# BIM.archiproducts®

# LUCE
# PLAN

# LUCEPLAN BIM PRODUCTS - CONTENTS AND USER MANUAL

## Authoring Software Autodesk Revit 2018

This document provides information on the contents and the correct use of the BIM files in Revit format produced by LUCEPLAN.

## File name and definition

The BIM product is contained in the .rfa format file "LUCEPLAN_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 LUCEPLAN 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 into different categories: **Identity data Dimensions, Materials and finishes, Photometrics and electrical.**
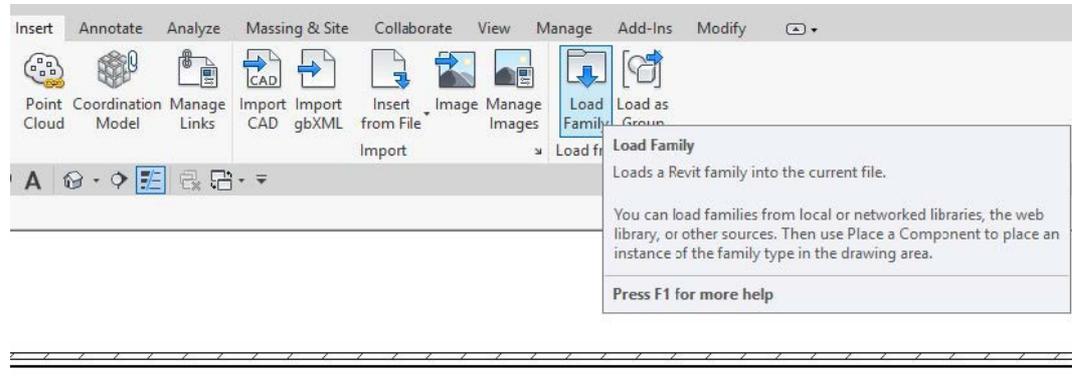
Other alphanumeric information about the product can be found in the object's properties sheet.

The designer/manufacturer who uses the LUCEPLAN 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 LUCEPLAN BIM content

Download and save the LUCEPLAN .rfa objects in your personal library, then upload the BIM family to your project.
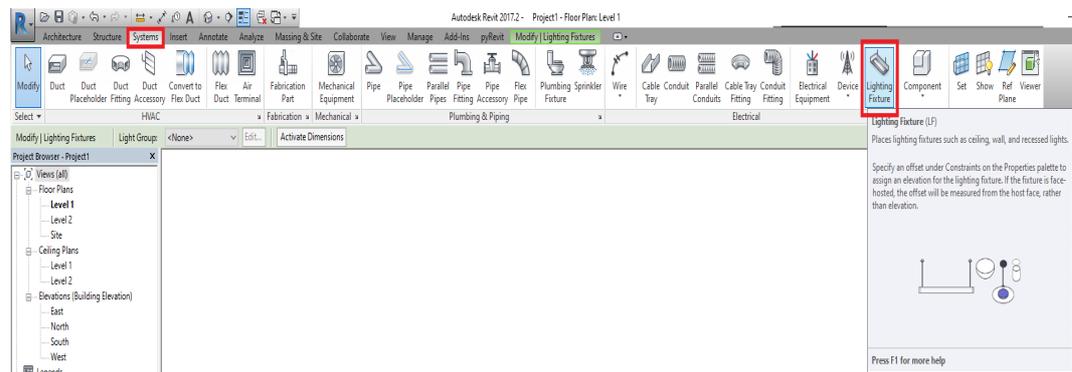
*Load Family*



## Lighting Fixtures positioning

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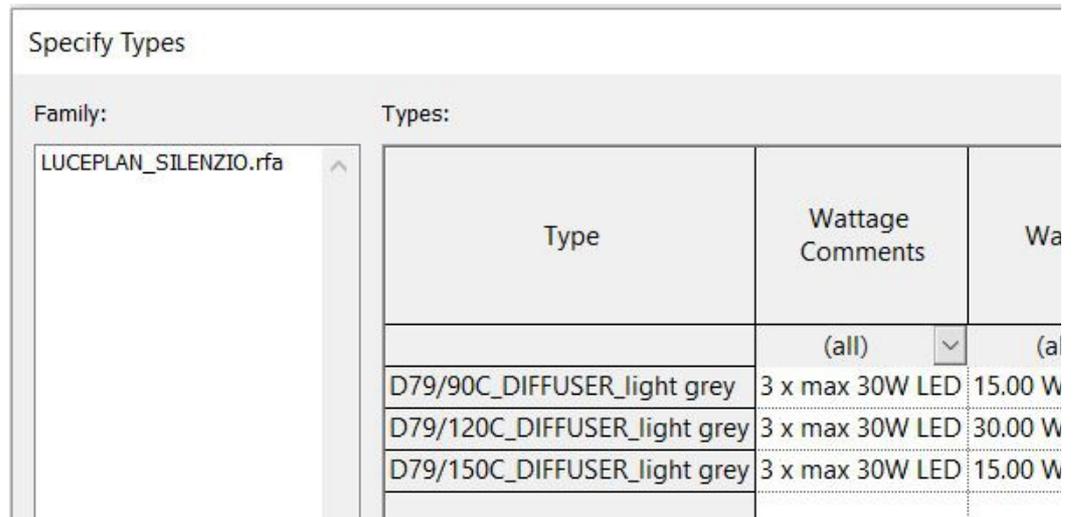
*Place a Lighting Fixtures*

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.

| Family: | Types: | | |
|---|---|---|---|
| LUCEPLAN_SILENZIO.rfa | Type | Wattage Comments | Wa |
| | | (all) | (al |
| | D79/90C_DIFFUSER_light grey | 3 x max 30W LED | 15.00 W |
| | D79/120C_DIFFUSER_light grey | 3 x max 30W LED | 30.00 W |
| | D79/150C_DIFFUSER_light grey | 3 x max 30W LED | 15.00 W |

Specify Types

Refer to the technical parameters sheet for assistance in choosing the correct product.

## Material Library

For a storage and backup purpose there is a material library named **LUCEPLAN_MATERIAL_LIBRARY.adsklib** which contain all used material and texture maps. For properly display of graphic assets please download and unzip **LUCEPLAN_MATERIAL_LIBRARY**.zip archive.
If the texture mapping should be missing, it can be linked again via the Appearance tab. In the Generic menu, load the diffuse image and/or bump file.

## Particular use

Referring to some of LUCEPLAN pendant light there is a CORD_LENGHT parameter to set the cord length; this kind of parameter has a minimum/maximum length that correct the eventual oversize.

Is some cases there is a selection of illumination photometric .ies curve that can be used. For more information please refer to technical sheet.

| Photometrics | |
|---|---|
| LIGHTING SPECIFICATION | LED 32W 2700K - CRI 90+ |
| Color Filter | White |
| Dimming Lamp Color Temperature Shift | <None> |
| Emit Shape Visible in Rendering | ☐ |
| Emit from Circle Diameter | 0.6096 |
| Initial Color | 2700 K |
| Initial Intensity | 15.00 W @ 148.54 lm/W |
| Light Loss Factor | 1 |
| Photometric Web File | Farel D96_Diffuser White.ies |
| Tilt Angle | -90.00° |
| COLOR RENDERING INDEX | >90 |
| Light Source Definition (family) | Circle+Photometric Web |
| Other | |

## 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 simple 2D shape can be seen; the **Medium** level shows the overall geometric footprint; the **Fine** level shows the simplified shape of the product with fewer details.

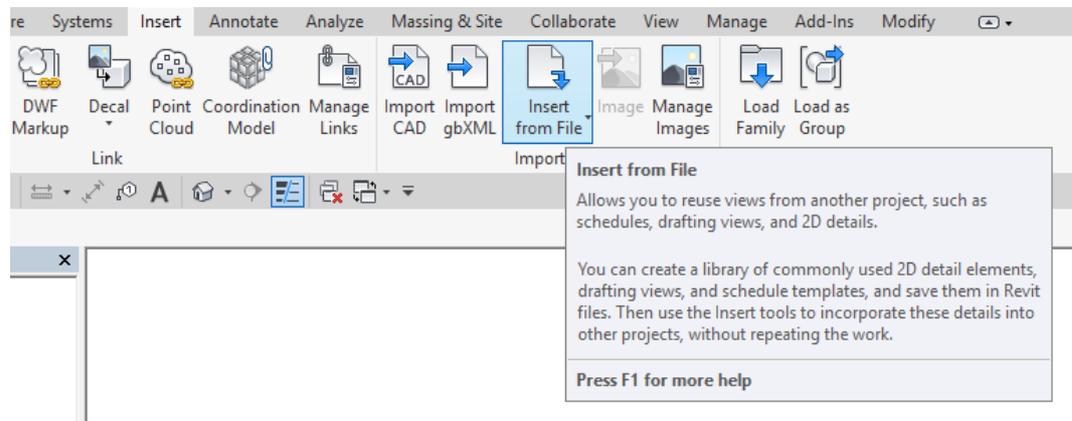## Schedule entry

In addition to the object file, the company's information sheet (schedule) is named **LUCEPLAN_Lighting_Fixture_Schedule.rvt**. 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 characteristics.

The designer/manufacturer who uses the 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.
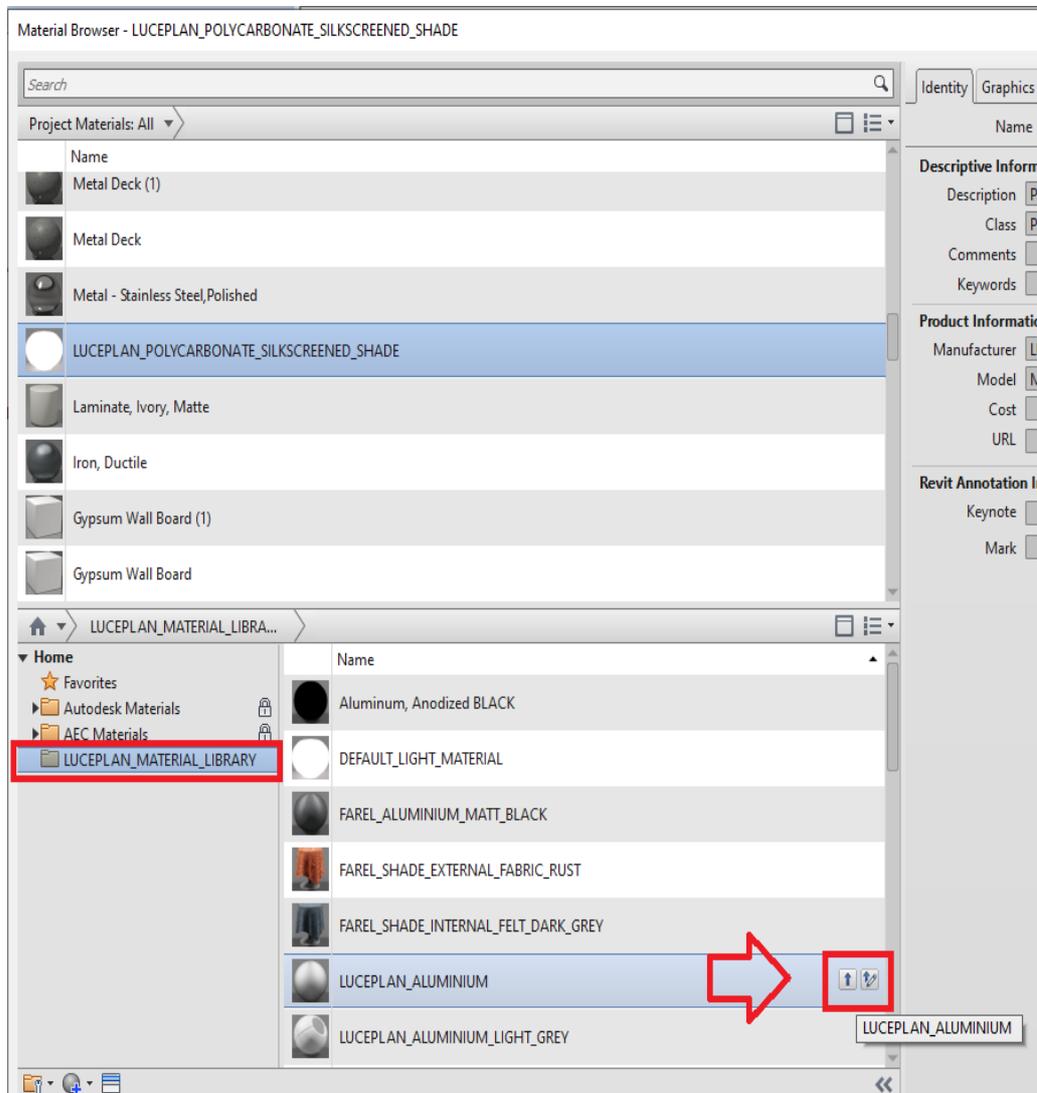
*Load schedule*

## 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 LUCEPLAN 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 LUCEPLAN library to the document.

## IMPORTANT NOTE |Textures entry

When opening or loading a family, the user might find an issue similar to the one in the picture below with **a yellow exclamation** in the Materials browser > Appearance Tab where the image should be in Revit.
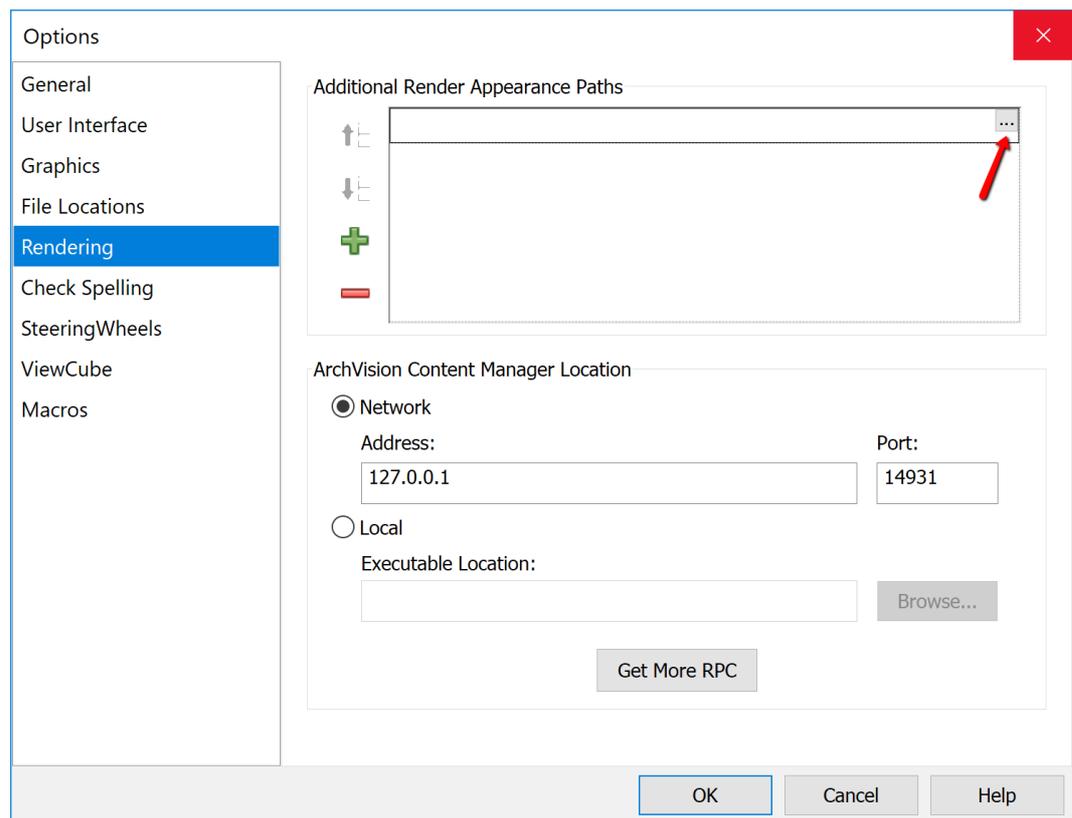
This is because Rendering/file path isn't set correctly.

**SOLUTION:**

To add texture and material files to project go to **Revit > Options > Rendering >** and under **'Additional render appearance path'** add a path to the folder containing those files (.jpg, .png, etc.) - downloadable on the product sheet in **bim.archiproducts.com.**

You might have to *change the visual style* from realistic to another and back for the textures to be reloaded.

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