

Stop! Before you go any further into this article, by far the easiest way to understand Revit's View Range settings is to [watch my YouTube video tutorial](#)

. Of course you're more than welcome to read the article below. But a narrated video paints a thousand words!

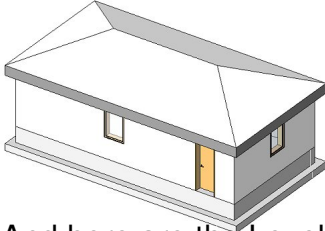
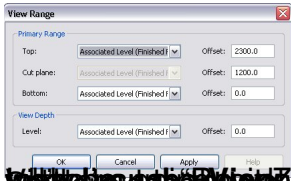
If you're new to Revit, you may be interested in my "[Beginner's Guide to Revit Architecture](#)"

84 part video tutorial training course

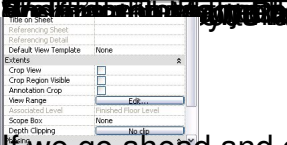
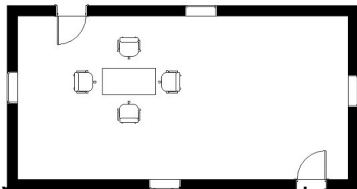
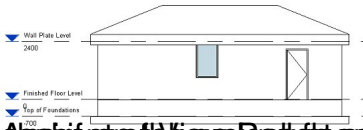
. The course is 100% free with no catches or exclusions. You don't even need to sign-up. Just enjoy the course and drop me line if you found it useful. The [full course itinerary can be viewed here](#)

View Range is a concept that you will get your head around (hopefully!) sooner or later. So why don't we make it "Sooner"? Once you are comfortable in controlling the various parameters contained within the **View Range** control panel, you'll be able to easily manipulate exactly what is displayed in your Plan & Reflected Ceiling Views.

View Range explained



And here are the Levels that are in this Project....



Primary Range:-

Top

This parameter set the top of the primary range. Any object that is below this will be drawn according to it's "Object Style". Any elements above this height will not be displayed.

Cut Plane

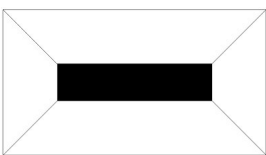
As you may expect, this is the height that Revit will cut through elements- ie windows, doors, etc.

Bottom

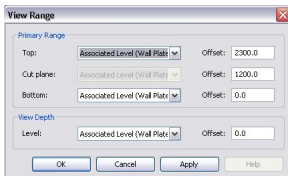
This is the absolute base of the primary view range. And element that is on or above this height will be drawn according to it "Object Style".

The parameters above (Top, Cut Plane and Bottom) make up the "Primary Range". In addition to this there is another parameter (and associated Offset) called "View Depth". This MUST be set to a height LOWER than the "Bottom" height. Any object that fall within this range (ie between the "View Depth" and the "Bottom" will be drawn in the "Beyond" line style.

Right, let's look at this in practice. I'll switch to my "Wall Plate" plan view.....

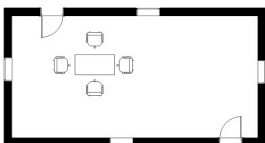


The View Range settings for this view are as follows.....

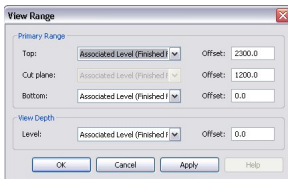


So, the black rectangle in the centre is where the roof is being cut through- this is because the Cut Plane is set to 1200mm above the "Wall Plate" level. All fairly straightforward.

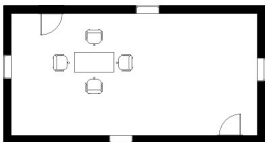
Now let's switch to our "Finished Floor Level" plan view...



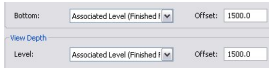
And it's associated View Range Settings....



We are seeing the windows cut through because the Cut Plane is set to 1200mm above the Finished Floor Level. If we change the Offset to 2200mm, the doors find themselves below this height and are NOT shown cut....



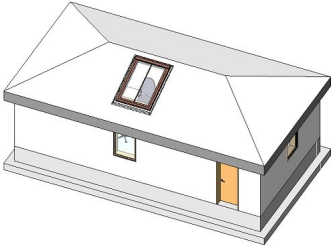
Now let's take a look at the "Bottom" and "View Depth" parameters. If we change both the "Bottom" and "View Depth" heights to 1500mm above the "Finished Floor Level".....



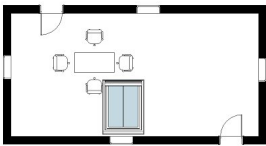
Our furniture is now removed from the View....



All as you may expect. Now by this point you may be asking yourself a burning question.... "What use is the "Top" parameter?" Logic dictates that when we look down at a Plan View, the "thing" closest to us is going to be the Cut Plane- so what is the point of setting a range above this? Surely nothing is ever displayed "above" the cut plane. **WRONG!** Certain objects CAN display "above" the Cut Plane. Let's now add a rooflight to our roof.....



If we now switch back to our “Finished Floor Level” plan view....



And now we see the rooflight, even though it is physically “above” the height we are cutting through. If you did NOT wish to see the rooflight, you just need to lower the “Top” of the Primary Range.

And before we finish, a few more things to leave you with...

- View Range settings apply to Plan Views AND Reflected Ceiling Plans
- Model elements outside the View Range are not normally shown. However, exceptions to this are floors, ramps, stairs and any component that is hosted by a floor. These items ARE shown, even if they are slightly outside of the View Range boundaries.
- Walls shorter than 1830mm are not shown cut EVEN if they actually intersect the Cut Plane.