

## Mohawk Carpet Read Me File on Materials

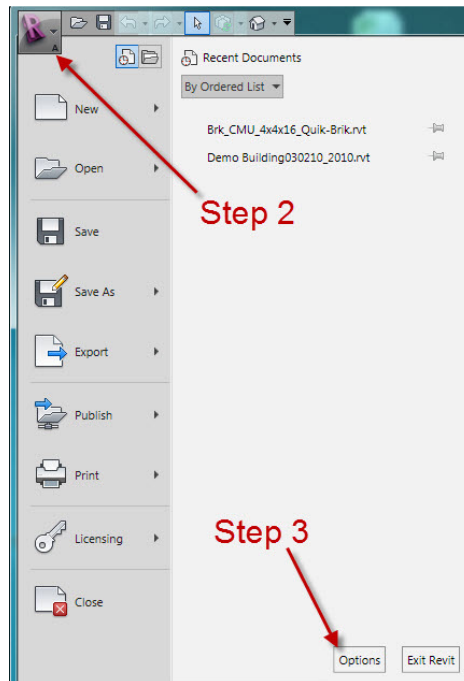
**Mohawk has created Autodesk Revit models of their Mohawk Assemblies for use within the Autodesk Revit 2012 and later.**

Please use the following link to download all rendering material images.

[http://files.smartbim.com.s3.amazonaws.com/Materials/Mohawk\\_Material\\_Images-Bigelow.zip](http://files.smartbim.com.s3.amazonaws.com/Materials/Mohawk_Material_Images-Bigelow.zip)  
[http://files.smartbim.com.s3.amazonaws.com/Materials/Mohawk\\_Material\\_Images-Karastan.zip](http://files.smartbim.com.s3.amazonaws.com/Materials/Mohawk_Material_Images-Karastan.zip)  
[http://files.smartbim.com.s3.amazonaws.com/Materials/Mohawk\\_Material\\_Images-LEES-1\\_of\\_2.zip](http://files.smartbim.com.s3.amazonaws.com/Materials/Mohawk_Material_Images-LEES-1_of_2.zip)  
[http://files.smartbim.com.s3.amazonaws.com/Materials/Mohawk\\_Material\\_Images-LEES-2\\_of\\_2.zip](http://files.smartbim.com.s3.amazonaws.com/Materials/Mohawk_Material_Images-LEES-2_of_2.zip)

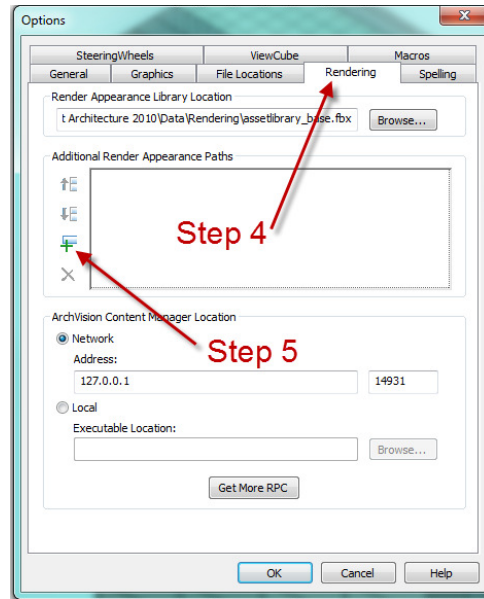
All of the Mohawk floor assemblies use material definitions that employ rendering images provided in .jpg, formatted by Mohawk. Note that in order for these floor assemblies to render properly, you must first relink these images to the materials in a Revit project. This is an easy process following the steps below.

1. First, download the required “Mohawk\_Materials\_Images” folders from SmartBIM, LLC to a location on your local hard drive or a network hard drive. (There are many benefits to copying this folder to a network location if available. For example, a central location can be shared by many people. A network path can be setup at deployment so all users have access to the maps.)
2. Open a current Revit project (.rvt) or create a new Revit project. Go to the Application menu.
3. Choose “Options”.

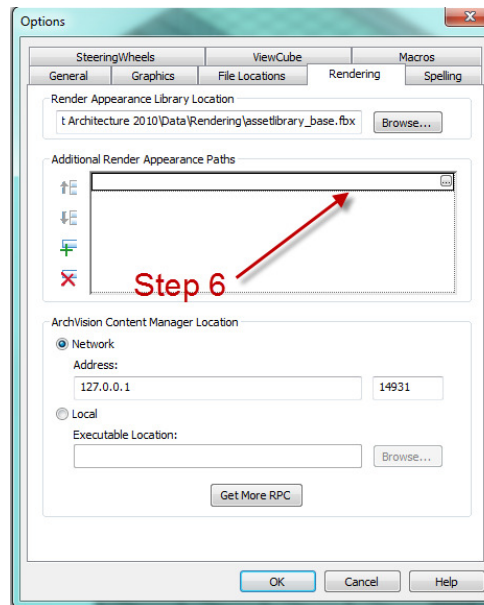


4. Select the “Rendering” tab.
5. Under “Additional Render Appearance Paths”, select the “+(plus)” symbol.

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6. In the row highlighted, click inside the rectangle and a small “browse” button becomes visible on right side of highlighted rectangle.

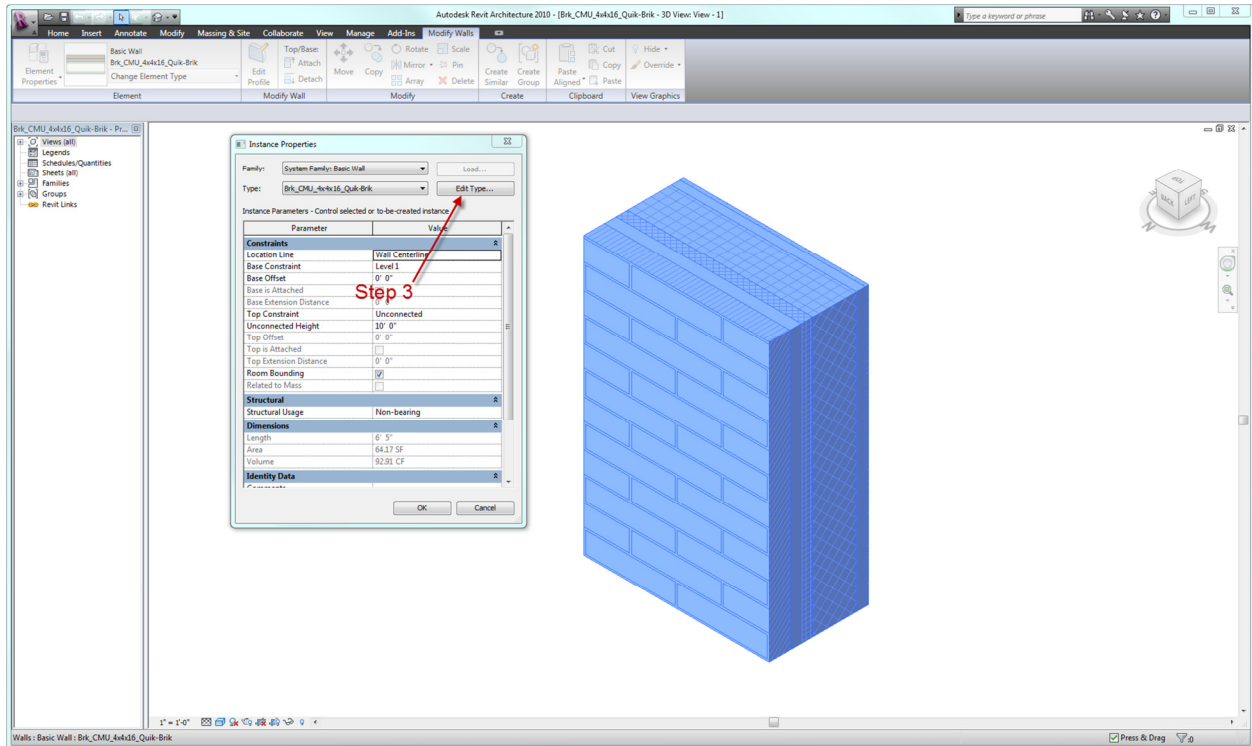


7. Navigate to the location the “Mohawk\_Material\_Images” folders were copied to.
8. Click within the specific folder the images are contained in.
9. Choose “Open”.
10. Select “OK” to save the path and close the “Options” dialogue box.
11. Repeat steps 5-9 for each folder containing materials.
12. Now all of the Revit Mohawk Materials are available for use. You can load any of the Mohawk floor assemblies into your project and the Mohawk materials you select for that wall will render properly.

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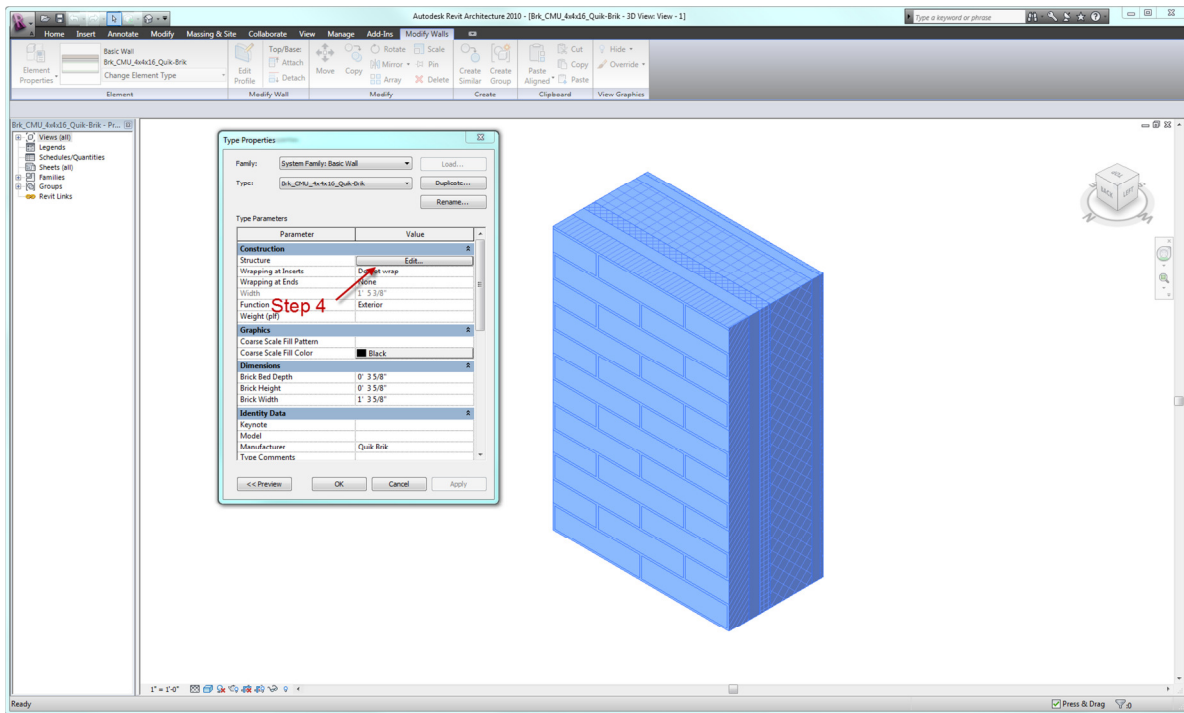
## Changing Materials using Mohawk Material Definitions

1. Select a floor whose material you want to change. (A wall is shown in the image, however the process is identical.)

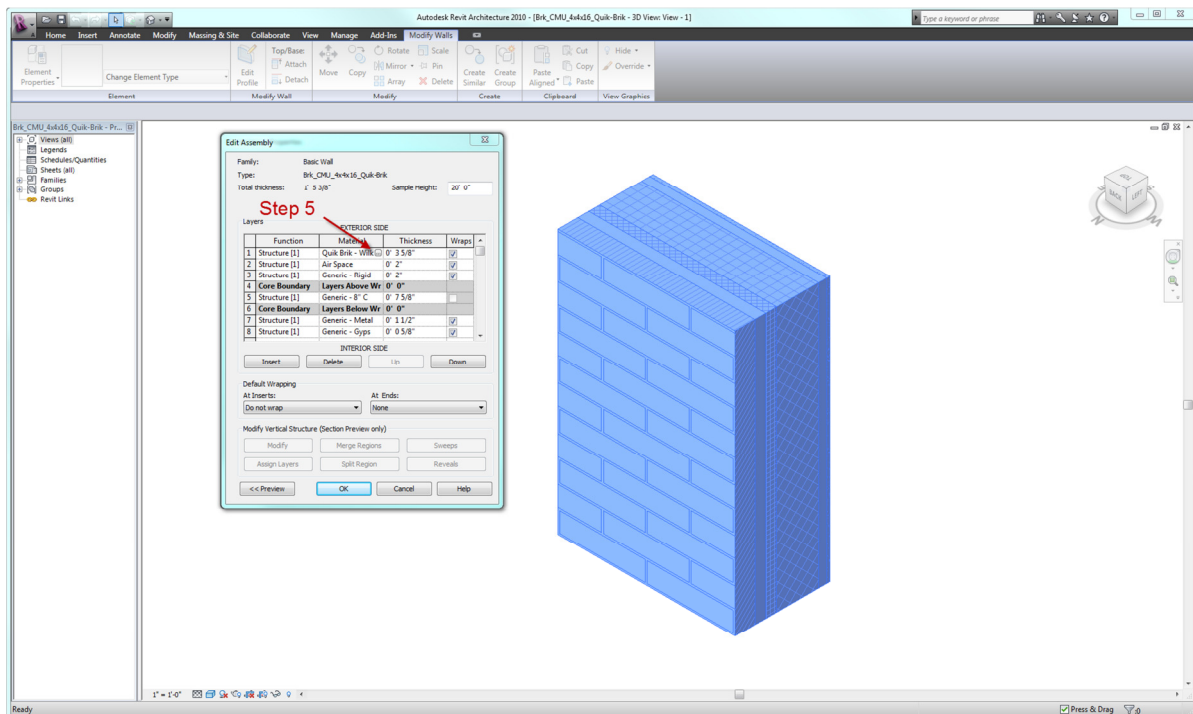


2. Right click to open the "Instance Properties" dialogue box.
3. Click on the "Edit Type" button.

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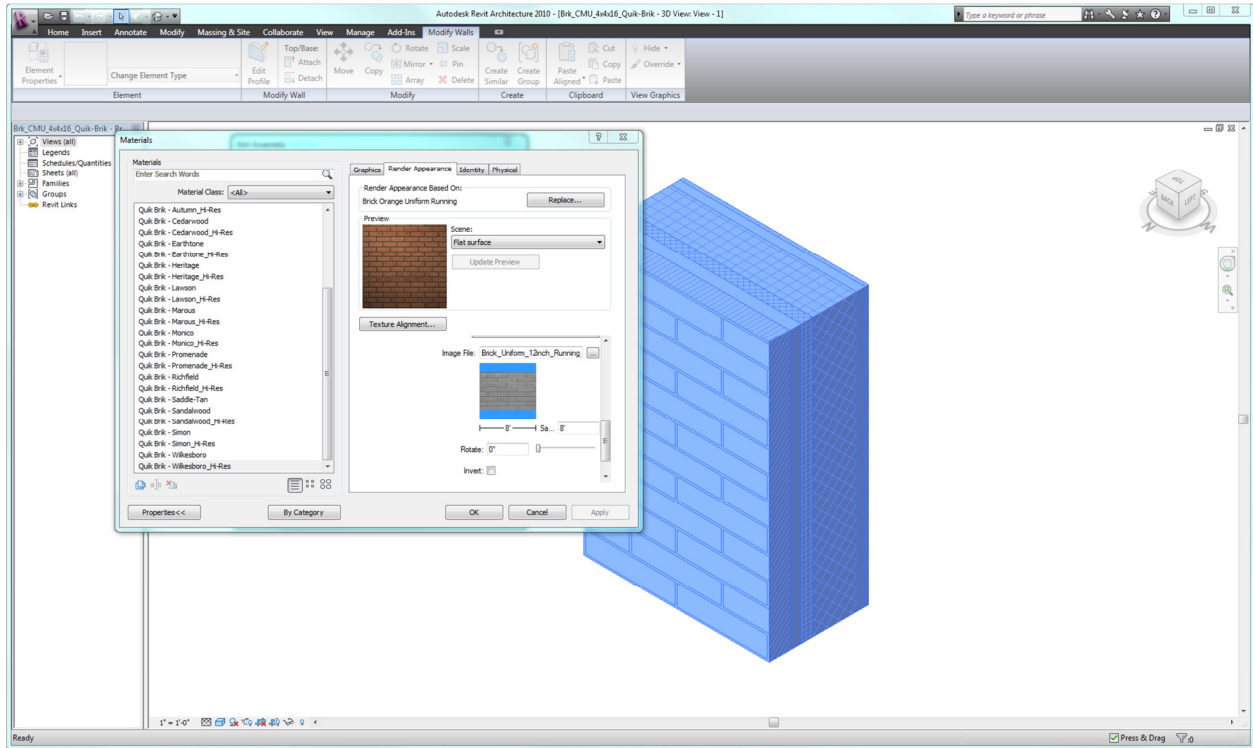
4. In the “Type Properties” dialogue box, click the “Edit” button next to “Structure”.



5. The user can either “Insert” a new layer to the assembly, or edit the existing structure. To edit or replace the material for an existing layer, click on the material defining a particular layer and you will be taken to the material dialog box.

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6. NOTE: At this point, you have the option of changing the material to another option available in your current material library (just select the material on the left most side that is appropriate and click OK). Selecting a new material in the material dialog will update your structure dialog box with this selection for that particular layer of your assembly.



7. You can also adjust the scale and alignment of the referring image, or import a different bump map for the image by selecting the "Render Appearance" tab. NOTE: All of these settings default to Mohawk's specifications, so changing scale, alignment or bump map may give you an inaccurate material image. This step is for advanced users only.
8. Click OK until you can see the building once again and all dialog boxes are exited.
9. Your assembly is now ready to render.