



# James Hardie CAD Content User Guide

March, 2026

The goal of James Hardie is to increase the ease of use for CAD users to design, specify and document James Hardie Products. This document provides an overview and guide to utilize this resource.

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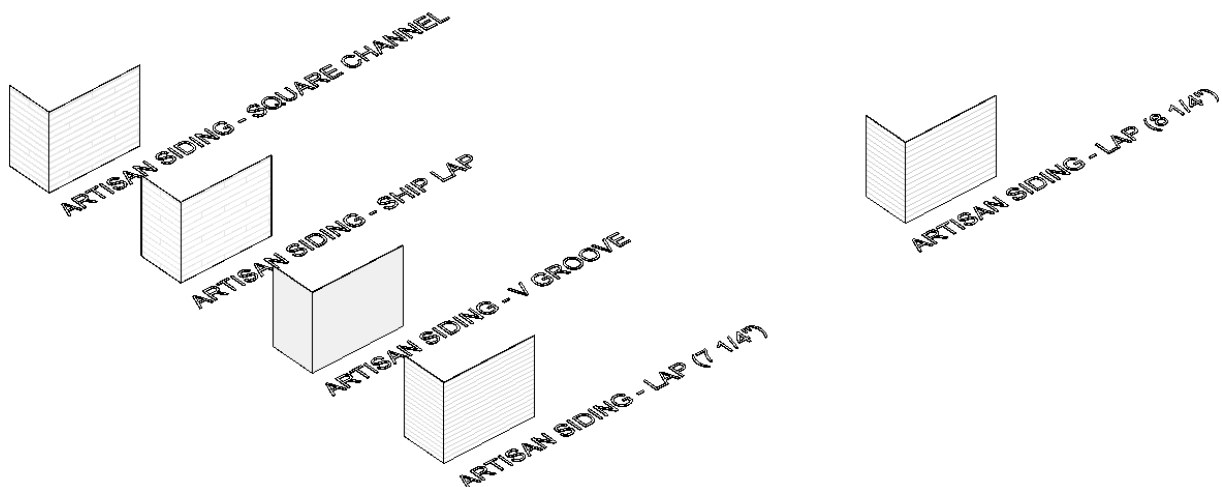
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## 1. Revit Content Overview

A variety of Revit assets have been created for the listed products. For Cladding, two types of families were created depending on your usage: Basic Wall Families and Curtain Wall Families.

### 1.1. Basic Wall System Families

Basic Wall System Families allow users to easily document James Hardie products. Basic Walls are set to the correct thickness of the given product and have custom created model patterns to show various panel sizes. Basic walls are great for documentation purposes where Curtain Walls might be too intensive for the desired application.



#### 1.1.1. Editing and Adding Basic Wall

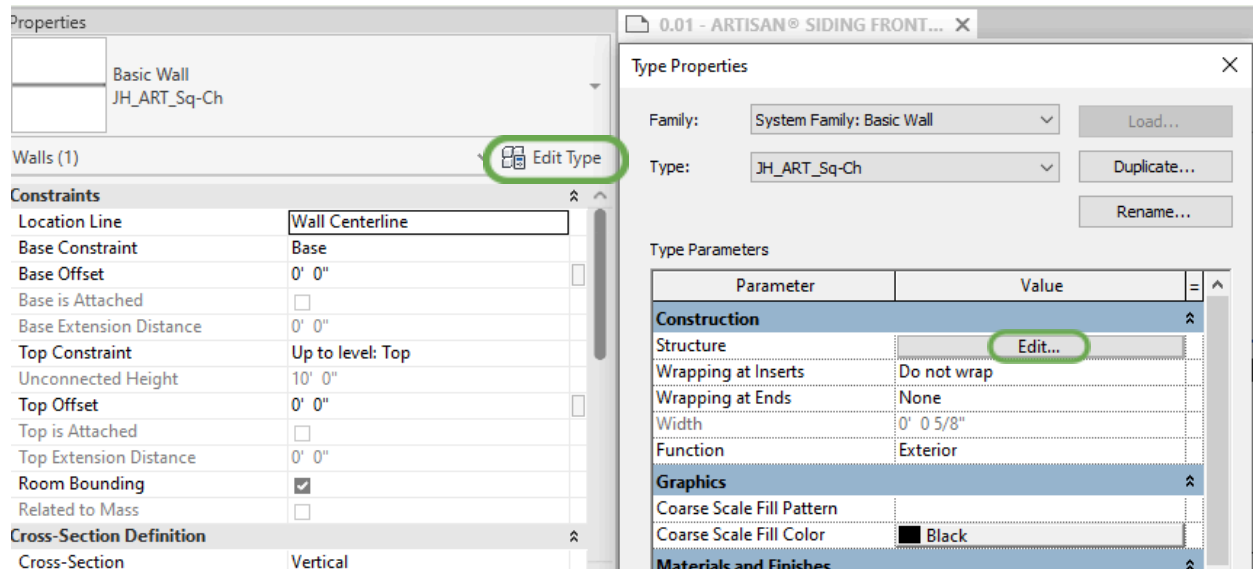
Due to various wall assemblies (Wood Stud, Steel Stud, Furring, etc.) that vary greatly between projects. We opted to only model James Hardie products to their correct thickness and for the users to add their desired structural backing.

To edit James Hardie Basic Wall:

**Step 1** - Open the Revit model of the James Hardie product you are planning to use in the same Revit version as your project.

**Step 2** - Select the Basic Family you wish to use.

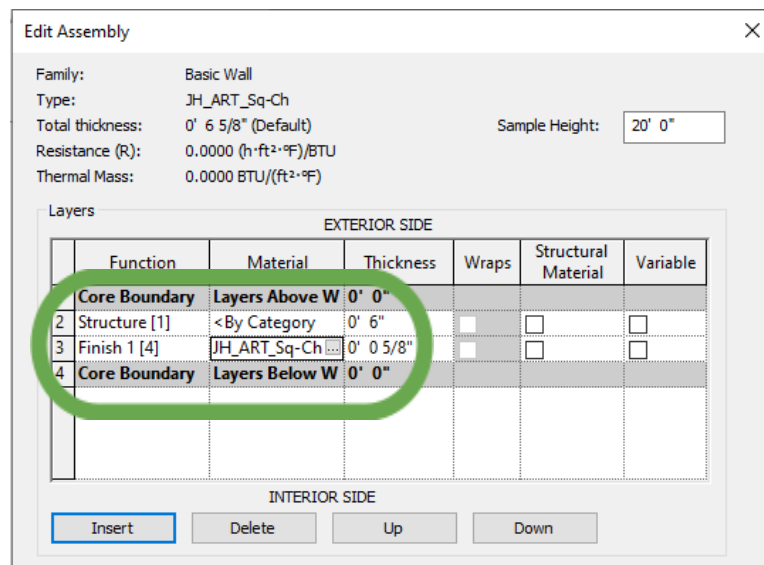
In the Properties Tab > Edit Types > in the Structure row, select Edit



We suggest duplicating the existing family and rename it with the intended thickness.

**Step 3** - Insert your structure > edit the thickness.

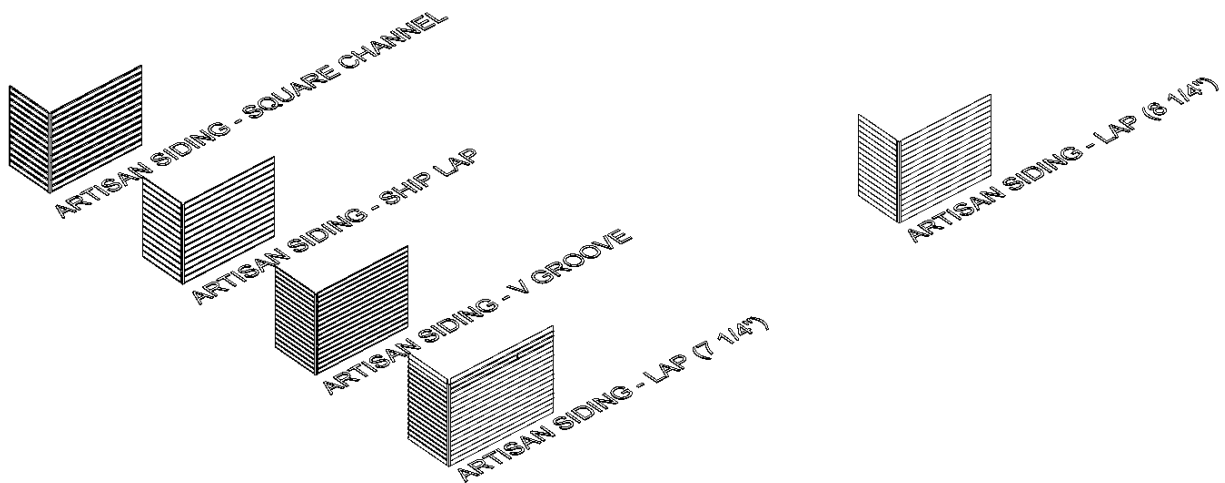
This is also where you can edit the materials by selecting "...". Refer to [1.3](#) for more information.



To add this to your project, simply copy the families from James Hardie Revit model to your project Revit model.

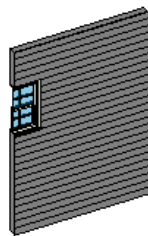
## 1.2. Curtain Wall System Families

Curtain Wall System Families have also been included across the product range. This wall type offers a more detailed version of the products in 3D. This is especially great for visualization and rendering purposes. However, while it offers great flexibility and visual representation, it can be more processor intensive than the basic wall. We recommend using this type of families in a separate model for rendering to avoid “weighing down” your main documentation model.



### 1.2.1. Editing and Adding Curtain Wall

Similar to the Basic Wall, the Curtain Walls are modelled to their appropriate thickness and can be copied over to your active Revit project. Using Basic Walls in desired thickness as the structure. Align the interior side of James Hardie Curtain Wall to the exterior face of the Basic Wall.



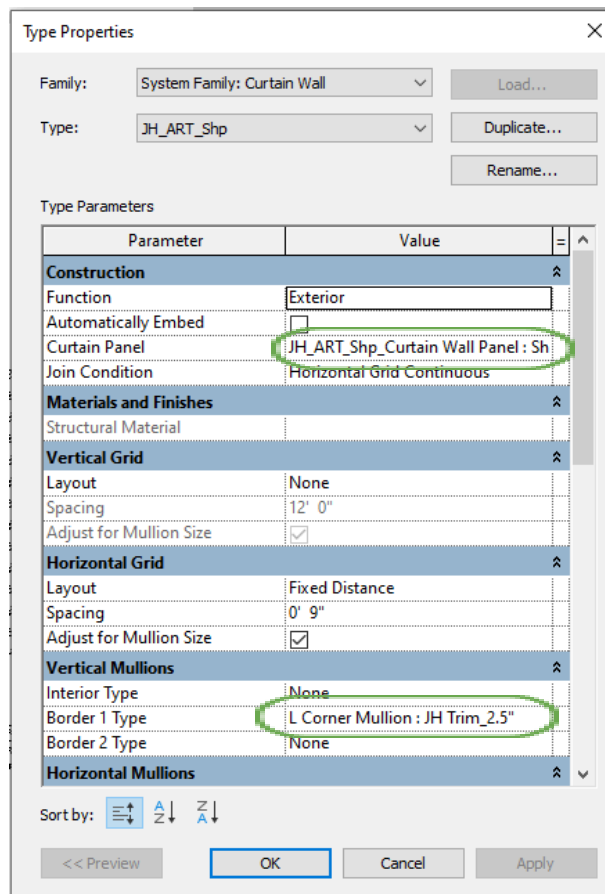
CURTAIN WALL W/  
WINDOW EXAMPLE

Curtain Wall Families allows great customization by adding/removing curtain grid location and types. vv

To edit Curtain Wall, the process will follow a similar process to basic wall:

**Step 1** - Select the Curtain Wall families you want to edit > Properties > Edit Type.

**Step 2** - From here you can duplicate, rename, change panel and mullions type.




Type Properties

Family: System Family: Curtain Wall Load...

Type: JH\_ART\_Shp Duplicate... Rename...

Type Parameters

Parameter	Value
<b>Construction</b>	
Function	Exterior
Automatically Embed	<input type="checkbox"/>
Curtain Panel	JH_ART_Shp_Curtain Wall Panel : Sh
Join Condition	Horizontal Grid Continuous
<b>Materials and Finishes</b>	
Structural Material	
<b>Vertical Grid</b>	
Layout	None
Spacing	12' 0"
Adjust for Mullion Size	<input checked="" type="checkbox"/>
<b>Horizontal Grid</b>	
Layout	Fixed Distance
Spacing	0' 9"
Adjust for Mullion Size	<input checked="" type="checkbox"/>
<b>Vertical Mullions</b>	
Interior Type	None
Border 1 Type	L Corner Mullion : JH Trim_2.5"
Border 2 Type	None
<b>Horizontal Mullions</b>	

Sort by: 

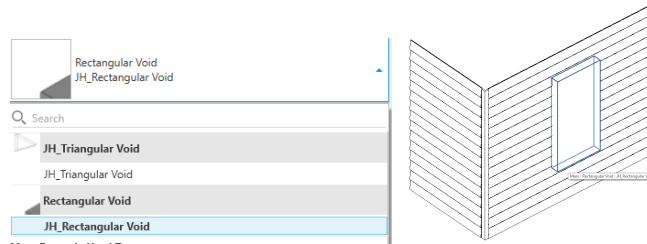
<< Preview OK Cancel Apply

*Sidings are modelled as curtain panels while trims are modelled as mullions.*

Openings in Curtain Walls can be achieved by changing out the existing Curtain Panel for a blank one. Please note that Curtain Panels and Mullions are automatically pinned, you will need to unpin the members individually in order to make edits.

Another method to cut void in Curtain Wall Panels is to use the Cut Geometry Tool. We created two generic customizable void components (Rectangular and Triangular) for this purpose.

**Step 1** - Insert the appropriate void components. Adjust the size and elevation as needed. Overlap the Void Component with the Curtain Wall with where you want the opening to be.



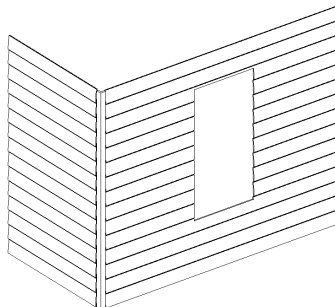
*If the component is not showing up in the view. Make sure your detail level is set to coarse and mass is enabled in view settings.*

**Step 2** - In the Modify Tab, under the Geometry Section, locate the Cut Geometry tool. Select Cut Geometry > Select a Curtain Panel that is overlapping with the void component > Select the Void Component > Repeat for the rest of the panels.



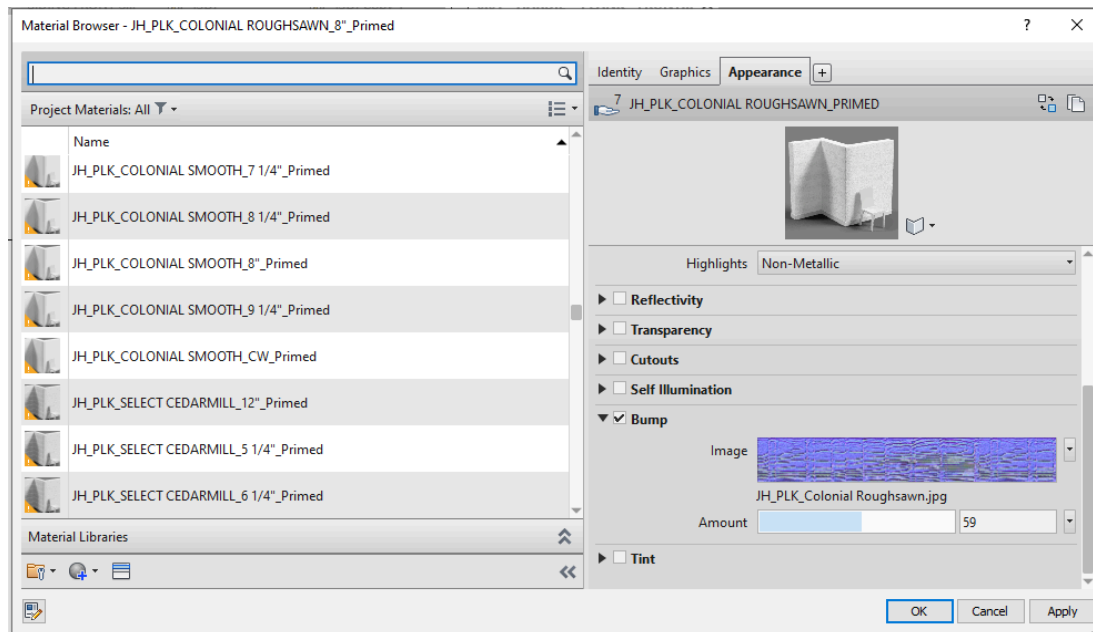
*It's important to keep the cutting order as it determines which geometry will be cut.*

**Step 3** - To see the opening, we must hide the Void Component. This can be achieved by "hide in view", turning off massing (if it doesn't interfere with other families), changing detail levels to Medium or Fine, or setting up a filter. We recommend using the filter option so you can have greater control and reduce interference with other families in the model.



### 1.3. Materials Library

Materials included in the Revit Library aimed to cover currently available product sizes, Texture and Colors (Statement Collection). All James Hardie Material starts with JH\_<Product>\_<Texture>\_<Size>\_<Color>. Materials labeled with CW are used on the Curtain Wall System.



Each product will also have its own Material Library file (.adsklib) within the Materials Folder of their respective Revit Folder. This is also where you can find the custom images (Bumps, Cutout).

### **1.3.1. Loading Custom Image Textures**

Due to the way Revit handles custom images in materials; families with texture materials will show up as gray without its image. You will have to remap them in order for these textures to show up properly in a realistic view style. You can remap them from the Materials folder that came with your Revit file. However, if you're working with others in the same model, we recommend having a centralized folder that all members will have access to:

**Step 1** - Save all texture images into a Material folder either in your local folder or an office designated folder.

**Step 2** - Select file > Options > Under rendering, select the "+" sign.

**Step 3** - Select the "..." and navigate to the folder from step 1. Then press "OK"

Once this is done, your materials should update, change view to shaded then back to realistic to see the changes.



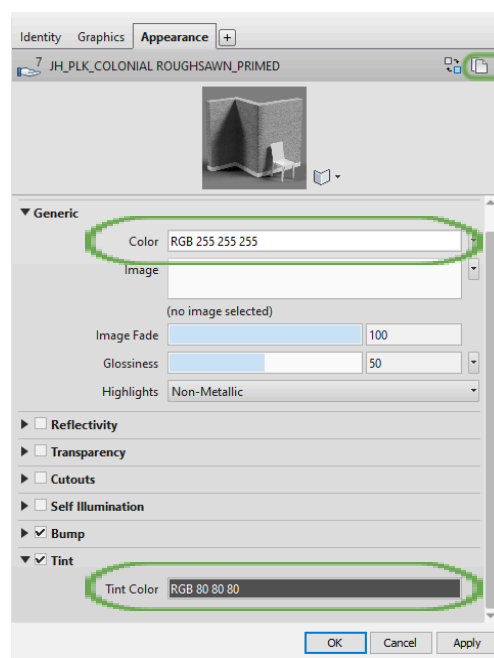
### 1.3.2. Statement Collection and Adding Custom Colors

Certain products are available in the Statement Collection Colors, you can find the materials for these colors from the Statement Collection already created in the materials library. Similarly, you will find materials labeled as Primed. This means the product is primed and ready for your custom color paint. Follow the following steps to create your custom color:

**Step 1** - Duplicate the material with the appropriate texture and size that ends with “\_Primed”.

**Step 2** - Rename the duplicated materials and replace “primed” with the name of your color.

**Step 3** - Open the Appearance tab, select the Duplicate Icon at the top right corner. Rename this new appearance asset to match Materials Name. Input the RGB value of your color in the color or tint parameter.



**Step 4** - Open the Graphics Tab, input the RGB value again here ( or check the Use Render Appearance box) > “OK”

**Step 5** - Duplicate the appropriate wall families > Rename it with your color > Apply the new material you just created to this wall type.

## 2. Details Overview

To aid users and their various workflows, details are provided in multiple formats (Revit, DWGs, PDFs). Each product will have details for different conditions; however, they all follow this numbering convention: (A.) <B>.<C>

**A** - Only Applies to Artisan. This describes the various profiles.

1.	Lap
2.	V-Groove
3.	Shiplap
4.	Square Channel

**B** - Describes Wall Types

0	General
1	Wood Framing with Wood Furring
2	Steel Framing with Steel Furring
3	Wood Framing
4	Steel Framing

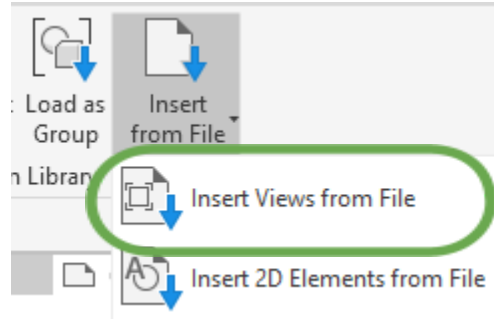
**C** - This denotes the various detailed conditions.

.1	Grade Clearance	.9	Window / Door Sill
.2	Hardscape Clearance	.10	Window / Door Jamb
.3	Inside Corner	.11	Wall & Soffit
.4	Outside Corner	.12	Parapet
.5	Horizontal Break	.13	Horizontal Lap View
.6	1 ½ or Less Penetration	.14	Wall & Soffit Transition
.7	Fixture Penetration	.15	Plan View
.8	Window / Door Head		

## 2.1. Loading Drafting Views/Sheets from Revit

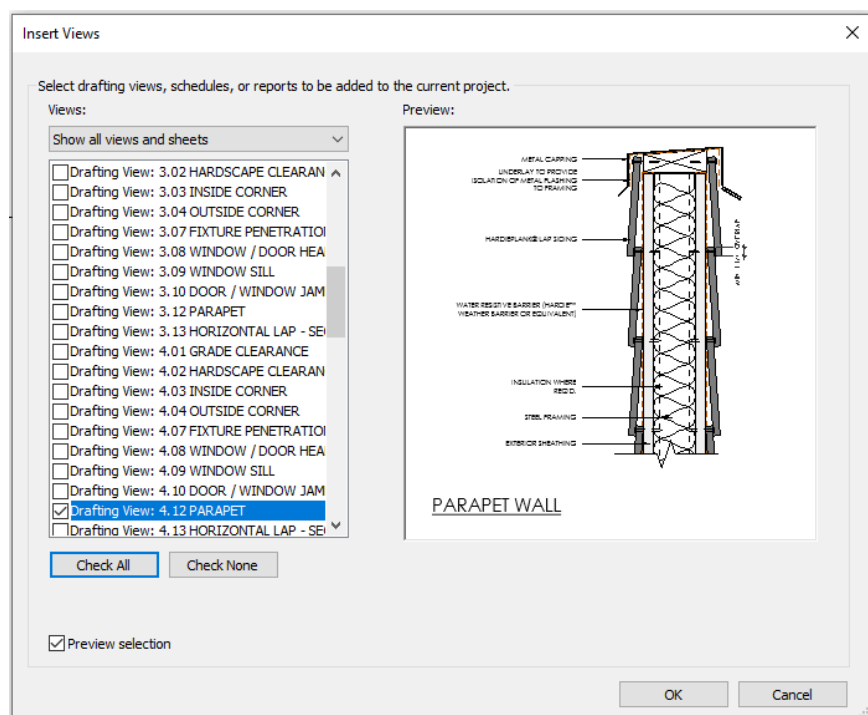
Drafting Views and Sheets of Details can be loaded into your active Revit project:

**Step 1** - Open your Active Project > locate the Insert Tab > Insert from File > Insert Views from File



**Step 2** - Navigate to the appropriate product Revit file and select open.

**Step 3** - Select the desired drafting view(s) or sheet(s) from the pop up dialogue box > OK



## **2.2. AutoCAD and PDFs Content Overview**

In addition to Drafting Views from Revit, we also have the same details available for AutoCAD as .DWG files

Follow instructions in the AutoCAD file for further information.

Similarly, the same details are available as PDFs for quick views and easy reference.