

BIM.**archiproducts**[®]

PANZERI

PANZERI BIM PRODUCTS - CONTENT AND USER MANUAL

Authoring Software Autodesk Revit 2018

This document provides information regarding the content and correct use of the BIM files in Revit format produced by PANZERI.

File name and definition

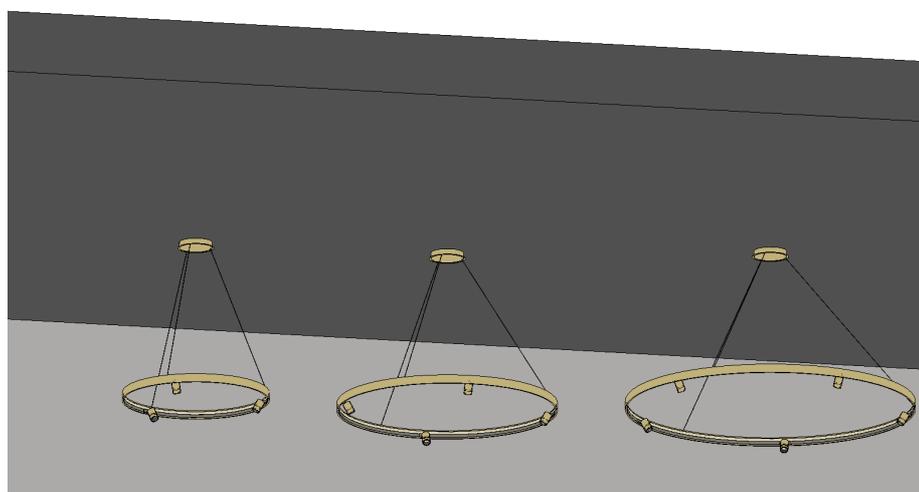
The BIM product is contained in the .rfa format file "PANZERI_Product Name"; the native file is created with the BIM authoring software Autodesk Revit 2018.

In addition to the object file, the company's information sheet (schedule) is provided. The information sheet, in .rvt format, contains information regarding the PANZERI product. This can be used to calculate the quantities and verify the characteristics of the product with regard to aesthetics, dimensions, physical appearance and performance.

The information sheet has been divided in five categories: **Identity data** (manufacturer; model; description; product sheet; technical sheet; URL; type comments), **Dimensions** (height; length; width; diameter; weight), **Materials and finishes** (structure material; lamp material), **Electrical parameters** (photometrics, power supply, wattage), **Delivery** (packaging).

Other alphanumeric information about the product can be found in the Object's Properties Palette.

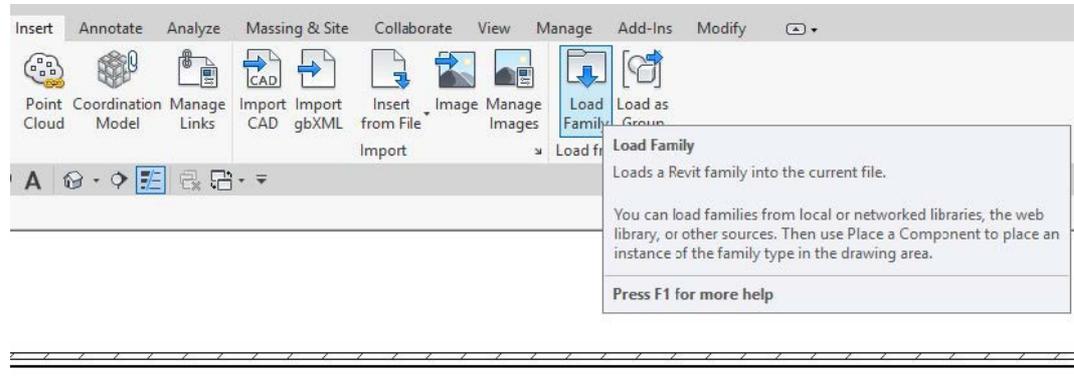
The designer/manufacturer who uses the PANZERI BIM content can calculate the quantities of the products used in his/her project, manage the quantities for the purchase order and transfer the information relating to the product used to those carrying out the work.



How to use PANZERI BIM content

Download and save the PANZERI .rfa objects in your personal library, then upload the BIM family to your project.

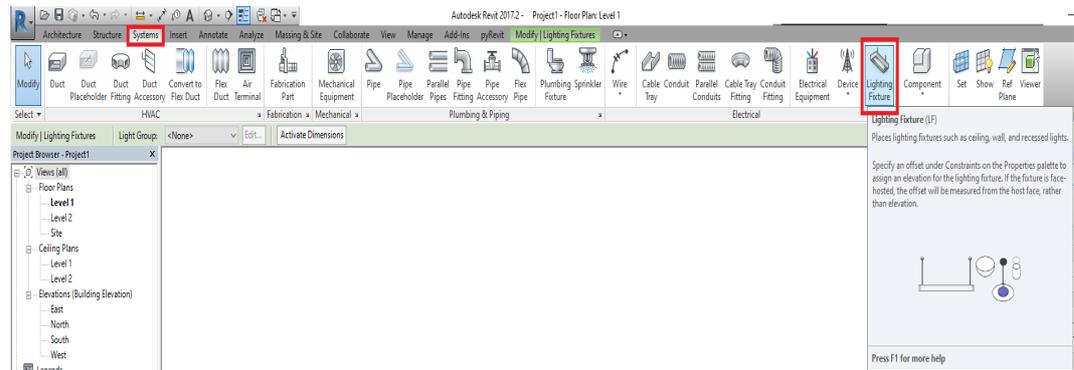
Load Family



Lighting Fixtures positioning

Open any plan view and insert the desired PANZERI product using the **Lighting Fixtures** command in the **Systems Panel** and positioning it within the project.

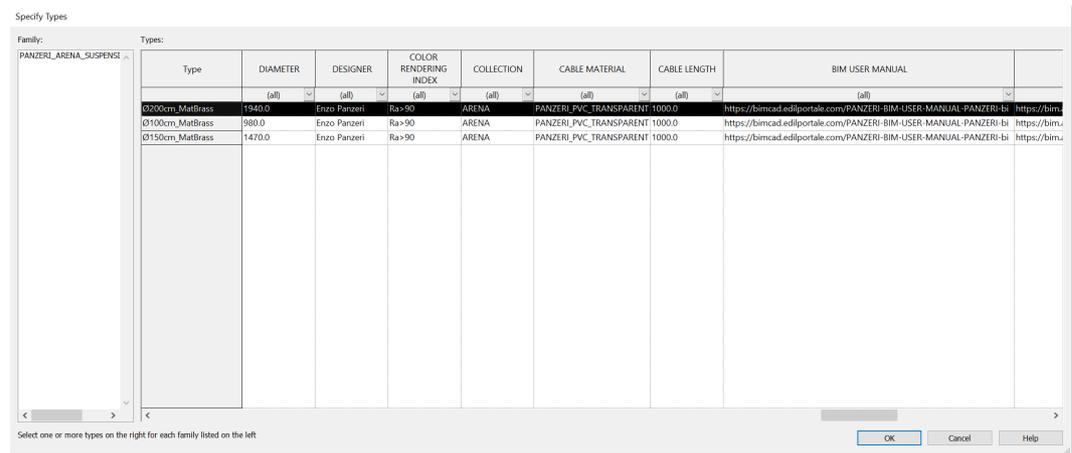
Place a Lighting Fixtures



If you find a .txt file in the download file, archive it in the same location as the .rfa file.

The .txt file contains the parameters and the respective values used to create the different types of a given family.

The .txt file includes the type catalogue. By using the type catalogue, it is possible to select and load only the desired types for your personal project, thus slimming down the project file.



Refer to the technical parameters sheet for help when choosing the correct product.

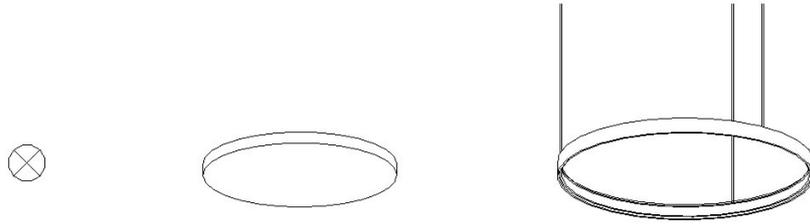
Now you can connect our database with your project: search and insert the best building and design products, use and manage them through my library and keep them updated through automatic notifications directly from Revit.

<https://bim.archiproducts.com/en/revit-plugin-in>

Level Of Geometry (LOG)

The object was created with three levels of geometric development visible in plan, elevation and section. In the **Coarse** level view, a 2D shape can be seen; the **Medium** level shows the overall geometric footprint; the **Fine** level shows the simplified 3D model of the product with fewer details.

LOG representation



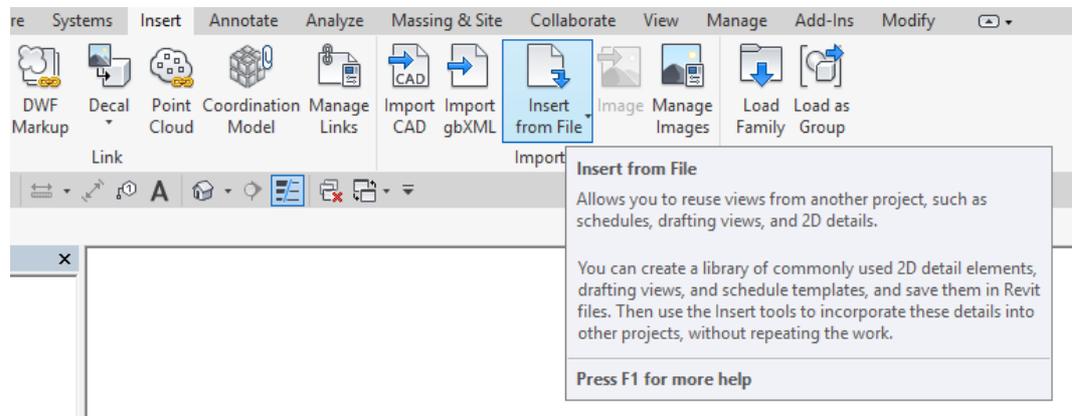
Schedule entry

In addition to the object file, the company's information sheet (schedule) is provided.

The information sheet contains information in .rvt format about the products, including the identity, dimensional and technical parameters, which can be used to calculate the quantities and verify the product's physical and performance features.

When using the BIM content, designers and manufacturers can calculate product quantities to be used in their projects, manage the quantities to be ordered and share the product information to those carrying out the work.

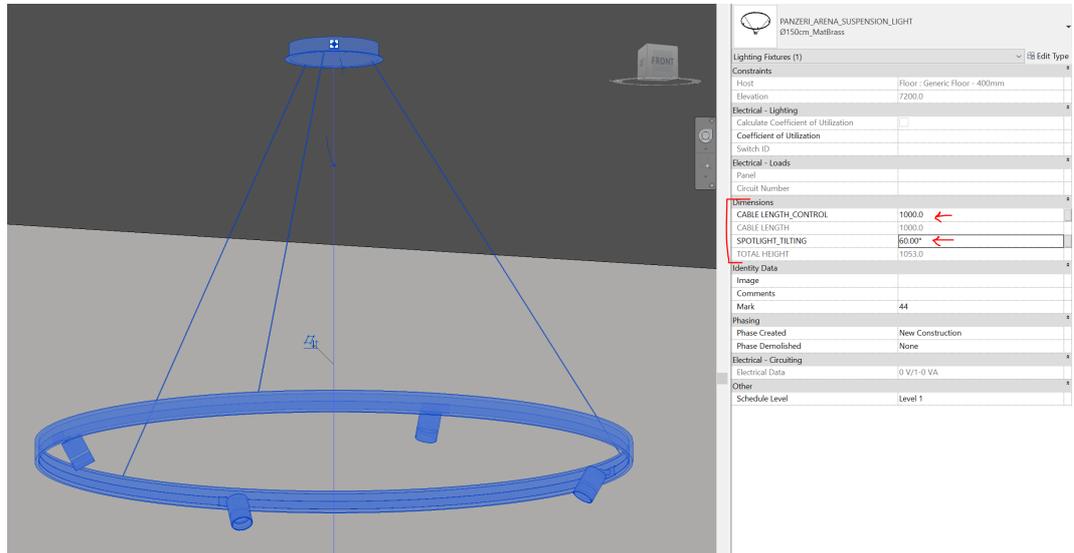
Load schedule



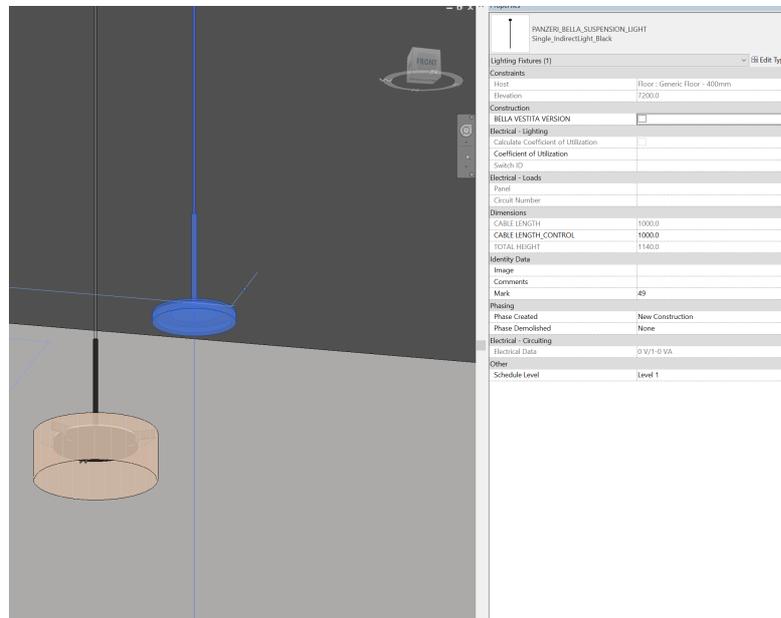
Parametrical features

Some products present the possibility to adjust rotation or tilting angles of the spotlights or adjust the cable length in your project.

These features are called “parametric” and you will find some BIM files with some INSTANCE PARAMETERS that will allow you to control these values like the image below.



Furthermore, in the BELLA product, for example, you have the possibility to check the Lampshade visibility on and off and easily configure your BELLA VESTITA product with one click.



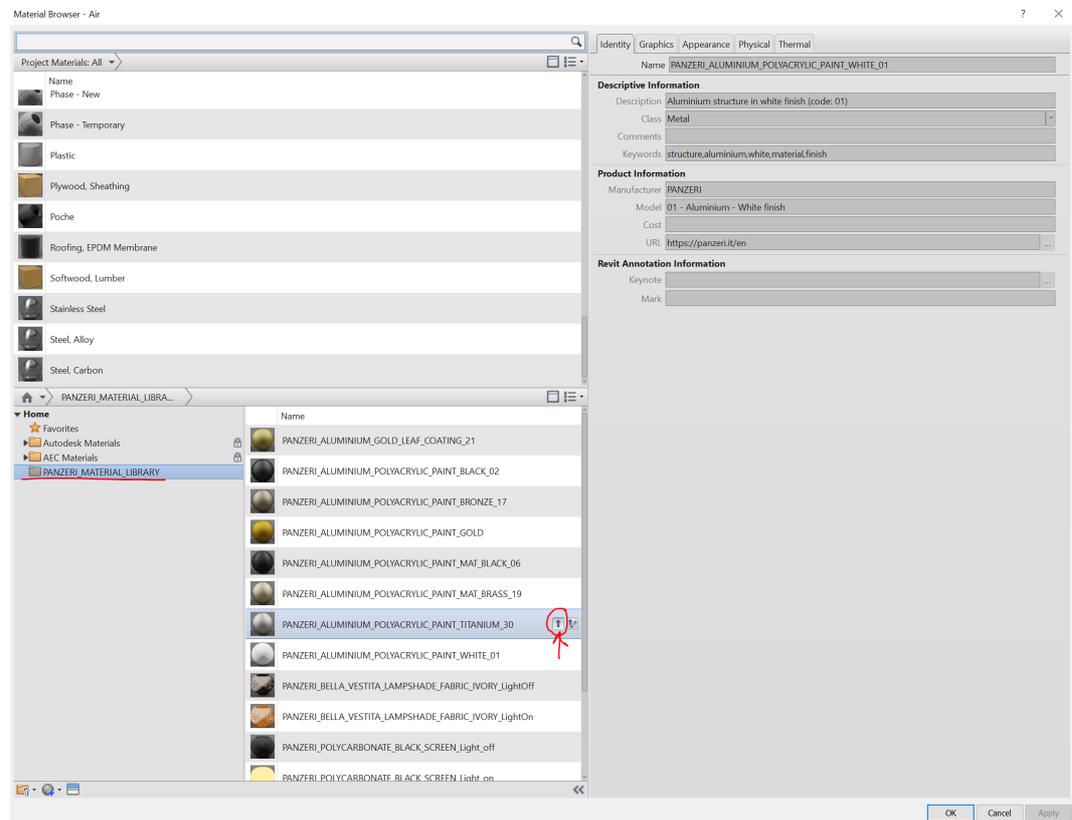
How to Load MATERIAL LIBRARY (.adsklib file)

Usually, if there are more than two finishes you will find the .adsklib file that allows you to have all the PANZERI Material Library in one file.

To load a material library, your computer must be able to locate and access the *.adsklib file that defines the library.

1. Click Manage tab > Settings panel >  Materials.
2. In the Material Browser dialog, on the browser toolbar, click on the  drop-down menu > Open Existing Library.
3. Browse to and select the material library file (*.adsklib), and click Open.
4. The selected material library is shown in the library list. Now you can copy materials from that library into your projects or into other user libraries.

How to add Materials from the library



Click on the arrow to **add material** from the AZIENDA library to the document.

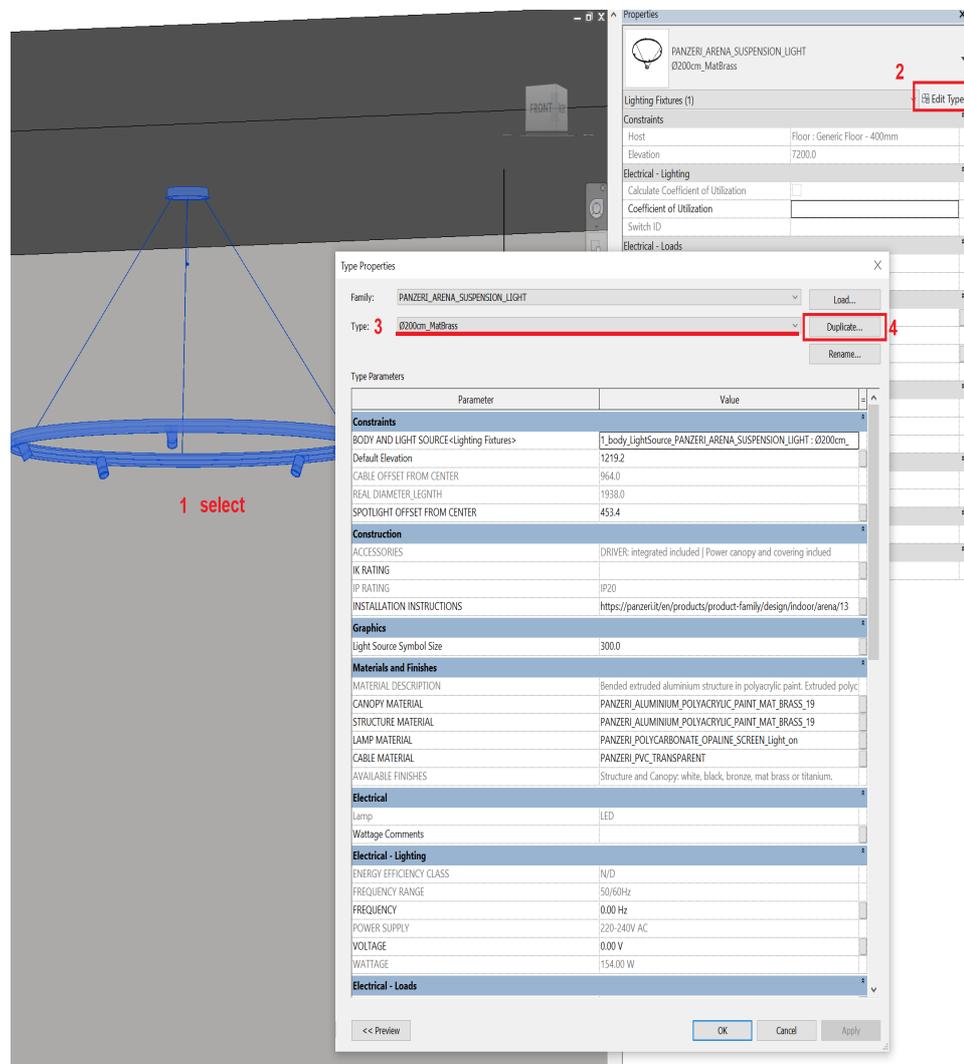
In the end, in all the materials you have the **CODE** useful to replace the it in the **PRODUCT CODES** of the BIM FILES in the properties when you create new variants with new finishes applied.

How to Load create new TYPES

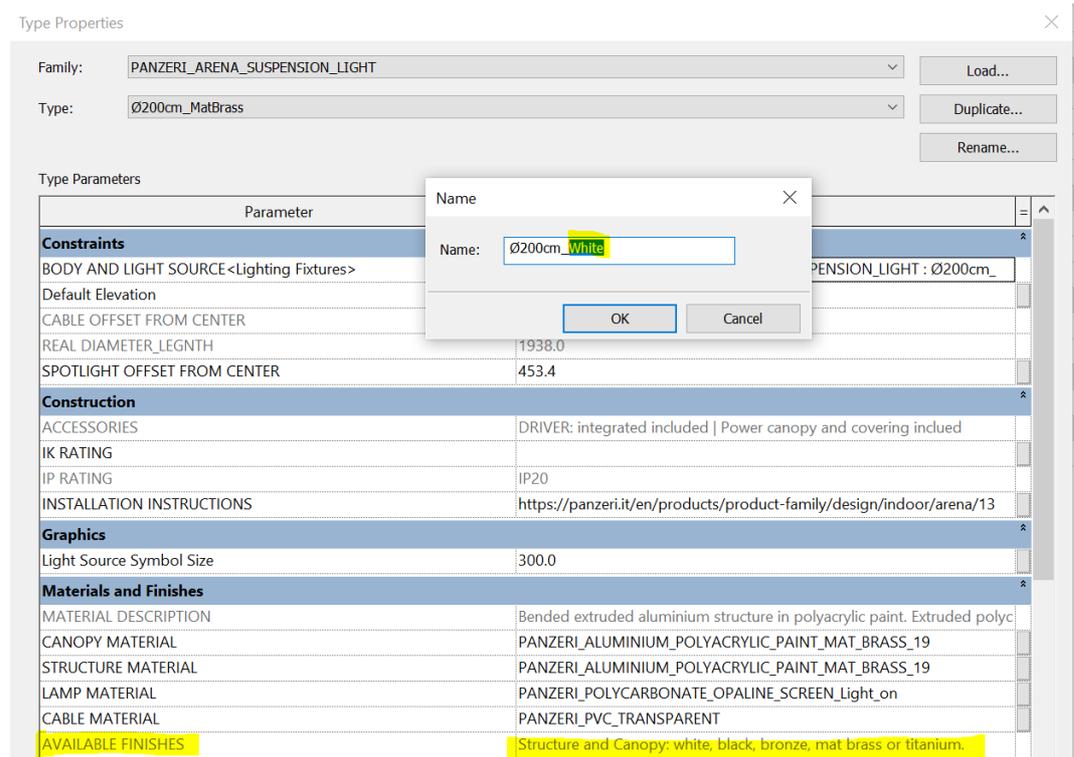
Each family contains one default finish as example but thanks to the MATERIAL LIBRARY (.adsklib) file you can pick and create new variants in your project.

Follow these steps to do this:

1. In your project Revit environment, **Select** the family and click on **Edit Type** in the properties' Palette;
2. Choose the Type variant you want to change and we suggest to **Duplicate it**.

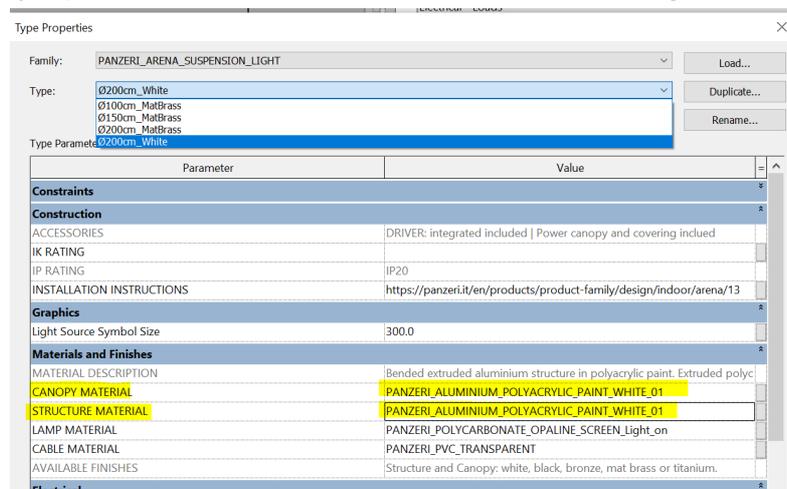


3. Rename it with the new colour that you want to apply.



In the **AVAILABLE FINISHES** parameters you can find the list of the finishes applicable for each model. In this case, for example, I choose white and it can be applied both for structure and canopy.

4. Now you will have the **new Type variant** in the type list: before clicking the Ok button remember to change in this type the material in each MATERIAL PARAMETERS and assigning the new colour (white, for example) and the **PRODUCT CODE** in the **identity data**!



5. **UPDATING THE PRODUCT CODE** is very simple because each material has the code in the end of its name. For example, in this case, the code for the white finish is **01**.

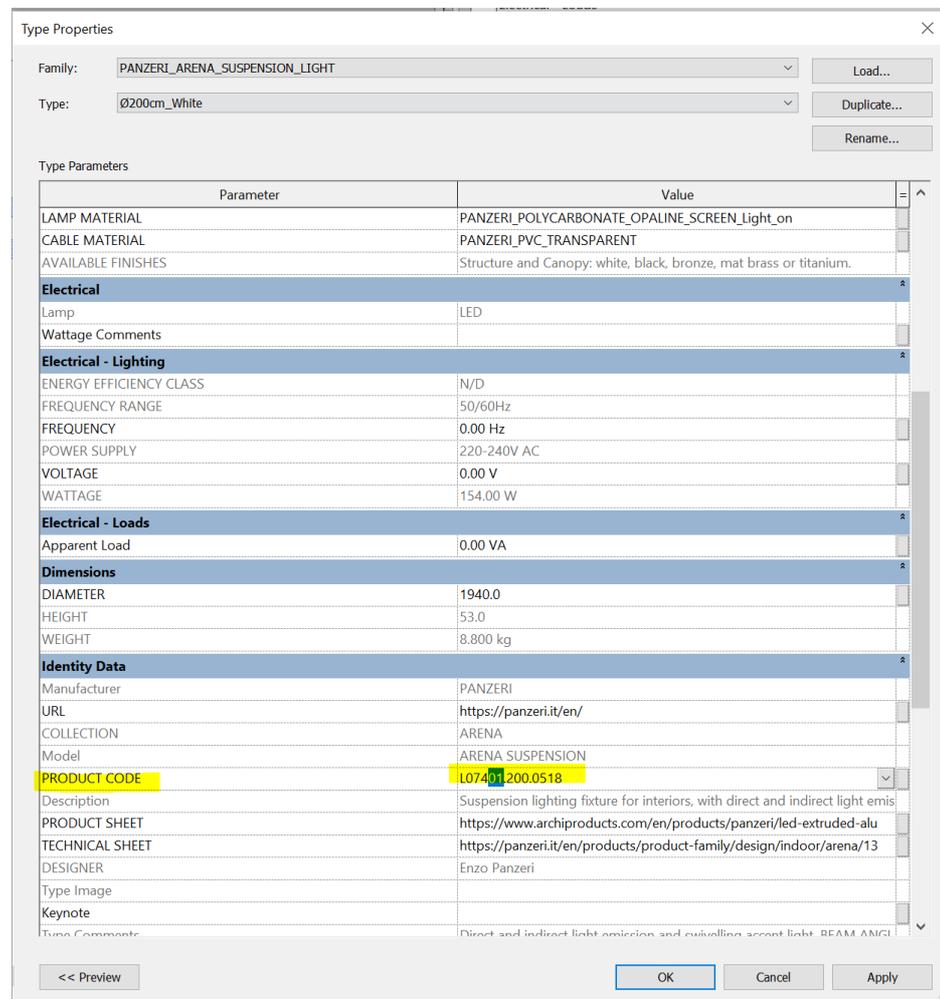
So, let's change the code 19 (Mat brass) into 01 (white):

L074**19**.200.0518 -> L074**01**.200.0518

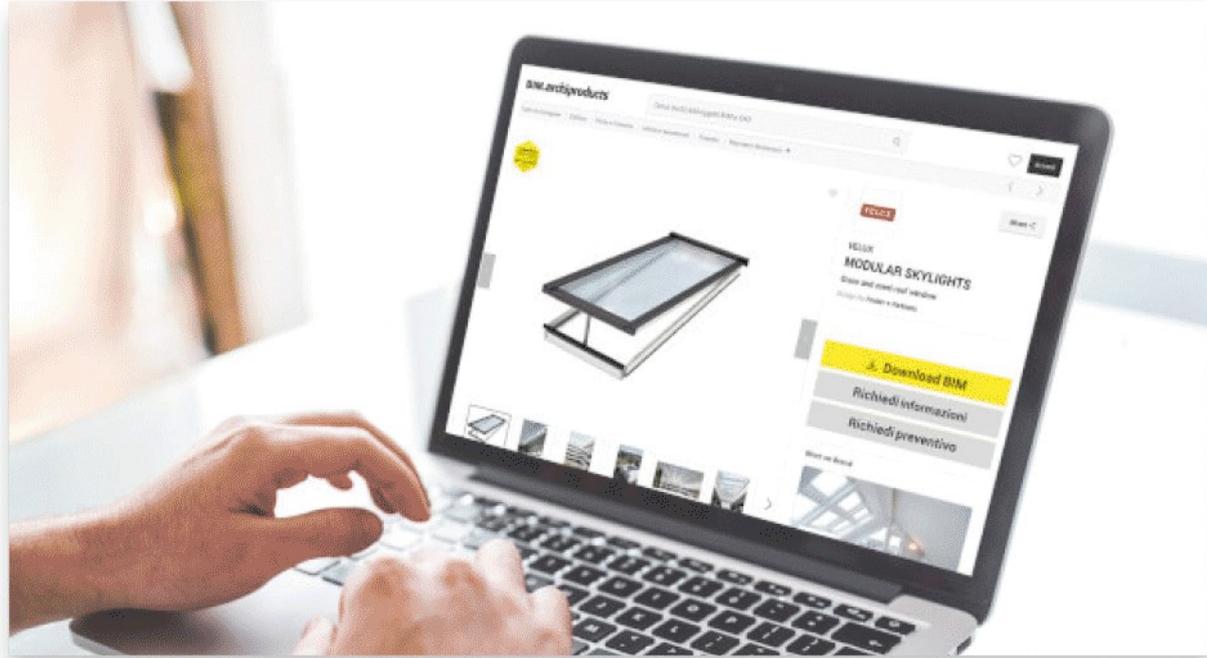
Reading the codes in this way:

L074**01**.200.0518

MODEL.MATERIAL.DIMENSION



6. To complete the operation click on **Ok**.



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