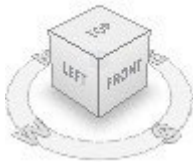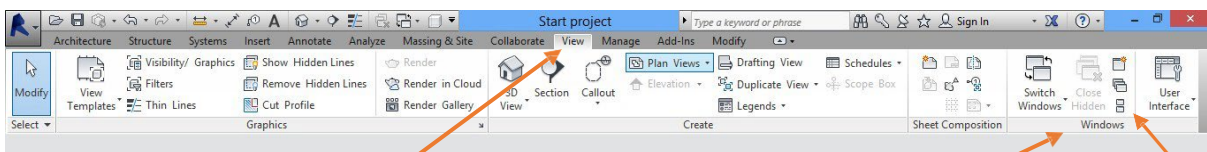# 2. Revit - Navigation

Learning to navigate in Revit is best achieved by engaging in a task. Here are the steps:

1. Open a new project and select the Template 00_gebouw_Alfa/Hanze.
2. In the project browser, double-click on "begane grond" (ground floor). You are now on the ground floor of the project. Follow the instructions and draw four walls.
3. Zoom in by moving your mouse wheel forward and zoom out by moving your mouse wheel backward. This allows you to zoom in and out.
4. Zoom out as far as possible, and double-click quickly on your mouse wheel. This action will zoom you back to your model.
5. Go to the 3D view. You can do this at the very top of your screen with this button:
6. You will now see the shape of a house. Hold down the Shift key and your mouse wheel, meanwhile move your mouse. The screen will rotate, and you can view your screen in different ways.
7. Zoom in by moving your mouse wheel forward and zoom out by moving your mouse wheel backward. This allows you to zoom in and out.
8. In your screen, you will also see the CUBE below. When you hover your mouse over this CUBE, the surfaces will turn blue, depending on where your mouse is positioned. Click on a blue surface and see what happens. Make sure to end up in the "front" view.

1. Open the view "Gevel_Voor" in the project browser.
2. What you see now is only the front facade. You will notice that you cannot rotate around it; you are currently viewing it as a flat plane.
3. Now, click on the "Tile Windows" option under the "View/Windows" tab.

1. You will notice that now 3 screens have been opened. These are all the screens you have opened recently. Having many active screens can slow down your computer.
2. Go to the 2nd floor by double-clicking on "002 tweede verdieping" in the project browser.
3. You can close all active screens in the background at once by clicking on "Close Hidden Window." This button is located at the very top of your screen, as shown in the image.
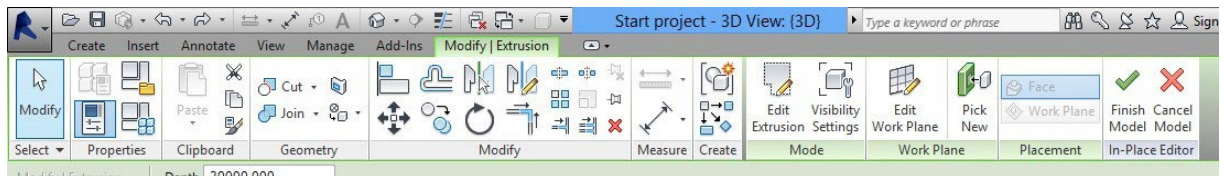
2. Revit - Navigation

1. Go to a 3D view.

2. When you hover your mouse over the house, you'll notice it turns blue. Click the left mouse button when the object is highlighted in blue. Now, you have selected the object.

3. Press the "Delete" key on your keyboard; you will see that the object has disappeared.

4. Hold down the "CTRL" key and simultaneously press "Z" on your keyboard. Now, the element is back. This is called "undo." You can also do this with the button at the top of your screen. You use this when you have done something you didn't want to do and want to revert it.

SELECTION & DESELECTION

5. Go to a 3D view.

6. In your 3D view, navigate to the top by clicking on "Top" in the box.

7. Select the house by clicking on it.

8. Under the "Modify" tab, click on "Copy" and click again on the house. Move your mouse to the right, and click with your left mouse button next to the first house. You will see that it has been copied.
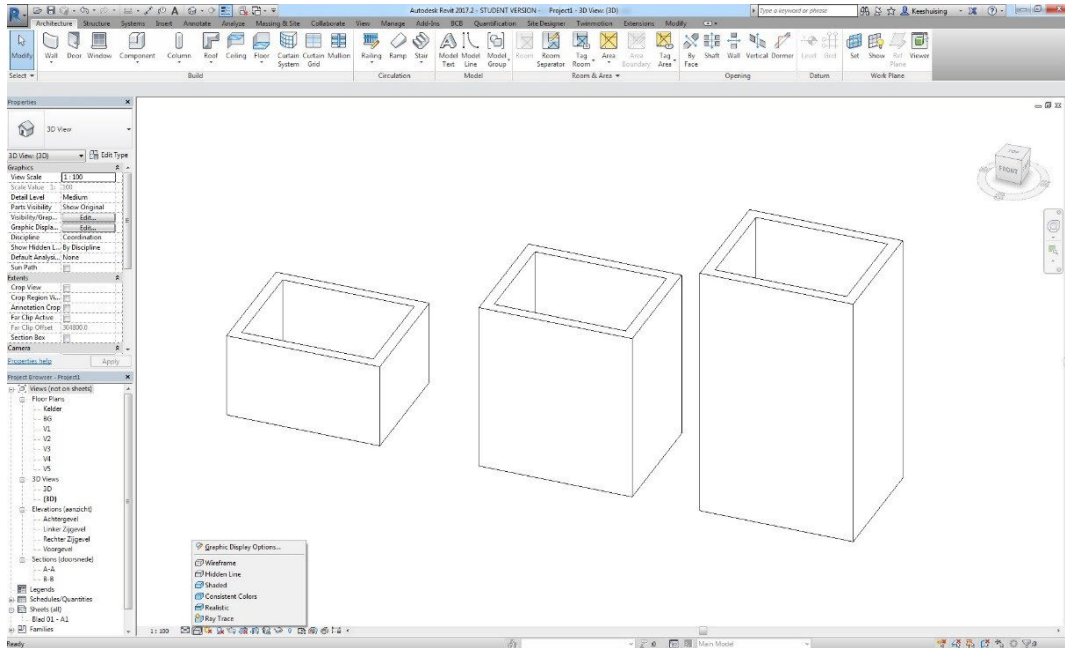

9. Zoom out a bit to ensure you can see objects on your screen.

10. We will now select multiple objects. Hold down your Ctrl key, and you will see a "+" sign appear next to your mouse cursor. While holding the Ctrl key, click on multiple objects, and you will see that they all turn blue.

11. Let's deselect multiple objects now. If you hold down the Shift key, you will see a "-" sign next to your mouse cursor. Click on the objects you just made blue while holding the Shift key, and they will turn gray again.

12. We will now select multiple objects using a selection box. Hold down Ctrl and click somewhere in the white space, then keep your mouse button pressed. Now, drag your mouse to another corner of the field. You will see a box forming, and everything within this box will be selected.

2. Revit - Navigation

VISUAL STYLE

At the bottom of the view control bar, you can adjust how your 3D model is displayed.
Let's explore the different settings:

1. Go to a 3D view and ensure that you can see all objects from a front angle.
2. Click on "Visual Style" and try out the different settings (Wireframe, Hidden Line, Shaded, etc.).
   You will discover that the 3D model appears differently with each setting.

HIDE / UNHIDE OBJECTS TEMPORARILY

We are now going to temporarily hide some objects.

1. Go to a 3D view and make sure you can see all objects from a front angle.
2. Select any two objects.
3. Click on the eyeglasses icon at the bottom of your screen, then choose "Hide Element." You will notice that the two objects are now hidden.
4. Click on the eyeglasses icon again and select "Reset Temporary Hide/Isolate."
   The objects will reappear.