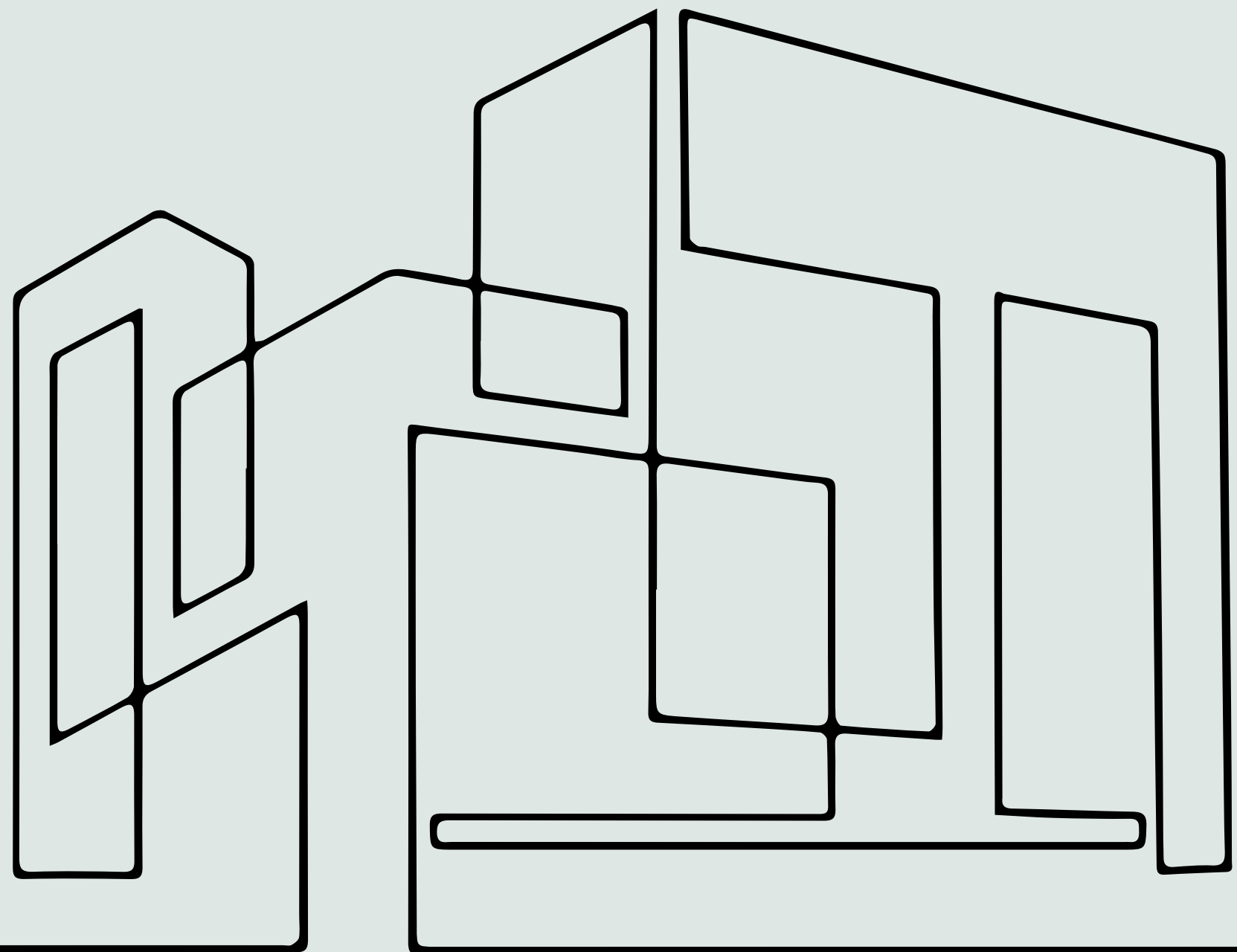


# BIM Portfolio

Curated by:  
Syed Zain Abbas Rizvi



# Contents

1.Architecture

2.Structure

3.Clash Detection

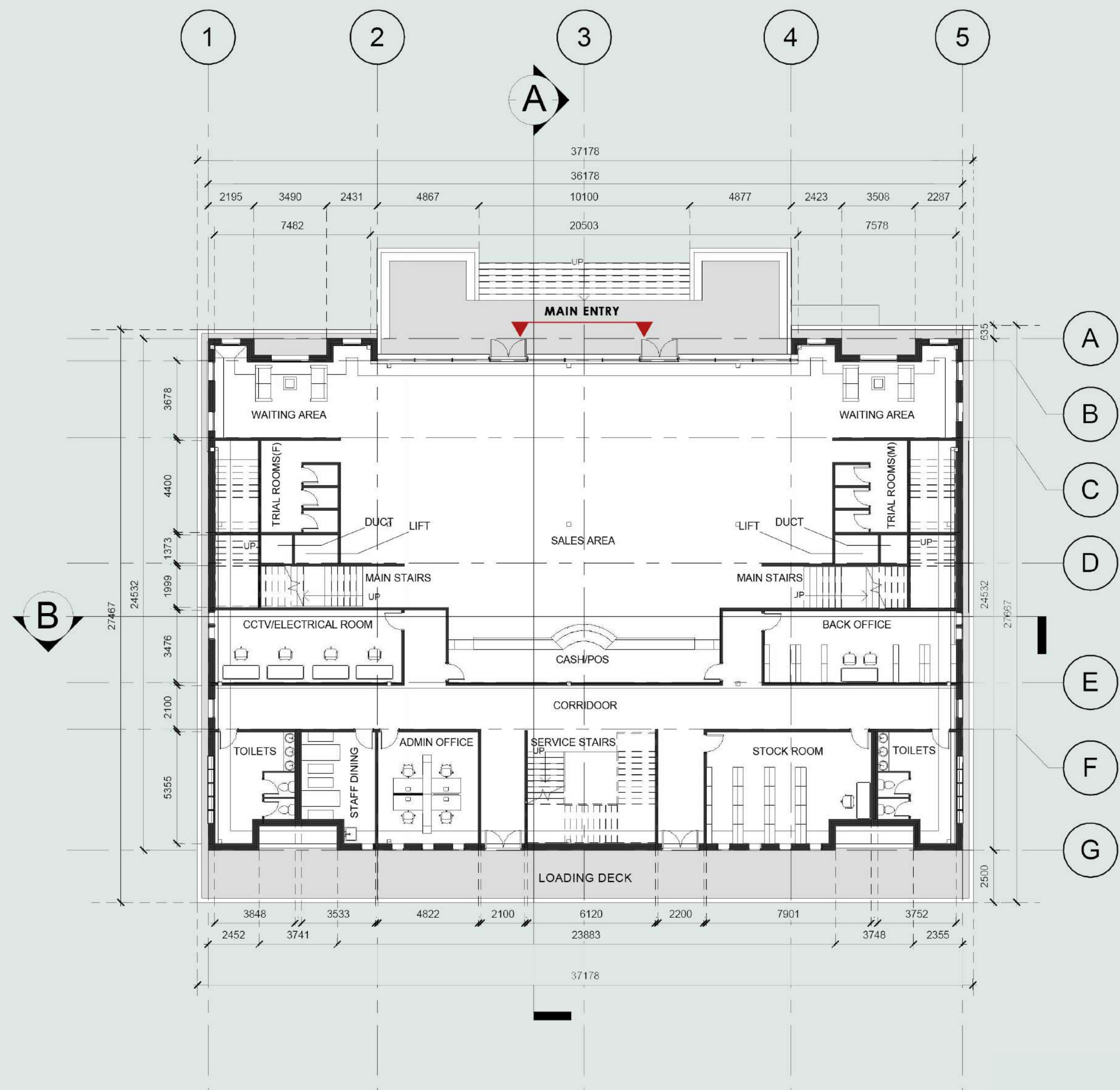
4.Custom parametric Families

**01**

# Architecture

---

# FLOOR PLANS





# SPATIAL MAPPING

## Level G0



## SPACE LEGEND

ADMIN OFFICE	LIFT	TOILET(F)
BACK OFFICE	MAIN STAIRS	TOILET(M)
CASH/POS	SALES AREA	TRIAL ROOMS(F)
CCTV/ELECTRICAL ROOM	SERVICE STAIRS	TRIAL ROOMS(M)
CORRIDOOR	STAFF DINING	WAITING AREA
DUCT	STOCK ROOM	

## Level G1

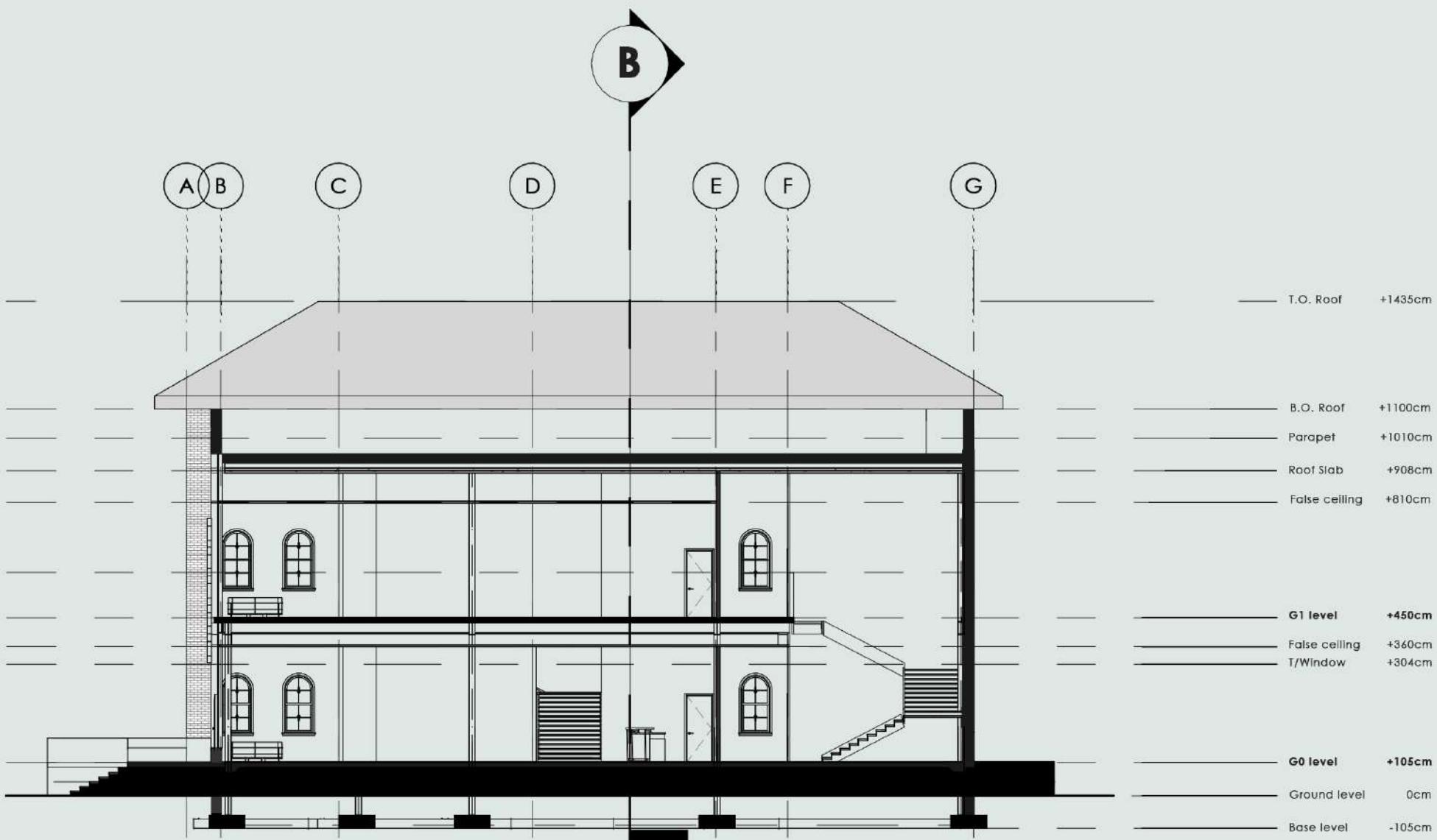


## SPACE LEGEND

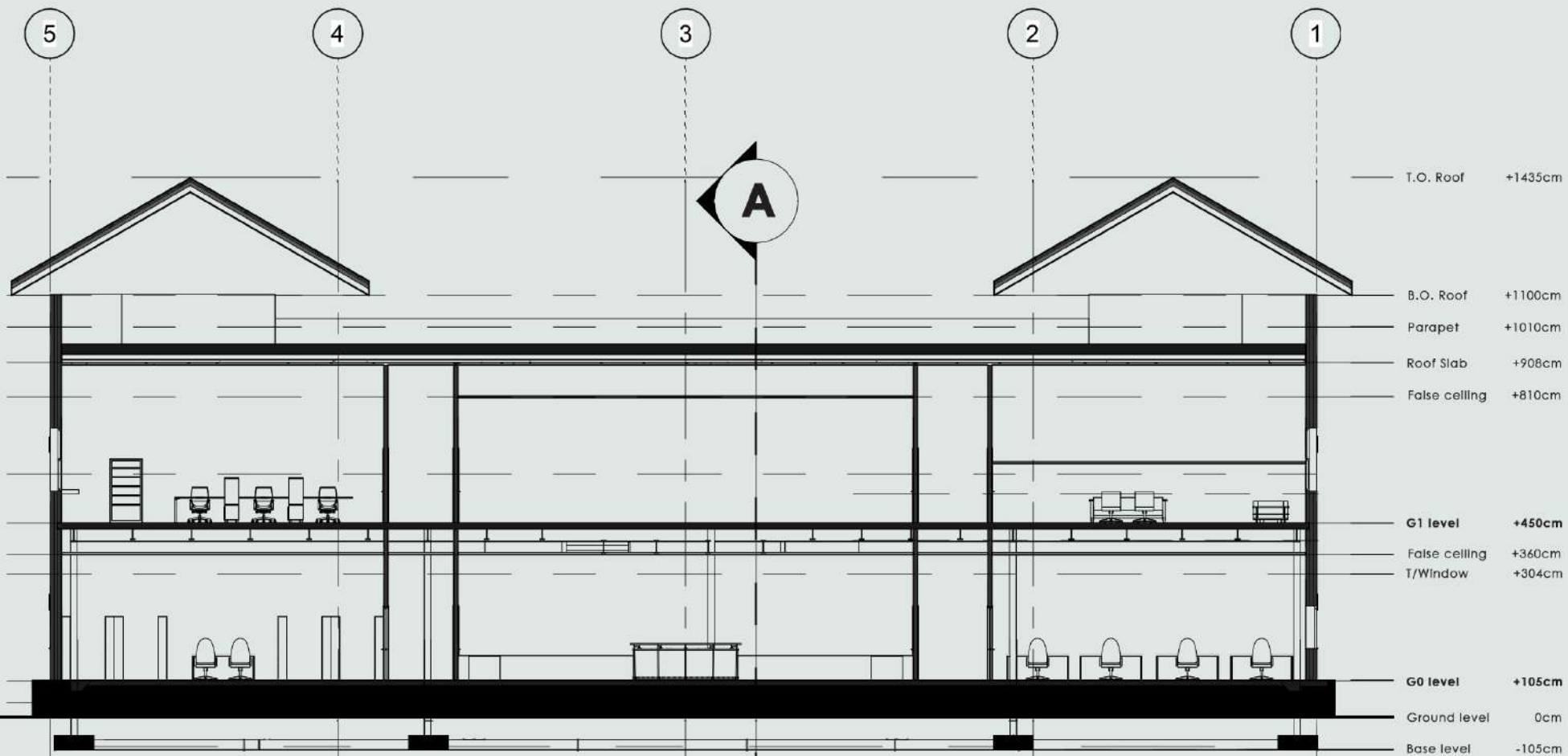
ACCOUNTS	SALES AREA	TOILET(M)
CORRIDOOR	SERVICE STAIRS	TRIAL ROOMS(F)
DUCT	STAFF DINING	TRIAL ROOMS(M)
LIFT	STAFF ROOM	WAITING AREA
MAIN STAIRS	STOCK ROOM	
MANAGER	TOILET(F)	



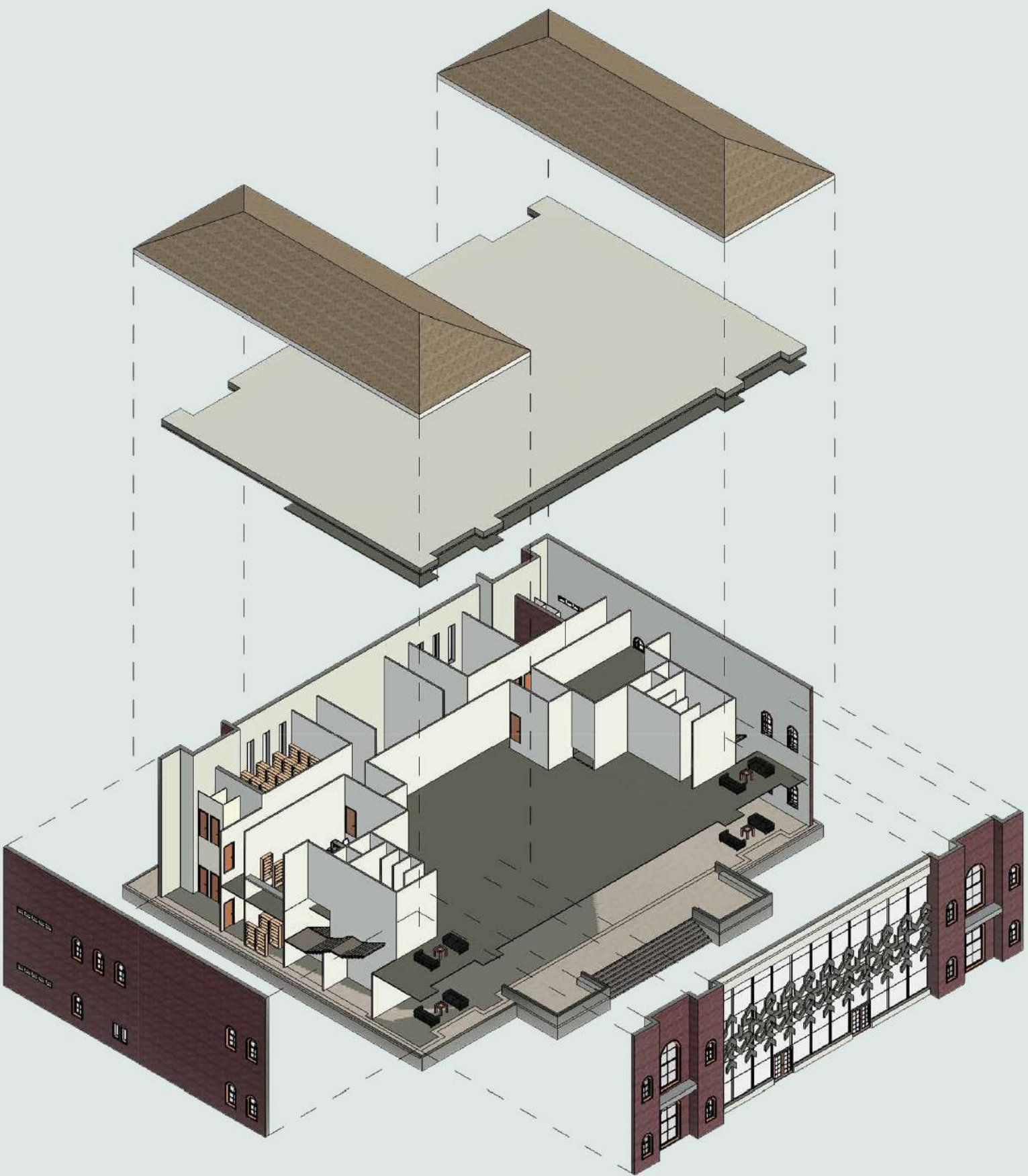
# SECTIONS



Section AA'



Section BB'



Exploded view



# ELEVATIONS

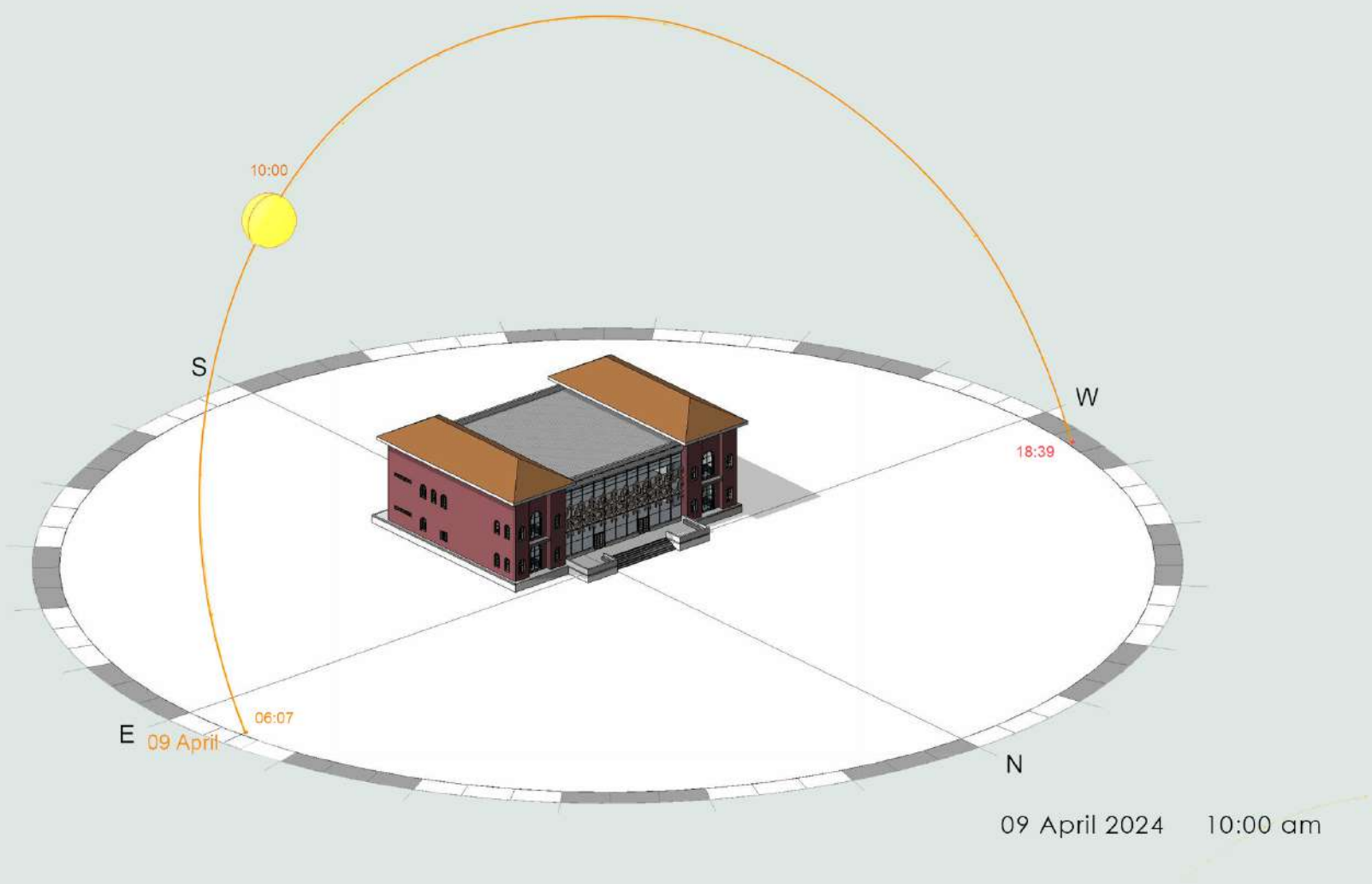
north elevation



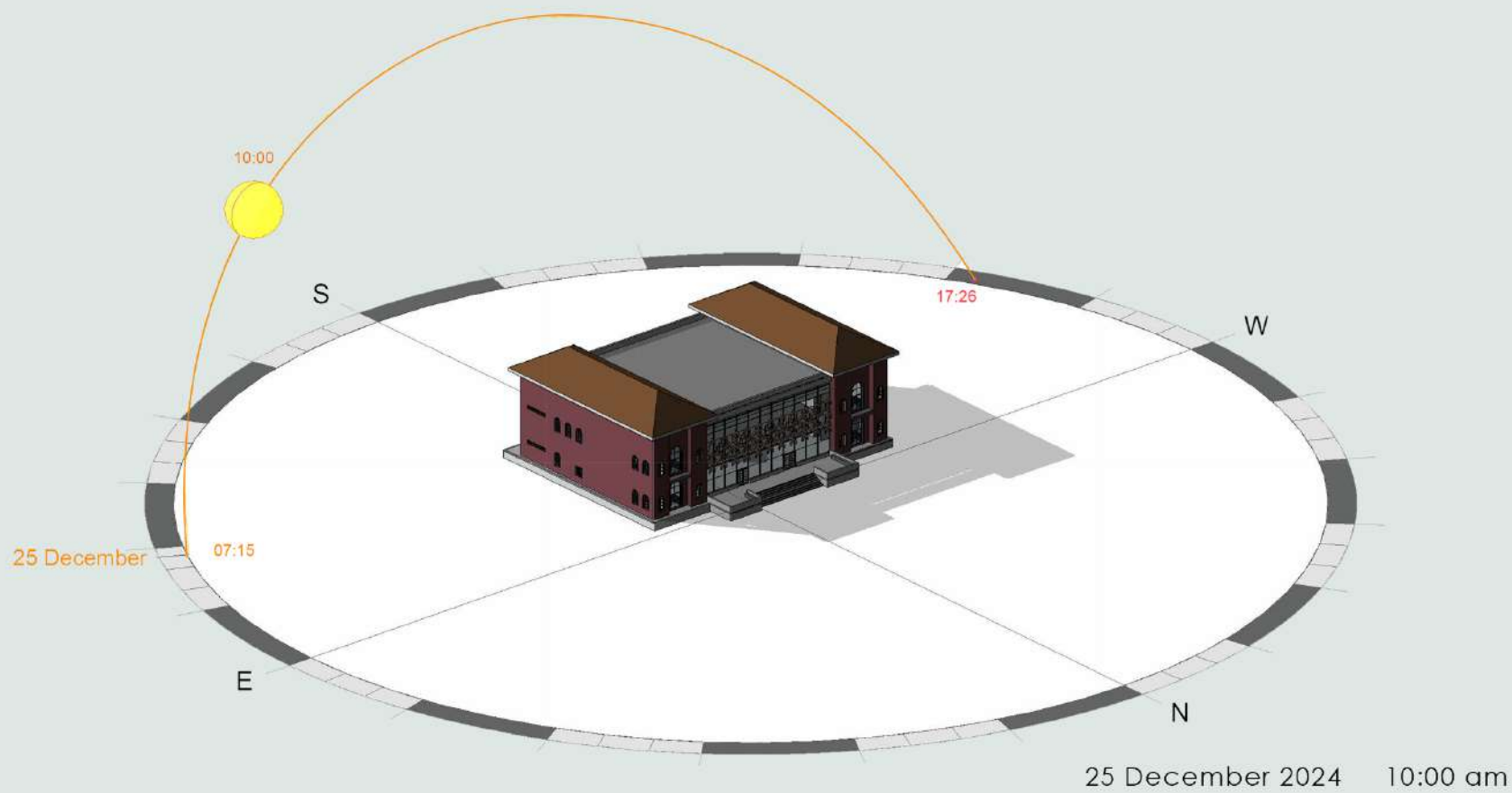


# SOLAR STUDIES

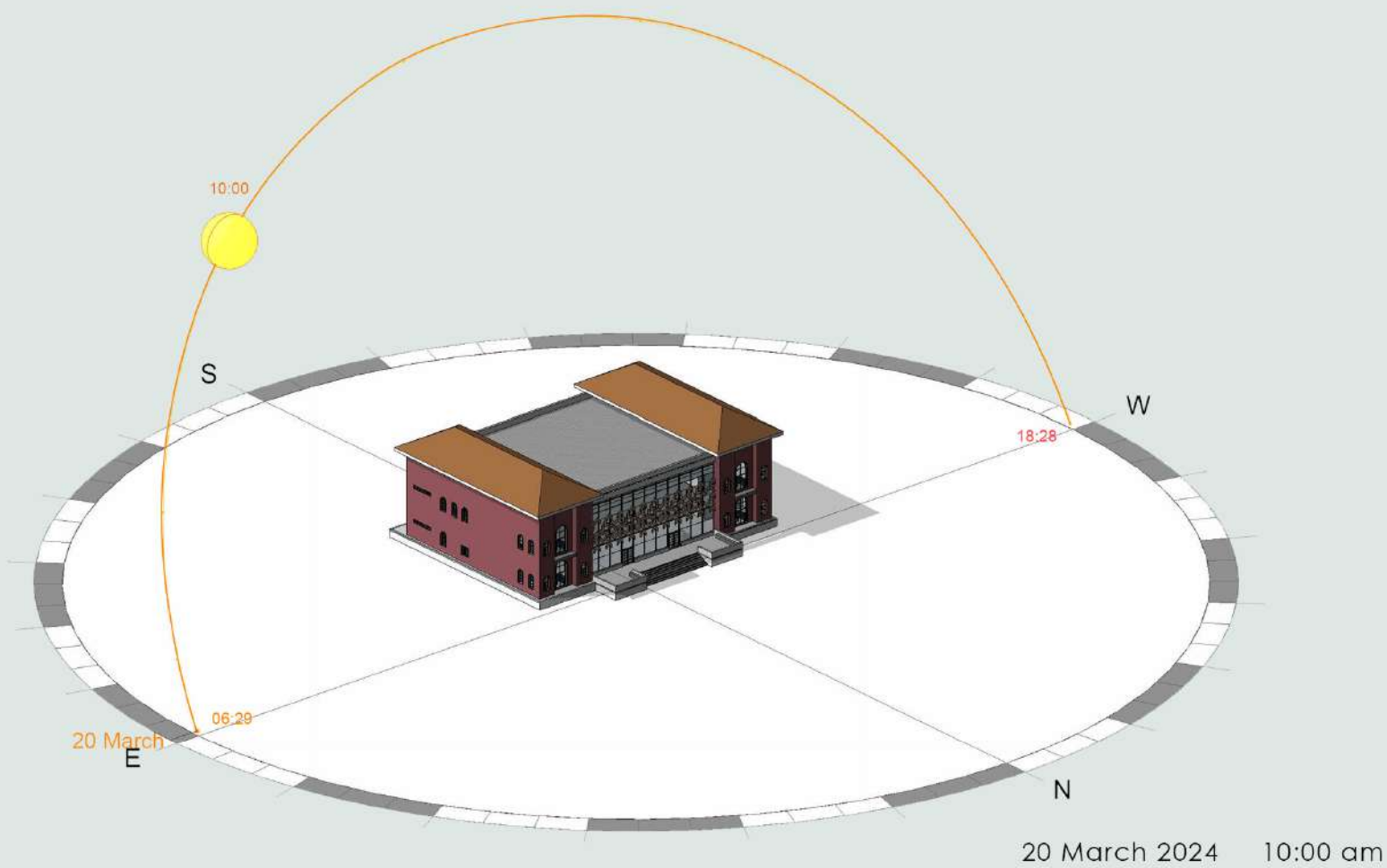
summer solstice



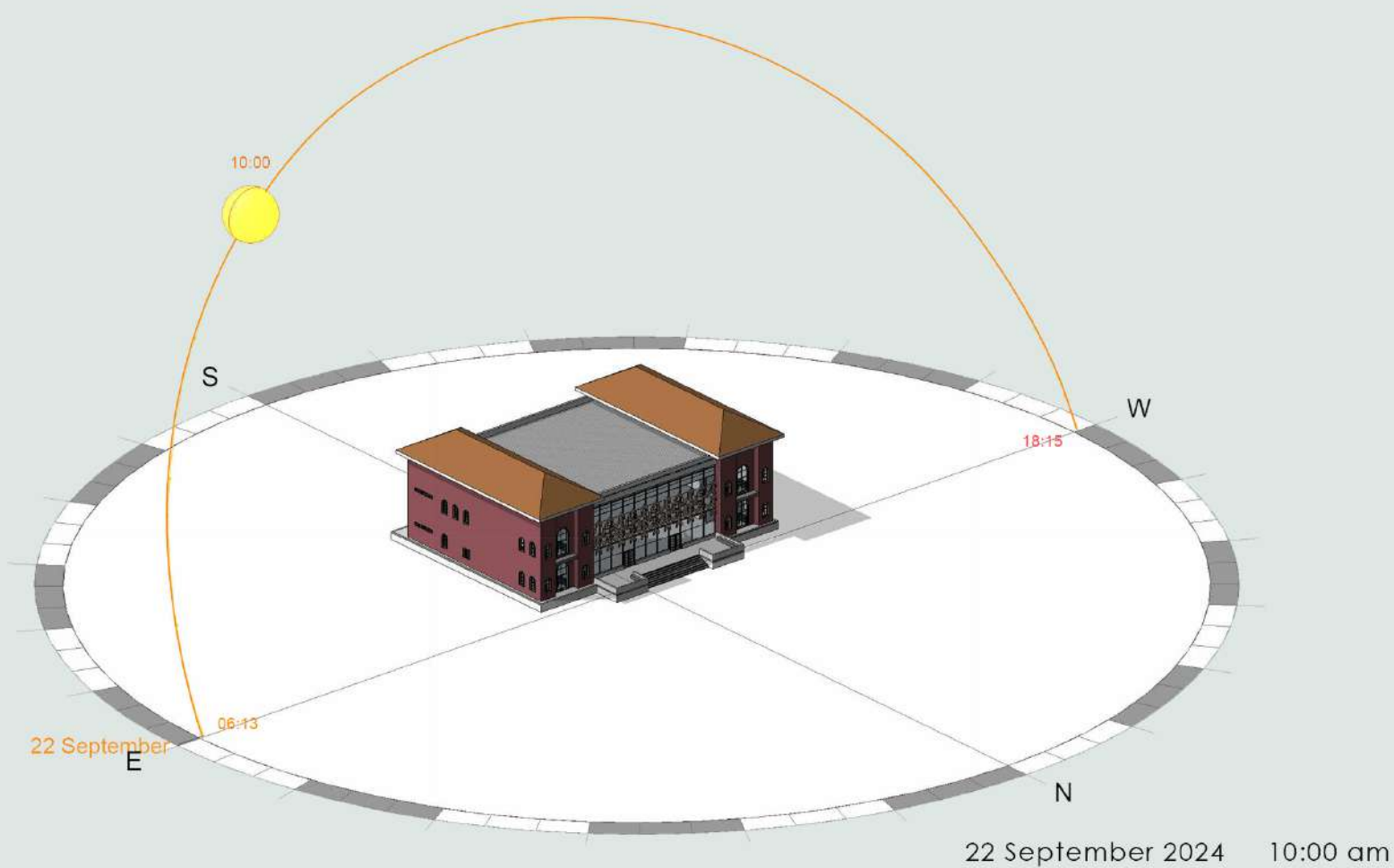
winter solstice



spring equinox

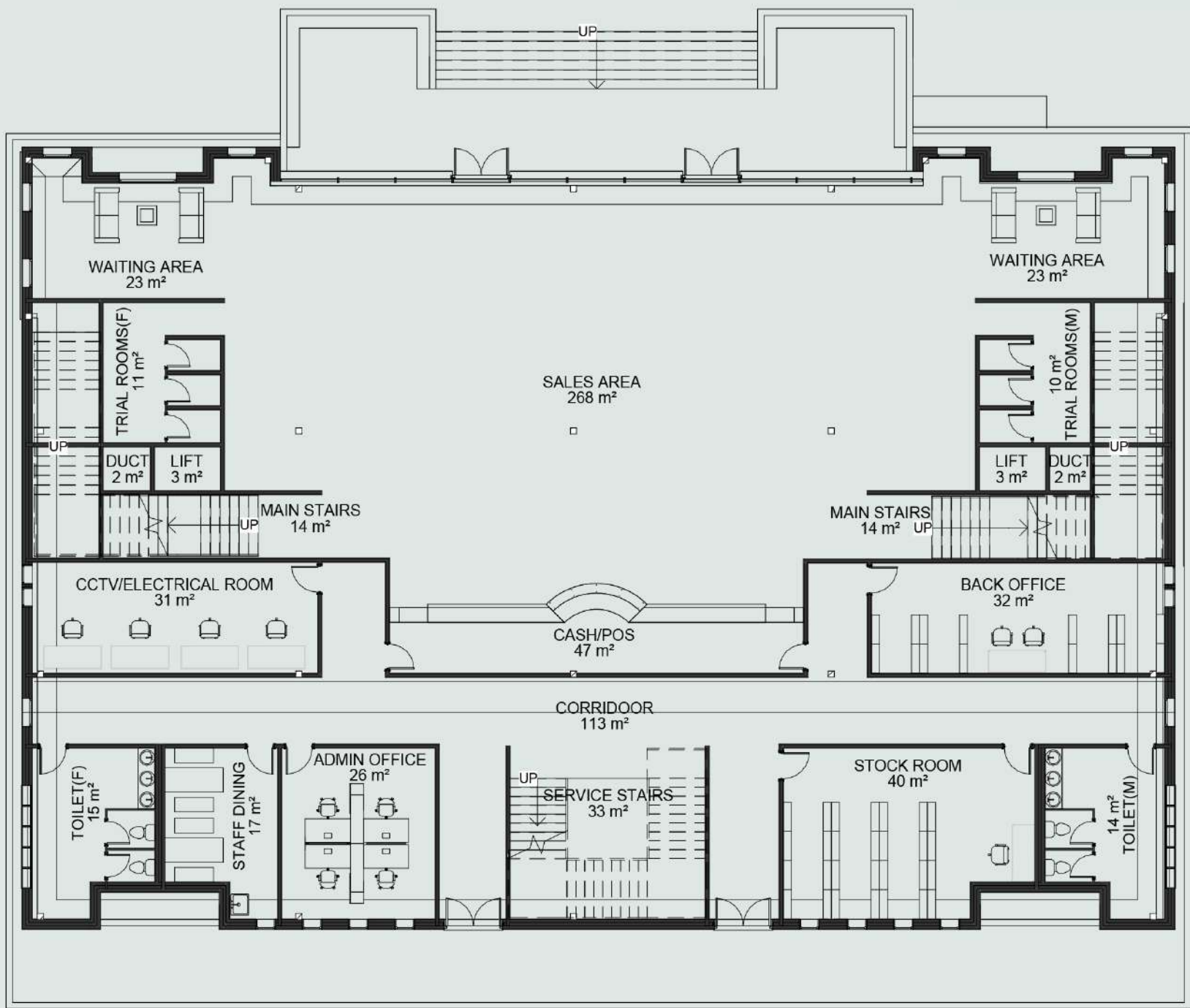


fall equinox



# ROOM SCHEDULES

## Level G0

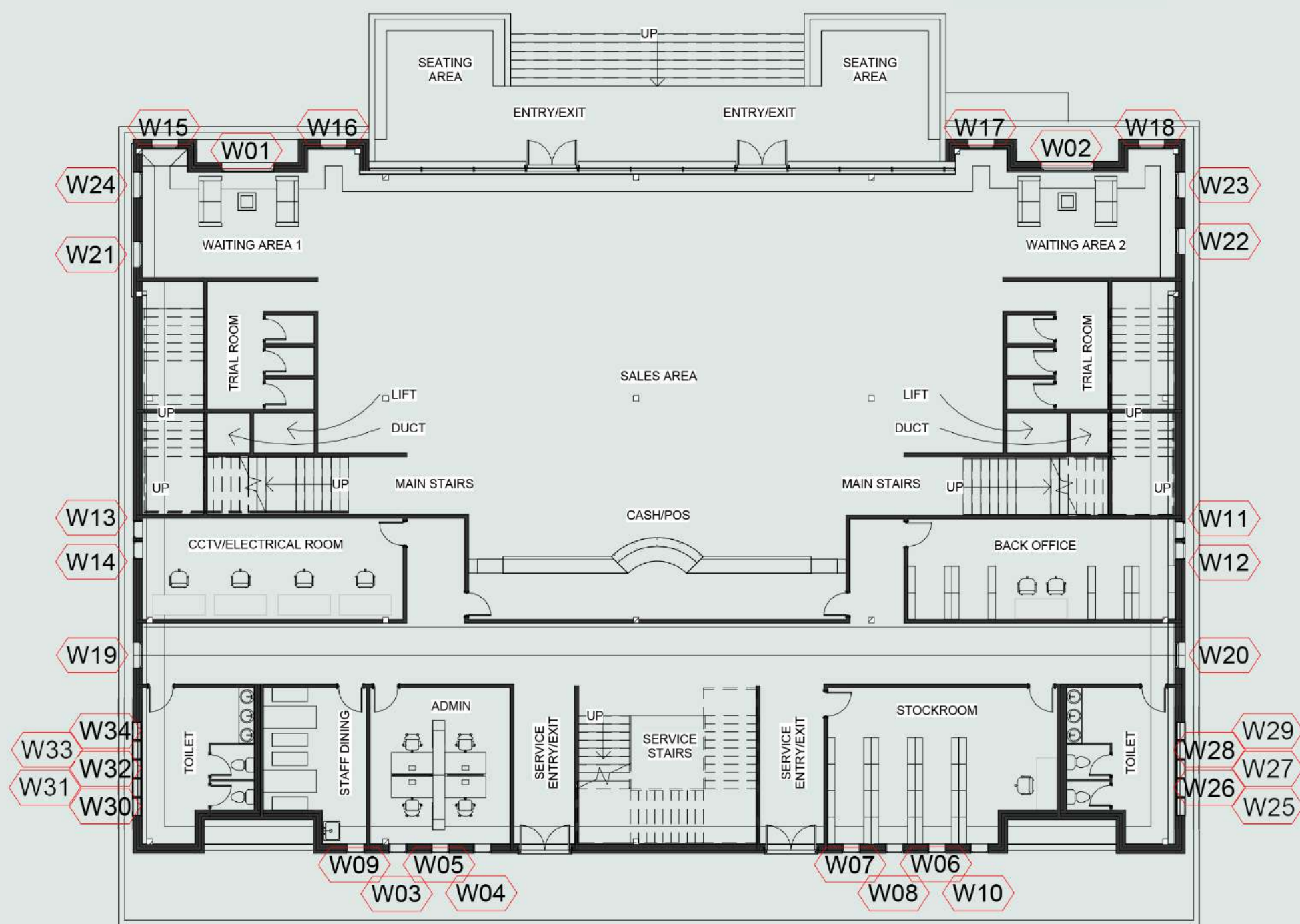


Name	Area	Perimeter
WAITING AREA	23 m <sup>2</sup>	22506
WAITING AREA	23 m <sup>2</sup>	22256
SALES AREA	268 m <sup>2</sup>	73870
TRIAL ROOMS(F)	11 m <sup>2</sup>	16417
TRIAL ROOMS(F)	2 m <sup>2</sup>	5312
TRIAL ROOMS(F)	2 m <sup>2</sup>	5313
TRIAL ROOMS(F)	2 m <sup>2</sup>	5439
TRIAL ROOMS(M)	10 m <sup>2</sup>	16017
TRIAL ROOMS(M)	2 m <sup>2</sup>	5212
TRIAL ROOMS(M)	2 m <sup>2</sup>	5213
TRIAL ROOMS(M)	2 m <sup>2</sup>	5339
LIFT	3 m <sup>2</sup>	6895
DUCT	2 m <sup>2</sup>	5313
LIFT	3 m <sup>2</sup>	6895
DUCT	2 m <sup>2</sup>	5713
CASH/POS	47 m <sup>2</sup>	33177
CCTV/ELECTRICAL ROOM	31 m <sup>2</sup>	24896
BACK OFFICE	32 m <sup>2</sup>	25330
TOILET(F)	15 m <sup>2</sup>	18408
TOILET(F)	2 m <sup>2</sup>	5406
TOILET(F)	2 m <sup>2</sup>	5012
STAFF DINING	17 m <sup>2</sup>	17778
ADMIN OFFICE	26 m <sup>2</sup>	20356
STOCK ROOM	40 m <sup>2</sup>	26514
TOILET(M)	14 m <sup>2</sup>	18222
TOILET(M)	2 m <sup>2</sup>	5406
TOILET(M)	2 m <sup>2</sup>	5013
MAIN STAIRS	7 m <sup>2</sup>	11175
MAIN STAIRS	9 m <sup>2</sup>	12994
MAIN STAIRS	14 m <sup>2</sup>	17708
MAIN STAIRS	14 m <sup>2</sup>	18042
MAIN STAIRS	8 m <sup>2</sup>	11434
MAIN STAIRS	10 m <sup>2</sup>	13203
SERVICE STAIRS	33 m <sup>2</sup>	23078
CORRIDOOR	113 m <sup>2</sup>	111490



# WINDOW SCHEDULES

## Level G0



Mark	Level	Family and Type	Height	Width	Sill Height
W01	LEVEL G0	M_Window-Double-Hung-Arch-Head: EXT W1	3600	1800	100
W02	LEVEL G0	M_Window-Double-Hung-Arch-Head: EXT W1	3600	1800	100
W03	LEVEL G0	M_Instance-Window-Fixed: FWINDOW	3000	610	915
W04	LEVEL G0	M_Instance-Window-Fixed: FWINDOW	3000	610	915
W05	LEVEL G0	M_Instance-Window-Fixed: FWINDOW	3000	610	915
W06	LEVEL G0	M_Instance-Window-Fixed: FWINDOW	3000	610	915
W07	LEVEL G0	M_Instance-Window-Fixed: FWINDOW	3000	610	915
W08	LEVEL G0	M_Instance-Window-Fixed: FWINDOW	3000	610	915
W09	LEVEL G0	M_Instance-Window-Fixed: FWINDOW	3000	610	915
W10	LEVEL G0	M_Instance-Window-Fixed: FWINDOW	3000	610	915
W11	LEVEL G0	M_Instance-Window-Fixed: 0610 x 1220mm	1220	610	915
W12	LEVEL G0	M_Instance-Window-Fixed: 0610 x 1220mm	1220	610	915
W13	LEVEL G0	M_Instance-Window-Fixed: 0610 x 1220mm	1220	610	915
W14	LEVEL G0	M_Instance-Window-Fixed: 0610 x 1220mm	1220	610	915
W15	LEVEL G0	M_Window-Double-Hung-Arch-Head: WAREA WIN	1800	900	914
W16	LEVEL G0	M_Window-Double-Hung-Arch-Head: WAREA WIN	1800	900	914
W17	LEVEL G0	M_Window-Double-Hung-Arch-Head: WAREA WIN	1800	900	914
W18	LEVEL G0	M_Window-Double-Hung-Arch-Head: WAREA WIN	1800	900	914
W19	LEVEL G0	M_Window-Double-Hung-Arch-Head: WAREA WIN	1800	900	914
W20	LEVEL G0	M_Window-Double-Hung-Arch-Head: WAREA WIN	1800	900	914
W21	LEVEL G0	M_Window-Double-Hung-Arch-Head: WAREA WIN	1800	900	914
W22	LEVEL G0	M_Window-Double-Hung-Arch-Head: WAREA WIN	1800	900	914
W23	LEVEL G0	M_Window-Double-Hung-Arch-Head: WAREA WIN	1800	900	914
W24	LEVEL G0	M_Window-Double-Hung-Arch-Head: WAREA WIN	1800	900	914
W25	LEVEL G0	louver window: TVENT	400	600	2045
W26	LEVEL G0	louver window: TVENT	400	600	2045
W27	LEVEL G0	louver window: TVENT	400	600	2045
W28	LEVEL G0	louver window: TVENT	400	600	2045
W29	LEVEL G0	louver window: TVENT	400	600	2045
W30	LEVEL G0	louver window: TVENT	400	600	2045
W31	LEVEL G0	louver window: TVENT	400	600	2045
W32	LEVEL G0	louver window: TVENT	400	600	2045
W33	LEVEL G0	louver window: TVENT	400	600	2045
W34	LEVEL G0	louver window: TVENT	400	600	2045



# Landscape Modeling





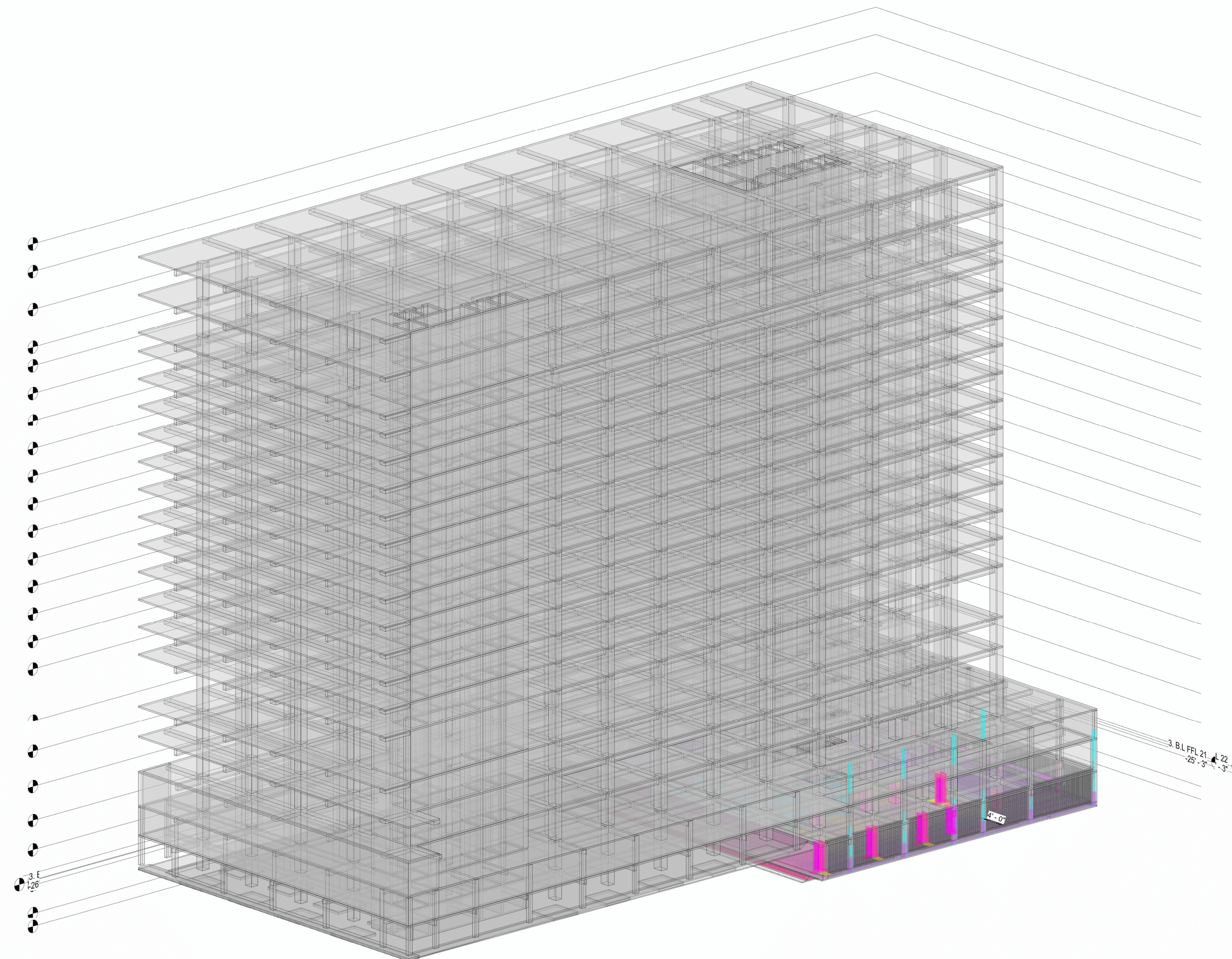
**02**

# Structure

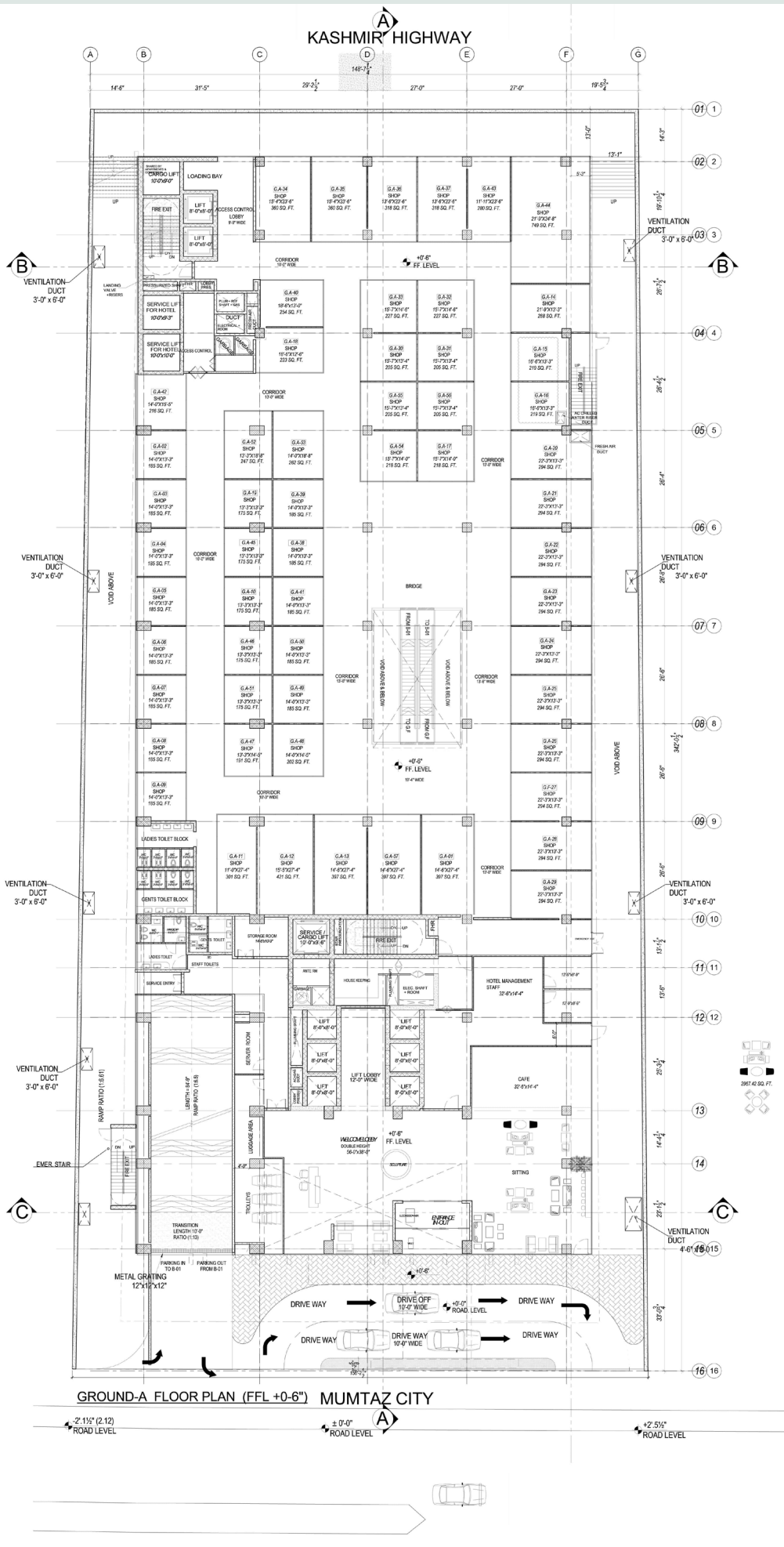
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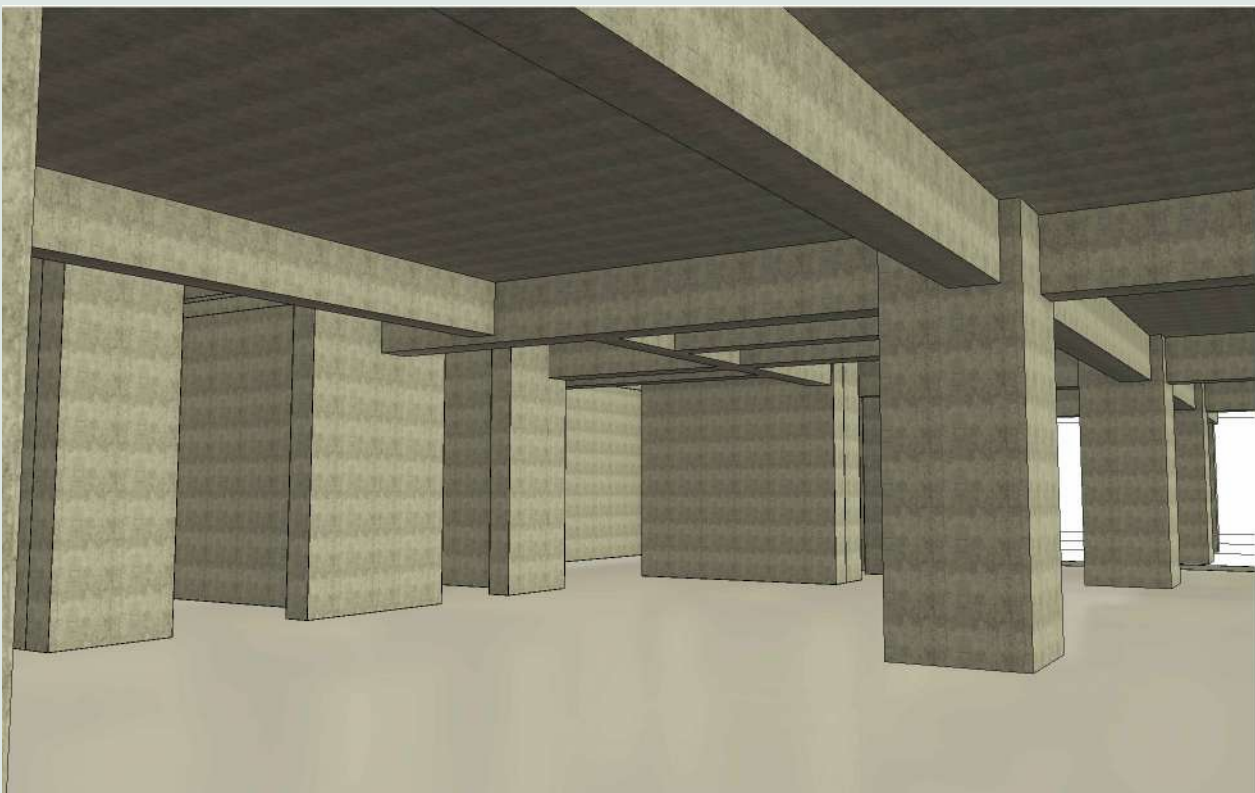
# Structure Model of 3B+G+16 Story Commercial Five Star Hotel Project



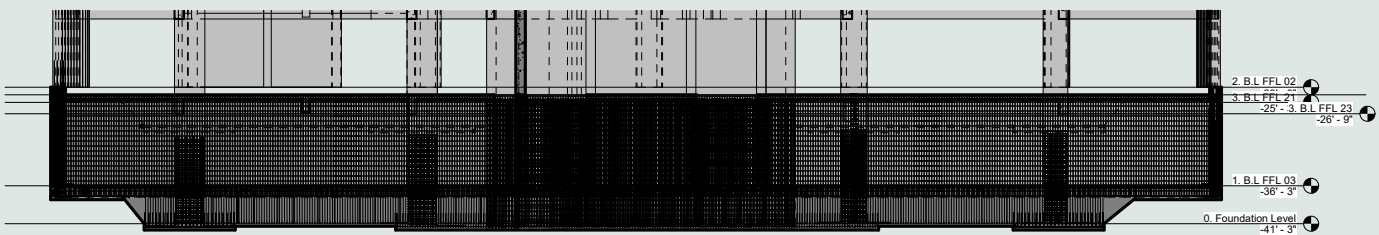




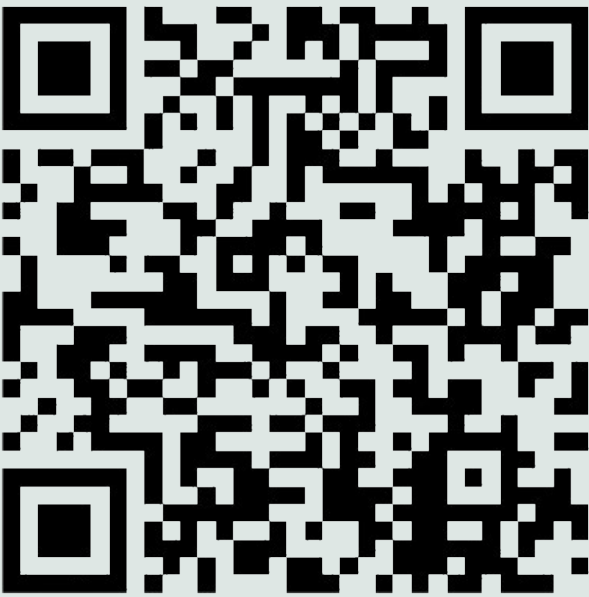
Floor Plan



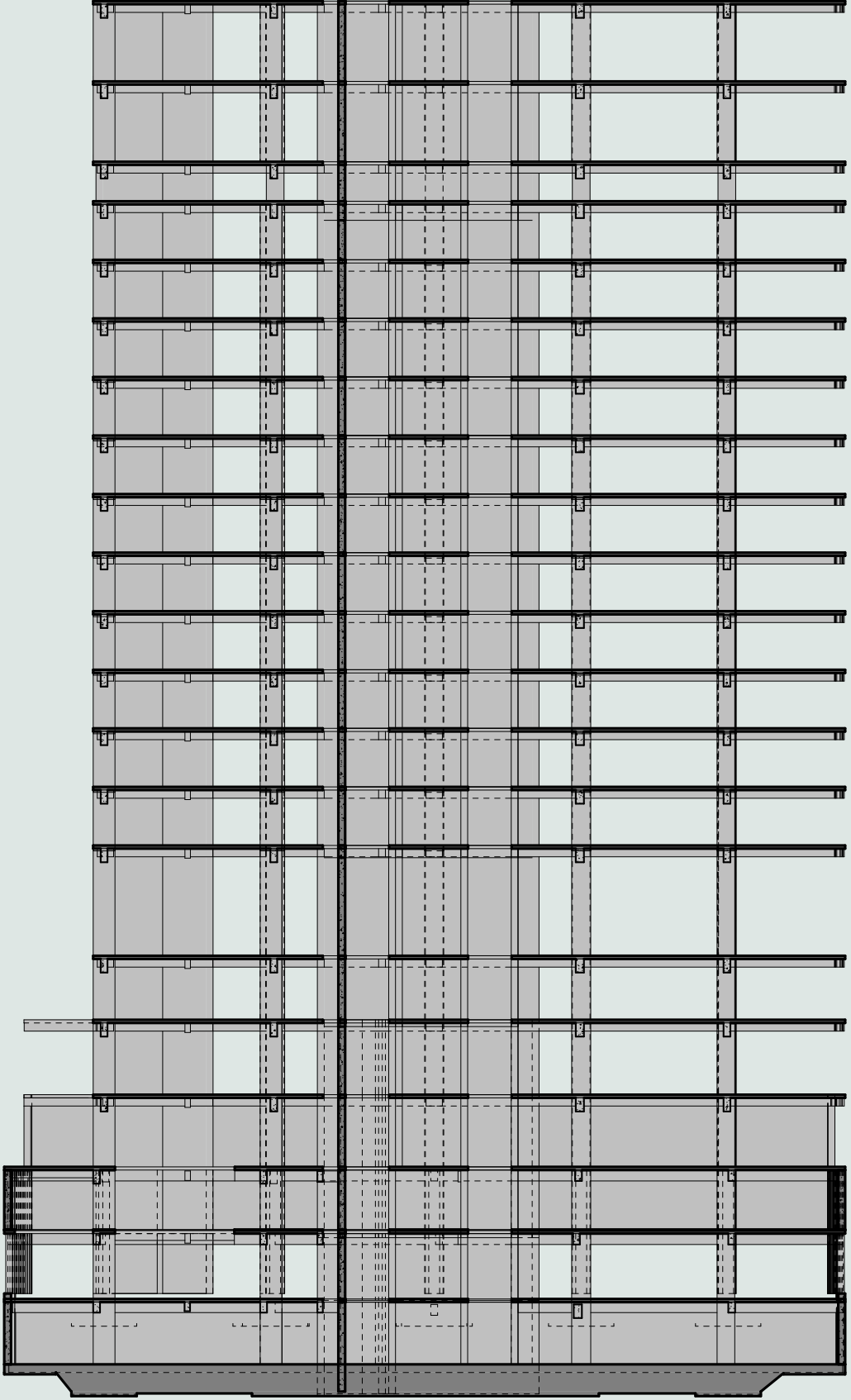
3D View



Section View



Scan me to visit project ground floor



Right Elevation

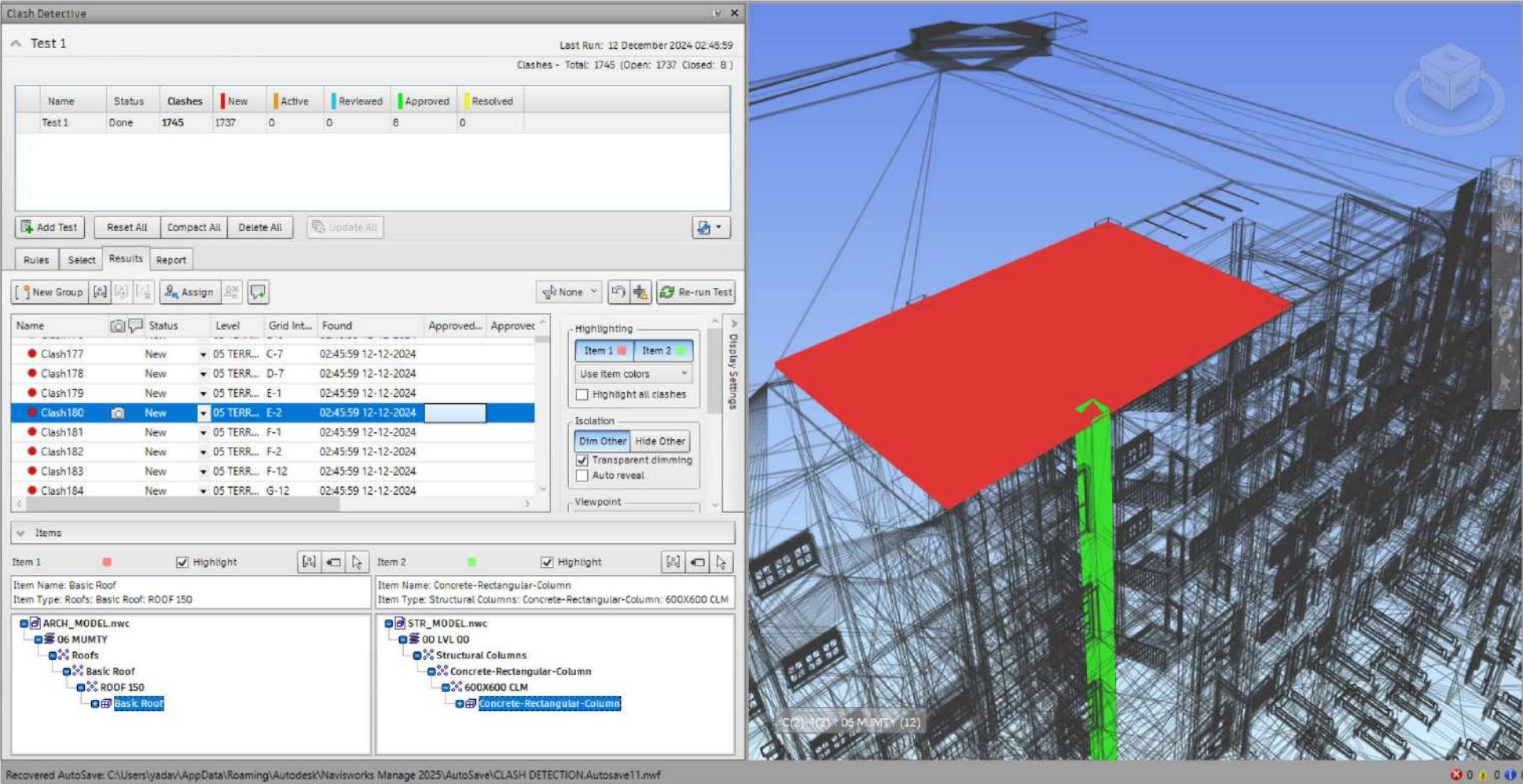
**03**

# Clash Detection

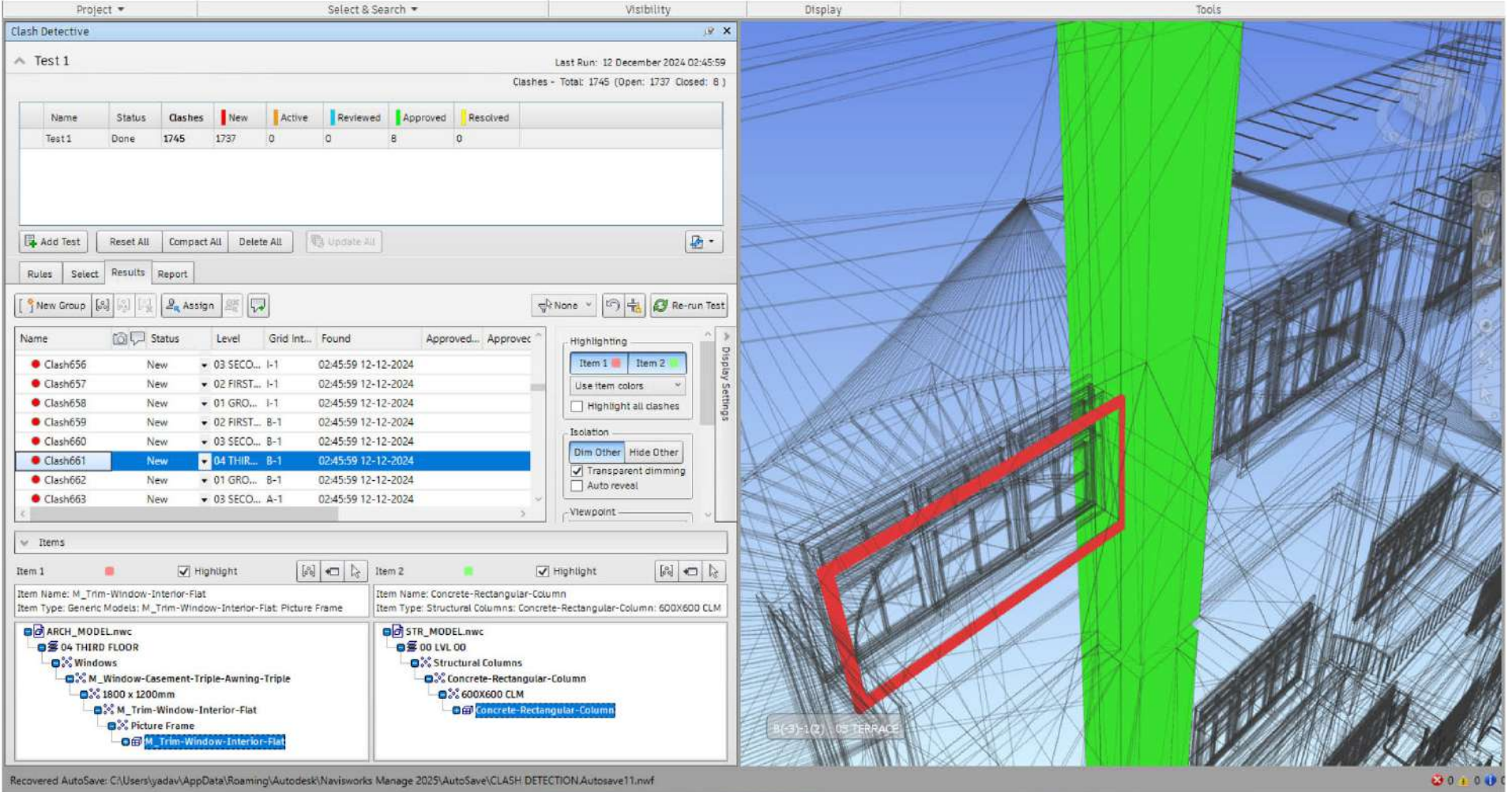
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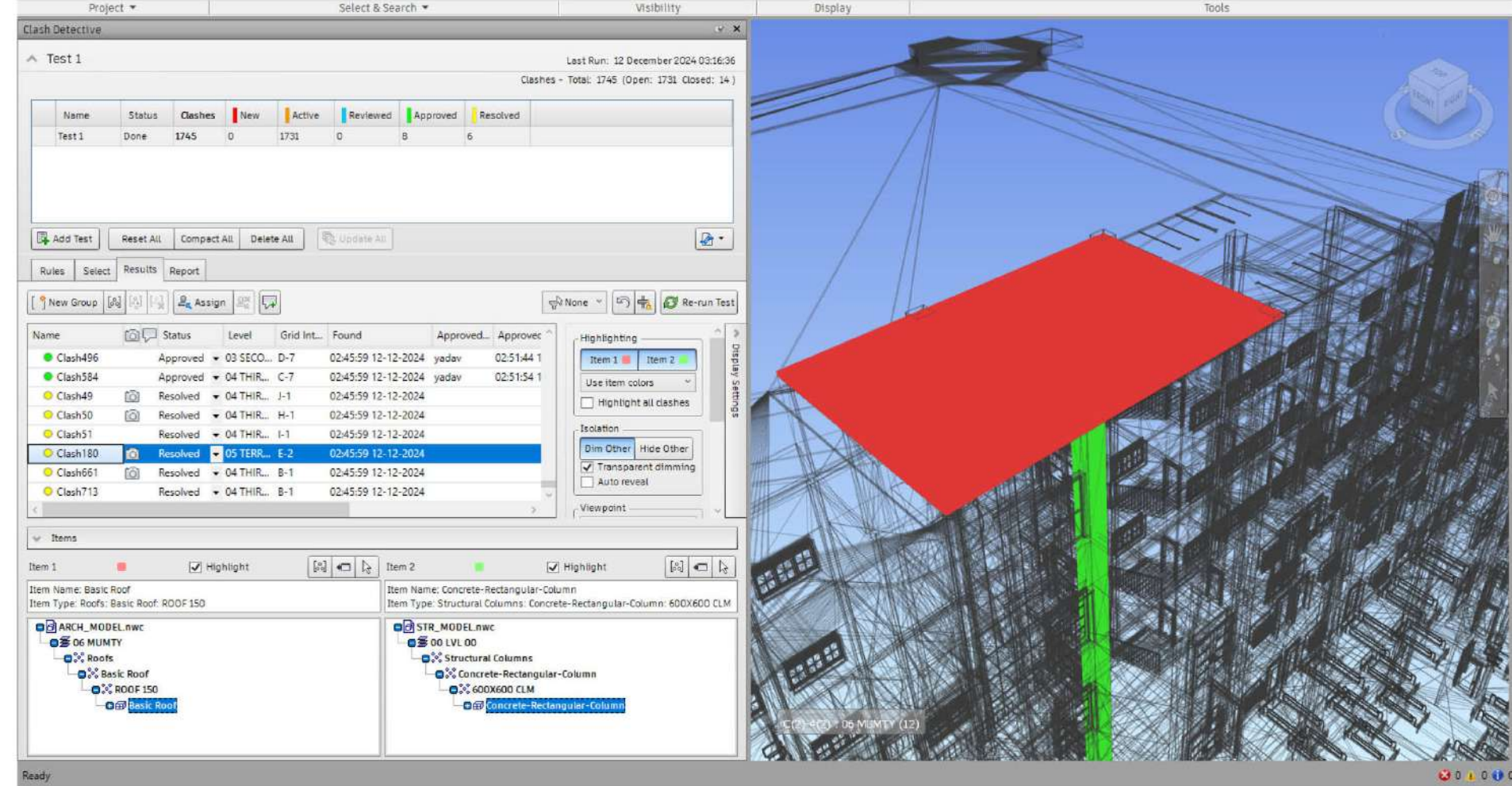
ARC VS STR  
BEFORE



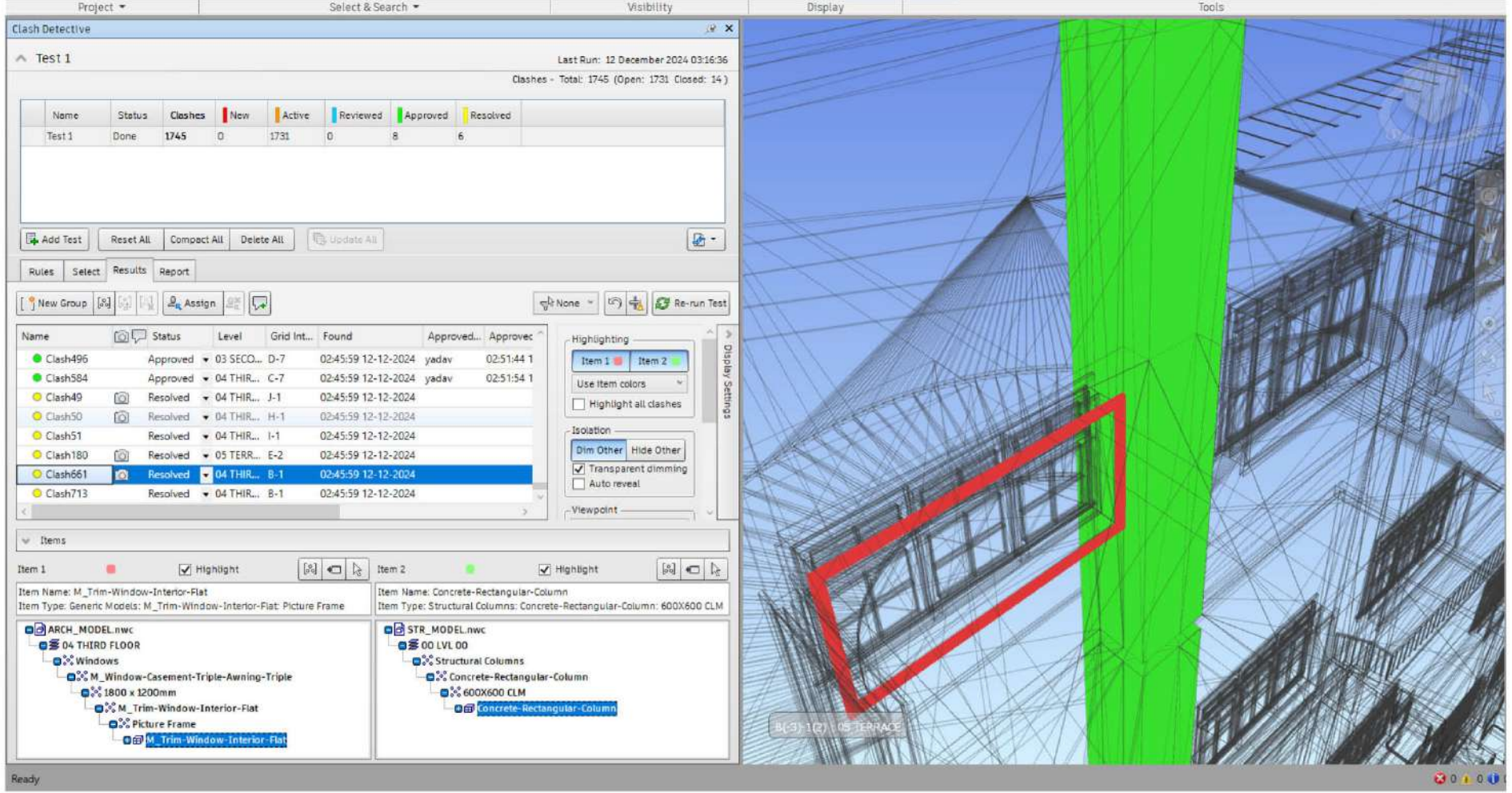
ARC VS STR  
BEFORE



ARC VS STR  
AFTER

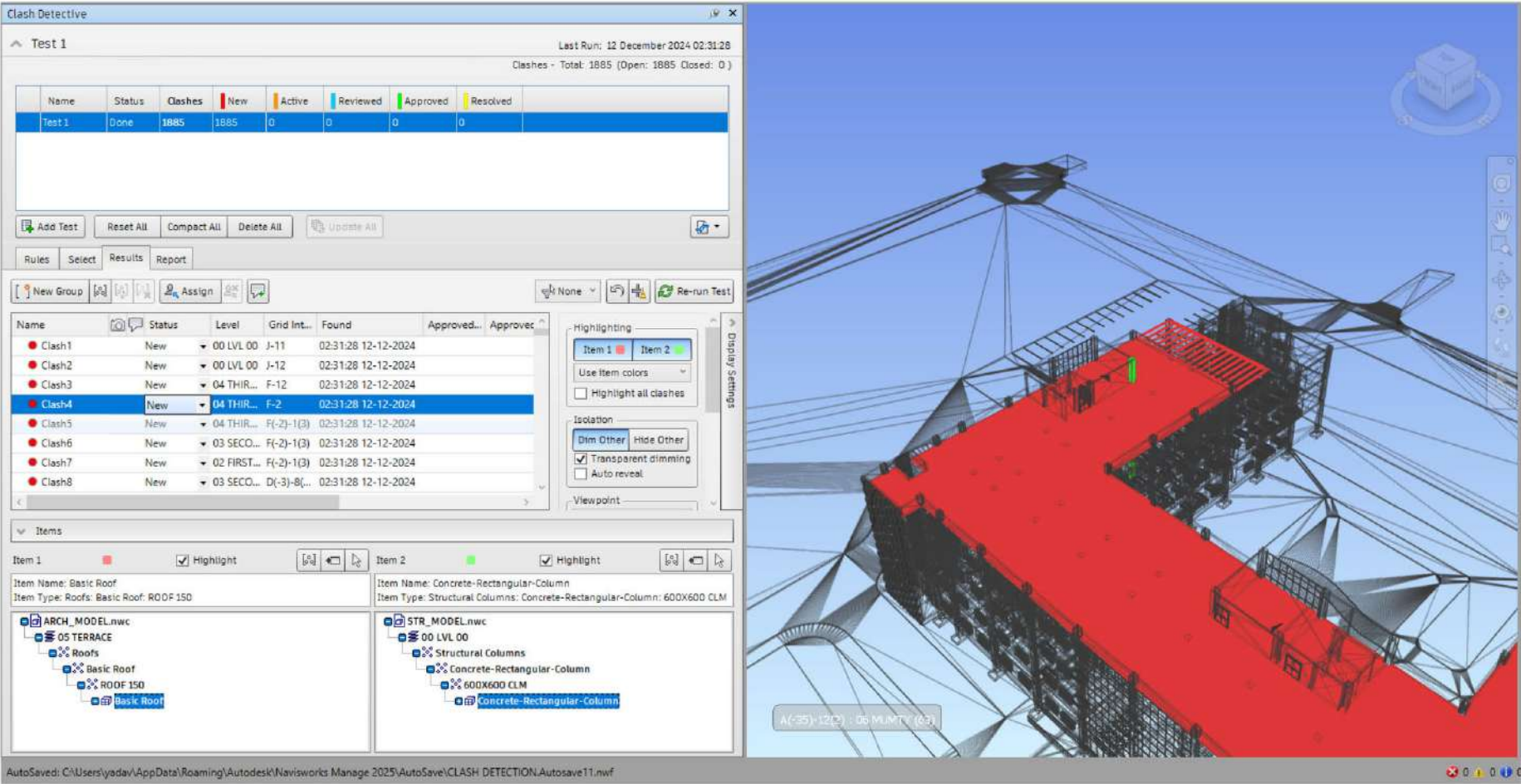


ARC VS STR  
AFTER

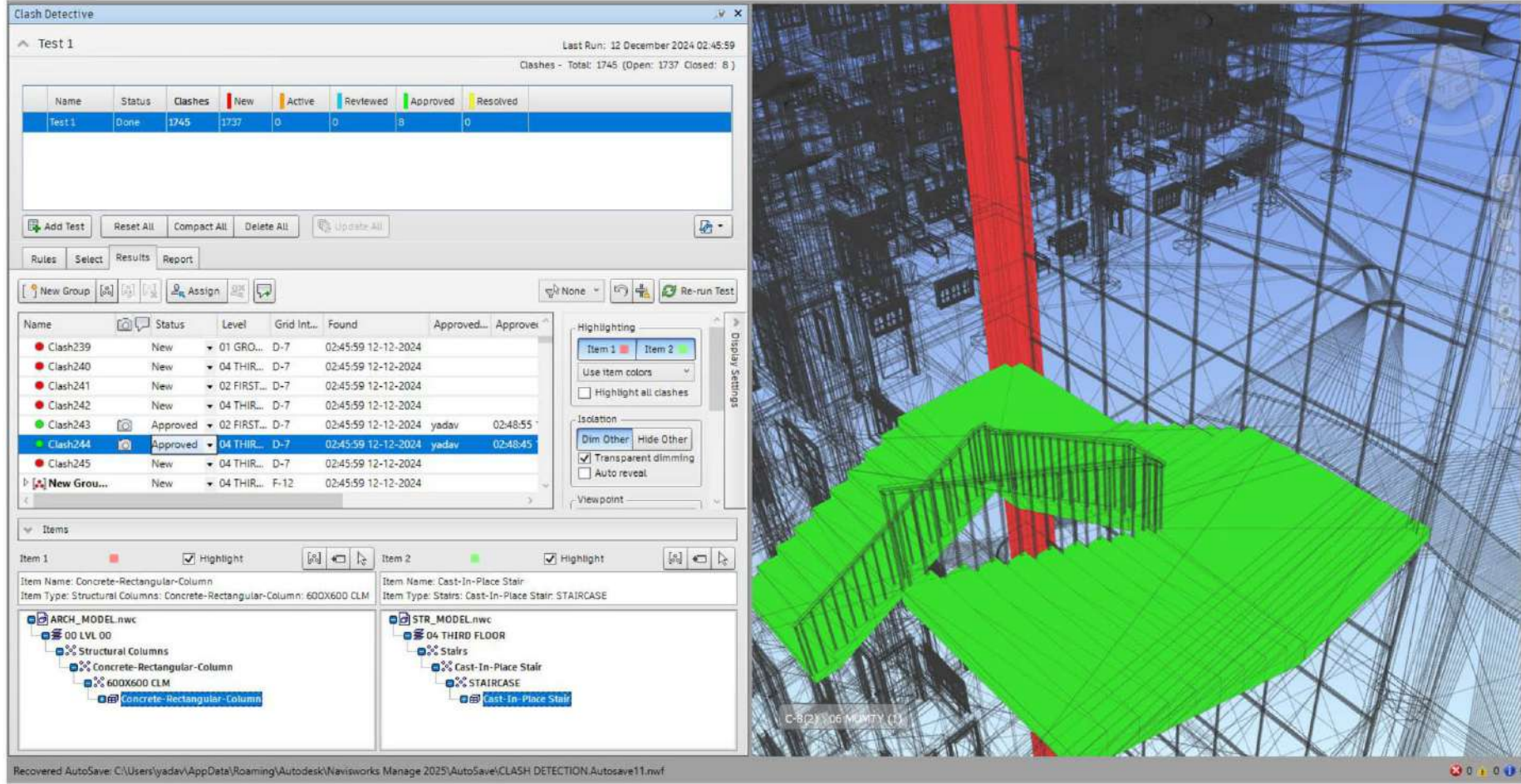




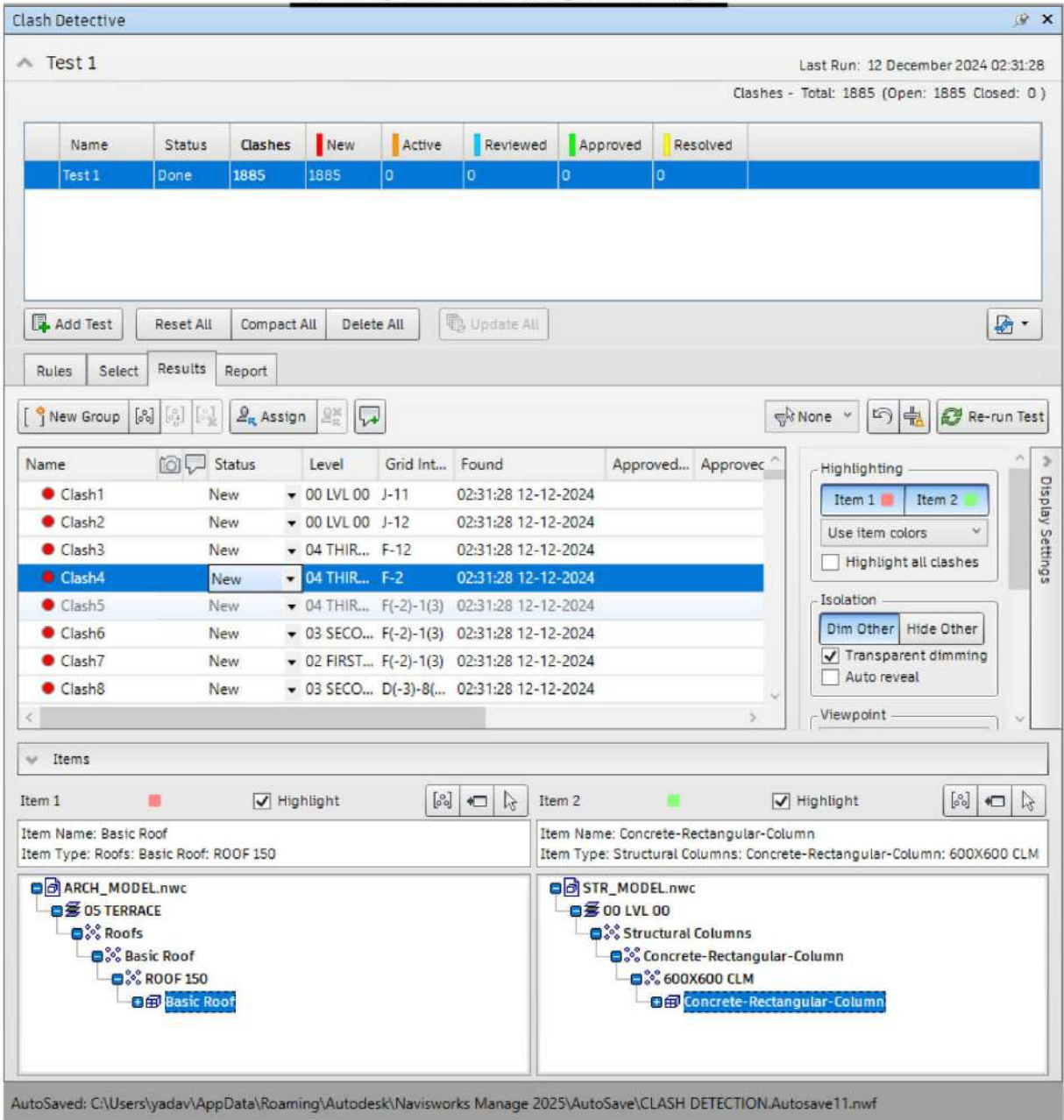
ARC VS STR  
INITIAL CLASH TEST



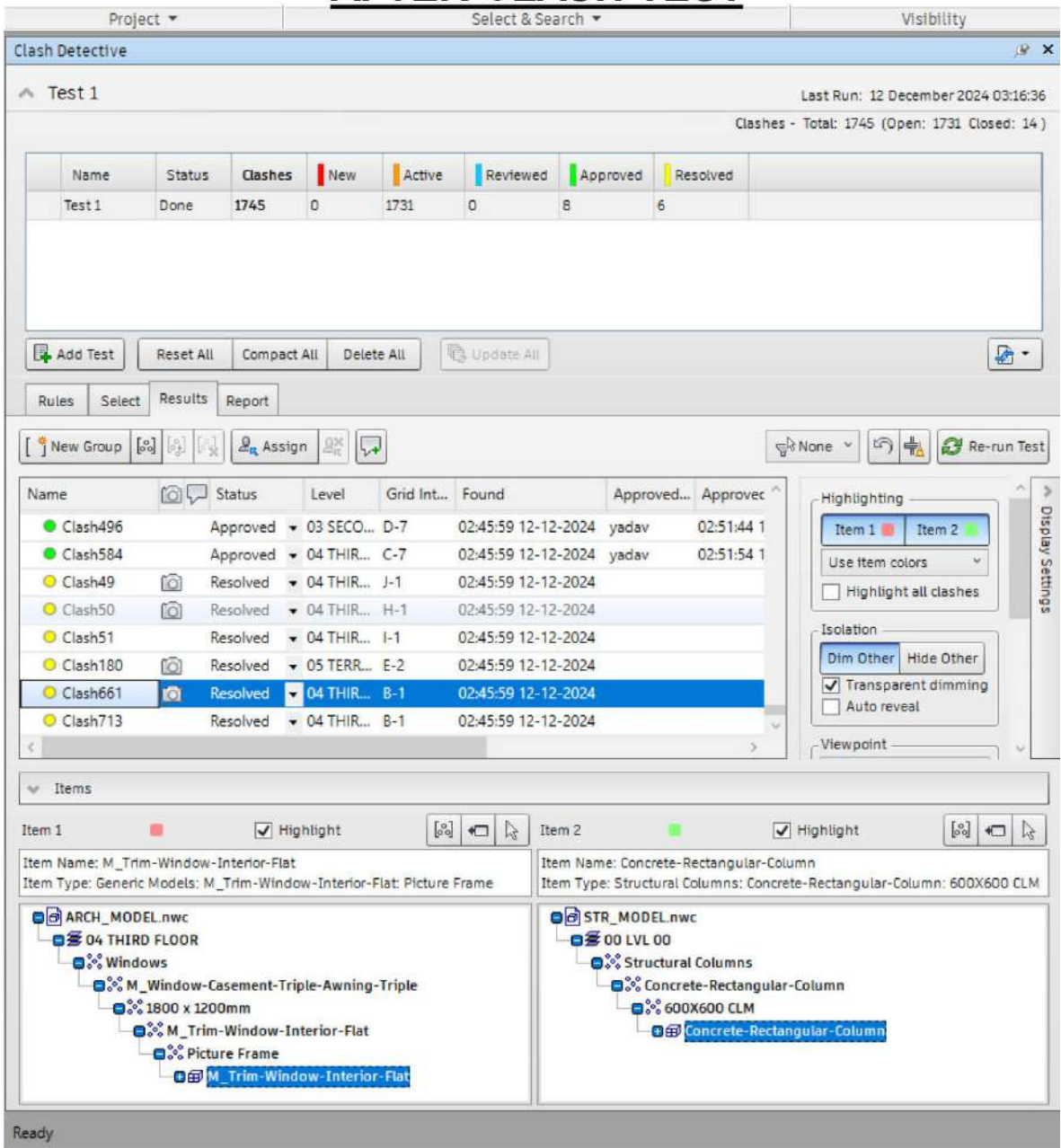
ARC VS STR  
APPROVED CLASHES



BEFORE CLASH TEST



AFTER CLASH TEST



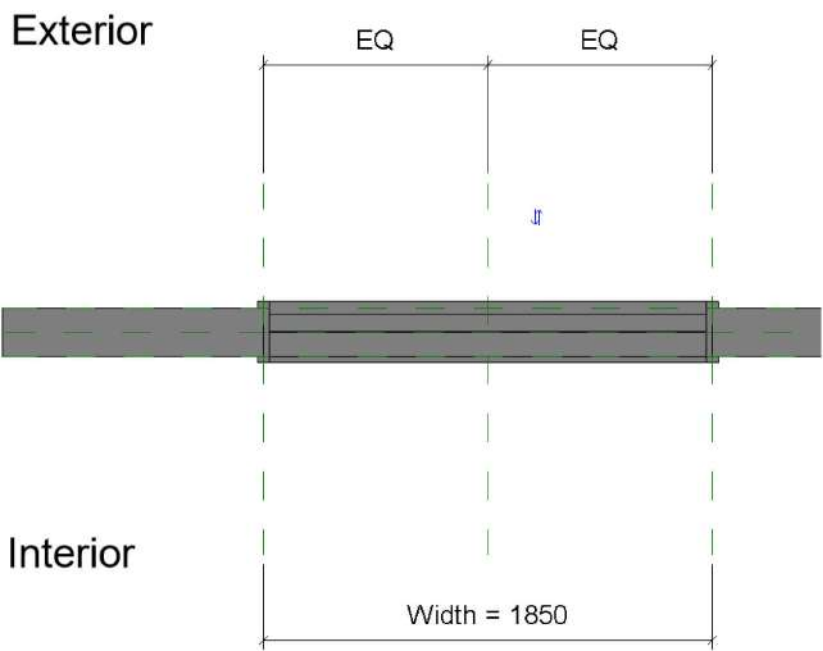


**04**

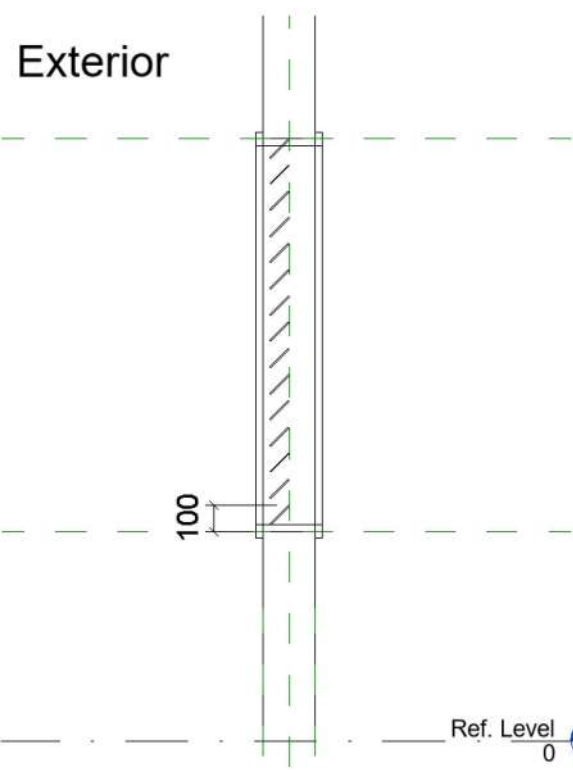
# Custom parametric Families

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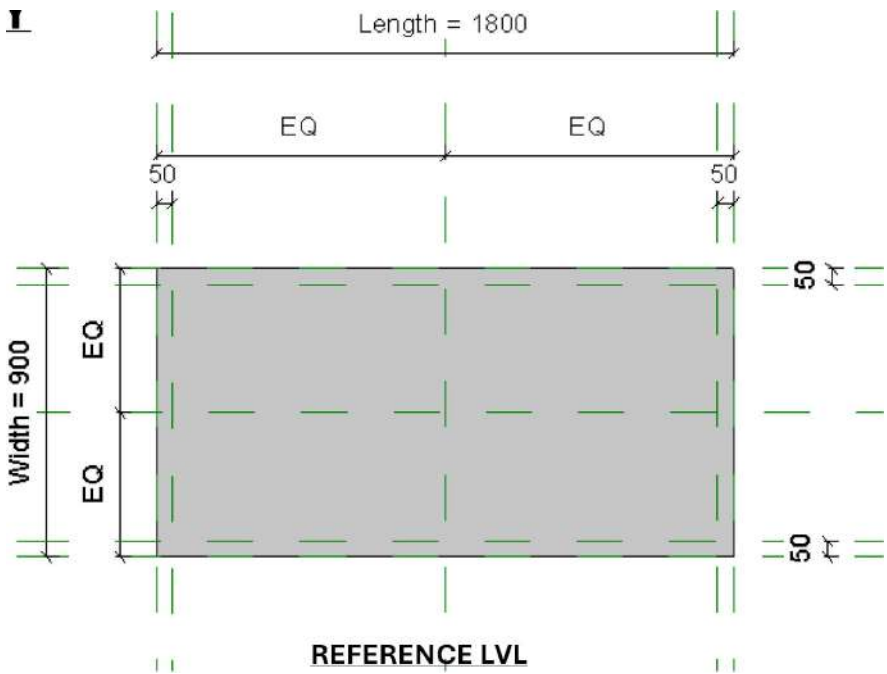
# Louvers with adjustable Angle parameters



Parameter	Value	Formula	Lock
<b>Construction</b>			
Wall Closure	By host	=	
Construction Type		=	
<b>Dimensions</b>			
Angle	45.00°	=	<input type="checkbox"/>
Height	1500.0	=	<input checked="" type="checkbox"/>
Panel Width	1800.0	= Width - 50 mm	<input checked="" type="checkbox"/>
Width	1850.0	=	<input checked="" type="checkbox"/>
Rough Width		=	<input checked="" type="checkbox"/>
Rough Height		=	<input checked="" type="checkbox"/>
<b>Analytical Properties</b>			
Analytic Construction		=	
Define Thermal Properties by		=	
Visual Light Transmittance		=	
Solar Heat Gain Coefficient		=	
Thermal Resistance (R)		=	
Heat Transfer Coefficient (U)		=	
<b>IFC Parameters</b>			
Export Type to IFC As		=	
Operation		=	
Type IFC Predefined Type		=	
<b>Other</b>			
Default Sill Height	800.0	=	<input checked="" type="checkbox"/>
No. Of Louver Panels	15	= (Height - 50 mm) / 100 mm	<input checked="" type="checkbox"/>
<b>Identity Data</b>			



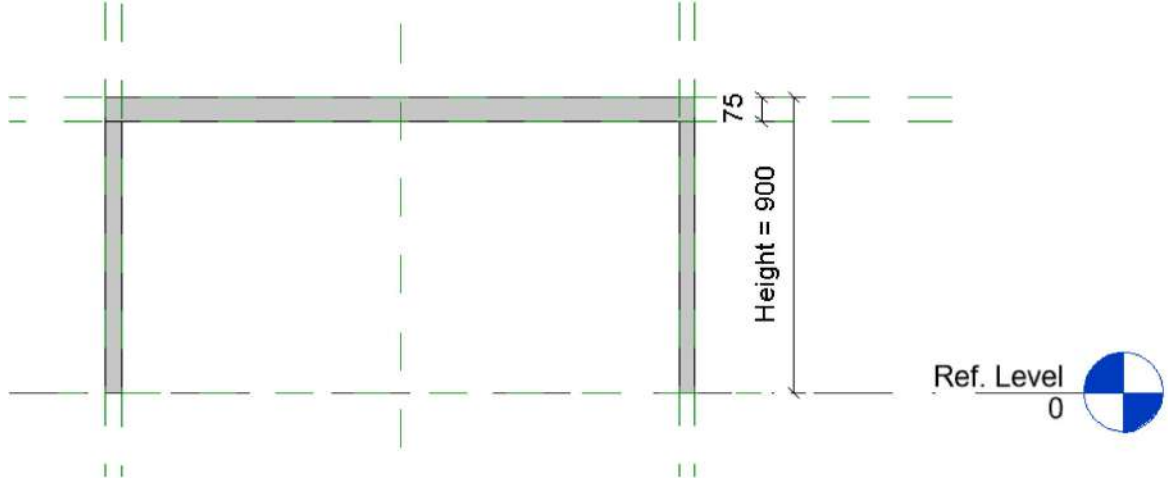
# Table Family



Parameter	Value	Formula	Lock
<b>Constraints</b>			
Default Elevation	0.0	=	<input type="checkbox"/>
<b>Materials and Finishes</b>			
Tabletop Finish (default)	BEECHWOOD	=	
<b>Dimensions</b>			
Height	900.0	=	<input type="checkbox"/>
Length	1800.0	=	<input type="checkbox"/>
Width	900.0	=	<input type="checkbox"/>
<b>IFC Parameters</b>			
Type IFC Predefined Type		=	
Export Type to IFC As		=	
<b>Identity Data</b>			

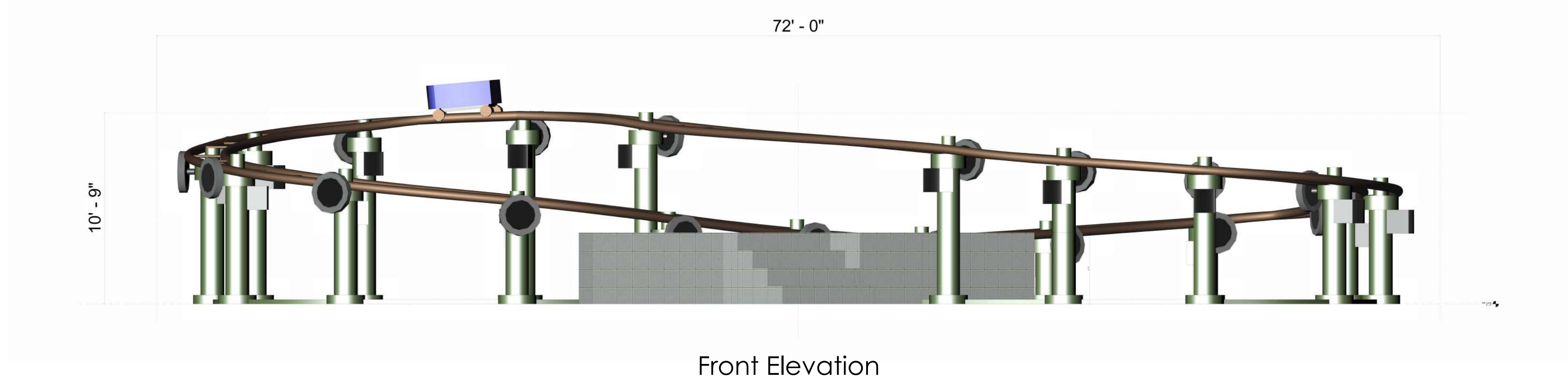
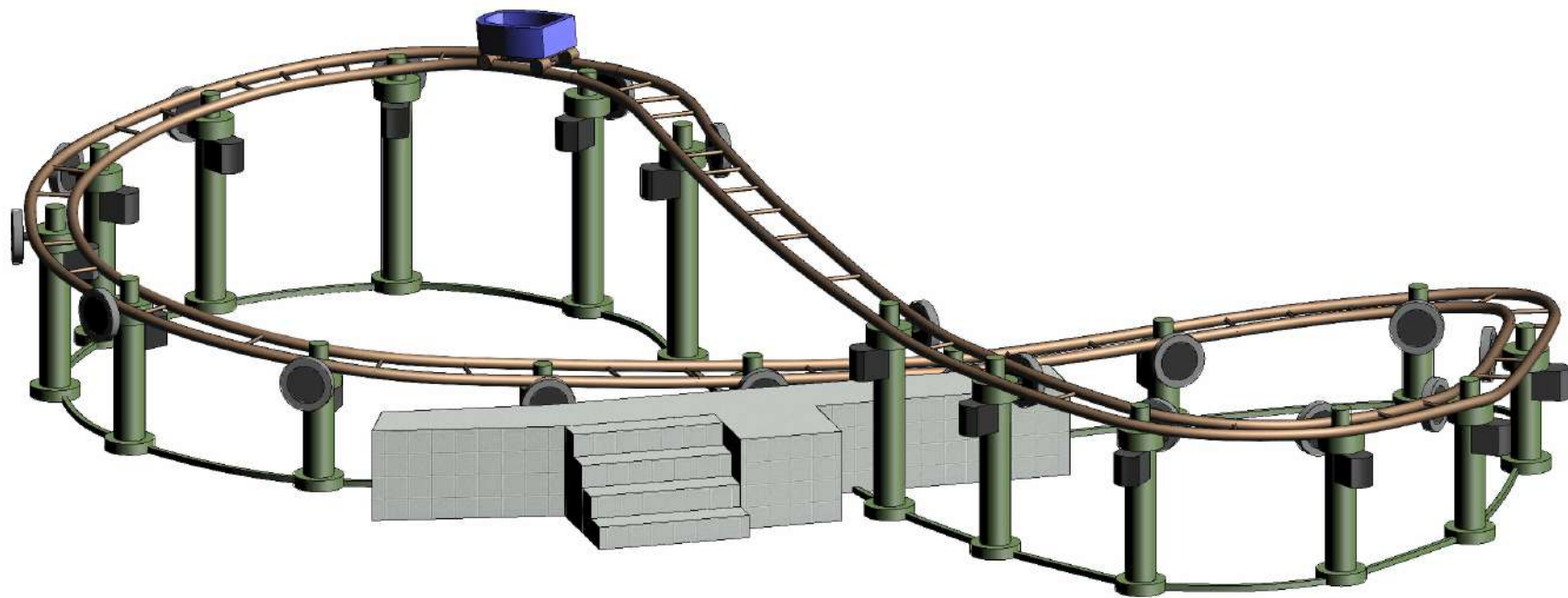
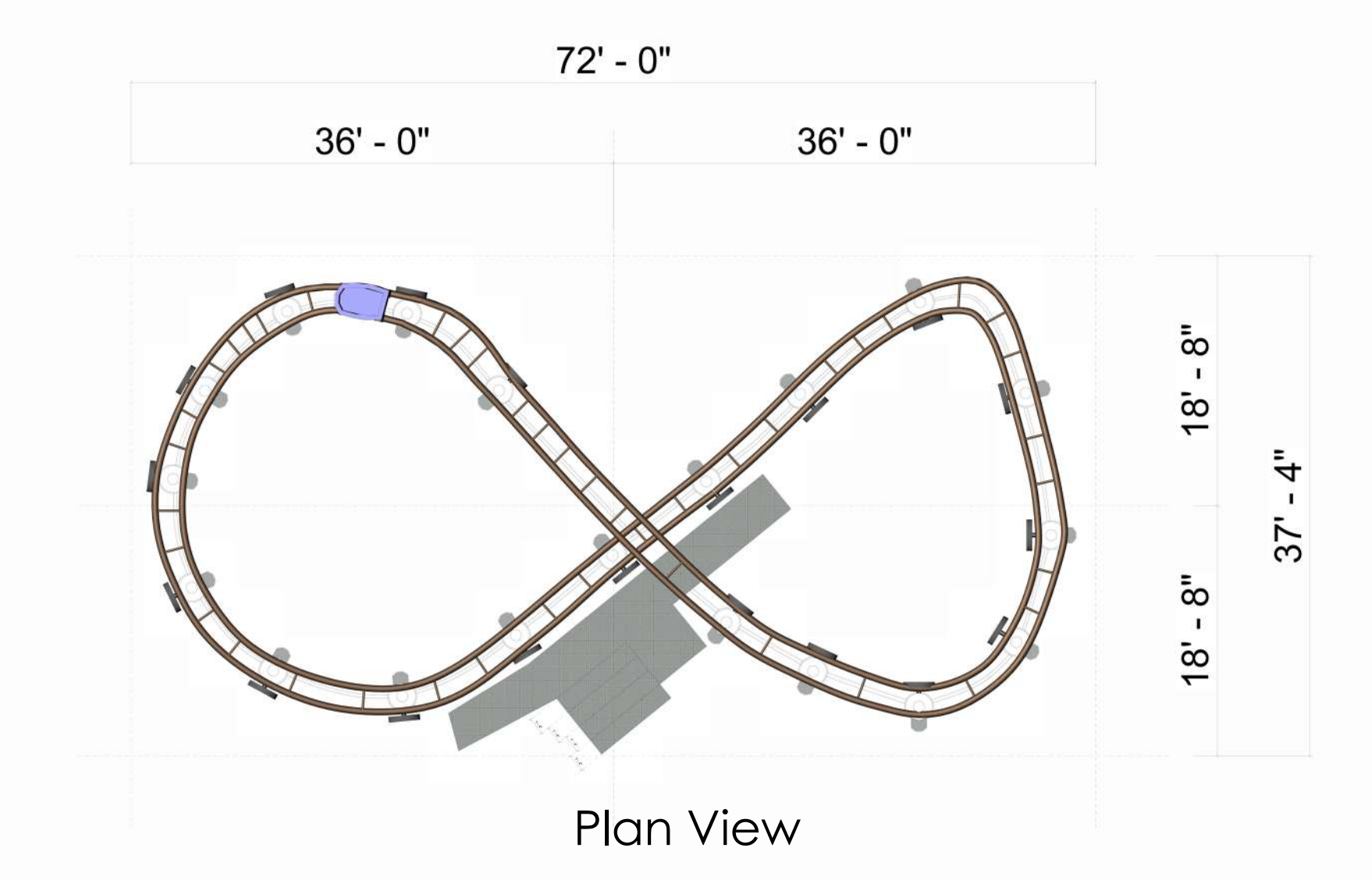
Parameter Type	Family parameter (Cannot appear in schedules or tags)
Parameter Data	Name: Length Discipline: Common Data Type: Length Group parameter under: Dimensions Tooltip description: <No tooltip description. Edit this parameter to write a custom tooltip. Custom Edit Tooltip...

Parameter Type	Family parameter (Cannot appear in schedules or tags)
Parameter Data	Name: Tabletop Finish Discipline: Common Data Type: Material Group parameter under: Materials and Finishes Tooltip description: <No tooltip description. Edit this parameter to write a custom tooltip. Custom Edit Tooltip...



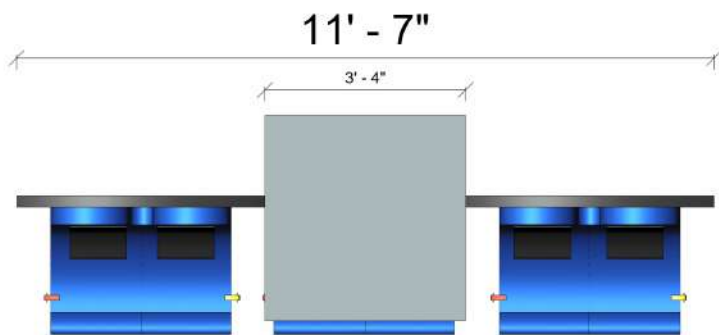


# Roller Coaster Family For Amusement Park

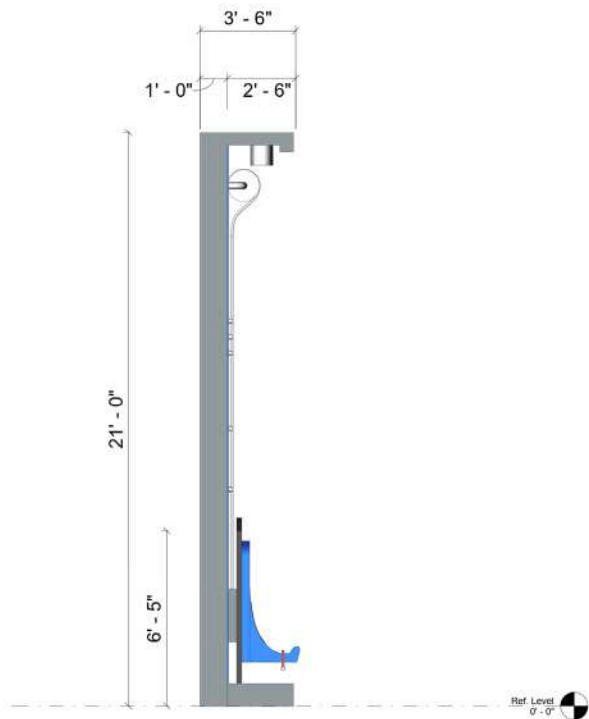




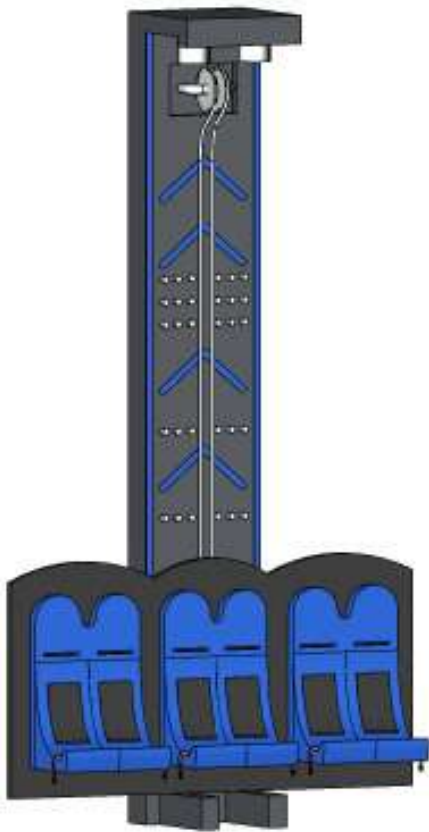
Drop Tower Custom Family For Gaming Arcade



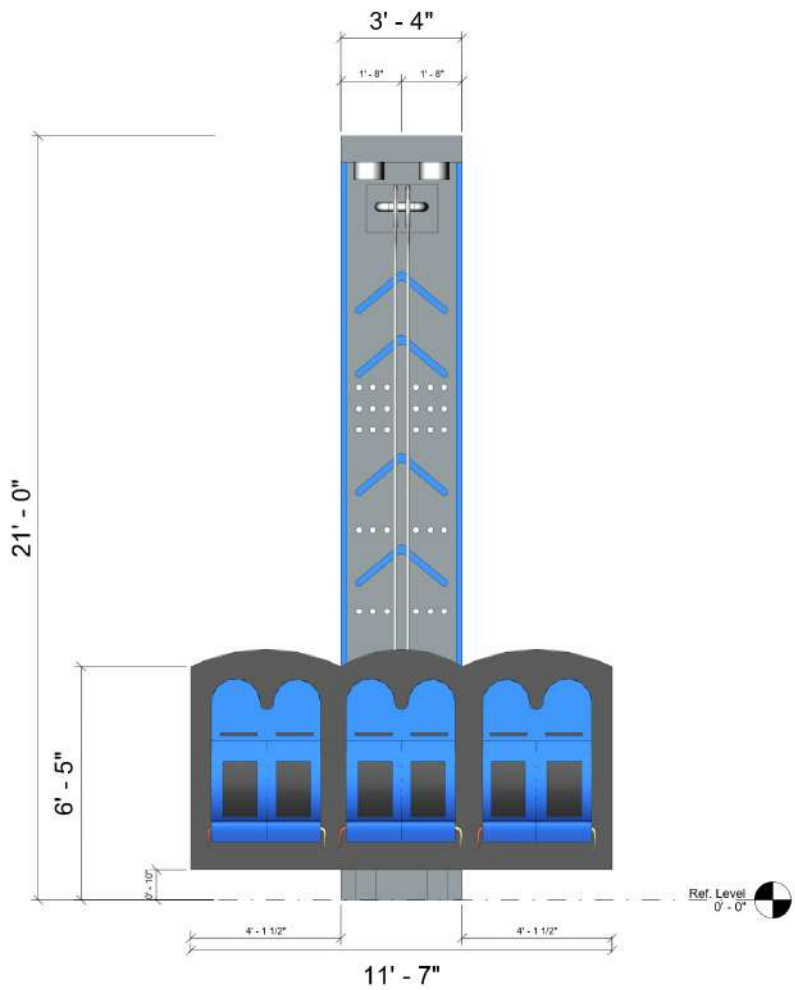
Plan View



Left Elevation



3D View



Front Elevation

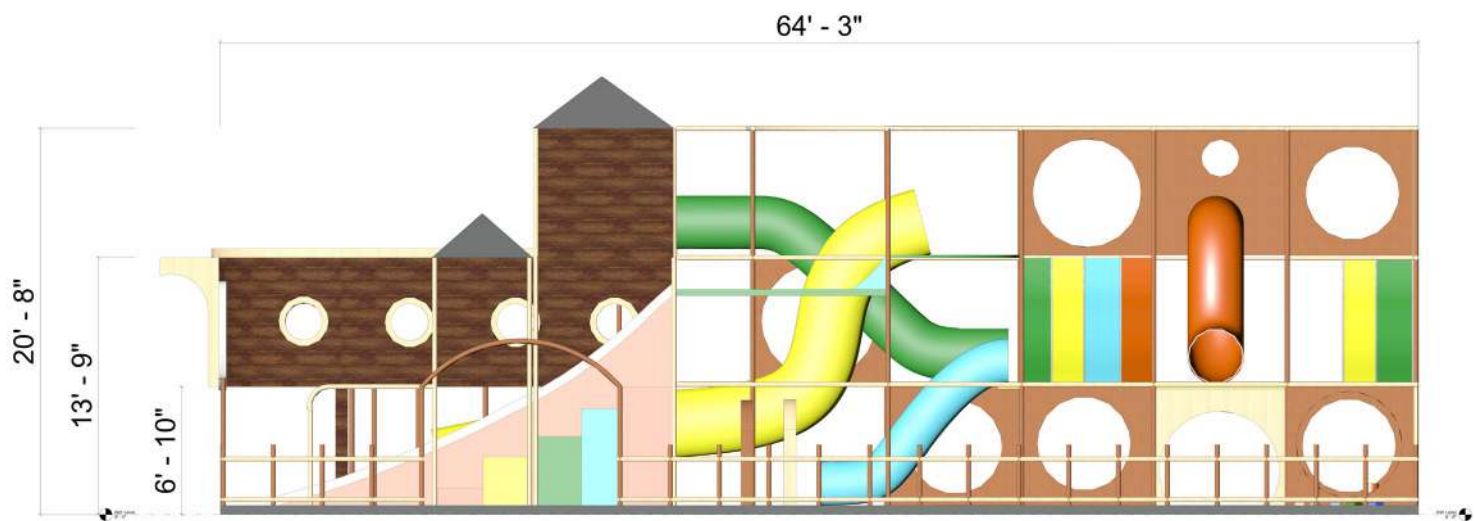
Bounce Beach Custom Family For Amusement



Bounce Beach 1



Bounce Beach 2



Front Elevation





Thank you!