Axis Camera Families for Autodesk® Revit®.

Guide.

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Introduction

Axis Camera Families are interactive 3D CAD security camera models for use with Autodesk® Revit® for Building Information Modeling, BIM. With these para-metric Revit families, you can place cameras in your building layouts, visualize camera coverage, and integrate surveillance system planning into your Revit projects.

> **Important**
>
> This guide assumes that you are familiar with Autodesk Revit. For help on using Revit, we refer to Revit documentation and trainings from Autodesk and other third parties.
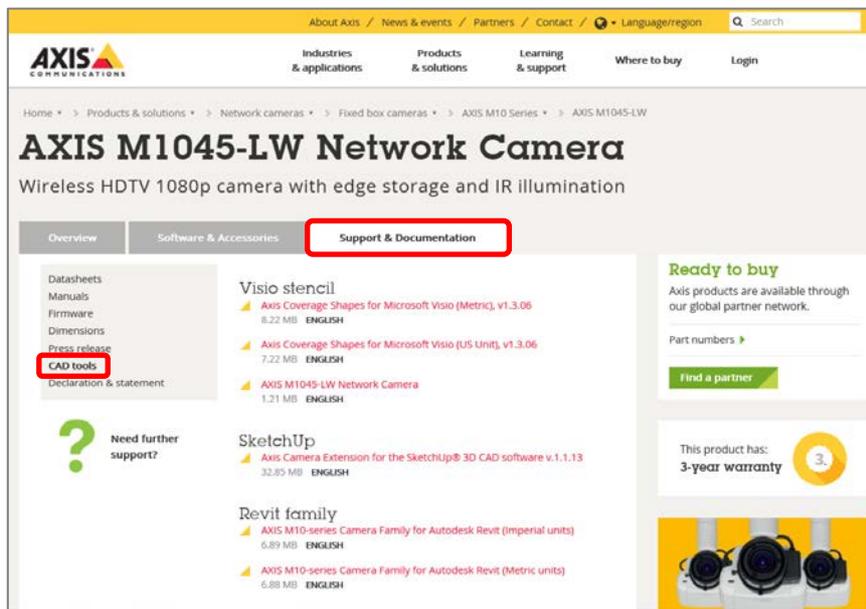
1 Axis Camera Families files

Axis Camera Families make use of type catalogs. This means that each family consists of
- A number of Revit RFA files
- An equal number of corresponding type catalog TXT files

These files must be stored in the same folder when loading the family into a project. For convenience, the RFA and TXT files are bundled into a ZIP archive that needs to be extracted before loading the family.

Important

Do not delete .txt files.

1. Download and save the .zip files from e.g. product page

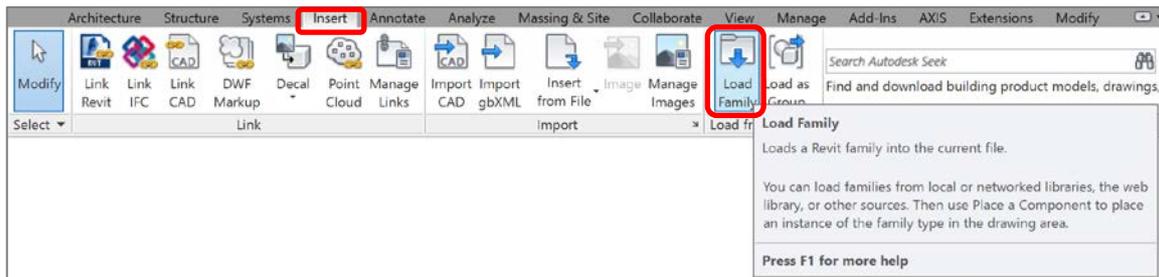2. Unzip the file. Make sure that the .txt files are together with the .rfa (see picture below)

2   Loading Axis Camera Families

When loading one of the Revit families, the Specify Types dialog opens. In this you can select the camera models and mounting options that you wish to load into your project.
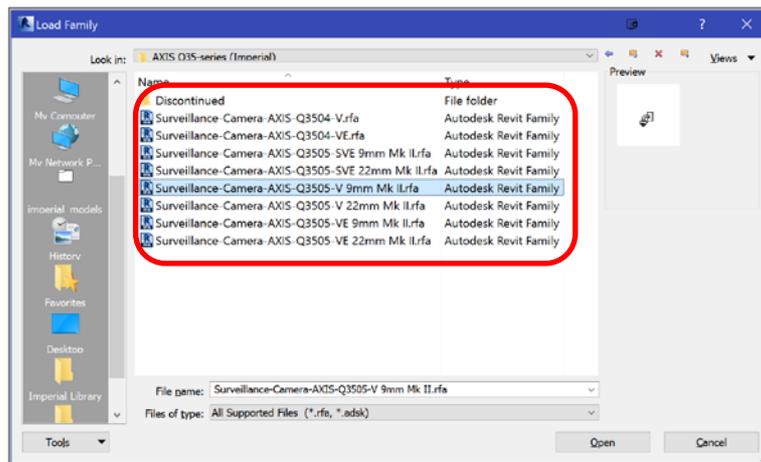
Important

Families that use type catalogs cannot be imported by dragging the RFA file into the project. Always use the Load Family function.
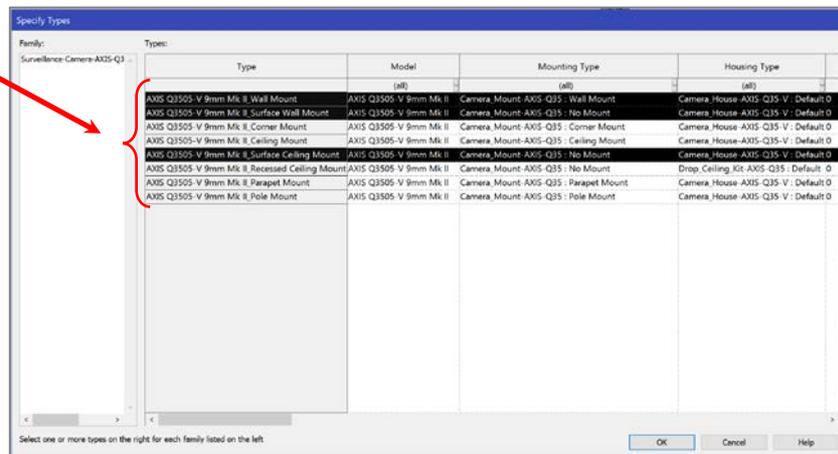
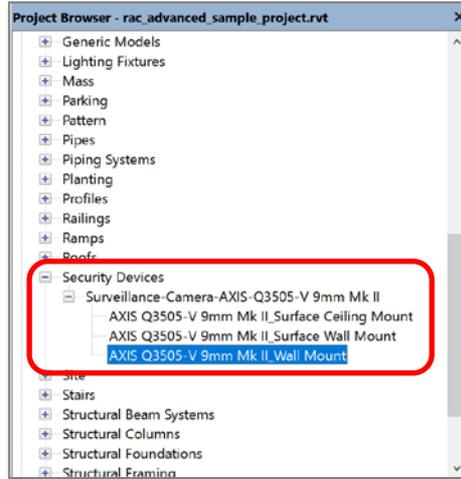1.   In the ribbon choose "Insert", then press "Load Family"

2.   Browse to the folder where the Revit families are saved and choose the desired camera. As you can see the .txt files are not shown, but they are there.

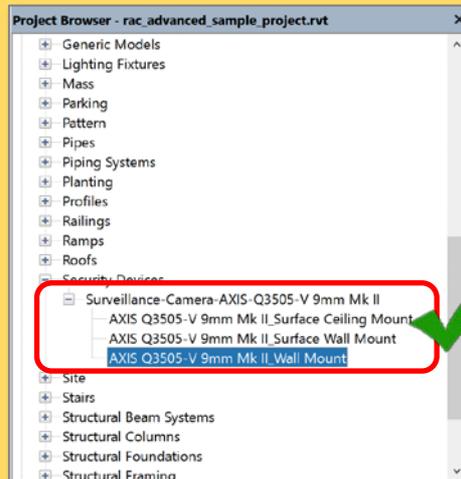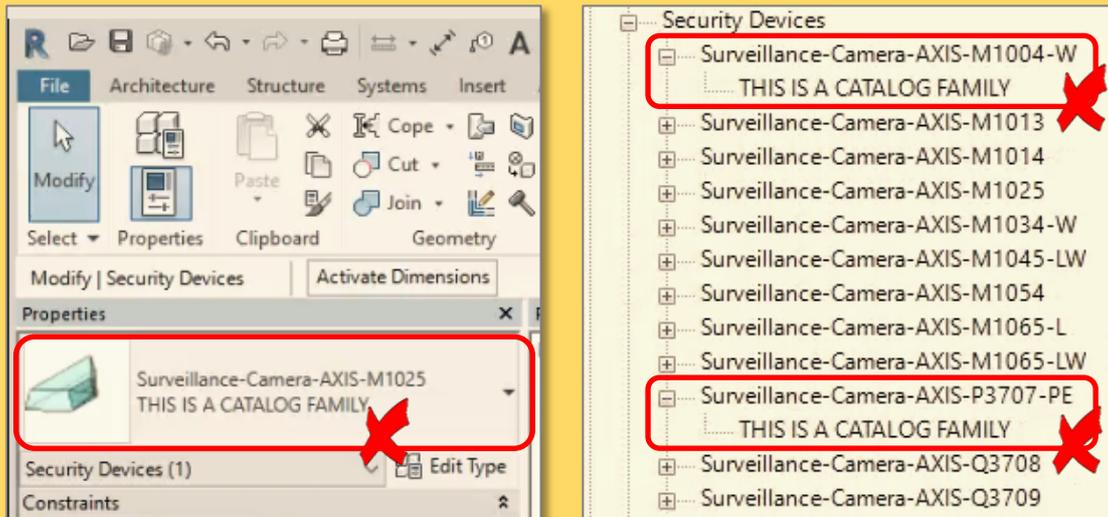3.   Select the desired mounting options for the camera:

4. The selected models will appear in the "Security Devices" folder in the Project Browser:
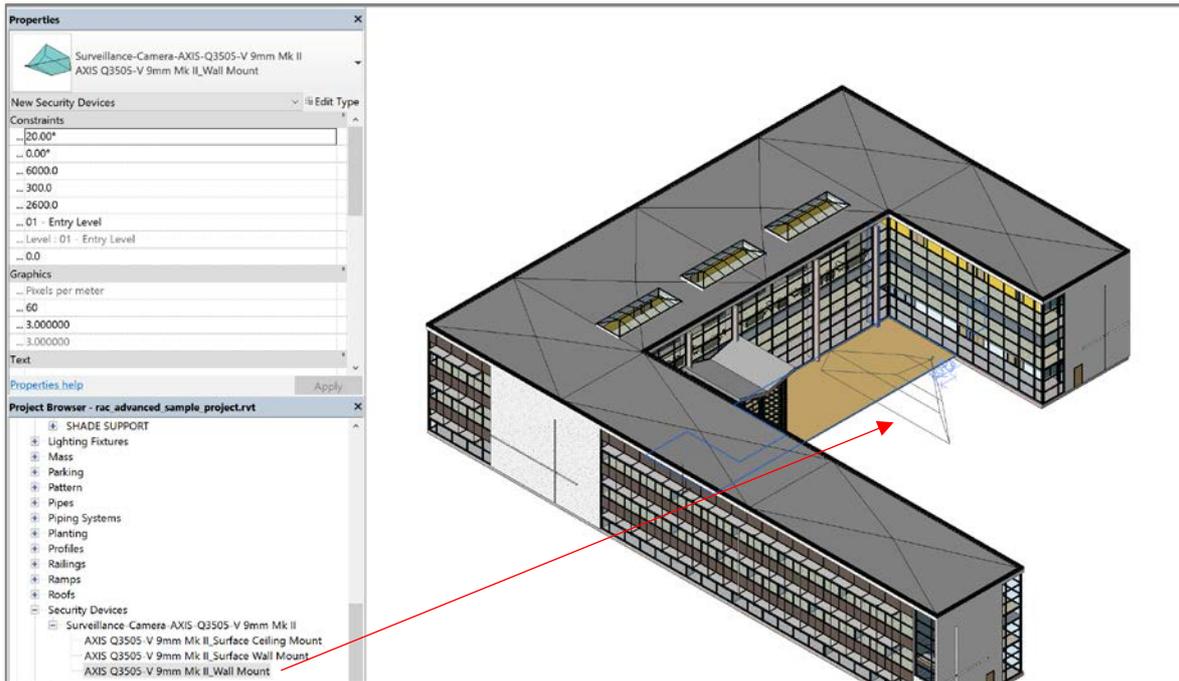

Important

If the imported camera don't show the different mounting types but instead shows "THIS IS A CATALOG FAMILY" then the family is imported in the wrong way.
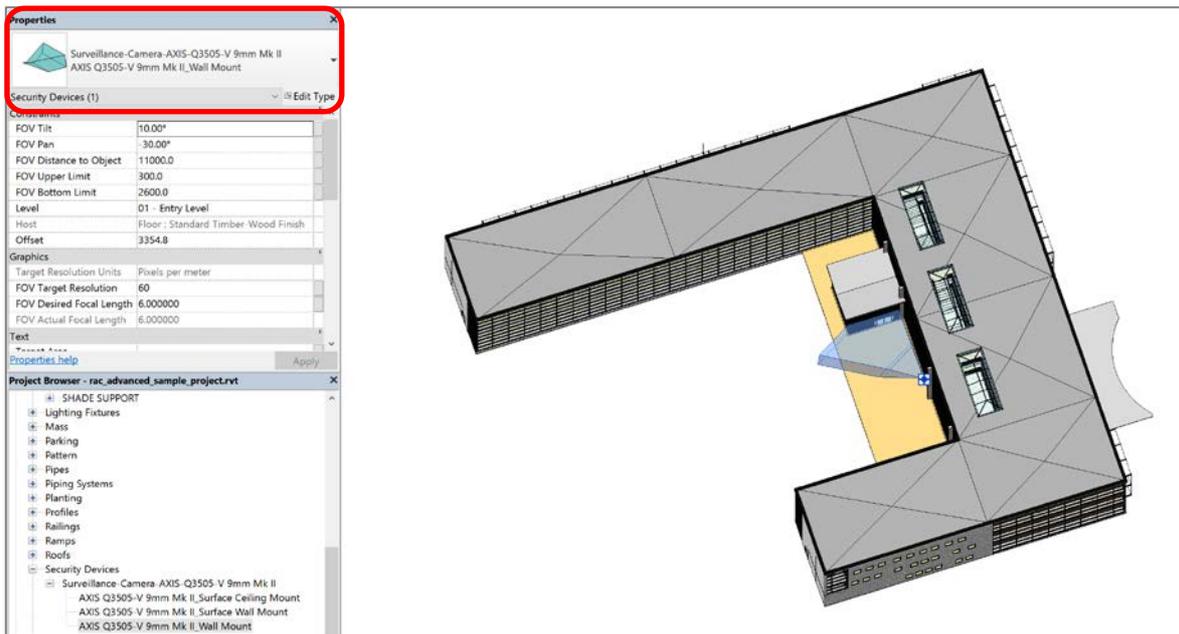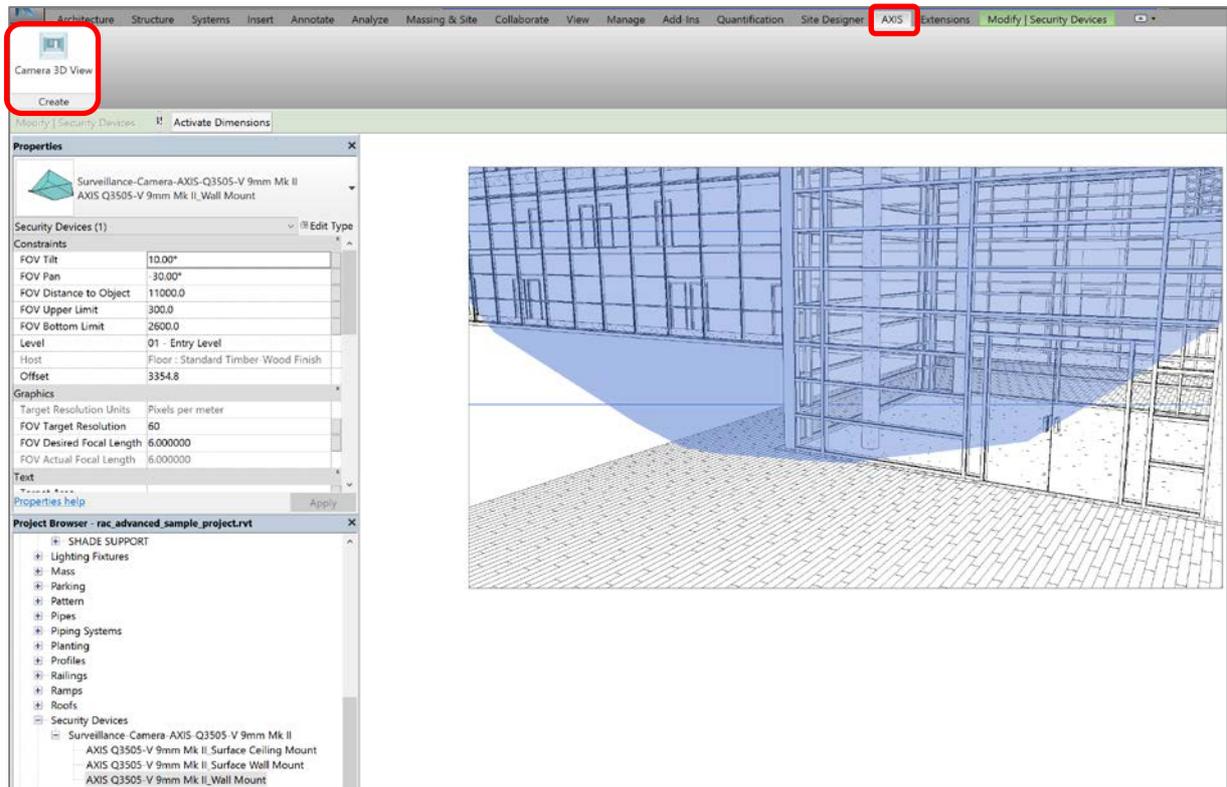
WRONG

5. Drag the camera from the Project Browser to the model:

6. Select the camera model … modify mounting attributes inside of "Properties":

7. Select the "AXIS" tab in the ribbon, then press "Camera 3D View" to render the projected view from the camera:

Important

The "Camera 3D View" works only if the camera is selected.