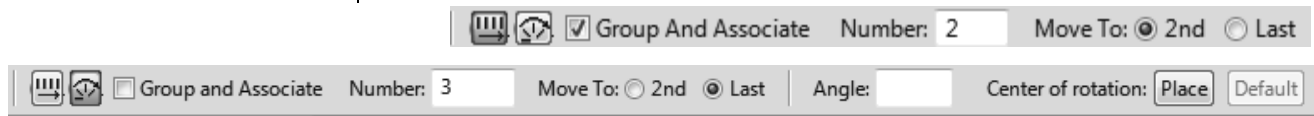





Figure 2–41

Group and Associate	Creates an array group element out of all arrayed elements. Groups can be selected by selecting any elements in the group.
Number	Specifies how many instances you want in the array.
Move To:	2nd specifies the distance or angle between the center points of the two elements. Last specifies the overall distance or angle of the entire array.
Constrain	Restricts the direction of the array to only vertical or horizontal (Linear only).
Angle	Specifies the angle (Radial only).
Center of rotation	Specifies a location for the origin about which the elements rotate (Radial only).

How To: Create a Radial Array

1. Select the element(s) to array.
2. In the Modify panel, click  (Array).
3. In the Options Bar, click  (Radial).
4. Drag  (Center of Rotation) or use **Place** to move the center of rotation to the appropriate location, as shown in Figure 2–42.

*Remember to set the **Center of Rotation** control first, before specifying the angle.*

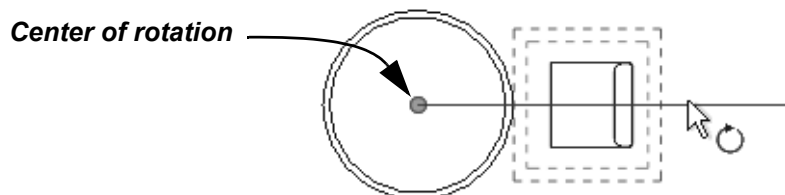


Figure 2–42

5. In the Options Bar, type an angle and press <Enter>, or specify the rotation angle by selecting points on the screen.
6. Specify the other options as needed.

Modifying Array Groups

When you select an element in an array that has been grouped, you can change the number of instances in the array, as shown in Figure 2–43. For radial arrays you can also modify the distance to the center.

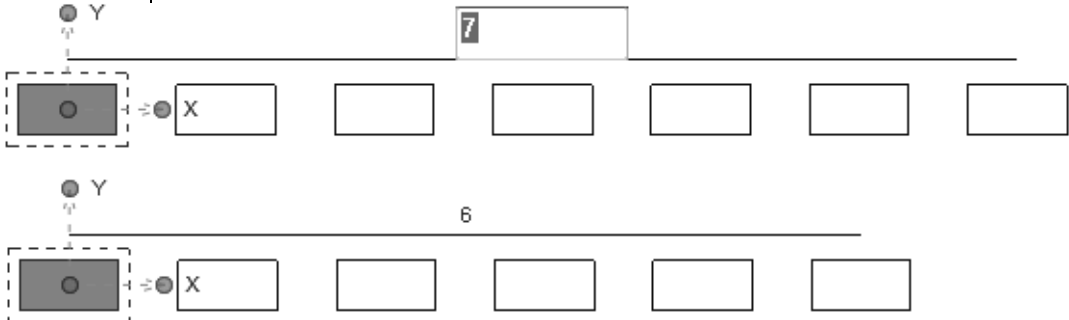


Figure 2–43

- Dashed lines surround the element(s) in a group, and the XY control lets you move the origin point of the group.

If you move one of the elements in the array group, the other elements move in response based on the distance and/or angle, as shown in Figure 2–44.

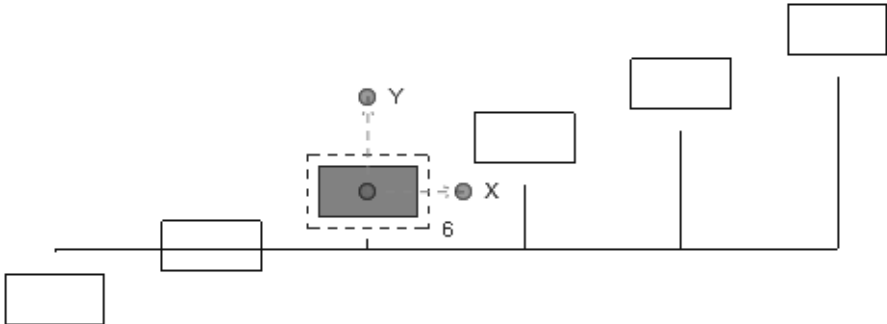





Figure 2–44

- To remove the array constraint on the group, select all of the elements in the array group and, in the *Modify* contextual tab>Group panel, click  (Ungroup).
- If you select an individual element in an array and click  (Ungroup), the element you selected is removed from the array, while the rest of the elements remain in the array group.
- You can use  (Filter) to ensure that you are selecting only **Model Groups**.

Practice 2b

Work with Basic Modify Tools

Practice Objective

- Use basic modify tools such as Move, Copy, Rotate, and Array Elements.

In this practice, you will create a series of offices using the Copy and Mirror commands. You will then array desks around a circular wall, then rotate and array a pair of columns across the front of a simple building, as shown in Figure 2–45.

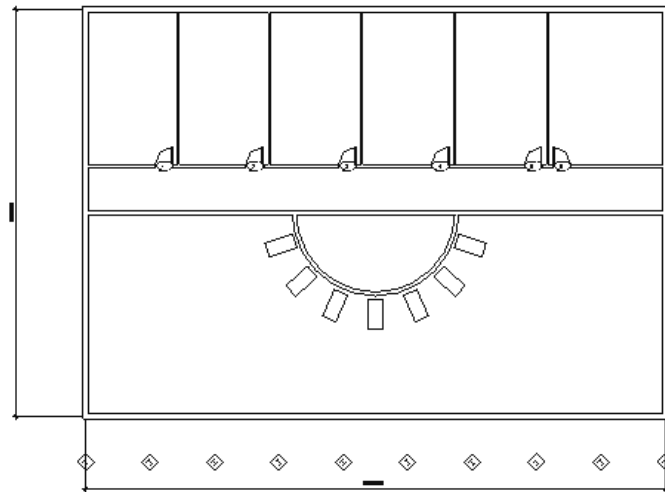




Figure 2–45

Task 1 - Modify walls and doors.

1. Open the project **Simple-Building-1.rvt** from the practice files folder.
2. Select the top arc of the circular wall.
3. In the Modify panel, click  (Delete). The walls that the circular wall crossed are automatically cleaned up.
4. Select the vertical interior wall, door, and door tag. Hold <Ctrl> to select more than one element, or use a selection window.
5. In the Modify panel, click  (Copy) or type the shortcut <CO>.

*Remember that you can also press <Delete>, or right-click and select **Delete**.*

- 6. In the Options Bar, select **Constrain** and **Multiple** (adding a check mark means the setting is on). The **Constrain** option forces the cursor to move only horizontally or vertically.
- 7. Select the start point and, using the temporary dimensions, pick the end point **16'-0"** away from the start point, as shown in Figure 2-46. The wall, door, and door tag are copied to the right and the door tag displays **2**.

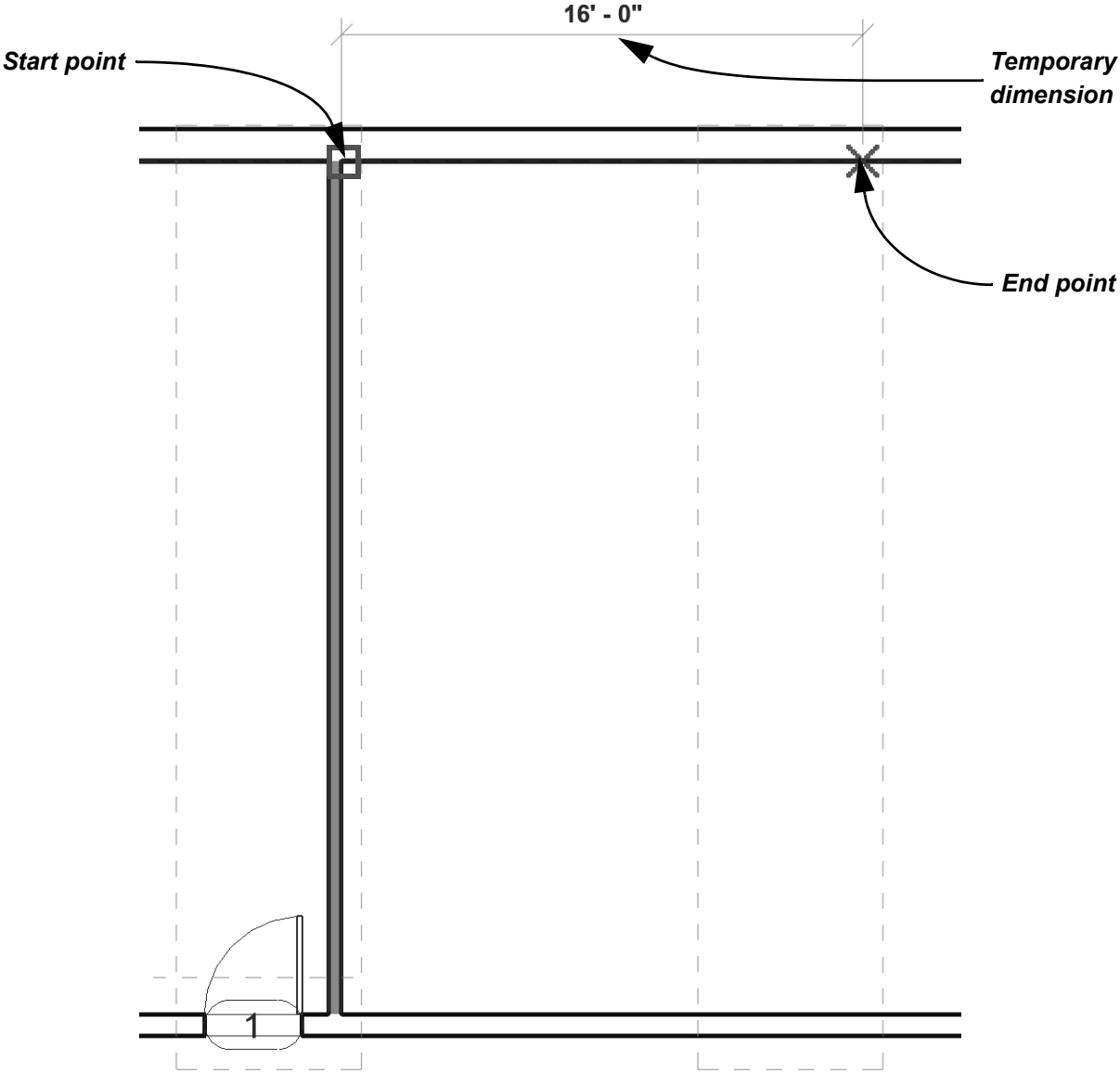


Figure 2-46

- The new elements are still selected and you can continue to copy them. Use similar start and end points for the additional copies, or type **16** (16'-0") and press <Enter> to set the distance between each copy. The final layout is shown in Figure 2–47.

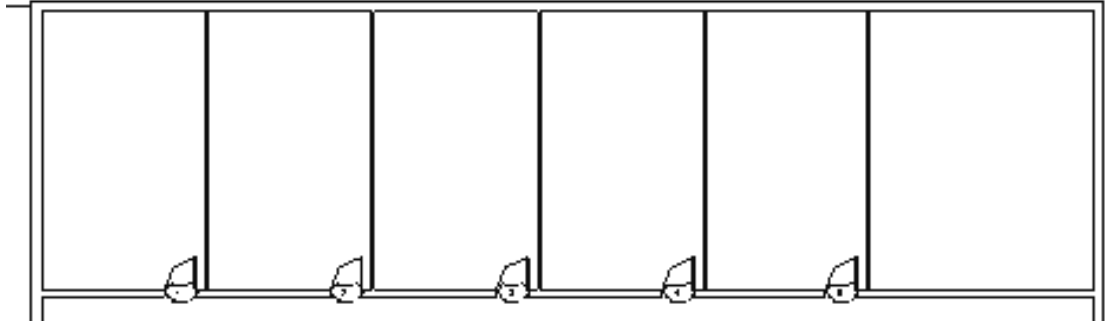




Figure 2–47

- Click  (Modify) to finish the command.
- Zoom in on the room to the far right.
- Select door #5 and the associated door tag.
- In the Modify panel, click  (Mirror - Pick Axis) or type the shortcut <MM>. In the Options Bar, ensure that **Copy** is selected.
- Select the vertical wall between the rooms as the mirror axis. An alignment line displays along the center of the wall. Place the new door, as shown in Figure 2–48.

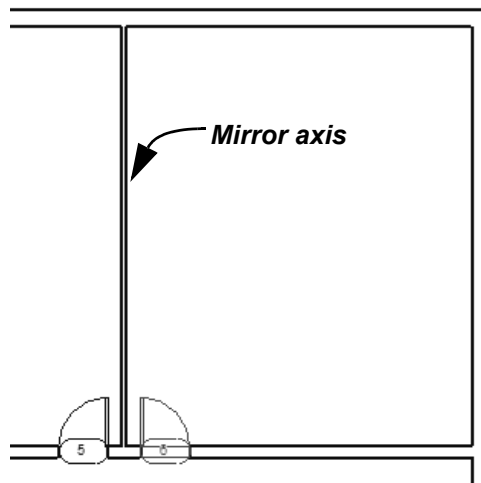



Figure 2–48

- Click in an empty space in the view to release the selection.
- Save the project.

Task 2 - Add reference planes and use them to place a component.

1. In the *Architecture* tab>Work plane panel, click  (Reference Plane).
2. Draw two reference planes, as shown in Figure 2–49. The vertical one starts at the midpoint of the wall. Place the horizontal plane **20'-0"** from the horizontal wall, or place the reference plane at any distance and then use temporary dimensions to place it more exactly.)

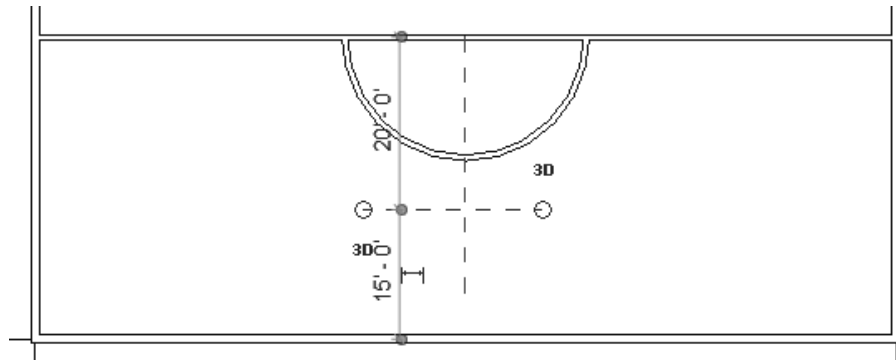



Figure 2–49

3. In the *Architecture* tab>Build panel, click  (Component) or type <CM>.
4. In the Properties, in the Type Selector, verify that **Desk: 60" x 30"** is selected, as shown in Figure 2–50.

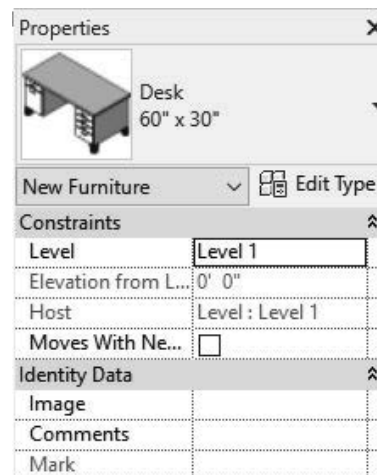


Figure 2–50

5. As you move the cursor you can see that the desk is horizontal. Press <Spacebar> to rotate the desk 90°.

- Place the desk at the intersection of the two reference planes, as shown in Figure 2–51. Zoom in as needed to ensure that you are connected to the reference planes, and not to any other alignment lines.

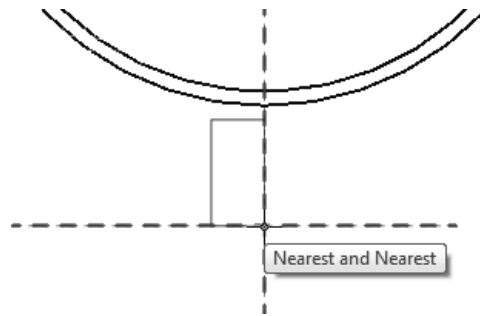




Figure 2–51

Type <SM> to snap to Midpoint and <SE> to snap to Endpoint.

- Click  (Modify) and select the desk you just placed.
- In the Modify panel, click  (Move). On the Options Bar, select Constrain.
- Select the start point of the move as the midpoint of the desk and the end point as the vertical reference plane, as shown in Figure 2–52.

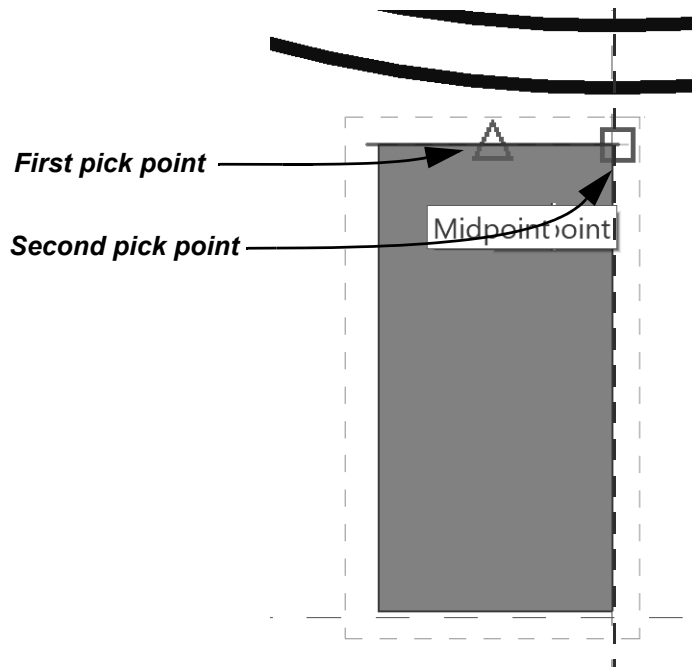




Figure 2–52

- Save the project.

Task 3 - Create a radial array.

1. Select the desk.
2. In the Modify panel, click  (Array) or type the shortcut <AR>.
3. In the Options Bar, click  (Radial). Clear the **Group and associate** option, set the *Number* field to 15, and set the *Move to:* to **2nd**.
4. Drag the center of rotation from the center of the desk to the midpoint of the wall, as shown in Figure 2–53. Alternatively, you can select **Place** from the Options Bar and snap to the midpoint of the wall.

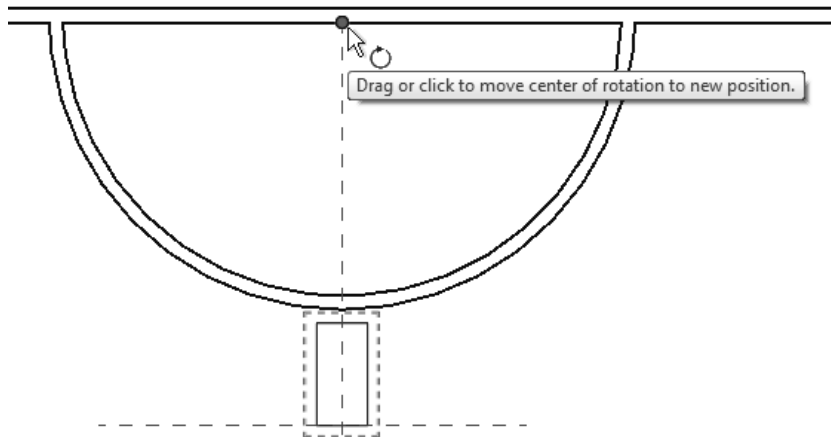


Figure 2–53

5. Return to the Options Bar and set the *Angle* to **360**. Press <Enter>. The array displays as shown in Figure 2–54.

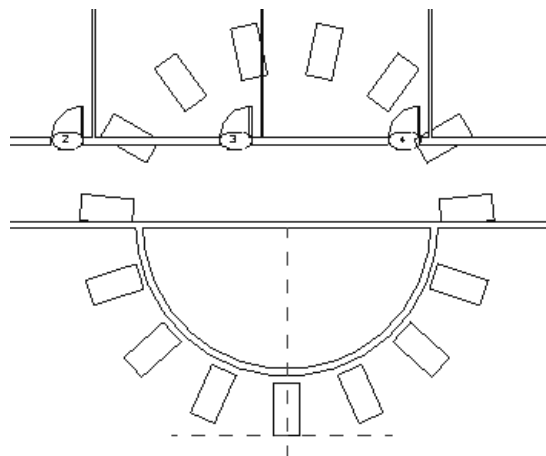


Figure 2–54

Sometimes it is easier to create more elements than you need, and then delete the ones that are not required, as is done in this example.

6. Delete all of the desks that are outside of the room.
7. Zoom out to display the entire view.
8. Save the project.

Task 4 - Place columns in appropriate locations.

1. Pan and zoom to the lower right side of the model. Two columns (one architectural and one structural) have been added to the project.
2. Select the square architectural column and drag it over so that it lines up with the wall, as shown in Figure 2–55. Use the temporary dimension to set the distance off the wall to **8'-0"**.
3. Place the structural column at the center of the architectural column, as shown in Figure 2–56, using the **Midpoint** and **Extension** snaps.

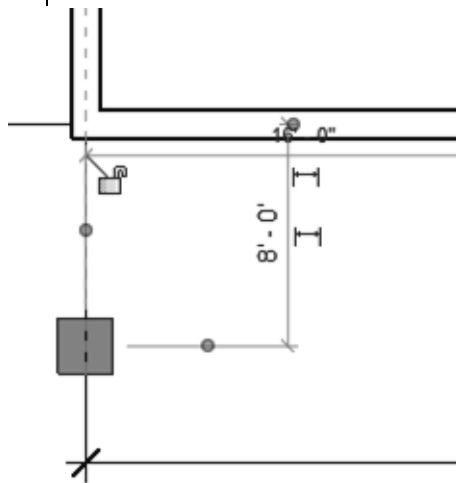


Figure 2–55

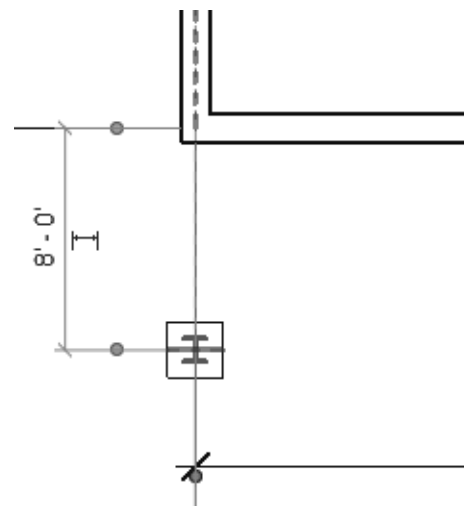




Figure 2–56

4. Save the project.

Task 5 - Rotate and array the columns.

1. Click  (Modify) and select the two columns.
2. In the *Modify | Multi-Select* tab>Modify panel, click  (Rotate) or type the shortcut <RO>.
3. For the start ray, click horizontally, as shown in Figure 2–57.

- 4. Move the ray line until you see the temporary dimension **45.00°**, as shown in Figure 2–58.

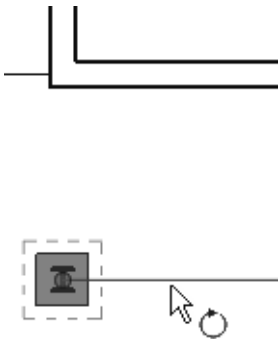


Figure 2–57

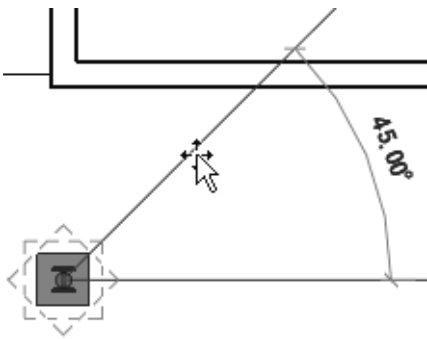




Figure 2–58

- 5. With the two columns still selected, in the *Modify* | *Multi-Select* tab>Modify panel, click  (Array) or type the shortcut <AR>.
- 6. In the Options Bar, click  (Linear), clear **Group and Associate**, set the *Number* to **10**, and set *Move To:* to **Last**.
- 7. For the start point, click the midpoint of the columns. For the endpoint of the array, select the **Horizontal and Extension** of the center of the far right wall as shown in Figure 2–59.

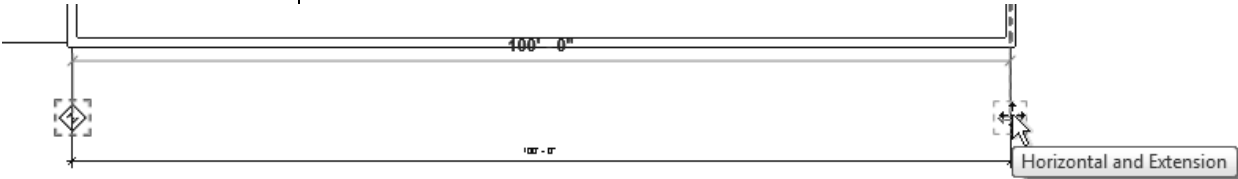


Figure 2–59

- 8. Zoom out to display the entire building.
- 9. The columns are arrayed evenly across the front of the building as shown in Figure 2–60.

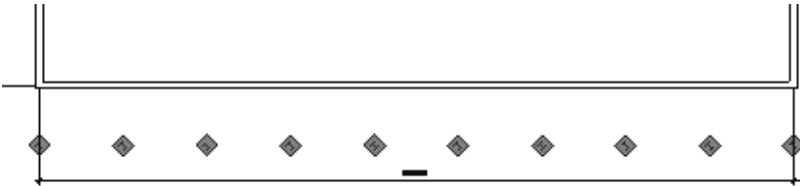


Figure 2–60

- 10. Save and close the project.

2.4 Working with Additional Modify Tools

As you work on a project, some additional tools found on the *Modify* tab>*Modify* panel, as shown in Figure 2–61, can help you with placing, modifying, and constraining elements. **Align** can be used with a variety of elements, while **Split Element**, **Trim/Extend**, and **Offset** can only be used with linear elements.

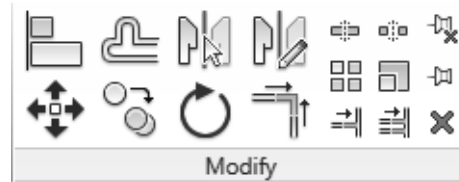


Figure 2–61

Aligning Elements

The **Align** command enables you to line up one element with another, as shown in Figure 2–62. Most Autodesk Revit elements can be aligned. For example, you can line up the tops of windows with the top of a door, or line up furniture with a wall.

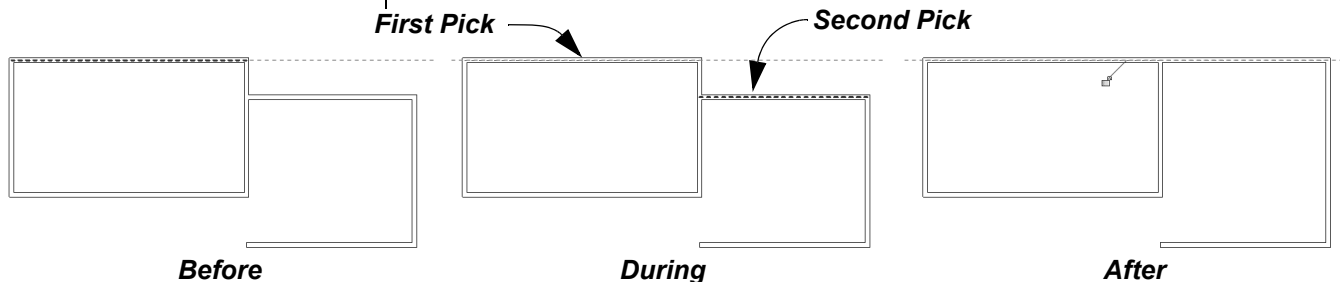



Figure 2–62

How To: Align Elements

1. In the *Modify* tab>*Modify* panel, click  (Align) or type the shortcut <AL>.
 2. Select a line or point on the element that is going to remain stationary. For walls, press <Tab> to select the correct wall face.
 3. Select a line or point on the element to be aligned. The second element moves into alignment with the first one.
- The **Align** command works in all model views, including parallel and perspective 3D views.

Locking elements enlarges the size of the project file, so use this option carefully.

- You can lock alignments so that the elements move together if either one is moved. Once you have created the alignment, a padlock is displayed. Click on the padlock to lock it, as shown in Figure 2–63.

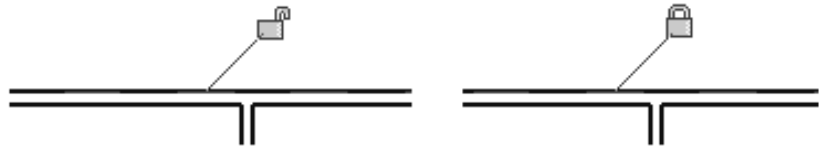


Figure 2–63

- From the Options Bar, select **Multiple Alignment** to select multiple elements to align with the first element. You can also hold <Ctrl> to select multiple elements to align.
- For walls, you can specify if you want the command to prefer **Wall centerlines**, **Wall faces**, **Center of core**, or **Faces of core**, as shown in Figure 2–64. The core refers to the structural members of a wall as opposed to facing materials, such as sheet rock.

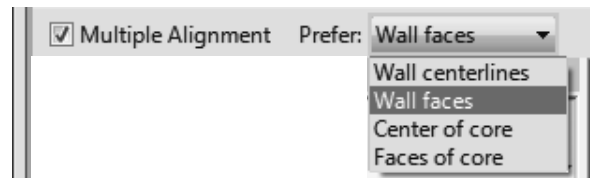


Figure 2–64

Splitting Linear Elements

The **Split Element** command enables you to break a linear element at a specific point. You can use alignment lines, snaps, and temporary dimensions to help place the split point. After you have split the linear element, you can use other editing commands to modify the two parts, or change the type of one part, as shown with walls in Figure 2–65. You can split walls in plan, elevation, or 3D views.

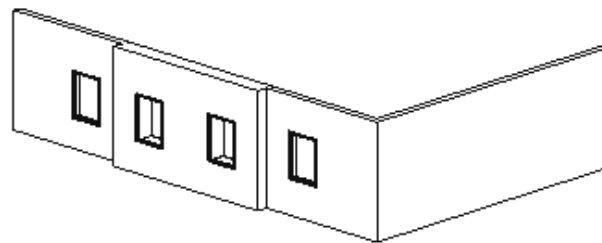




Figure 2–65

- The **Split with Gap** command only works when splitting walls.

How To: Split Linear Elements

1. In the *Modify* tab>Modify panel, click  (Split Element) or type the shortcut <SL>.
 2. In the Options Bar, select or clear the **Delete Inner Segment** option.
 3. Move the cursor to the point you want to split and select the point.
 4. Repeat for any additional split locations.
 5. Modify the elements that were split, as needed.
- The **Delete Inner Segment** option is used when you select two split points along a linear element. When the option is selected, the segment between the two split points is automatically removed.
 - An additional option,  (Split with Gap), splits the linear element at the point you select, as shown in Figure 2–66, but also creates a *Joint Gap* specified in the Options Bar.

This command is typically used with structural precast walls.

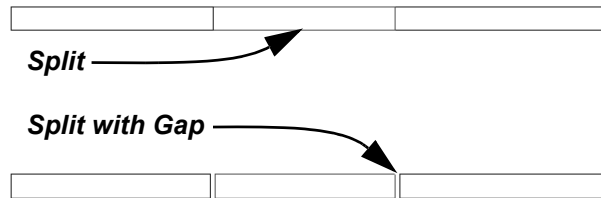



Figure 2–66

Trimming and Extending

There are three trim/extend methods that you can use with linear elements: **Trim/Extend to Corner**, **Trim/Extend Single Element**, and **Trim/Extend Multiple Elements**.

- When selecting elements to trim, click the part of the element that you want to keep. The opposite part of the line is then trimmed.

How To: Trim/Extend to Corner

1. In the *Modify* tab>Modify panel, click  (Trim/Extend to Corner) or type the shortcut <TR>.
2. Select the first linear element on the side you want to keep.

3. Select the second linear element on the side you want to keep, as shown in Figure 2–67.

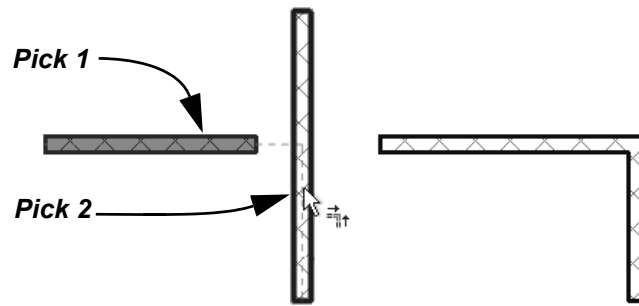



Figure 2–67

How To: Trim/Extend a Single Element

1. In the *Modify* tab>Modify panel, click  (Trim/Extend Single Element).
2. Select the cutting or boundary edge.
3. Select the linear element to be trimmed or extended, as shown in Figure 2–68.

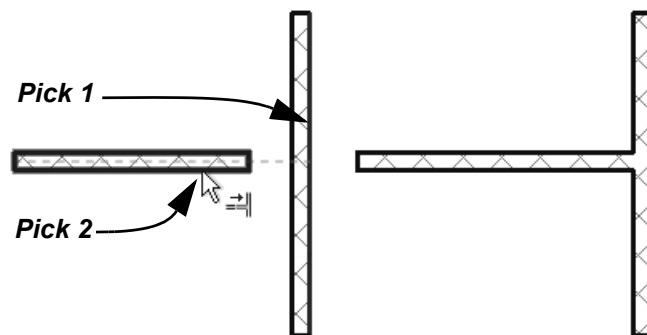



Figure 2–68

How To: Trim/Extend Multiple Elements

1. In the *Modify* tab>Modify panel, click  (Trim/Extend Multiple Elements).
2. Select the cutting or boundary edge.

Offsetting Elements

3. Select the linear elements that you want to trim or extend by selecting one at a time, or by using a crossing window, as shown in Figure 2–69. For trimming, select the side you want to keep.

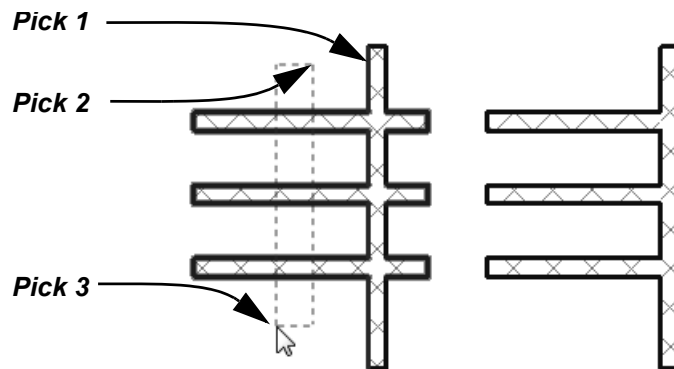


Figure 2–69

- You can click in an empty space in the view to clear the selection and select another cutting edge or boundary.

The **Offset** command is an easy way of creating parallel copies of linear elements at a specified distance, as shown in Figure 2–70. Walls, beams, braces, and lines are among the elements that can be offset.

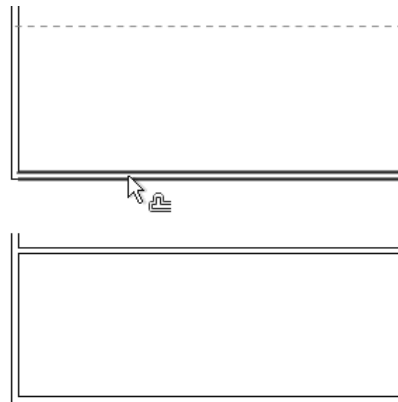


Figure 2–70

- If you offset a wall that has a door or window embedded in it, the elements are copied with the offset wall.

The offset distance can be set by typing the distance (**Numerical** method) shown in Figure 2–71 or by selecting points on the screen (**Graphical** method).

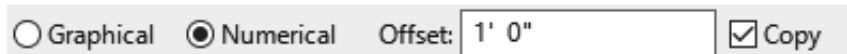




Figure 2–71

The **Copy** option (which is on by default) makes a copy of the element being offset. If this option is not selected, the **Offset** command moves the element the set offset distance.

How To: Offset Using the Numerical Method

1. In the *Modify* tab>Modify panel, click  (Offset) or type the shortcut <OF>.
 2. In the Options Bar, select the **Numerical** option.
 3. In the Options Bar, type the required distance in the *Offset* field.
 4. Move the cursor over the element you want to offset. A dashed line previews the offset location. Move the cursor to flip the sides, as needed.
 5. Click to create the offset.
 6. Repeat Steps 4 and 5 to offset other elements by the same distance, or to change the distance for another offset.
- With the **Numerical** option, you can select multiple connected linear elements for offsetting. Hover the cursor over an element and press <Tab> until the other related elements are highlighted. Select the element to offset all of the elements at the same time.

How To: Offset Using the Graphical Method

1. In the *Modify* tab>Modify panel, click  (Offset) or type the shortcut <OF>.
 2. In the Options Bar, select **Graphical**.
 3. Select the linear element to offset.
 4. Select two points that define the distance of the offset and which side to apply it. You can type an override in the temporary dimension for the second point.
- Most linear elements connected at a corner automatically trim or extend to meet at the offset distance, as shown in Figure 2–72.

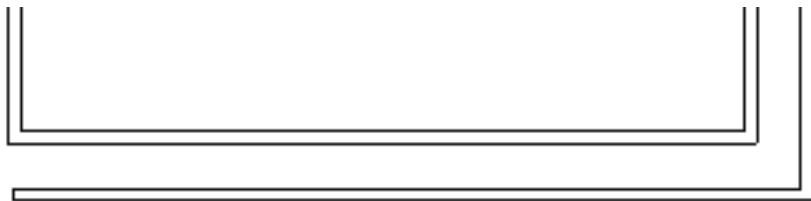


Figure 2–72

Practice 2c

Work with Additional Modify Tools

Practice Objective

- Align, Split, Trim/Extend, and Offset elements.

In this practice, you will split a wall into three parts and delete the middle portion. You will offset walls and then trim or extend them to form new rooms. You will then align the new walls to match existing walls, as shown in Figure 2–73.

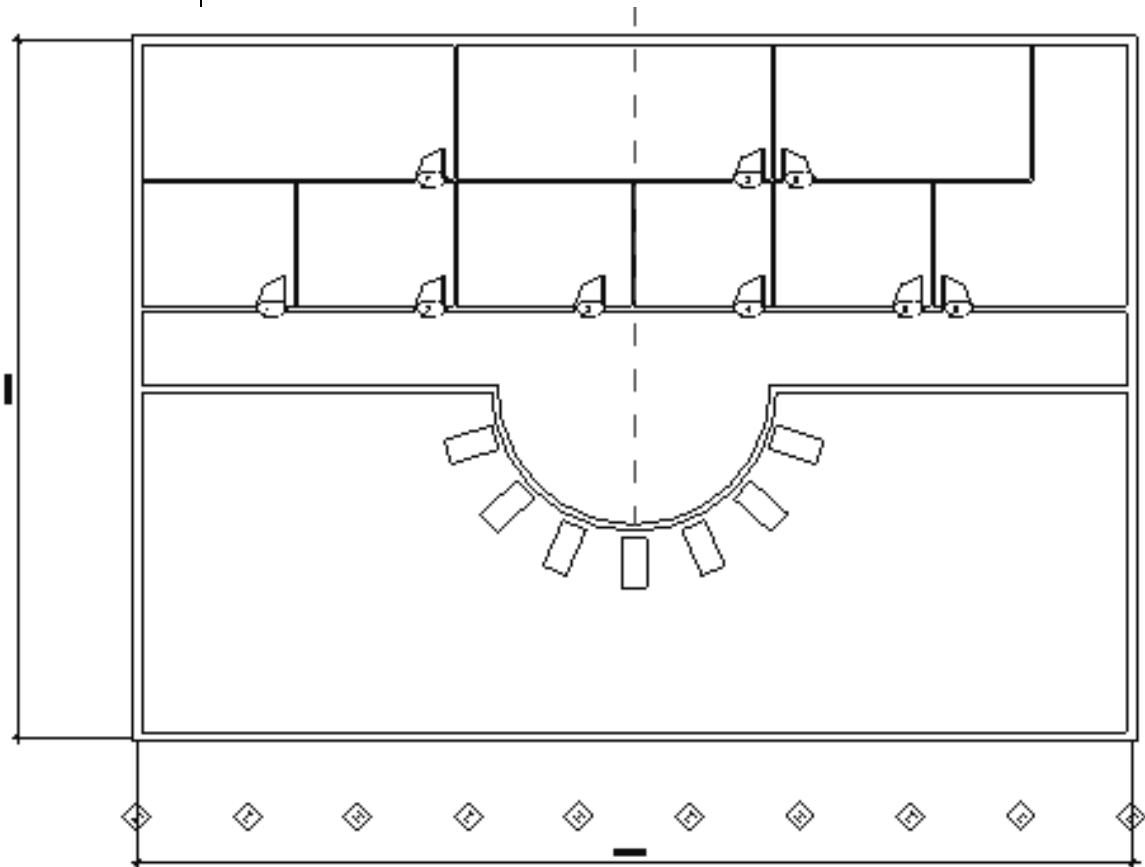


Figure 2–73

Task 1 - Split and remove walls.

1. Open the project **Simple-Building-2.rvt** from the practice files folder.
2. In the *Modify* tab>Modify panel, click  (Split Element) or type the shortcut <SL>.

3. In the Options Bar, select **Delete Inner Segment**.
4. Click on the horizontal wall where it intersects with the curved wall at both ends. The wall segment between these points is removed, as shown in Figure 2–74.

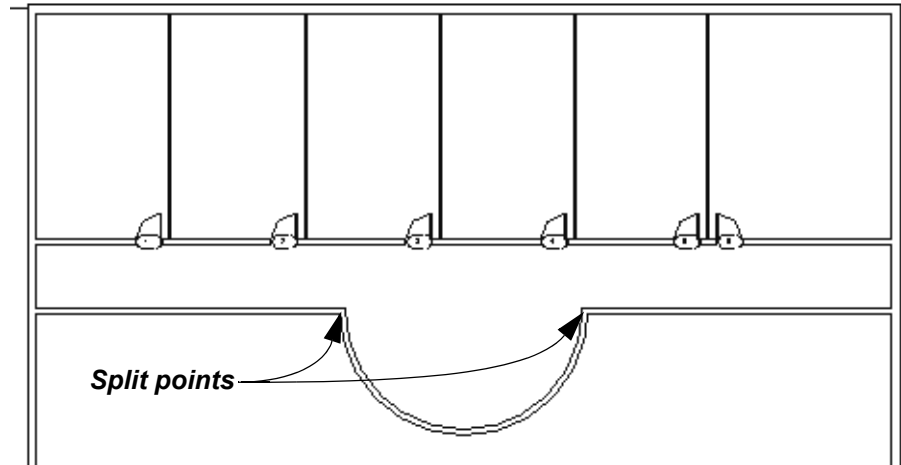




Figure 2–74

5. Click  (Modify) to finish.
6. Save the project.

Task 2 - Offset and trim walls.

1. In the *Modify* tab>Modify panel, click  (Offset) or type the shortcut <OF>.
2. In the Options Bar, set the *Offset* to **14'-0"** and ensure that **Copy** is selected.
3. Select the top horizontal wall while ensuring that the dashed alignment line displays inside the building, as shown in Figure 2–75.

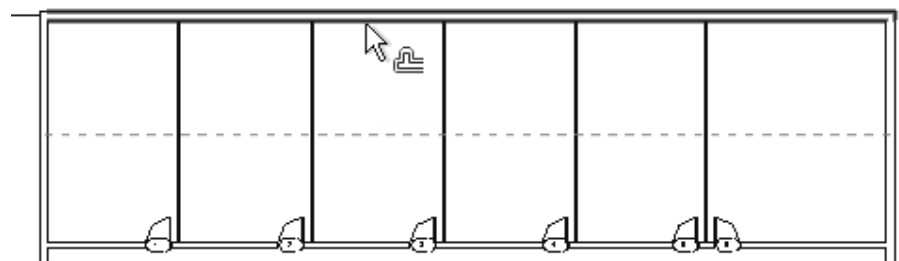


Figure 2–75

4. With **Offset** still active, change the *Offset* to **10'-0"** and offset the last vertical interior wall to the right, as shown in Figure 2-76.

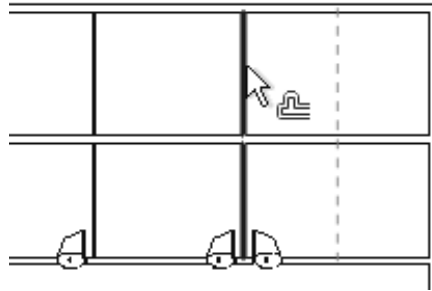



Figure 2-76

5. Click  (Modify) and select the new horizontal wall that was created from the exterior wall. Change the wall to **Basic Wall: Interior - 3 1/8" Partition (1-hr)**. The layout of the new walls should display as shown in Figure 2-77.

The vertical wall does not need to be changed because it was offset from an interior wall.

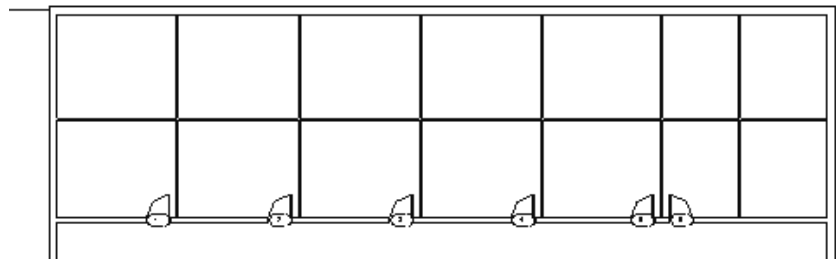



Figure 2-77

6. In the *Modify* tab>Modify panel, click  (Trim/Extend Multiple Elements).
7. Select the new horizontal wall as the element to trim against.
8. Select every other wall **below** the new wall. (Remember, you select the elements that you want to keep.) The walls should display as shown in Figure 2-78.

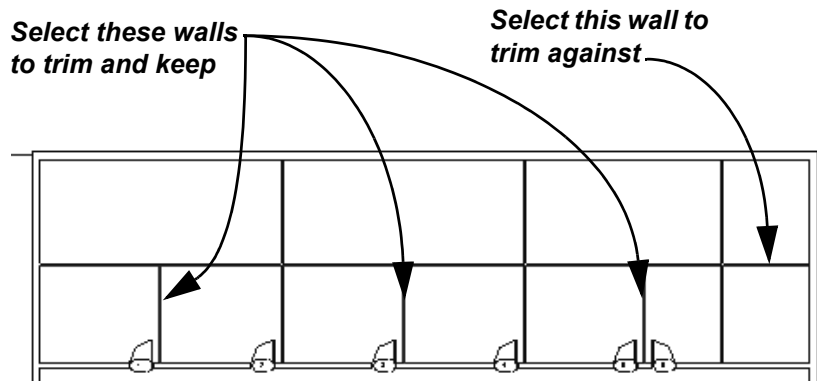



Figure 2-78

- In the *Modify* tab>Modify panel, click  (Trim/Extend to Corner) or type the shortcut <TR> and select the two walls to trim as shown in Figure 2–79.

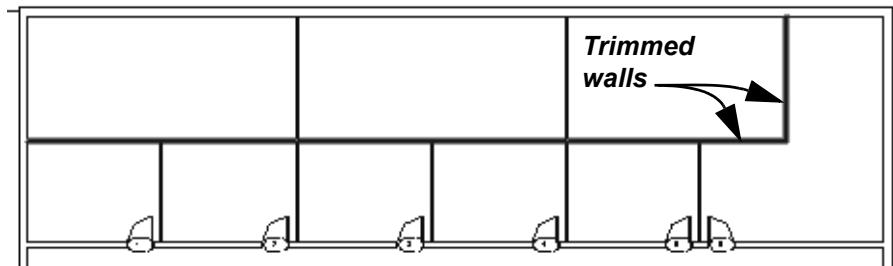


Figure 2–79

- Add doors into the three new rooms.
- Save the project.

Task 3 - Align walls.

- Select and extend the vertical reference plane. Use the control to drag the top end so it extends beyond the outer wall, as shown in Figure 2–80.

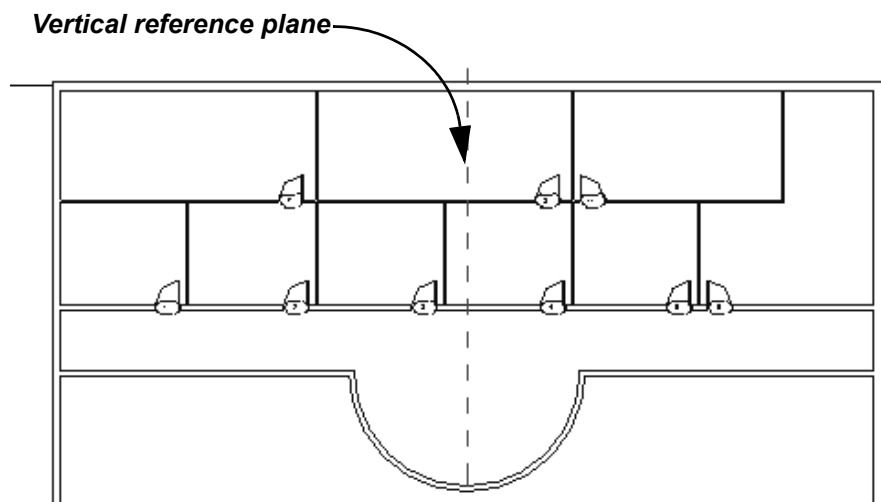



Figure 2–80

- In the *Modify* tab>Modify panel, click  (Align) or type the shortcut <AL>.
- Select the reference plane, and then the wall to the left. The wall should line up with the reference plane.
- Save and close the project.

Chapter Review Questions

1. What is the purpose of an alignment line?
 - a. Displays when the new element you are placing or modeling is aligned with the grid system.
 - b. Indicates that the new element you are placing or modeling is aligned with an existing element.
 - c. Displays when the new element you are placing or modeling is aligned with a selected tracking point.
 - d. Indicates that the new element is aligned with true north rather than project north.
2. When you are modeling (not editing) a linear element, how do you edit the temporary dimension shown in Figure 2–81?

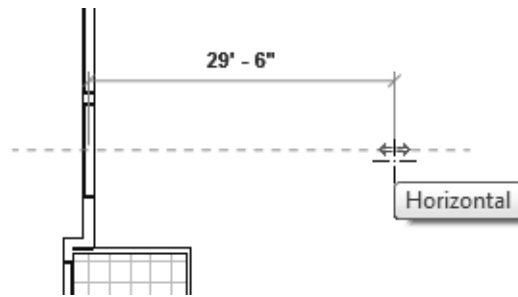




Figure 2–81

- a. Select the temporary dimension and enter a new value.
 - b. Type a new value and press <Enter>.
 - c. Type a new value in the Distance/Length box in the Options Bar and press <Enter>.
3. How do you select all the doors of various sizes, but no other elements in a view?
 - a. In the Project Browser, select the *Door* category.
 - b. Select one door, right-click and select **Select All Instances>Visible in View**.
 - c. Select all of the elements in the view and use  (Filter) to clear the other categories.
 - d. Select one door, and click  (Select Multiple) in the ribbon.

4. What are the two methods for starting commands such as **Move, Copy, Rotate, Mirror, and Array**?
 - a. Start the command from the *Modify* tab and select the elements, then start the command.
 - b. Start the command from the *Modify* tab and select the elements, then select the command from the Status Bar.
 - c. Start the command from the *Modify* tab and select the elements, then right-click and select the command from the list.
5. Where do you change the wall type for a selected wall, as shown in Figure 2–82?

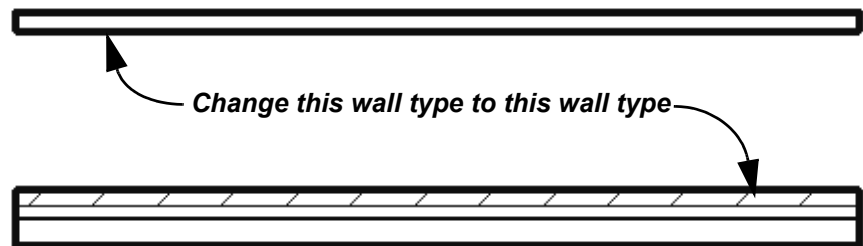






Figure 2–82

- a. In the *Modify | Walls* tab>Properties panel, click  (Type Properties) and select a new wall type in the dialog box.
- b. In the Options Bar, click **Change Element Type**.
- c. Select the dynamic control next to the selected wall and select a new type in the drop-down list.
- d. In Properties, select a new type in the Type Selector drop-down list.

6. Both  (Rotate) and  (Array) with  (Radial) have a center of rotation that defaults to the center of the element or group of elements you have selected. How do you move the center of rotation to another point, as shown in Figure 2–83? (Select all that apply.)

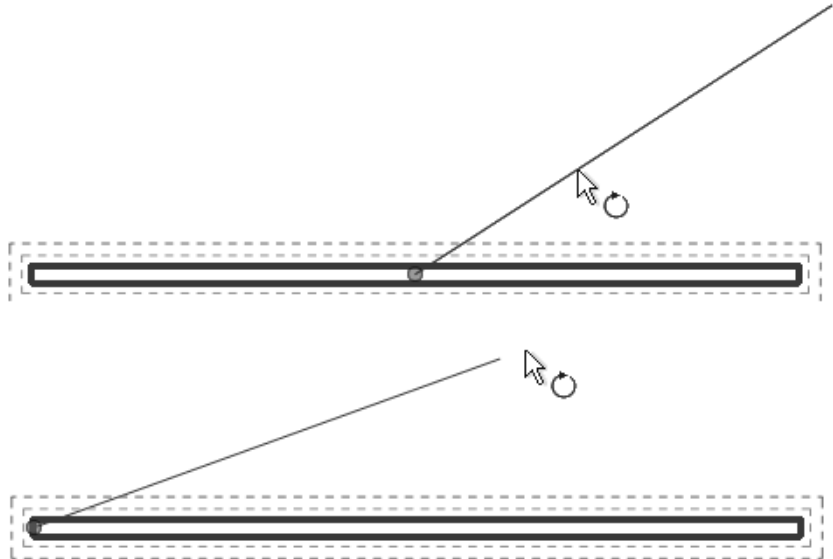







Figure 2–83

- a. Select the center of rotation and drag it to a new location.
 - b. In the Options Bar, click **Place** and select the new point.
 - c. In the *Modify* tab>Placement panel, click  (Center) and select the new point.
 - d. Right-click and select **Snap Overrides>Centers** and select the new point.
7. Which command would you use to remove a part or a segment of a wall?
- a.  (Split Element)
 - b.  (Wall Joins)
 - c.  (Cut Geometry)
 - d.  (Demolish)

8. Which of the following are ways in which you can create additional parallel walls, as shown in Figure 2–84? (Select all that apply.)

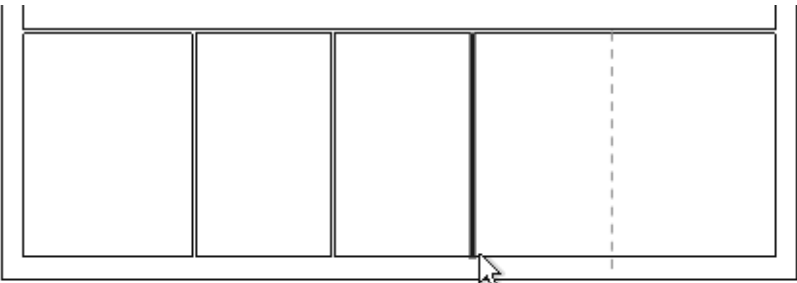


Figure 2–84

- a. Use the **Trim/Extend Multiple Elements** tool.
 - b. Use the **Offset** tool in the *Modify* tab.
 - c. Select an existing wall, hold <Ctrl> and drag the wall to a new location.
 - d. Use the **Align** command with an offset.
9. Which command do you use if you want two walls that are not touching to come together, as shown in Figure 2–85?

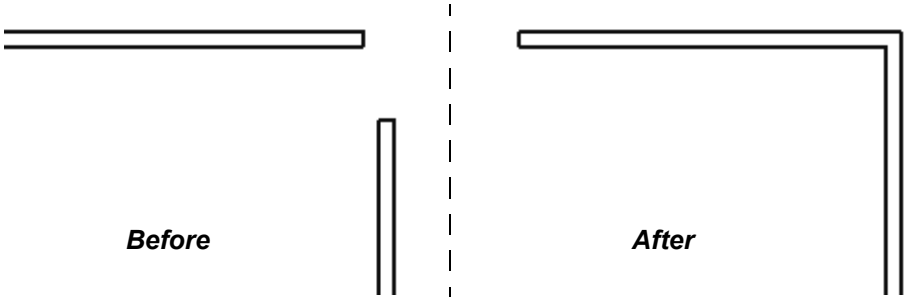



















































Figure 2–85

- a.  (Edit Wall Joins)
- b.  (Trim/Extend to Corner)
- c.  (Join Geometry)
- d.  (Edit Profile)

Command Summary

Button	Command	Location
Draw Tools		
	Center-ends Arc	<ul style="list-style-type: none"> • Ribbon: <i>Modify</i> (various linear elements) tab>Draw panel
	Circle	<ul style="list-style-type: none"> • Ribbon: <i>Modify</i> (various linear elements) tab>Draw panel
	Circumscribed Polygon	<ul style="list-style-type: none"> • Ribbon: <i>Modify</i> (various linear elements) tab>Draw panel
	Ellipse	<ul style="list-style-type: none"> • Ribbon: <i>Modify</i> <i>Place Lines, Place Detail Lines, and various boundary sketches</i>>Draw panel
	Ellipse Arc	<ul style="list-style-type: none"> • Ribbon: <i>Modify</i> <i>Place Lines, Place Detail Lines, and various boundary sketches</i>>Draw panel
	Fillet Arc	<ul style="list-style-type: none"> • Ribbon: <i>Modify</i> (various linear elements) tab>Draw panel
	Inscribed Polygon	<ul style="list-style-type: none"> • Ribbon: <i>Modify</i> (various linear elements) tab>Draw panel
	Line	<ul style="list-style-type: none"> • Ribbon: <i>Modify</i> (various linear elements) tab>Draw panel
	Pick Faces	<ul style="list-style-type: none"> • Ribbon: <i>Modify</i> <i>Place Wall</i>> Draw panel
	Pick Lines	<ul style="list-style-type: none"> • Ribbon: <i>Modify</i> (various linear elements) tab>Draw panel
	Pick Walls	<ul style="list-style-type: none"> • Ribbon: <i>Modify</i> (various boundary sketches)>Draw panel
	Rectangle	<ul style="list-style-type: none"> • Ribbon: <i>Modify</i> (various linear elements) tab>Draw panel
	Spline	<ul style="list-style-type: none"> • Ribbon: <i>Modify</i> <i>Place Lines, Place Detail Lines, and various boundary sketches</i>>Draw panel
	Start-End-Radius Arc	<ul style="list-style-type: none"> • Ribbon: <i>Modify</i> (various linear elements) tab>Draw panel
	Tangent End Arc	<ul style="list-style-type: none"> • Ribbon: <i>Modify</i> (various linear elements) tab>Draw panel
Modify Tools		
	Align	<ul style="list-style-type: none"> • Ribbon: <i>Modify</i> tab>Modify panel • Shortcut: AL
	Array	<ul style="list-style-type: none"> • Ribbon: <i>Modify</i> tab>Modify panel • Shortcut: AR
	Copy	<ul style="list-style-type: none"> • Ribbon: <i>Modify</i> tab>Modify panel • Shortcut: CO

	Copy to Clipboard	<ul style="list-style-type: none"> • Ribbon: <i>Modify</i> tab>Clipboard panel • Shortcut: <Ctrl>+<C>
	Delete	<ul style="list-style-type: none"> • Ribbon: <i>Modify</i> tab>Modify panel • Shortcut: DE
	Mirror - Draw Axis	<ul style="list-style-type: none"> • Ribbon: <i>Modify</i> tab>Modify panel • Shortcut: DM
	Mirror - Pick Axis	<ul style="list-style-type: none"> • Ribbon: <i>Modify</i> tab>Modify panel • Shortcut: MM
	Move	<ul style="list-style-type: none"> • Ribbon: <i>Modify</i> tab>Modify panel • Shortcut: MV
	Offset	<ul style="list-style-type: none"> • Ribbon: <i>Modify</i> tab>Modify panel • Shortcut: OF
	Paste	<ul style="list-style-type: none"> • Ribbon: <i>Modify</i> tab>Clipboard panel • Shortcut: <Ctrl>+<V>
	Pin	<ul style="list-style-type: none"> • Ribbon: <i>Modify</i> tab>Modify panel • Shortcut: PN
	Rotate	<ul style="list-style-type: none"> • Ribbon: <i>Modify</i> tab>Modify panel • Shortcut: RO, R3
	Scale	<ul style="list-style-type: none"> • Ribbon: <i>Modify</i> tab>Modify panel • Shortcut: RE
	Split Element	<ul style="list-style-type: none"> • Ribbon: <i>Modify</i> tab>Modify panel • Shortcut: SL
	Split with Gap	<ul style="list-style-type: none"> • Ribbon: <i>Modify</i> tab>Modify panel
	Trim/Extend Multiple Elements	<ul style="list-style-type: none"> • Ribbon: <i>Modify</i> tab>Modify panel
	Trim/Extend Single Element	<ul style="list-style-type: none"> • Ribbon: <i>Modify</i> tab>Modify panel
	Trim/Extend to Corner	<ul style="list-style-type: none"> • Ribbon: <i>Modify</i> tab>Modify panel • Shortcut: TR
	Unpin	<ul style="list-style-type: none"> • Ribbon: <i>Modify</i> tab>Modify panel • Shortcut: UP
Select Tools		
	Drag elements on selection	<ul style="list-style-type: none"> • Ribbon: All tabs>Expanded Select panel • Status Bar
	Filter	<ul style="list-style-type: none"> • Ribbon: <i>Modify</i> <i>Multi-Select</i> tab>Filter panel • Status Bar
	Select Elements By Face	<ul style="list-style-type: none"> • Ribbon: All tabs>Expanded Select panel • Status Bar

	Select Links	<ul style="list-style-type: none"> • Ribbon: All tabs>Expanded Select panel • Status Bar
	Select Pinned Elements	<ul style="list-style-type: none"> • Ribbon: All tabs>Expanded Select panel • Status Bar
	Select Underlay Elements	<ul style="list-style-type: none"> • Ribbon: All tabs>Expanded Select panel • Status Bar
Additional Tools		
	Aligned Dimension	<ul style="list-style-type: none"> • Ribbon: <i>Modify</i> tab>Measure panel • Quick Access Toolbar
	Component	<ul style="list-style-type: none"> • Ribbon: <i>Architecture/Structure/Systems</i> tab • Shortcut: CM
	Detail Line	<ul style="list-style-type: none"> • Ribbon: <i>Annotate</i> tab>Detail panel • Shortcut: DL
	Model Line	<ul style="list-style-type: none"> • Ribbon: <i>Architectural</i> tab>Model panel • Shortcut: LI
	Reference Plane	<ul style="list-style-type: none"> • Ribbon: <i>Architecture/Structure/Systems</i> tab> Work Plane panel