



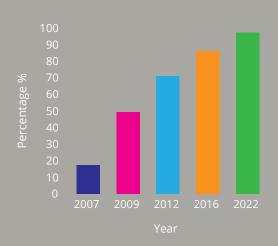


A PROMISING FUTURE...

BIM is more than just 3D design, it is a lifetime of collaborative data-rich modeling.

Its adoption has grown exponentially since its inception.

BIM Adoption Trend



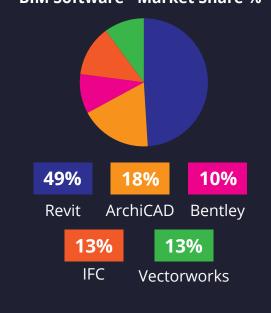
SOURCE: Geoff Zeiss – Former Autodesk - Geospatial blo

WE LOVE COMPATIBILITY

After extensive research we decided to create all our BIM files in Autodesk Revit.

Most BIM operators use Revit which means they are compatible with multiple CAD formats.

BIM Software - Market Share %



@StephenHamilNBS – Article from Construction Code

THE BIM SERVICE TEAM

For further information please contact bim@apollolighting.co.uk or visit our BIM page at www.apollolighting.co.uk/bim/ T: 0113 240 5511

Our BIM Journey...

Following comprehensive investigations by our dedicated BIM Service Team for the perfect BIM package, we have created a formula suited to all end user requirements. Whether you are a specifier, designer, architect or engineer our BIM files will meet your expectations.



Gather Information

Enter a broad range of data into our extensive spreadsheets according to the CIBSIE standard template.



The fancy bit

The 3D model is tested for rendering purposes. This visualisation stage brings the product to life.



Modeling

The model is built in Revit, creating luminaire variants and linking up our spreadsheet data with the 3D model.



Packed & Ready

Once the model is complete and checked, it is packed up into a zip archive ready to download from our product pages!

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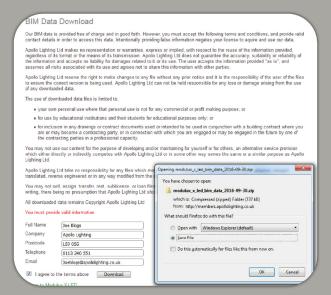


Step 1:

Navigate to the product page you wish to download BIM files from and simply click on the 'Download BIM Data' to get started...

Step 2:

The next screen you will see is our data download disclaimer. Fill in the appropriate fields tick the 'I agree' box and you will be greeted by the download pop-up. These files are only useful if they are saved to your computer.



BIM Data Download ☐ ≪ Dow... ➤ modulux_x_led_bim_data_2016... ➤ # · 🗓 0 Organize ▼ Extract all files * Favorites Desktop Modulux x LED.rfa Revit Family Modulux x LED.txt Disclaimer.txt Modulux_X_LED_MXLED126176.ies Creative Cloud Files Downloads Text Document Recent Places Photometry Wizard File **B Modulux_XLED_MXLED128176-ies **M Modulux_XLED_MXLED128178-ies **M Modulux_XLED_MXLED128132-ies **M Modulux_XLED_MXLED128104-ies **M Modulux_XLED_MXLED128104-ies **M Modulux_XLED_MXLED12832-ies **M Modulux_XLED_MXLED12832-ies **M Modulux_XLED_MXLED6686-ies **M Modulux_XLED_MXLED6688-ies **M Modulux_XLED_MXLED6689-ies **M Modulux_XLED_MXLED6689-ies **M Modulux_XLED_MXLED6889-ies Libraries Desktop Photometry Wizard File Photometry Wizard File Photometry Wizard File Modulux_X_LED_MXLED6652.ies Photometry Wizard File Readme.txt File folder

Step 3:

Once your download has completed. The file should be unzipped to its own folder. Once completed the file should look like this.

The folder includes;

2x Revit File (.rfa) (One for rendering in the 'Render' folder, one for data purposes)

Associated IES files

A text (.txt) file that links technical data to the 3D model.

BIM disclaimer

Readme text file for any hints or tips on using the product file.

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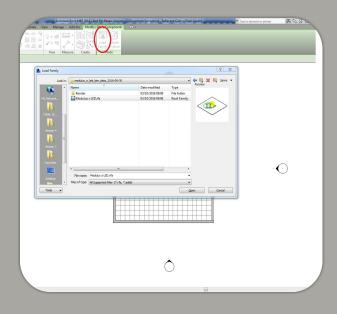
Step 4:

Load up an existing Revit project. Click on the 'Architecture' tab and then click on 'Component'.

Next go to the 'Modify' tab and click on 'Load Family' (circled).

Navigate to the location of your downloaded folder and click on the appropriate Revit Family (.rfa) file.

Click open.



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Step 5:

When you click open to load your family into the project you will see the 'Specify Types' screen.

This is where you can choose the variations of the luminaire that you would like to work with.

To select the variation simply click the row. Hold 'Ctrl' and click for individual selections to avoid large quantities of variations.

Once you are happy with your selection click 'Ok'.

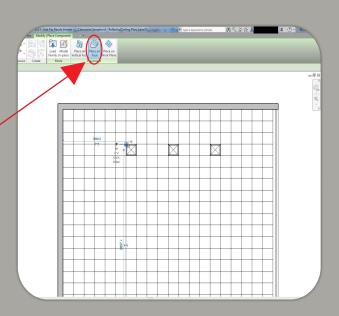
Step 6:

Placing the family into Revit is simple.

Load up the desired view.

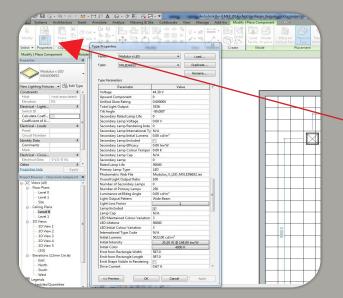
Go into the 'Modify' tab and click on 'Place on Face'.

You are now ready to add the luminaires onto a surface.



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Step 7:

One of the great things about Apollo Lighting's BIM files is the sheer amount of data we incorporate into the models.

You can access all this information about your model/variation by just clicking on Type Properties'.

First click the luminaire and then click on 'Type Properties' in the 'Properties' section of the 'Modify'

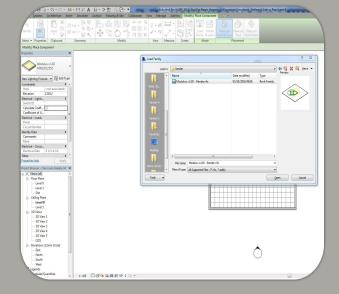
This will bring up what we see in this figure. You can also browse through different variations simply using the 'Type' drop down menu.

Step 8:

If however you want the BIM files more for visualisation than for data purposes then there is a special render file located in the 'Render' folder to give you a good representation every time.

To load in this version it is as easy as repeating steps 4 and 5 and choosing the 'luminaire name – render' file instead.

Once done click 'Open'





Step 9:

To render your luminaire, first make a 3D view using the 'Camera' function. Then click on the 'View' tab and under the 'Graphics' section click 'Render'.

You can then alter how you render the product with quality varying from 'Draft' to 'Best'. We recommend 'Medium' or above for best results but please be aware renders will vary depending on quality.

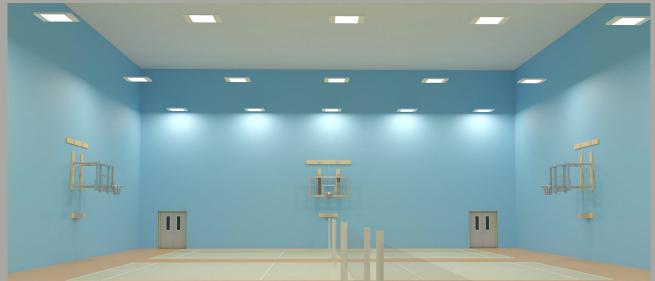
Make sure your artificial lights are on by clicking on the 'Artificial Lights..' button and checking the scheme involves 'Artificial Light'.

Once this is done you are ready to render. Click 'Render' at the top. Don't be alarmed if yours comes out differently as experimentation with 'Exposure Settings' will be sure to fix this.

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T: +44 (0) 113 240 5511 F: +44 (0) 113 240 5151

W: www.apollolighting.co.uk

sales@apollolighting.co.uk technical@apollolighting.co.uk Unit D9

Cross Green Approach

Leeds

United Kingdom

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