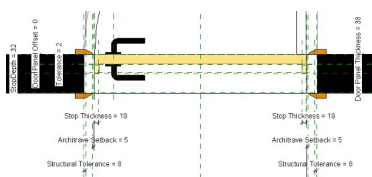


**Please Note:** If you're new to Revit, you may be interested in my "[Beginner's Guide to Revit Architecture](#)" **84 part**

**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](#)

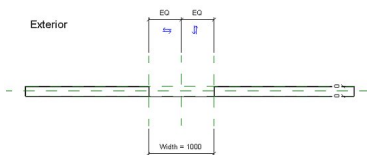
Welcome to the Revit Zone series of articles on **creating your own Door family**. In this 7 part series we are going to take you through (step-by-step) everything you need to know in order to create your own bespoke Door Families, within Revit Architecture.



## Part 1: Introduction / Table of Contents)

This series of articles will focus specifically on creating your own custom door family. However, the concepts and principles that we will discuss and utilise as we work our way through, will be applicable to many different types of families and elements. Time and again with Revit, the same set of tools and concepts are used to create anything that you can imagine.

## Part 2: The Metric Door Template



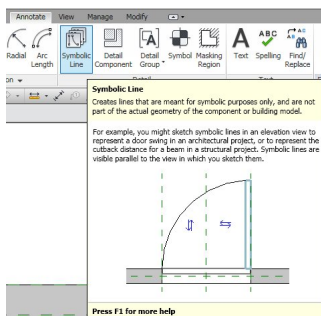
In this article we will take a look at the default Metric Door Template. We will talk about the included Reference Planes and dimensions.

## Part 3: Creating the architrave and door frame



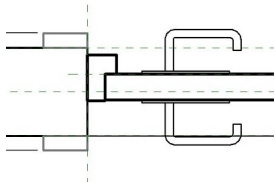
In this article we will create additional Reference Planes and parameters- and then use these to help create a door frame and architraves.

## Part 4: Creating the door leaf



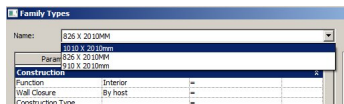
In this article we will now create our door leaf. We will look at the use of “Materials” parameters to allow us to change the material of the door leaf from within the Project Environment. We will also talk about the use of Symbolic Lines and Visibility Settings.

### [Part 5: Adding the door handles](#)



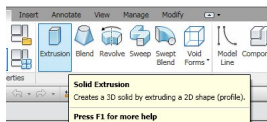
In this article we will add door handles to our door leaf. We will talk about Nested Families and how they can be utilised to cut down on your modelling time.

## Part 6: Creating different Family Types



Now we have finished the basic geometry of our door family, we will take a look at creating pre-defined Family Types. We will test (or “flex”) these Types, before loading our family into the Project Environment.

## Part 7: Conclusion



In this article we make a quick review of everything we have covered in this series. We will pick

out the most important concepts and look at how they relate to other families that you may wish to create.