

Issue “How do you control texture mapping”

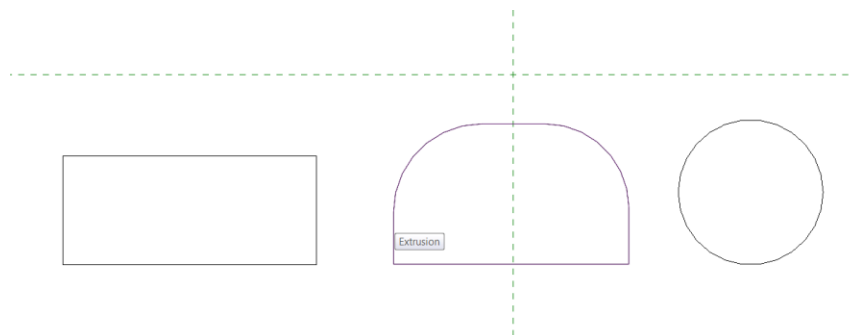
My goal is to predictable create geometry in Revit that when a material is mapped to it the desired result will be achieved. My industry has a lot of objects created out of veneered wood, and solid wood forms. Revit is not giving me the texture mapping I am looking for. We have numerous families to create, but the ugliness of the UVW mapping is making me pull my hair out.



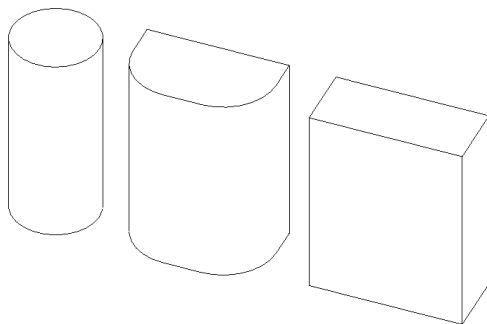
Is there anyone at Autodesk that would know the answer to this, or is this random, and not controllable?

Currently I am using Revit 2010 because we need to support all the users that are not up on the current versions.

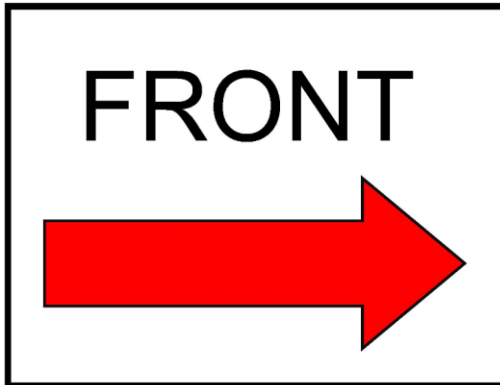
- 1) This is the generic shapes I started with in Ref. Level (plan view). Extruded the shape separately 36” in the z-axis.



- 2) These are the extrusions I get:



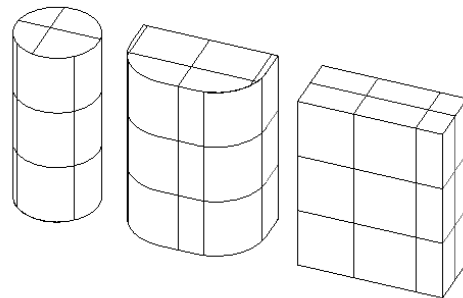
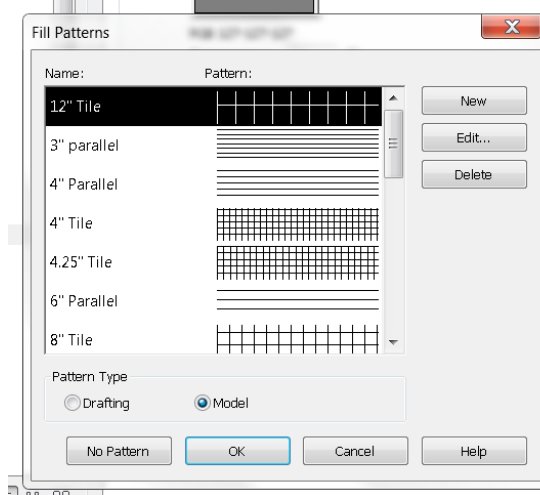
- 3) I created a simple material with a JPG as the texture so I could reliably see the direction of mapping:



- 4) Rendered in a project this is what I get:



- 5) If I set the "Pattern Type" to Model, the pattern shows up on the model OK.



6) But when rendered I get a strange result with the mapping.



Comparison of the two rendering before and after "Model" pattern set:



So I thought wonderful a predictable texture mapping, but oh no....





7) So I thought wonderful a predictable texture mapping, but oh no.... when I started looking at different shapes in different size I was hoping for the same type of results.



8) After "model" pattern type was set on the material with the project file

