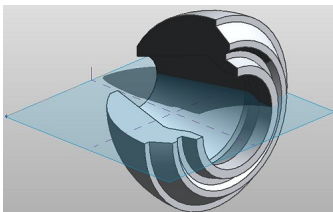


**Please Note:** If you're new to Revit, you may be interested in my "[Beginner's Guide to Revit Architecture](#)" **84 part video tutorial training course**

. The course is 100% free with no catches or exclusions. You don't even need to sign-up. Just enjoy the course and drop me line if you found it useful. The [full course itinerary can be viewed here](#)

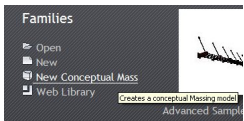
In this article we are going to take a look at how to create a solid **Revolve** form, from within the **Conceptual Design Environment**

. If you are totally new to the Conceptual Design Environment (or CDE) within Revit, I suggest that you may wish to [read this article first](#)



By far the simplest way of explaining this is to just show you step-by-step how to do it. So here

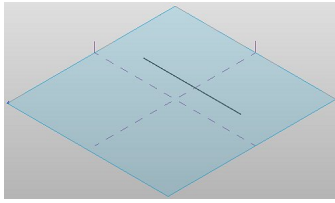
goes! We start off by creating a “**New Conceptual Mass**” family. This in turn starts the “**Conceptual Design Environment**” in which we are going to form our **Revolve**



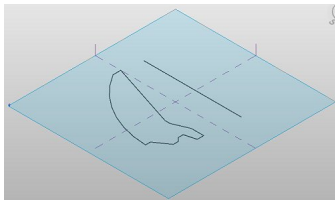
Two things are required to create a **Revolve**. A **straight** line (which acts as the **axis** for the revolved form) and a **closed profile** (which is the element that is revolved around the axis to create the form).

**Please Note:** Both the axis and the profile need to be on the **same** work plane. If you create them on different work planes, Revit will create a different form for you (ie NOT a Revolve)

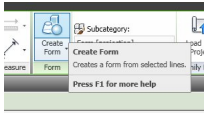
So here's our **axis**.....



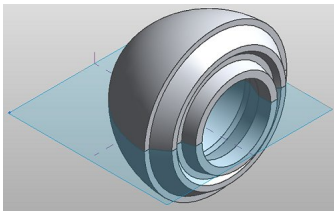
And here's our **closed loop**. I've just drawn something at random for the purposes of this exercise.....



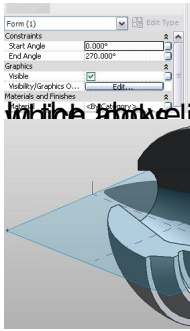
In order to create my **Revolve**, all I need to do is select both (the axis and the closed loop) and then hit “**Create Form**”....



And our **Revolve** is created before our eyes.....



If I only want a “partial” Revolve, I can select the Revolve itself (you may have to **TAB** through different selections until you find the complete Revolve form) and then adjust the **Start** and **Finish** angles in it’s Properties panel....



I have adjusted the **End Angle** to 270 degrees. This results in a Revolve