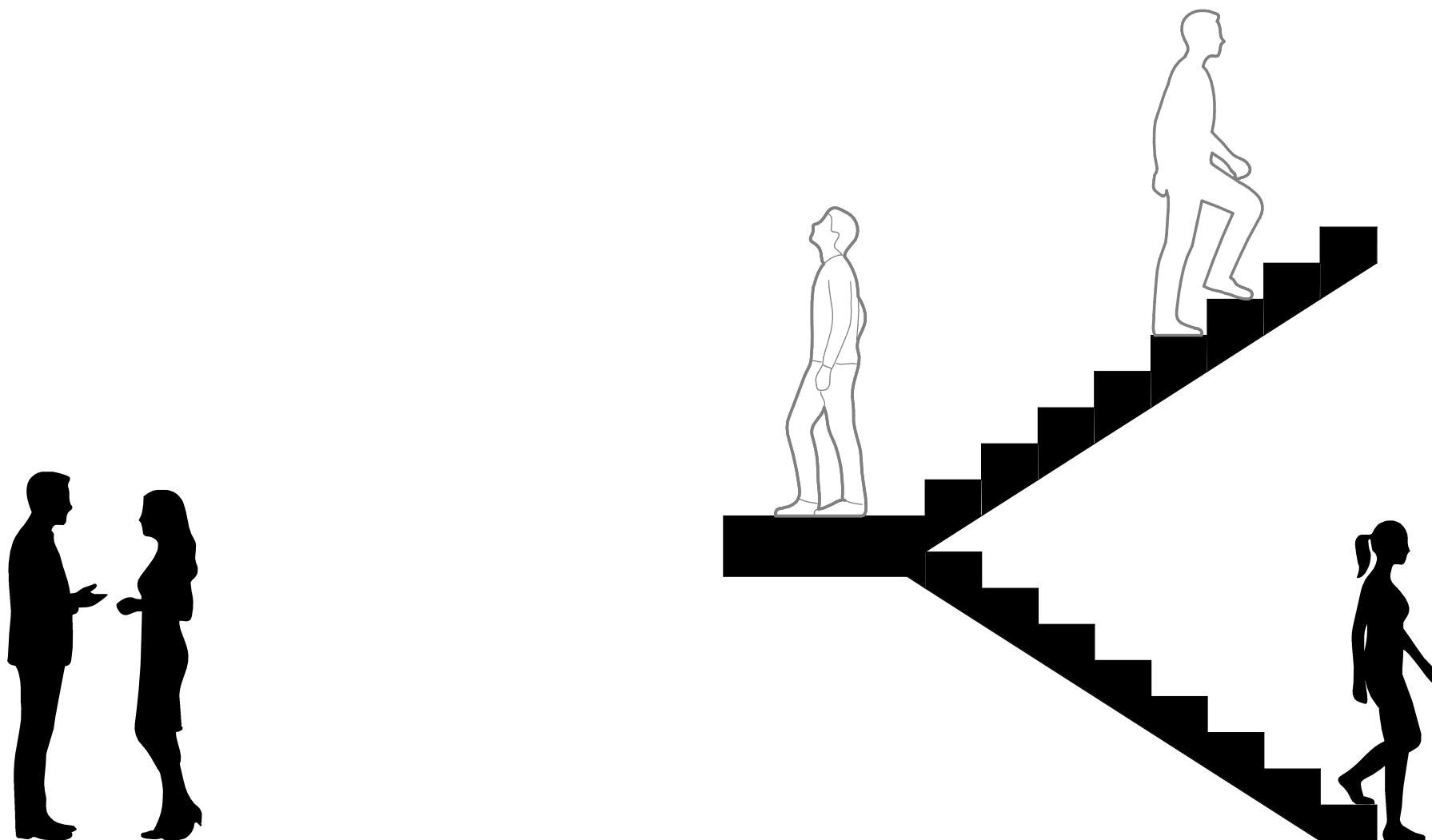


REVIT 2D ENTOURAGE, HUMAN FIGURES

EDITION 01



INTRODUCTION

EDITION 01

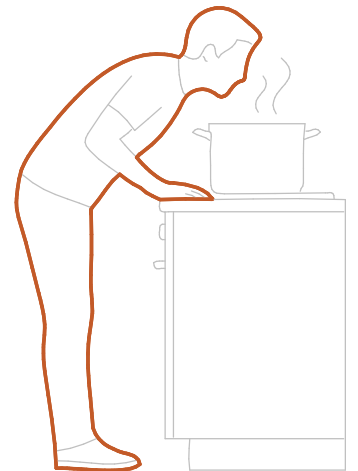
Welcome to the Ultimate 2D Entourage System

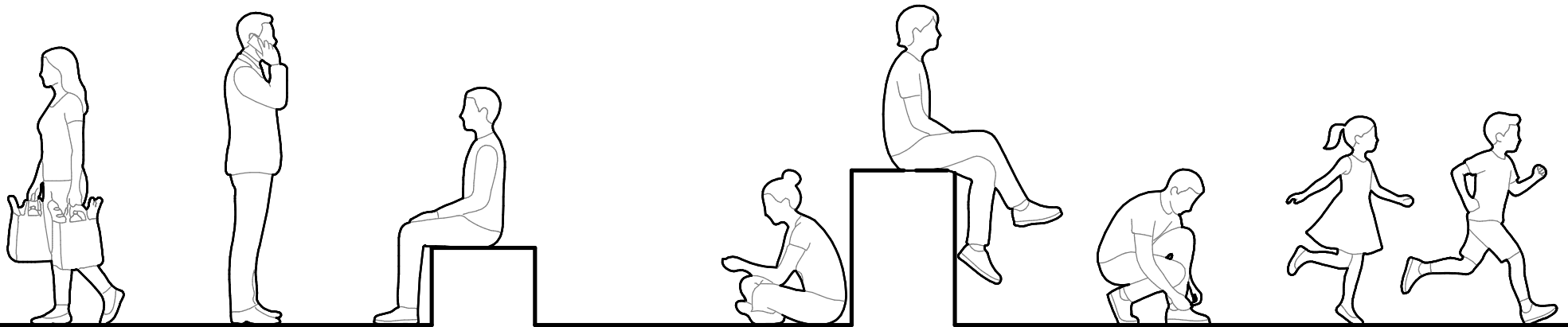
Thank you for choosing the ALBE Studio 2D Figure Bundle. This package is not just a collection of random files; it is a highly engineered, flexible BIM system designed specifically for architecture studios and interior designers.

Our goal is simple: to help you create breathtaking, humanized architectural sections and elevations in seconds, without bloating your Revit project size or slowing down your workflow.

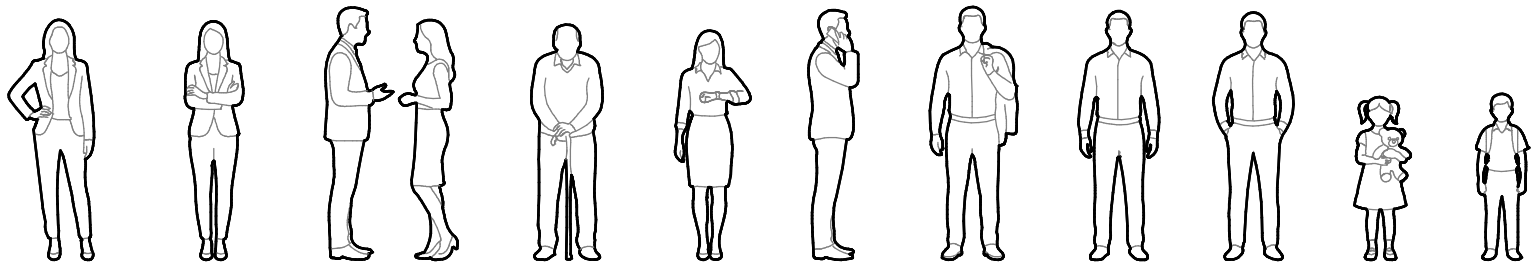
System Specifications:

- **Compatibility:** Autodesk Revit 2021 and later.
- **Category:** People / Entourage (2D View-Based Families).
- **Flexibility:** Fully parametric with instant visual toggles.

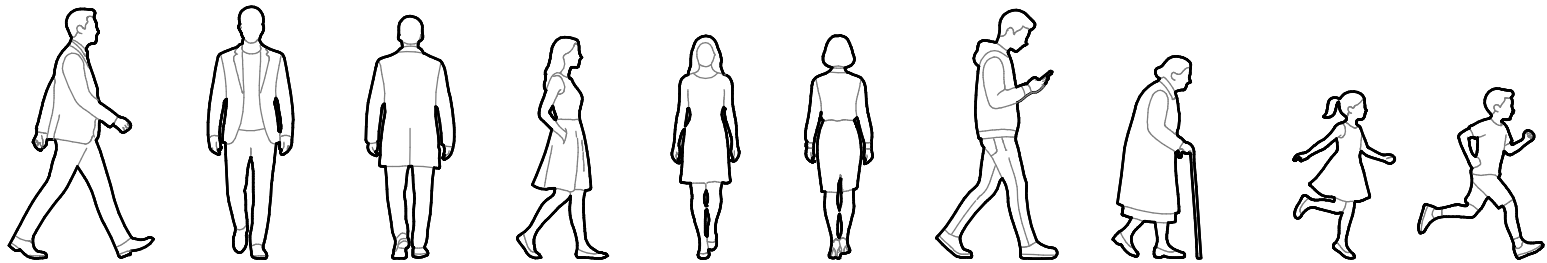




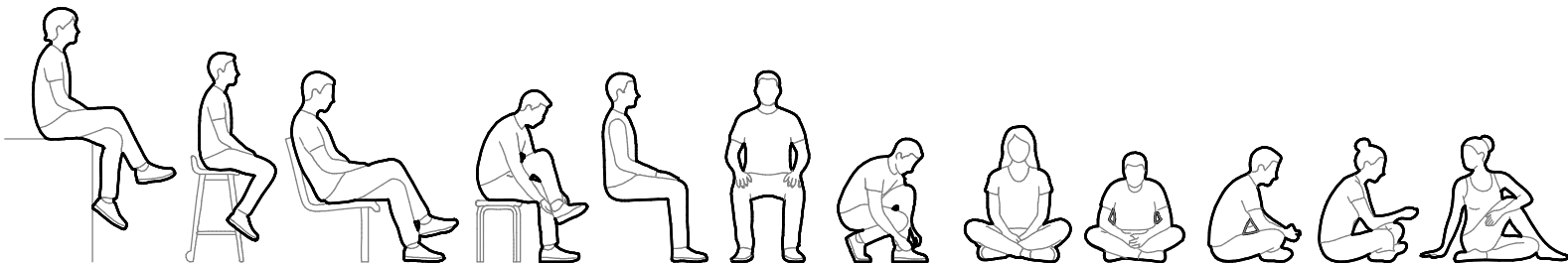
STANDING



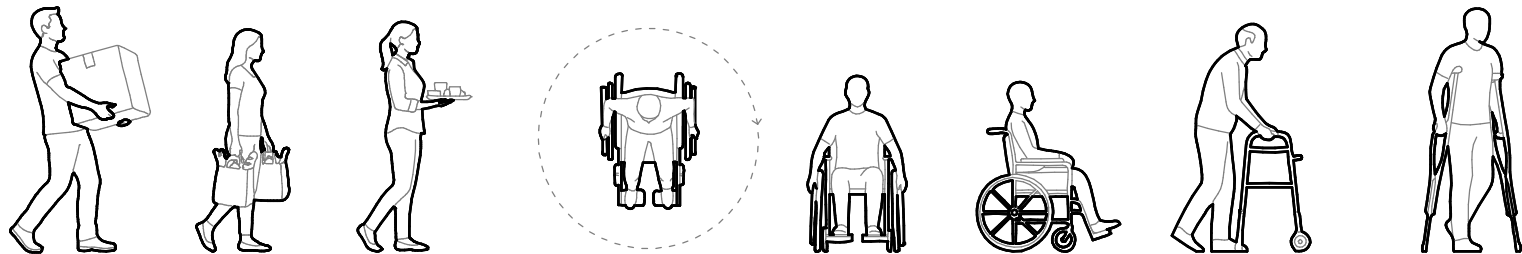
WALKING

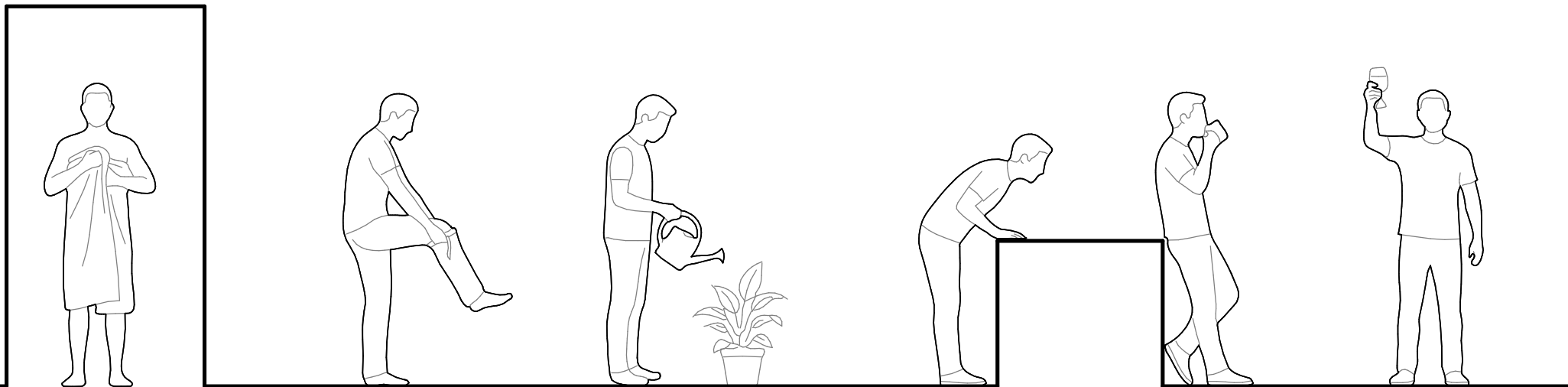


SITTING



CARRYING & ADA

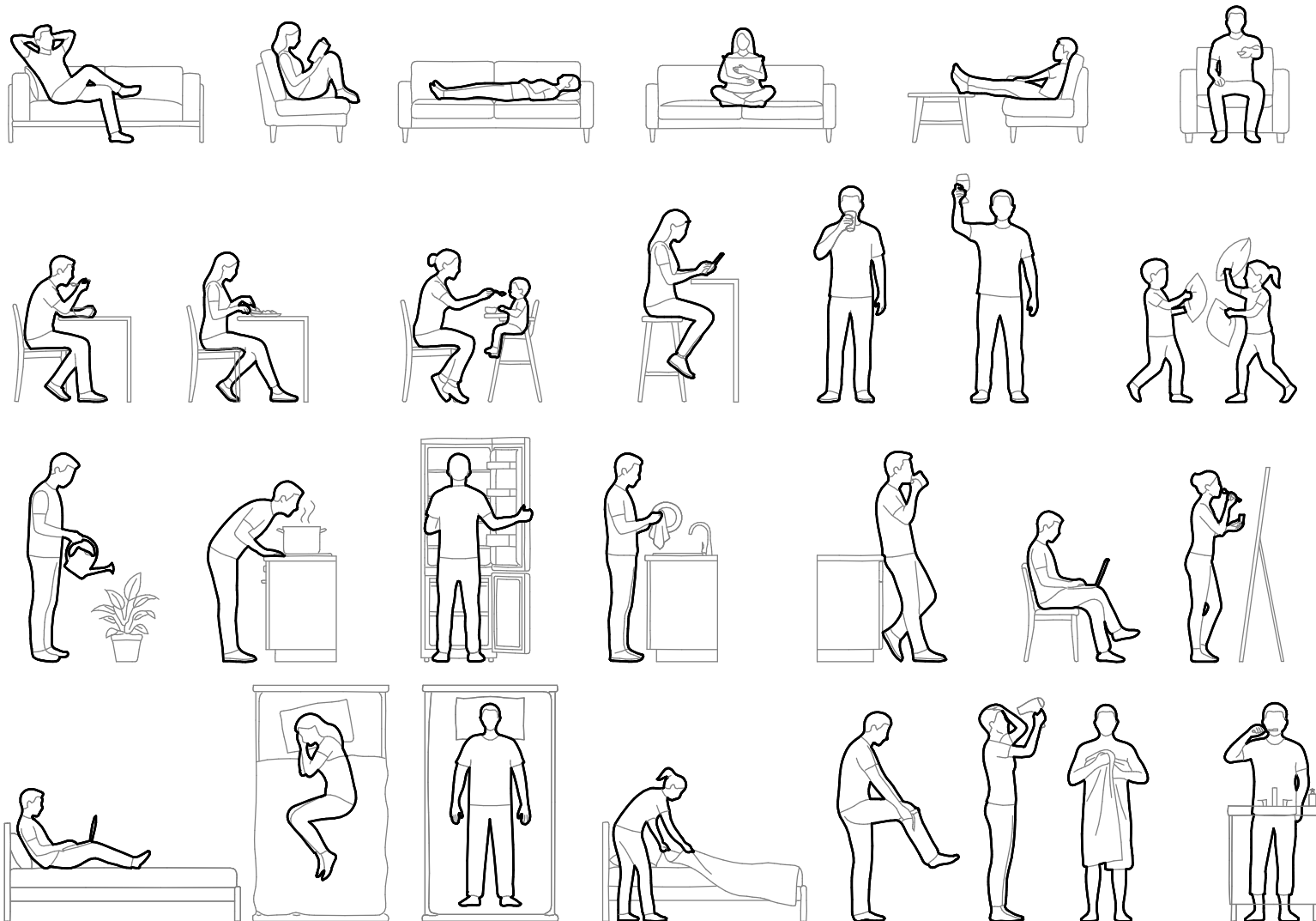




LIFESTYLE

EDITION 01

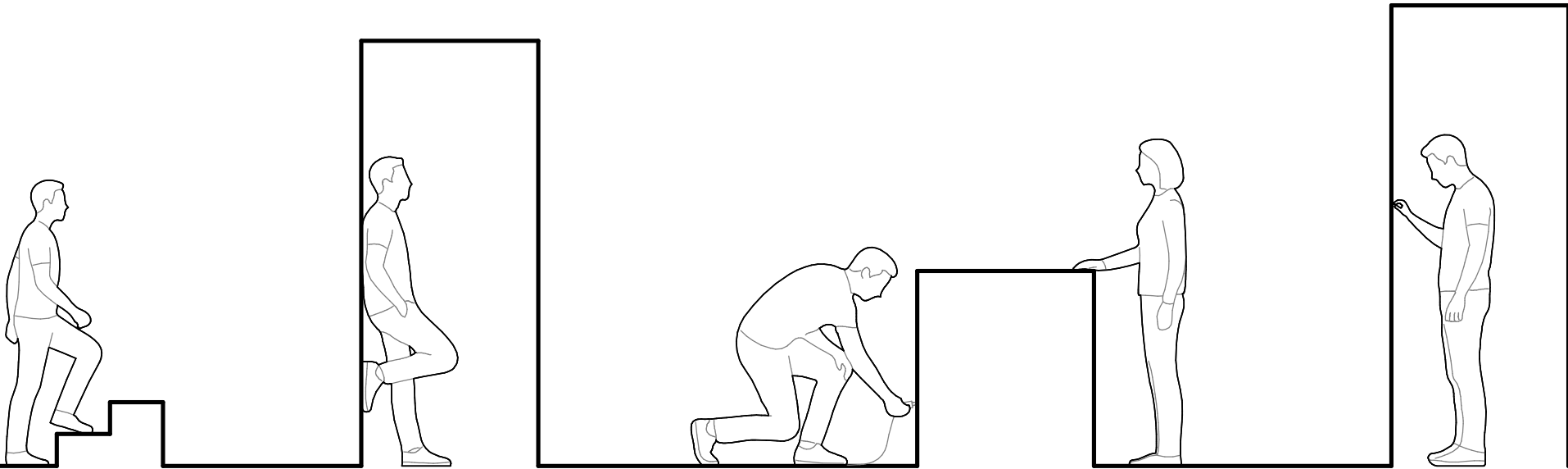
DAILY ROUTINE DAILY ROUTINE DAILY ROUTINE DAILY ROUTINE



ALBESTUDIO.COM

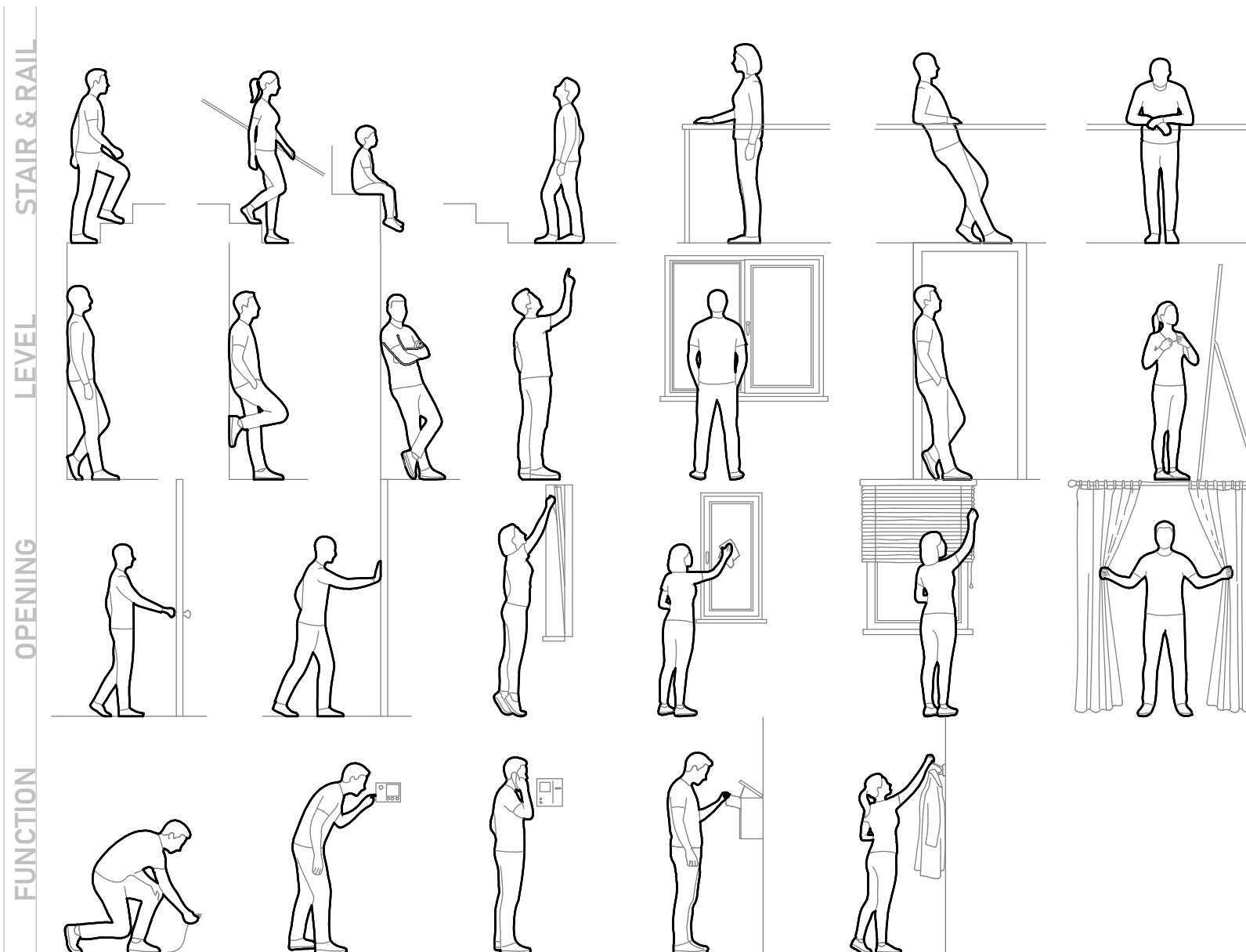
INTERACTION

EDITION 01



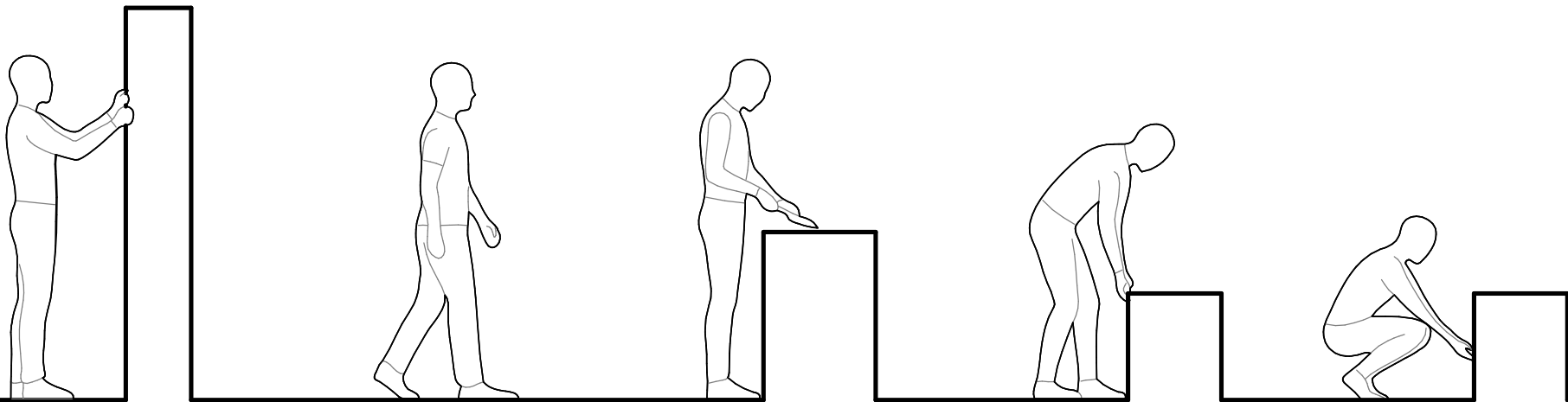
INTERACTION

EDITION 01



WORKSTATIONS

EDITION 01

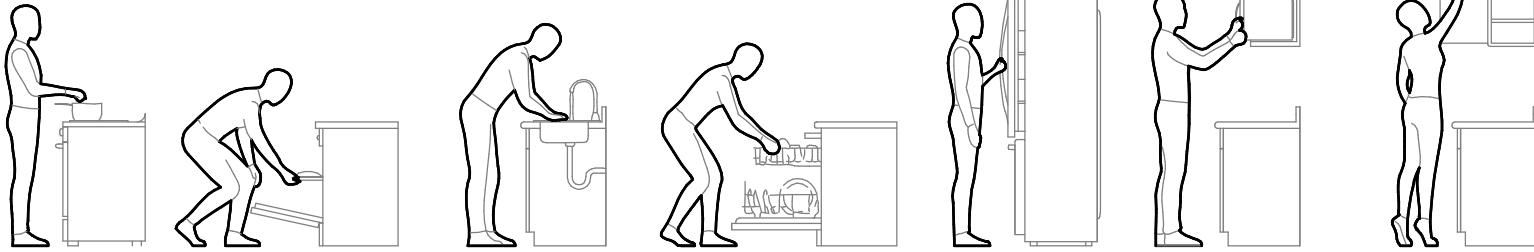


ALBESTUDIO.COM

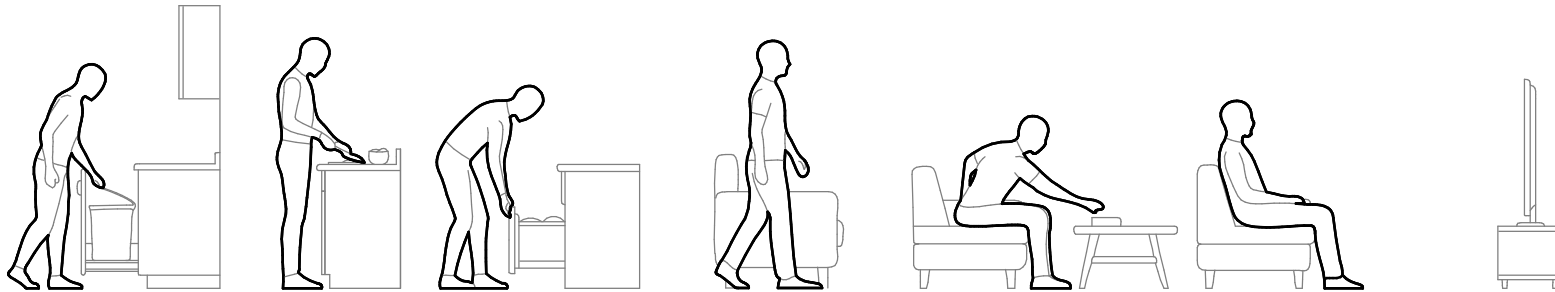
WORKSTATIONS

EDITION 01

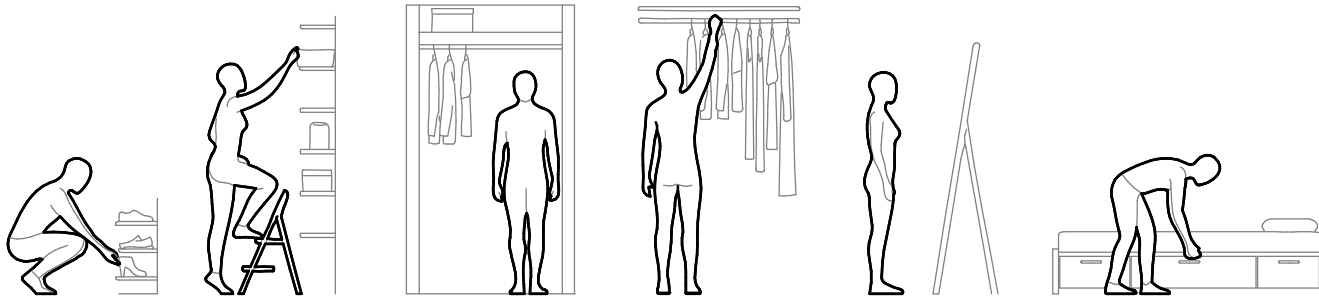
KITCHEN



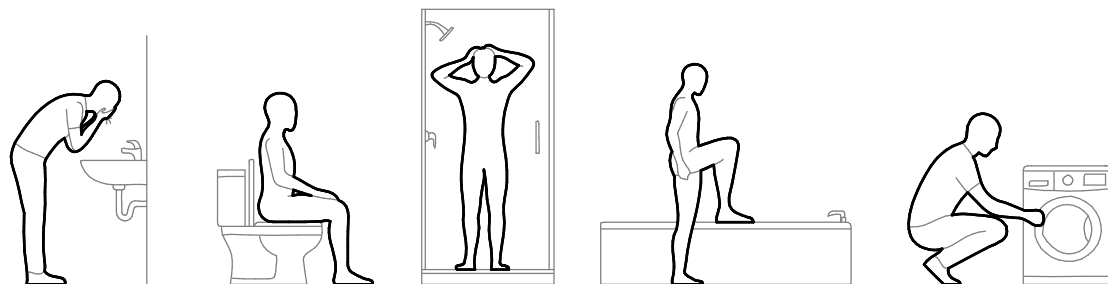
KITCHEN & HALL



BEDROOM



BATH & LAUNDRY



ALBESTUDIO.COM

FAMILY PARAMETERS

EDITION 01

DETAIL GALLERY

FILLED+EXTRA

MASK+EXTRA

DETAIL+EXTRA



Properties

_2D_PEOPLE_ELV_L09:DETAIL: STIRRING_POT_SMELL

Detail Items (1) Edit Type

Identity Data

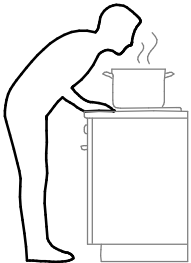
General

| | |
|-------------------|-------------------------------------|
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| SHOW_FILLED | <input checked="" type="checkbox"/> |
| SHOW_MASK | <input type="checkbox"/> |
| SHOW_EXTRA_DETAIL | <input checked="" type="checkbox"/> |

Other

CALC_MASK_ACTIVE ☐

Properties help Apply



Properties

_2D_PEOPLE_ELV_L09:DETAIL: STIRRING_POT_SMELL

Detail Items (1) Edit Type

Identity Data

General

| | |
|-------------------|-------------------------------------|
| SHOW_DETAIL | <input type="checkbox"/> |
| SHOW_FILLED | <input type="checkbox"/> |
| SHOW_MASK | <input checked="" type="checkbox"/> |
| SHOW_EXTRA_DETAIL | <input checked="" type="checkbox"/> |

Other

CALC_MASK_ACTIVE ☐

Properties help Apply



Properties

_2D_PEOPLE_ELV_L09:DETAIL: STIRRING_POT_SMELL

Detail Items (1) Edit Type

Identity Data

General

| | |
|-------------------|-------------------------------------|
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| SHOW_FILLED | <input type="checkbox"/> |
| SHOW_MASK | <input type="checkbox"/> |
| SHOW_EXTRA_DETAIL | <input checked="" type="checkbox"/> |

Other

CALC_MASK_ACTIVE ☐

Properties help Apply

FILLED



Properties

_2D_PEOPLE_ELV_L09:DETAIL: STIRRING_POT_SMELL

Detail Items (1) Edit Type

Identity Data

General

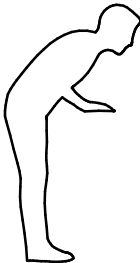
| | |
|-------------------|-------------------------------------|
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| SHOW_MASK | <input type="checkbox"/> |
| SHOW_EXTRA_DETAIL | <input type="checkbox"/> |

Other

CALC_MASK_ACTIVE ☐

Properties help Apply

MASK



Properties

_2D_PEOPLE_ELV_L09:DETAIL: STIRRING_POT_SMELL

Detail Items (1) Edit Type

Identity Data

General

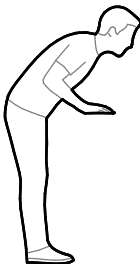
| | |
|-------------------|-------------------------------------|
| SHOW_DETAIL | <input type="checkbox"/> |
| SHOW_FILLED | <input type="checkbox"/> |
| SHOW_MASK | <input checked="" type="checkbox"/> |
| SHOW_EXTRA_DETAIL | <input type="checkbox"/> |

Other

CALC_MASK_ACTIVE ☐

Properties help Apply

DETAIL



Properties

_2D_PEOPLE_ELV_L09:DETAIL: STIRRING_POT_SMELL

Detail Items (1) Edit Type

Identity Data

General

| | |
|-------------------|-------------------------------------|
| SHOW_DETAIL | <input checked="" type="checkbox"/> |
| SHOW_FILLED | <input type="checkbox"/> |
| SHOW_MASK | <input type="checkbox"/> |
| SHOW_EXTRA_DETAIL | <input type="checkbox"/> |

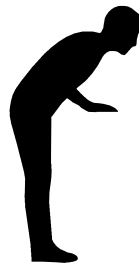
Other

CALC_MASK_ACTIVE ☐

Properties help Apply

BW GALLERY "PERFORMANCE VERSION"

FILLED



Properties

_2D_PEOPLE_ELV_L09:DETAIL: STIRRING_POT_SMELL

Detail Items (1) Edit Type

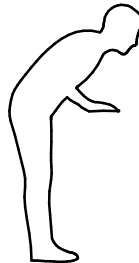
Identity Data

General

| | |
|-------------|-------------------------------------|
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| SHOW_MASK | <input type="checkbox"/> |

Properties help Apply

MASK



Properties

_2D_PEOPLE_ELV_L09:DETAIL: STIRRING_POT_SMELL

Detail Items (1) Edit Type

Identity Data

General

| | |
|-------------|-------------------------------------|
| SHOW_FILLED | <input type="checkbox"/> |
| SHOW_MASK | <input checked="" type="checkbox"/> |

Properties help Apply

THE TWO VERSIONS (DETAIL vs. BW)

EDITION 01

Engineered for Every Project Phase: DETAIL vs. PERFORMANCE

We understand that an interior designer working on a detailed room section has different needs than a BIM Manager overseeing a massive commercial masterplan. Therefore, this bundle is delivered in two distinct, highly optimized versions:

1. The DETAIL Version (For High-Fidelity & Phase 1)

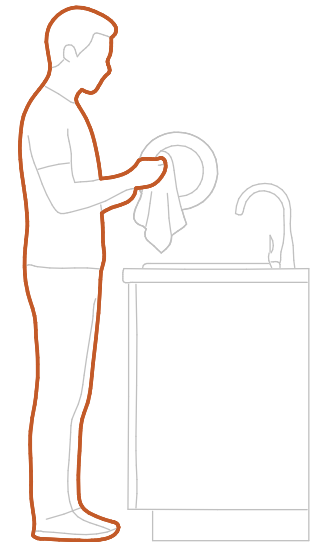
This version features rich architectural detail lines (clothing, facial features).

- **Extra Detail Feature:** Many figures include contextual "Extra Details" (e.g., kitchen counters, stair treads, or working tools). These act as perfect placeholders for early-stage (Phase 1) conceptual presentations before the actual 3D modeling is fully completed.

2. The PERFORMANCE / BW Version (For BIM Managers)

When project performance and file size are your top priorities, use the BW (Black & White) families. We have completely stripped out the heavy detail lines.

- **The Result:** These families consist only of optimized Mask and Filled Regions, making them **50% to 60% lighter**. Averaging around just **500 KB** per family, they keep your massive projects running smoothly without crashes.

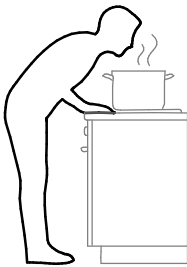


DETAIL vs. BW

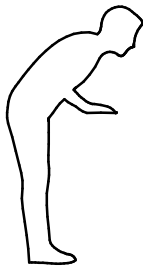
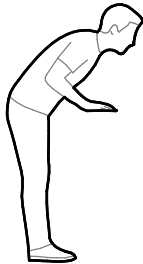
EDITION 01

- Views (all)
- Legends
- Schedules/Quantities (all)
- Sheets (all)
- Families
 - Annotation Symbols
 - Cable Trays
 - Ceilings
 - Conduits
 - Curtain Panels
 - Curtain Systems
 - Curtain Wall Mullions
 - Detail Items
 - _2D_PEOPLE_ELV_A01_BW**
 - _2D_PEOPLE_ELV_A01_DETAIL**
 - _2D_PEOPLE_ELV_A02_BW
 - _2D_PEOPLE_ELV_A02_DETAIL
 - _2D_PEOPLE_ELV_A03_BW
 - _2D_PEOPLE_ELV_A03_DETAIL
 - _2D_PEOPLE_ELV_A04_BW
 - _2D_PEOPLE_ELV_A04_DETAIL
 - _2D_PEOPLE_ELV_A05_BW
 - _2D_PEOPLE_ELV_A05_DETAIL
 - _2D_PEOPLE_ELV_A06_BW
 - _2D_PEOPLE_ELV_A06_DETAIL
 - _2D_PEOPLE_ELV_A07_BW
 - _2D_PEOPLE_ELV_A07_DETAIL
 - _2D_PEOPLE_ELV_A08_BW
 - _2D_PEOPLE_ELV_A08_DETAIL
 - _2D_PEOPLE_ELV_A09_BW
 - _2D_PEOPLE_ELV_A09_DETAIL
 - _2D_PEOPLE_ELV_A10_BW
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 - _2D_PEOPLE_ELV_A11_BW
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 - _2D_PEOPLE_ELV_A15_DETAIL
 - _2D_PEOPLE_ELV_A16_BW
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 - _2D_PEOPLE_ELV_A17_BW
 - _2D_PEOPLE_ELV_A17_DETAIL
 - _2D_PEOPLE_ELV_A18_BW

DETAIL
MASK+EXTRA
FILLED+EXTRA



DETAIL
MASK
FILLED



Properties

_2D_PEOPLE_ELV_L09_DETAIL
STIRRING_POT_SMELL

Detail Items (1) Edit Type

Identity Data

Image

Comments

Mark

General

SHOW_DETAIL ☐

SHOW_FILLED ☐

SHOW_MASK ☒

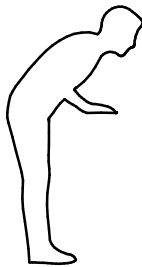
SHOW_EXTRA_DETAIL ☐

Other

CALC_MASK_ACTIVE ☒

[Properties help](#) Apply

BW
MASK
FILLED



Properties

_2D_PEOPLE_ELV_L09_BW
STIRRING_POT_SMELL

Detail Items (1) Edit Type

Identity Data

Image

Comments

Mark

General

SHOW_FILLED ☐

SHOW_MASK ☒

[Properties help](#) Apply

THE RVT GALLERY WORKFLOW

EDITION 01

The RVT Gallery: Your Visual Library (Copy, Paste, Done)

To prevent your Project Browser from becoming cluttered with hundreds of loaded families, we have pre-arranged the entire collection inside a single, beautifully organized .rvt project file.

Inside the Gallery Project:

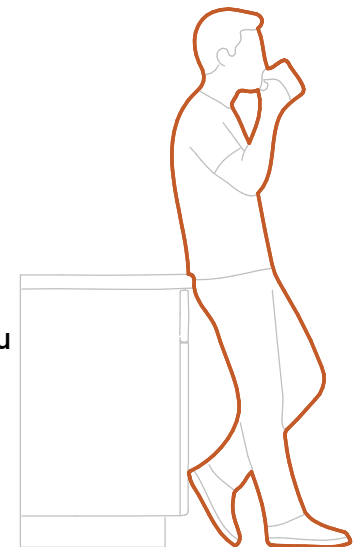
You will find 8 distinct gallery setups tailored to your needs:

- **6 DETAIL Galleries:** Categorized by human interaction, lifestyle, and scale.
- **2 PERFORMANCE (BW) Galleries:** The ultra-lightweight alternatives.

How to Use It:

Simply open the ALBE Gallery .rvt file alongside your active project. Browse the categories, select the figures you need, and press **Ctrl+C** (Copy) and **Ctrl+V** (Paste) into your active project view.

Pro Tip for BIM Managers: At the bottom of our DETAIL galleries, you will find a friendly reminder: "If project performance is a priority and interior details are not required, please use the BW (Black & White) galleries to drastically reduce your file size."



FAMILIES LIST

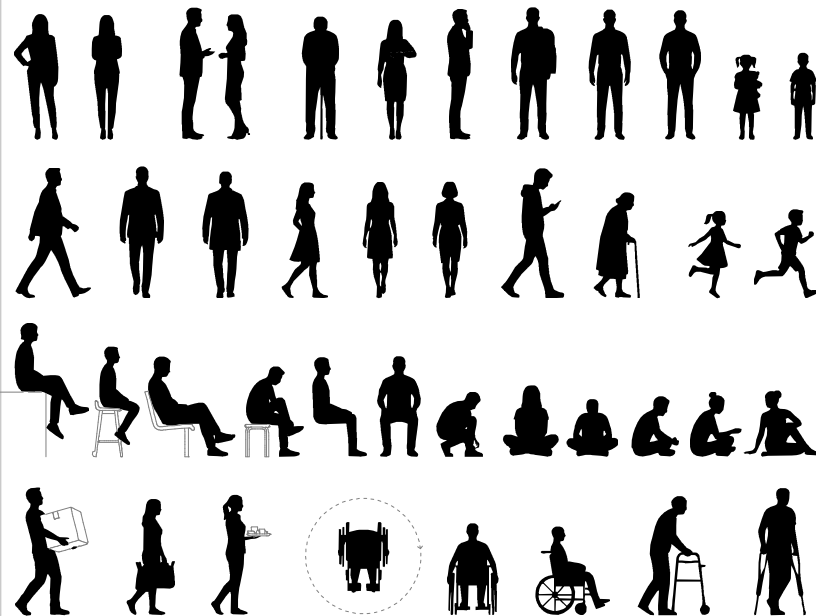
EDITION 01

| | | | | | | | |
|----|------------------------|----|---------------------|----|--------------------------|-----|---------------------------|
| 1 | MAN_CASUAL_WALK_SIDE | 31 | FLOOR_SIT_SIDE | 61 | PAUSED_ON_STAIRS | 91 | COFFEE_TABLE_FEET |
| 2 | MAN_CASUAL_WALK_FRONT | 32 | FLOOR_SIT_SIDE | 62 | HAND_ON_RAILING | 92 | TV_REMOTE_POINTING |
| 3 | MAN_CASUAL_WALK_BACK | 33 | FLOOR_SITTING_YOGA | 63 | LEANING_BACK_RAIL | 93 | LAPTOP_ON_KNEES |
| 4 | WOMAN_STROLLING_SIDE | 34 | WALKER_USER | 64 | LEANING_FORWARD_RAIL | 94 | SOFA_LOUNGING_MAN |
| 5 | WOMAN_STROLLING_FRONT | 35 | CRUTCHES_USER | 65 | CORNER_RAIL_LEAN | 95 | STOVE_COOKING_ZONE |
| 6 | WOMAN_STROLLING_BACK | 36 | SHOE_TYING_SQUAT | 66 | DOOR_HANDLE_REACH | 96 | TRASH_PULL-OUT |
| 7 | CHILD_BOY_RUNNING_SIDE | 37 | WOMAN_HOLDING_TRAY | 67 | WATERING_PLANTS | 97 | PANTRY_LADDER |
| 8 | CHILD_GIRL_SKIPPING | 38 | NEUTRAL_SIT_FRONT | 68 | FAMILY_EATING_SOUP | 98 | WARDROBE_HIGH_RAIL |
| 9 | GRANDMA_SLOW_WALK | 39 | WHEELCHAIR_FRONT | 69 | TOASTING_CHEERS | 99 | SHOE_SHELF_REACH |
| 10 | TEENAGER_WALKING_PHONE | 40 | WHEELCHAIR_SIDE | 70 | TOASTING_CHEERS | 100 | WALK-IN_CLOSET_TURN |
| 11 | MAN_STANDING_NEUTRAL | 41 | WHEELCHAIR_TURN_TOP | 71 | CUTTING_STEAK | 101 | DRESSING_MIRROR |
| 12 | MAN_HANDS_IN_POCKET | 42 | CLIMBING_UP_SIDE | 72 | FEEDING_CHILD | 102 | UNDER-BED_DRAWER |
| 13 | WOMAN_ARMS_CROSSED | 43 | PUSHING_DOOR_OPEN | 73 | MORNING_COFFEE_STAND | 103 | SITTING_ON_THE_TOILET |
| 14 | WOMAN_HAND_ON_HIP | 44 | LEANING_DOOR_FRAME | 74 | BREAKFAST_BAR_READ | 104 | SHOWER_ELBOW_ROOM |
| 15 | COUPLE_STANDING_SIDE | 45 | WINDOW_OPENING_HIGH | 75 | STIRRING_POT_SMELL | 105 | OVEN_BOTTOM_REACH |
| 16 | GRANDPA_STANDING_CANE | 46 | WINDOW_GAZE_BACK | 76 | FRIDGE_SNACK_PICK | 106 | TUB_ENTRY_STEP |
| 17 | BOY_STANDING_BACKPACK | 47 | WINDOW_CLEANING | 77 | SOFA_READING_WOMAN | 107 | SINK_FACE_WASH |
| 18 | GIRL_HOLDING_DOLL | 48 | CURTAIN_PULLING | 78 | DISH_DRYING | 108 | WASHER_FRONT_LOAD |
| 19 | MAN_PHONE_TALK | 49 | BLIND_ADJUSTING | 79 | BED_READING_LIGHT | 109 | TV_VIEW_DISTANCE |
| 20 | WOMAN_CHECKING_WATCH | 50 | THERMOSTAT_CHECK | 80 | SLEEPING_SIDE_VIEW | 110 | SOFA_WALKWAY |
| 21 | NEUTRAL_SIT_SIDE | 51 | GOING_DOWN_SIDE | 81 | SLEEPING_BACK_VIEW | 111 | COFFEE_TABLE_REACH |
| 22 | MAN_HOLDING_JACKET | 52 | INTERCOM_TALK | 82 | MAKING_BED | 112 | HIGH_CABINET_REACH |
| 23 | STOOL_SIT_PERCHED | 53 | PLUGGING_SOCKET | 83 | PILLOW_FIGHT_KIDS | 113 | MICROWAVE_ACCESS |
| 24 | FLOOR_SIT_CROSS | 54 | WALL_LEAN_ONE_FOOT | 84 | STANDING_DOING_MAKEUP | 114 | DEEP_SINK_WASH |
| 25 | BENCH_SLOUCH | 55 | WALL_LEAN_SHOULDER | 85 | STANDING_GETTING_DRESSED | 115 | DISHWASHER_LOAD |
| 26 | EDGE_SITTING_H90 | 56 | CEILING_INSPECT | 86 | STANDING_BRUSHING_TEETH | 116 | FRIDGE_DOOR_OPEN |
| 27 | MAN_CARRYING_BOXES | 57 | COAT_HANGING_REACH | 87 | STANDING_BLOW_DRYING | 117 | PULLING_THE_BOTTOM_DRAWER |
| 28 | WOMAN_GROCERY_BAGS | 58 | CHECKING_MAILBOX | 88 | SOFA_NAPPING | 118 | COUNTER_PREP_WORK |
| 29 | SHOE_REMOVAL_SIT | 59 | CHILD_SITTING_STAIR | 89 | STANDING_WITH_TOWEL | | |
| 30 | FLOOR_SIT_FRONT | 60 | MIRROR_CHECK | 90 | CUSHION_HUGGING | | |

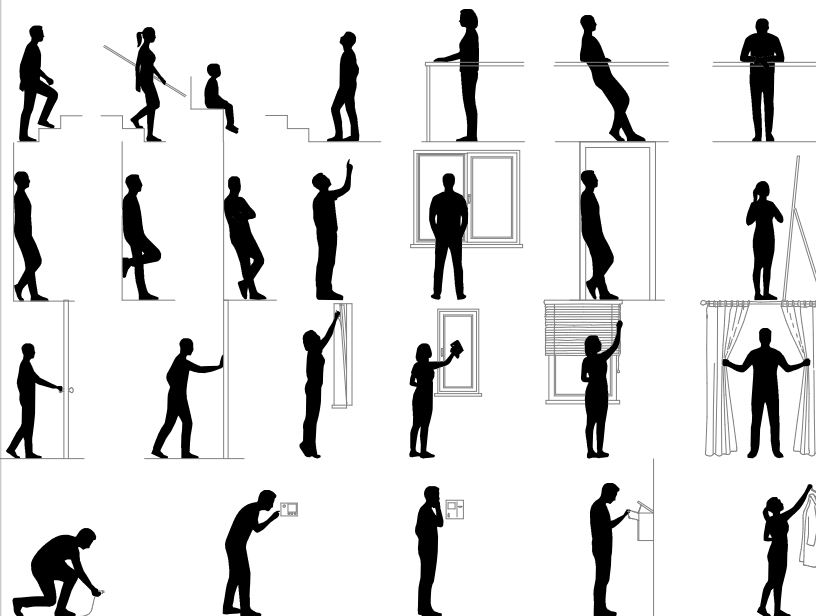
RVT GALLERY

EDITION 01

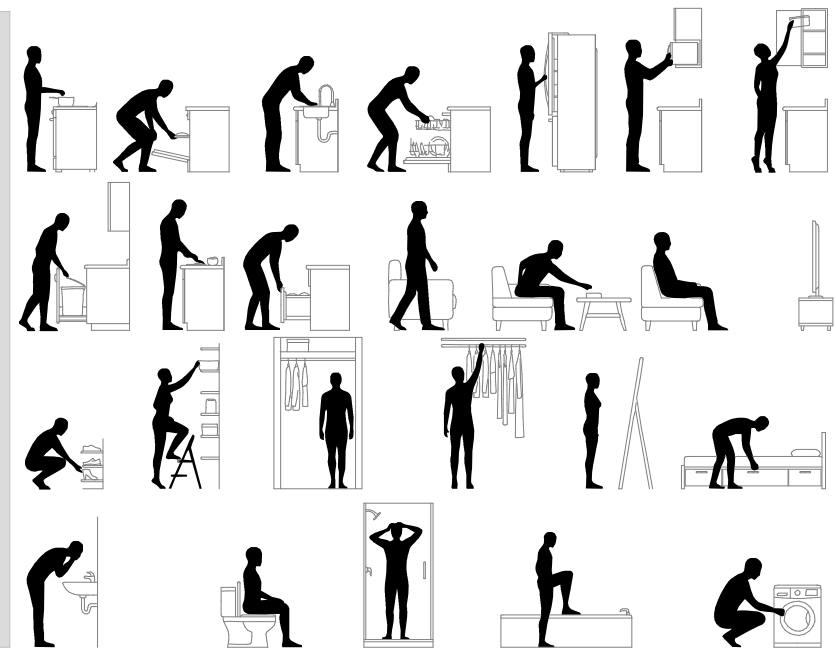
SCALE



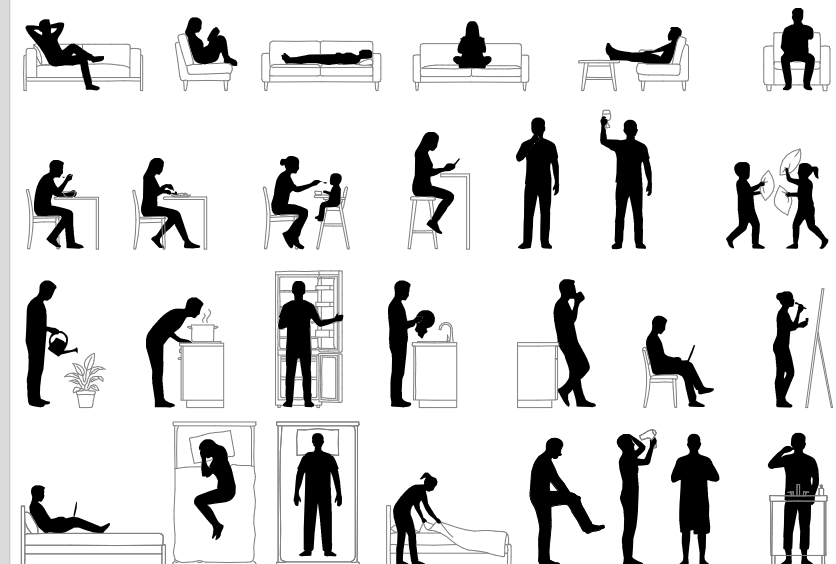
INTERACTION



WORKSTATION



LIFESTYLE

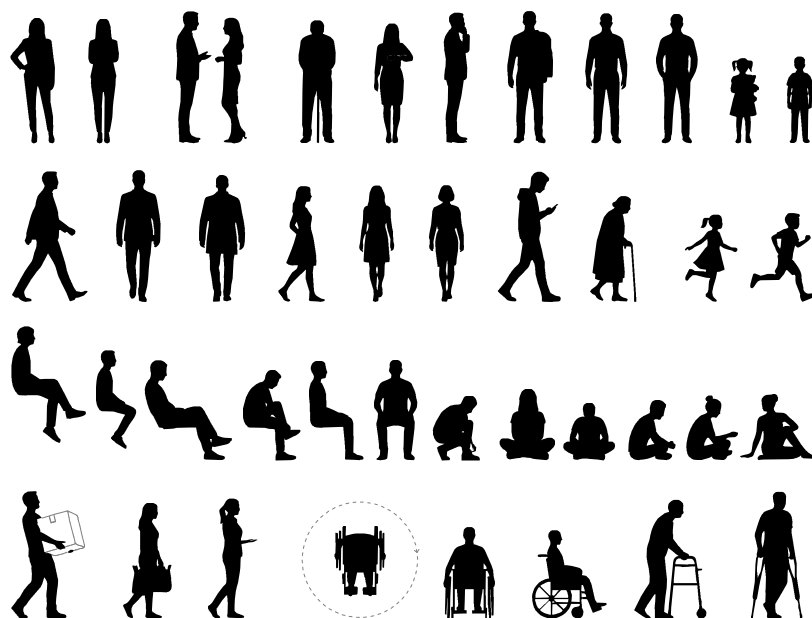


ALBESTUDIO.COM

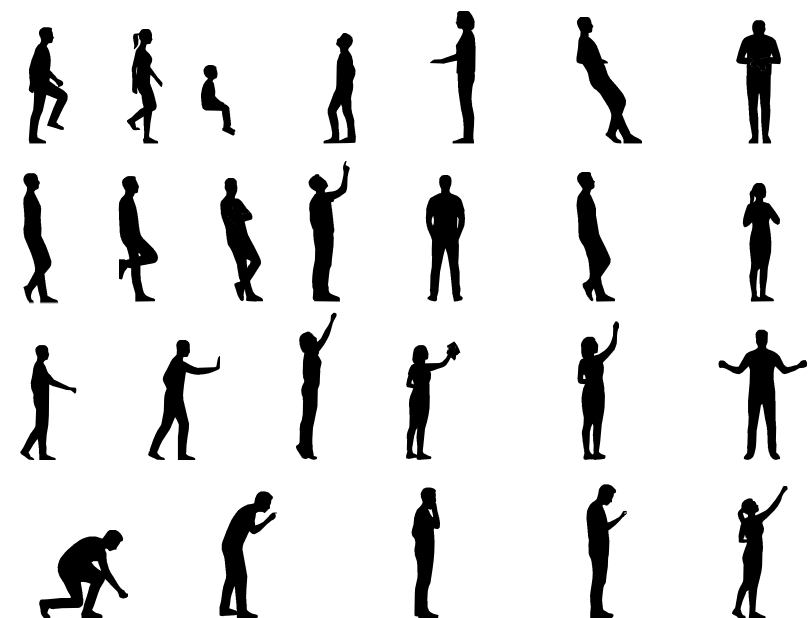
RVT GALLERY

EDITION 01

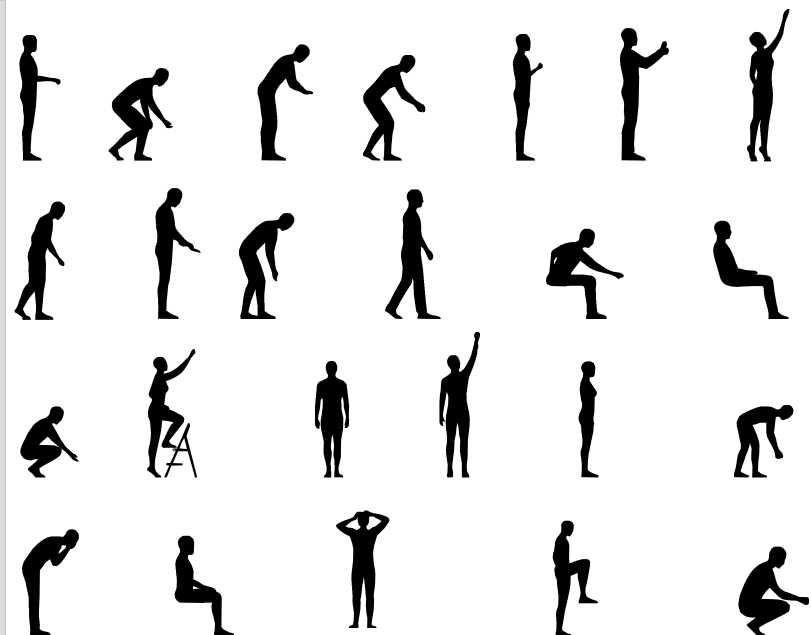
SCALE



INTERACTION



WORKSTATION



LIFESTYLE



ALBESTUDIO.COM

TOTAL VISUAL CONTROL

EDITION 01

Master Your Graphics: Parameters & Line Weights

We removed all the complicated, nested parameters and gave you straightforward, instant control directly from the Properties and Visibility/Graphics panels.

1. Instance Properties (Visual Toggles)

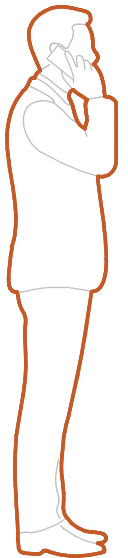
Select any figure in your project and instantly change its appearance using the simple Yes/No checkboxes in the Properties panel (e.g., toggling between Solid Black, White Mask, or Detailed).

2. Global Line Control (Visibility/Graphics)

You never need to open the Family Editor to change line weights! We have linked the geometry to dedicated subcategories.

Simply press VV or VG in your project, navigate to Detail Items, and adjust the line weight, color, or pattern for:

- ALBE BORDER (Controls the outer silhouette/outline)
- ALBE DETAIL LINE (Controls the inner artistic details)



LINE CONTROL

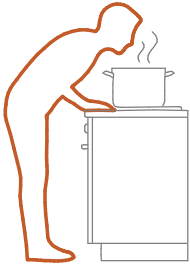
EDITION 01

DETAIL GALLERY

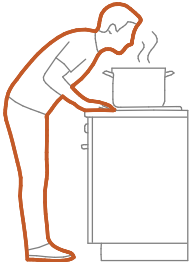
FILLED+EXTRA



MASK+EXTRA



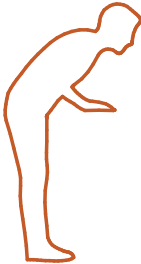
DETAIL+EXTRA



FILLED



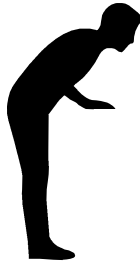
MASK



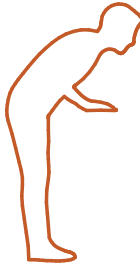
DETAIL



FILLED



MASK



BW GALLERY "PERFORMANCE VERSION"

Visibility/Graphic Overrides for Legend: G02

Model Categories Annotation Categories Imported Categories Filters

☒ Show model categories in this view If a category is unchecked, it will not be visible.

Filter list: <multiple>

| Visibility | Projection/Surface | | | Cut | | Halftone | De Le |
|-----------------------------------------------------------|--------------------|----------|--------------|-------|----------|-------------------------------------|--------|
| | Lines | Patterns | Transparency | Lines | Patterns | | |
| <input checked="" type="checkbox"/> Areas | | | | | | <input checked="" type="checkbox"/> | By Vie |
| <input checked="" type="checkbox"/> Casework | | | | | | <input type="checkbox"/> | By Vie |
| <input checked="" type="checkbox"/> Ceilings | | | | | | <input type="checkbox"/> | By Vie |
| <input checked="" type="checkbox"/> Columns | | | | | | <input type="checkbox"/> | By Vie |
| <input checked="" type="checkbox"/> Curtain Panels | | | | | | <input type="checkbox"/> | By Vie |
| <input checked="" type="checkbox"/> Curtain Systems | | | | | | <input type="checkbox"/> | By Vie |
| <input checked="" type="checkbox"/> Curtain Wall Mullions | | | | | | <input type="checkbox"/> | By Vie |
| <input checked="" type="checkbox"/> Detail Items | | | | | | <input type="checkbox"/> | By Vie |
| <input checked="" type="checkbox"/> <Hidden Lines> | | | | | | | |
| <input checked="" type="checkbox"/> ALBE LINE_DETAIL | | | | | | | |
| <input checked="" type="checkbox"/> ALBE LINE_OUTLINE | | | | | | | |
| <input checked="" type="checkbox"/> Heavy Lines | | | | | | | |
| <input checked="" type="checkbox"/> Layer 1 | | | | | | | |
| <input checked="" type="checkbox"/> Light Lines | | | | | | | |
| <input checked="" type="checkbox"/> Light Lines - Dashed | | | | | | | |
| <input checked="" type="checkbox"/> Medium Lines | | | | | | | |
| <input checked="" type="checkbox"/> Doors | | | | | | <input type="checkbox"/> | By Vie |
| <input checked="" type="checkbox"/> Electrical Equipment | | | | | | <input type="checkbox"/> | By Vie |
| <input checked="" type="checkbox"/> Electrical Fixtures | | | | | | <input type="checkbox"/> | By Vie |
| <input checked="" type="checkbox"/> Entourage | | | | | | <input type="checkbox"/> | By Vie |
| <input checked="" type="checkbox"/> Floors | | | | | | <input type="checkbox"/> | By Vie |
| <input checked="" type="checkbox"/> Furniture | | | | | | <input type="checkbox"/> | By Vie |
| <input checked="" type="checkbox"/> Furniture Systems | | | | | | <input type="checkbox"/> | By Vie |
| <input checked="" type="checkbox"/> Generic Models | | | | | | <input type="checkbox"/> | By Vie |

All None Invert Expand All

Categories that are not overridden are drawn according to Object Style settings. [Object Styles...](#)

Override Host Layers
☐ Cut Line Styles [Edit...](#)

OK Cancel Apply Help

DELIVERABLES & SUPPORT

EDITION 01

What's Included in Your Package?

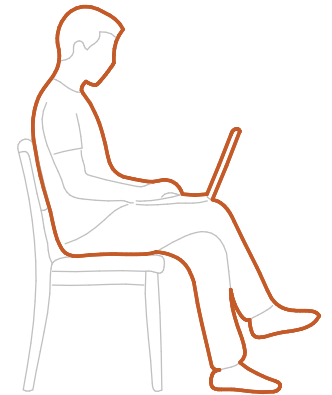
Your download contains everything you need to upgrade your architectural presentations instantly.

The package includes:

1. **DETAIL Family Folder (.RFA):** The complete set of high-fidelity families.
2. **BW Family Folder (.RFA):** The complete set of lightweight, performance-focused families.
3. **ALBE Gallery (.RVT):** The master project file containing all 8 pre-arranged visual galleries.
4. **Product Guide (PDF):** The manual you are currently reading.
5. **Video Tutorial:** A step-by-step video tutorial demonstrating the optimal workflow, parameter controls, and best practices for integrating these figures into your studio's daily tasks.

Need further assistance?

Contact us: "info@albestudio.com"



ABOUT ALBE STUDIO

EDITION 01

ALBE
STUDIO

Breathing New Life into Design

At ALBE Studio, we believe that every space has a story waiting to be told. Our mission is to bring a fresh perspective, vibrant energy, and smart efficiency to the world of design.

With a deep-rooted focus on high-end Interior Design and Architectural projects, we understand the complex journey from an initial concept to a fully realized BIM model.

We know the challenges you face because we are designers ourselves. That is why we create tools, templates, and digital assets that don't just look good—they work flawlessly in the real world.

We Are Here for You

We are more than just a digital marketplace; we are your design partners. Whether you are trying to streamline your studio's BIM standards, need custom Revit families, or simply want advice on elevating your visual presentations, we are always ready to help. If there is a challenge in your workflow, we want to solve it.

Let's Build Something Extraordinary Together.

We would love to see how you use our 2D Entourage figures in your projects.

Reach out, share your work, or just say hello!

Website & Shop: [www.albestudio.com]

Email: [info@albestudio.com]

ALBE Studio – Precision in BIM, Passion in Design.



SCAN FOR SUPPORT