

# Revit Deliverables

## **Premium Model**

- Availability: North American Residential & North American Commercial, up to \*10,000 square feet.
- \* For inquiries on files that are greater than 10,000SF, please <u>Submit a ticket</u> to contact iGUIDE Product Support.
- File Format: 3D 2020 Revit file (.rvt)
- Units: Imperial.
  - By default, annotations, the model, and its families are created using Imperial Units.
- Processing Time: RVT Files are available within forty-eight to seventy-two hours\* after the iGUIDE is published.
  - \*RVT model delivery time is dependent on property size & complexity which may exceed 72 hours. Excluding Saturdays & Sundays, holidays, and outside office hours (Mon-Fri 9 am-5 pm ET).
- **Point Cloud:** The 2D DXF & *Point Cloud* is available within the Model as a "symbol" and hidden by default.
- **Families:** iGUIDE default proprietary families, with appropriate dimensions for easy modification or replacing with other families.
- **Levels:** Set to the highest measured height per floor, plus a one-foot space between top of level and level of floor above to accommodate floor assembly, modeled with a default two-inch floor.
  - Split levels greater than a four-foot difference will be separated onto their own floors.
  - No separation of spaces will be shown when a part of the building is located on the same level but separated in the iGUIDE.
  - Detached structures attached with a roof would be shown on the appropriate floor plan.

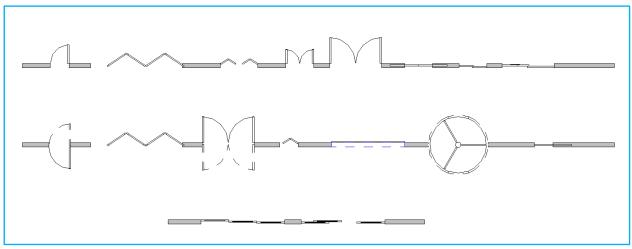
- **Interior Walls:** Primarily modeled to follow standard dimensional lumber sizes. The most common interior wall thickness values will be 4 ½" & 6 ½".
  - Wall Thicknesses: represented with a generic material set to ½" intervals.
  - Wall Placements: walls will be placed so room dimensions are to the nearest ¼".
  - o Wall Heights: all represented at the highest elevation point of the floor.
    - Walls that do not reach the ceiling level will be represented as reliably as possible.
    - Half-walls will be set to a default of 4'-0".
- **Exterior Walls:** Wall widths provided by an operator for the floor will be used as a starting point. The exterior wall width will be modified to adhere to standard dimensional lumber sizes, factoring in common brick or siding construction assembly thicknesses.
  - Wall Thickness: Without supporting exterior data captured by an iGUIDE camera system, the exterior wall widths will be massaged to support vertically aligning floors based on interior point cloud data. Represented with a generic material set to ½" intervals.

### • Curtain Walls:

- Curved or straight curtain wall systems will be shown as a Stacked Curtain Wall.
- **Structural Elements:** Features such as fireplaces and columns each have different representations.
  - Columns: Solid objects with standard shapes to match the representation in iGUIDEs.
  - \*Fireplaces: Single block outlining the extents of the fireplace with a label.

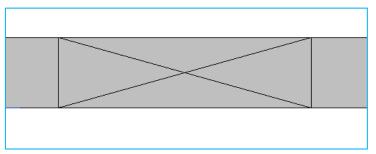
- Floor to Floor Alignment: Multi story properties will be aligned along common interior walls such as stairs.
  - Exterior walls (as mentioned above) will be adjusted based on data interpretation and standard dimensional wall assemblies.
- **Doors:** Door dimensions are represented to the nearest 2" increment.
  - <u>Door Type:</u> Door types accurately match the type represented in an iGUIDE.
  - o <u>Door Widths:</u> Represented to the nearest 2" increment.
  - o <u>Door Heights:</u> Represented to the nearest 2" increment.

<sup>\*</sup>Fireplaces are represented as rectangular or triangular.



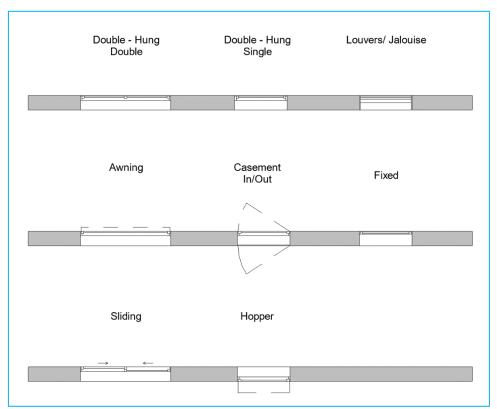
**Image 1: Door Types** 

- Wall Openings: Wall openings are represented to the nearest 1" increment.
  - <u>Dimensions:</u> Height from the floor as well as the opening width & height will be set to the nearest 1" increment.
  - Pass-Throughs: Openings in the wall that can either be walked through or if the base is off the floor, used for visibility or passing items through.



**Image 2: Pass-Through Opening** 

- Windows: Windows are represented to the nearest 1" increment.
  - Window Type: Window types can be represented as Double-Hung, Single Hung, Louvers/Jalousie, Awning, Casement, Fixed, Sliding & Hopper.
  - o Window Width: Represented to the nearest 1" increment.
  - o Window Height: Represented to the nearest 1" increment.
  - Window Elevation: Represented to the nearest 1" increment.



**Image 3: Window Types** 

- **Stairs:** Represented with single lines indicating the steps going up and down. Each set of stairs will have the corresponding label block.
  - Stairs visible from four feet above the floor level descending are not shown and have a break-line.
  - Stairs will meet their receiving level in 3D and have an associated generic railing generated.
- **Ceilings:** Ceilings are represented as flat. Ceiling dimensions are shown to the nearest 1" increment. With 2" generic Ceiling assembly.
- **Complex Ceilings:** Provided a vertical wall that makes contact with the ceiling is captured, a Sloped, Peaked, Attic, or Tray ceiling type will be represented in Premium RVT files. Ceiling dimensions are shown to the nearest 1" increment. With 2" generic Ceiling assembly.
  - Floating features, small bulkheads, and areas with no clear vertical data will not be represented.
  - Tray ceilings will use a default one foot (1'-0") dimension to indicate the depth.
- **Exterior Spaces:** Generic two-inch floors representing the areas for exterior spaces (porches/patios/decks).

- **Room Labels:** Annotative room labels with varying sizes used to clearly indicate specific rooms.
- **Room Boundaries:** Outlining edges of rooms primarily used for determining the area of the room.
  - Invisible Dividers separate spaces so rooms best match the iGUIDE.

### Room Areas:

- Room Areas are indicated for Major Rooms such as bedrooms, kitchens, living rooms, etc.
- Room Areas are not indicated for Minor Rooms such as hallways, closets, etc.
- o Room Areas for spaces such as voids and stairs are not indicated.

#### • Room Dimensions:

- Single dimensions annotating the longest width and longest length for rooms that have dimensions displayed in the iGUIDE.
- Room dimensions are annotated to the interior face of wall to interior face of wall.
- Room dimensions are shown for major rooms, matching what is displayed on the iGUIDE.

### Room Heights:

- Flat Ceilings will contain a single vertical dimension appended to the Room Label.
- Unfinished Ceilings are measured to the underside of the floor joist.
- o Sloped, Vaulted or Tray Ceilings will be denoted as "VAR".
- **Premium Objects:** Premium objects, millwork, and counters. Outlined with a solid thin thickness line below four feet from the floor level, and a dashed thin thickness line if under the counter, similar to the iGUIDE. Objects used in the model match the objects used in the iGUIDE.
  - Base counter height is set to a height of 3-'0". No custom heights will be provided.
  - Upper Cabinets will be a generic model with a default 1'-0" depth, 2'-0" height and 4'-6" above the finished floor level.

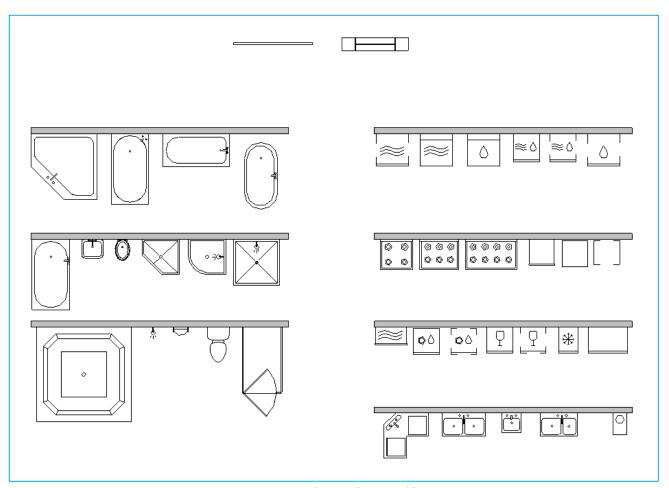


Image 4: Premium Object Families.

## **Data Interpretation**

- <u>Data Assumptions/Deviations:</u> In the goal of providing a workable RVT file that has walls at appropriate thicknesses and locations, there will be some assumptions made that may result in deviations from the laser data. Accuracy is always a valuable deliverable, with these assumptions, the RVT file produced maintains its accuracy while also being easily modifiable for any uses. In the cases where the laser data proves to be more accurate, less assumptions will be made, and vice versa, if the laser data is of poor quality, more assumptions will be made.
- <u>Dimensional Lumber Assumptions:</u> As stated in <u>Interior Walls</u>, typical wall thicknesses will utilize dimensional lumber increments and increase relative to the laser data but not be strictly governed by them. The data will be used as a reference with some discrepancies to ensure the consistency of interior wall thicknesses.
- Exterior Wall Assumptions: To ensure the exterior face of all perimeter walls are aligned from floor to floor (with reference to the iGUIDE to determine if a wall is not aligned) the exterior wall thicknesses may deviate from the data provided. This ensures a clean, usable starting point that is aligned and easily editable for continuing the process of completing the file.

# Inclusions/Exclusions

	Premium
Included	✓ 3D 2020 Revit file (.rvt)
	√ 48 - 72 Hr. Processing Time
	✓ Wall Types & Placement
	✓ Wall Sizes at ½" Tolerances
	✓ Wall Placement at ¼" Tolerances
	✓ Door Types & Placement
	✓ Window Types & Placement
	✓ Stairs
	✓ Structural Elements (Basic Shapes)
	✓ Floor to Floor Alignment
	✓ Ceilings (Flat)
	✓ Point Cloud from DXF file
	✓ Exterior Spaces (Decks, Patios, ✓ Porches, etc.)
	✓ Room Labels
	✓ Room Areas
	✓ Ceiling Heights
	✓ Room Dimensions
	✓ Premium Objects (Cabinets, Fixtures, Appliances)
	✓ Complex Ceilings (Sloped, Tray, Boxed)
Not Included	➤ Ready to Plot Sheets
	➤ Wall Material/Assembly Details
	Floor Material/Assembly Details
	Ceiling Material/Assembly Details
	Ceiling Plans (Views Only by Default)
	Ceiling Fixtures/Light Fixtures
	★ Elevation/Section Plans (Views Only by Default) ★ Project/Survey Coordinates
	X Roofs
	XMEP (Mechanical, Electrical, Plumbing)

# Residential Gallery

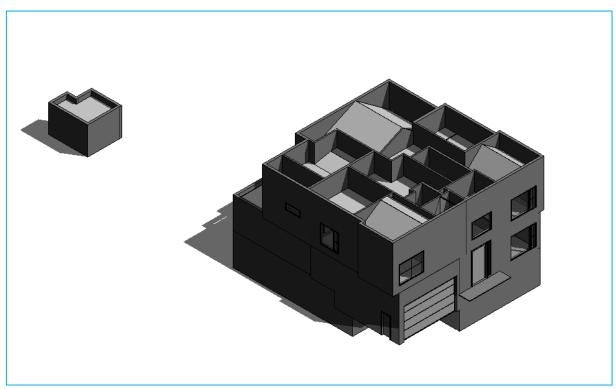


Image 5: Residential 3D View, Front

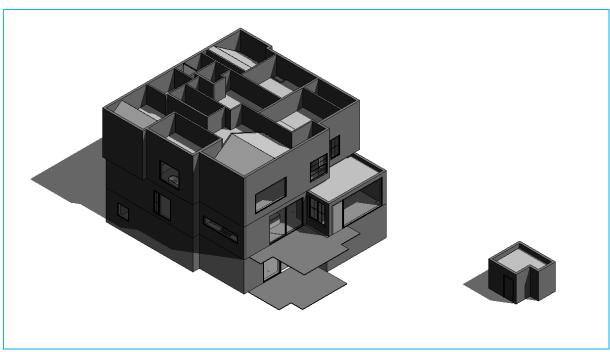
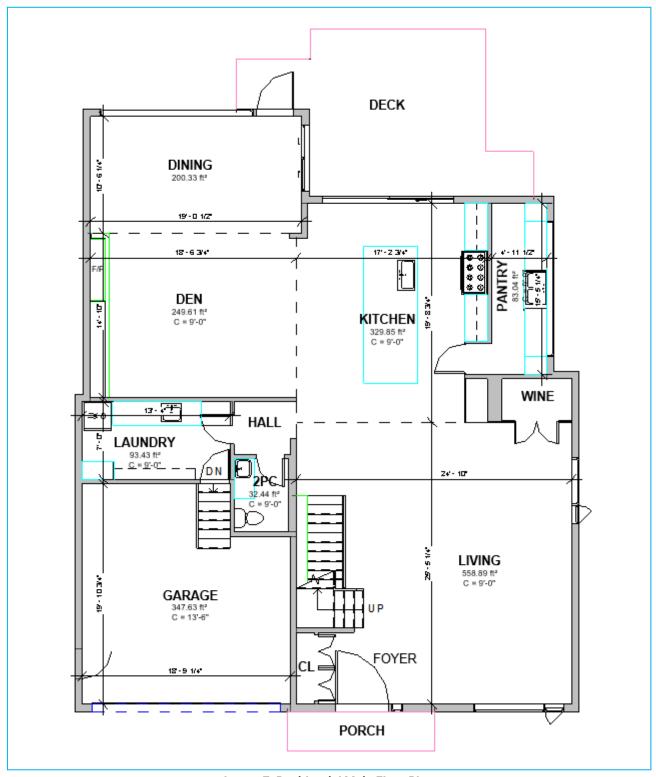
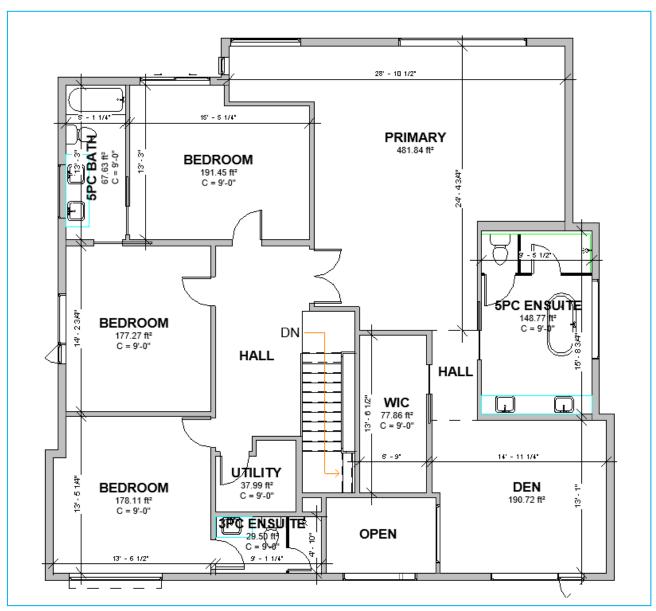


Image 6: Residential 3D View, Rear



**Image 7: Residential Main Floor Plan** 



**Image 8: Residential Second Floor Plan** 

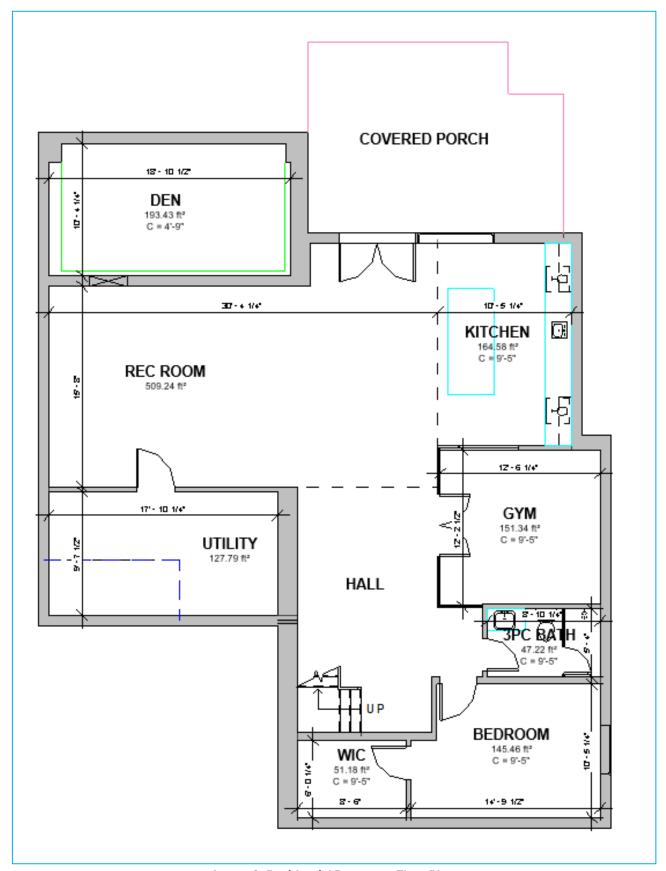


Image 9: Residential Basement Floor Plan

# **Commercial Gallery**

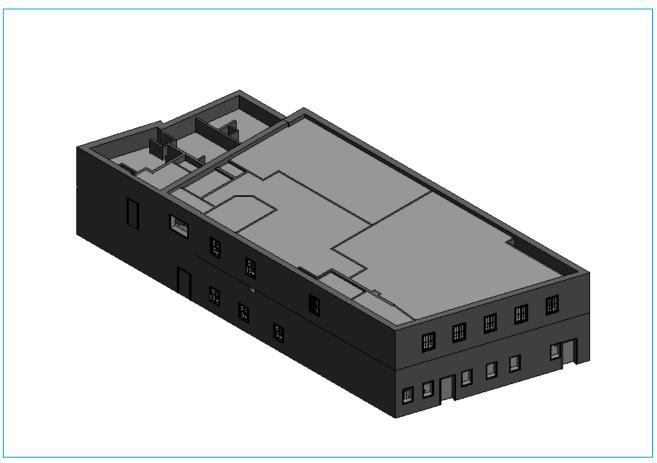


Image 10: Commercial 3D View

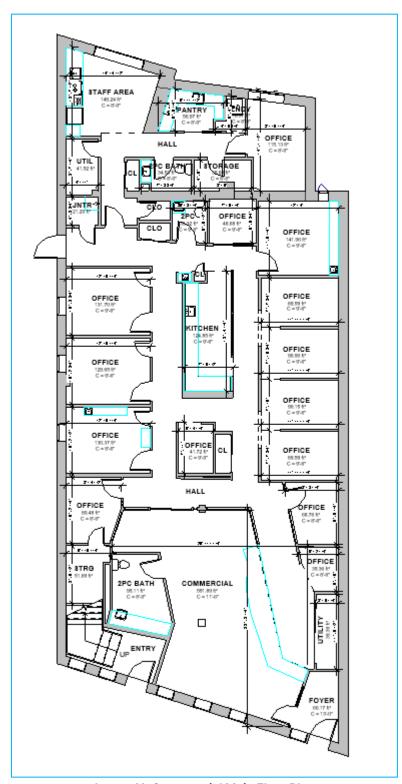
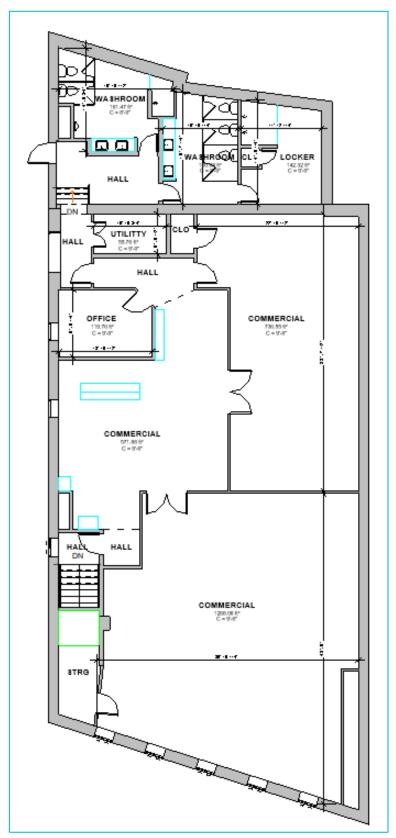


Image 11: Commercial Main Floor Plan



**Image 12: Commercial Second Floor Plan** 

## Cannot Provide

- **Roofs:** Due to limited accurate documentation of roof slopes, construction, and general layout, roofs will not be provided for any property type.
- **Window Details:** Windows will not have set mullions to separate any windows Sashes within the same frame. Window Glazing will not display any muntin bars (grilles).

### Custom Components:

- Countertops are only provided as general rectangular shapes. Any custom shapes/sizes will not be represented.
- **Complex Properties:** Properties of unusual build/architecture will not be provided. Complex Properties may include but are not limited to; Yurts, Domes, Places of Worship, Theatres, Stadiums, Arenas, Industrial Facilities, etc.
  - Complex Properties may be able to be provided but may have limited details provided.
  - iGUIDEs of non-building structures such Planes, Train & Automobiles will not be provided.