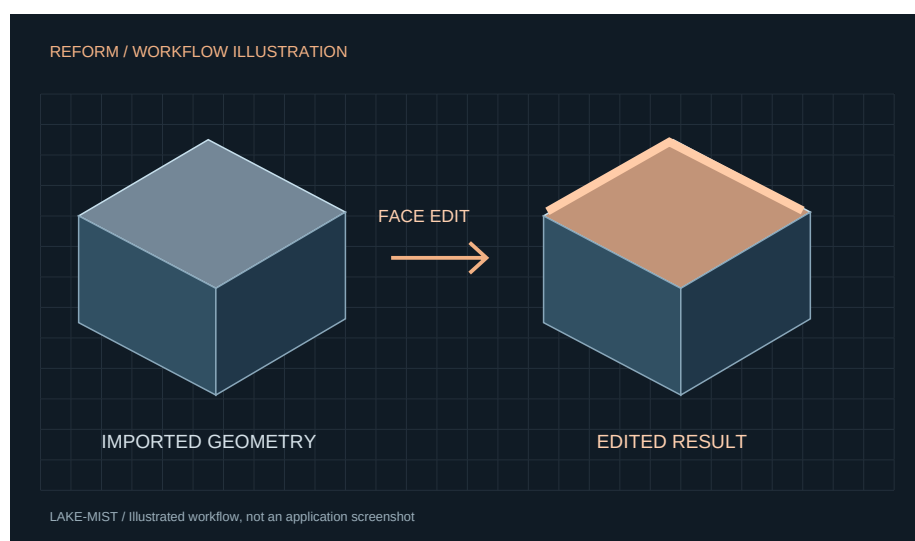


# ReForm / Overview

WORK IN PROGRESS | Development build 5.3.0. Features and interface may change. Reviewed 8 October 2026.

## Edit the geometry Revit cannot easily change.

ReForm is a modelling application for Revit users, built on Blender. ZForm handles exact solids and XForm handles meshes behind one set of commands, so you can focus on the edit.



Illustrated workflow: bring in difficult geometry, edit faces, then return the result to Revit. Not an application screenshot.

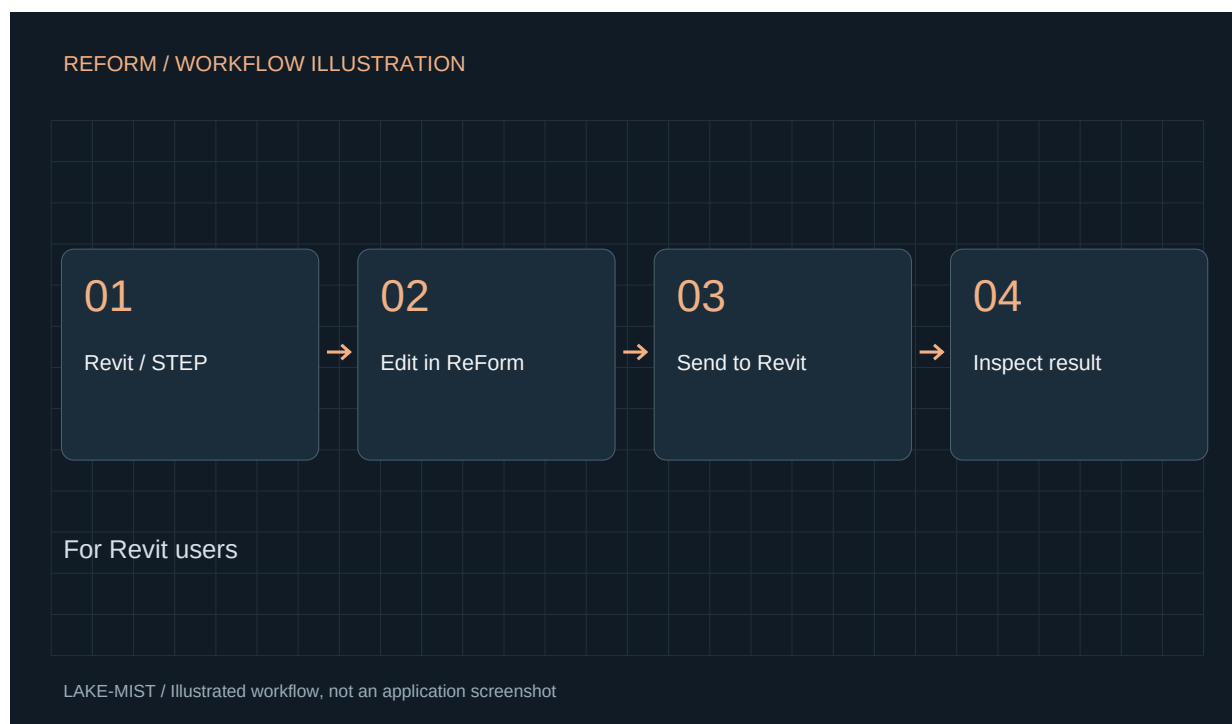
### Bring difficult geometry in

Import STEP, IFC and meshes, or send selected elements directly from Revit.

### Make a focused edit

Move or offset faces, remove or change radii, combine geometry, mirror parts and apply colours.

# Where it fits



Illustrated workflow: Revit / STEP > Edit in ReForm > Send to Revit > Inspect result

## A familiar working environment

A dedicated application layout includes a properties palette, selection modes and Revit-style two-letter shortcuts.

## Return to the project

Send edited geometry back and reload it in Revit. Replacements are rebuilt as DirectShapes, not restored as native parametric families.

## Platform and package

Windows x64 · Revit companion. Dedicated ReForm installer with ReForm, ZForm, XForm, XChange, the application template and the supplied Revit add-in builds.

## Before you rely on the result

Work in progress. The installer must contain a build for your Revit year; the source targets 2024-2027, but download contents determine availability. Exact-solid export from Revit starts with 2025. Revit LT cannot load the companion add-in. The return workflow rebuilds replacements as DirectShapes.

Next: [Installation of Addon](#), then the [Quick Start Tutorial](#).