



Ar Cv Ec Gs Mc Nw Og Qs Sw Ws



TiffinBIM-Architecture is an industrial module of the TiffinBIM system. The program can be used to create professional architectural documentation. Above all, it is intended for architects and all who shape and restore building forms.

TiffinBIM-Architecture is used for the object-oriented creation of professional architectural plans and sections, interactive 3D previews and realistic visualisation.

The program features specialist architectural functions, such as: automatic cross-sections, automatic dimensioning or importing object shapes from other programs.

KEY FEATURES:

WALLS

The insertion of arch, single-layer and multi-layer walls.

The possibility to transform a 2D drawing created from polylines or lines into the plan of single- or multi-layer walls, virtual walls or a foundation plan.

WINDOWS AND DOORS

The insertion of windows of various shapes (circular, triangular, with an arch, etc.), including the possibility to set horizontal and vertical division and define the visibility of windowsills or cut an opening itself (without a window sill) in a wall in the shape of special windows (doors).

The insertion of single and double arched doors, including additional side or top lighting.



WALL OPENINGS

The insertion of an opening of a set width and height in a wall from the left and right side (insertion at any height).

The possibility to insert a recess of a pre-determined depth.

FLOORS

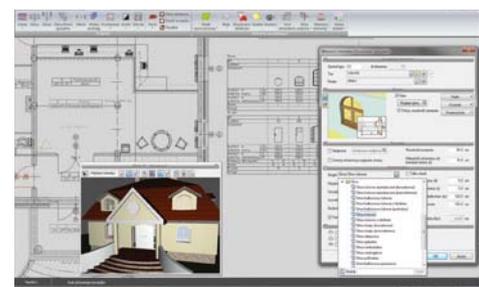
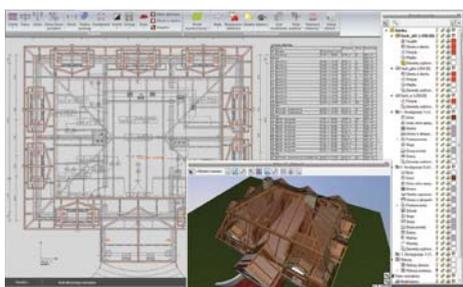
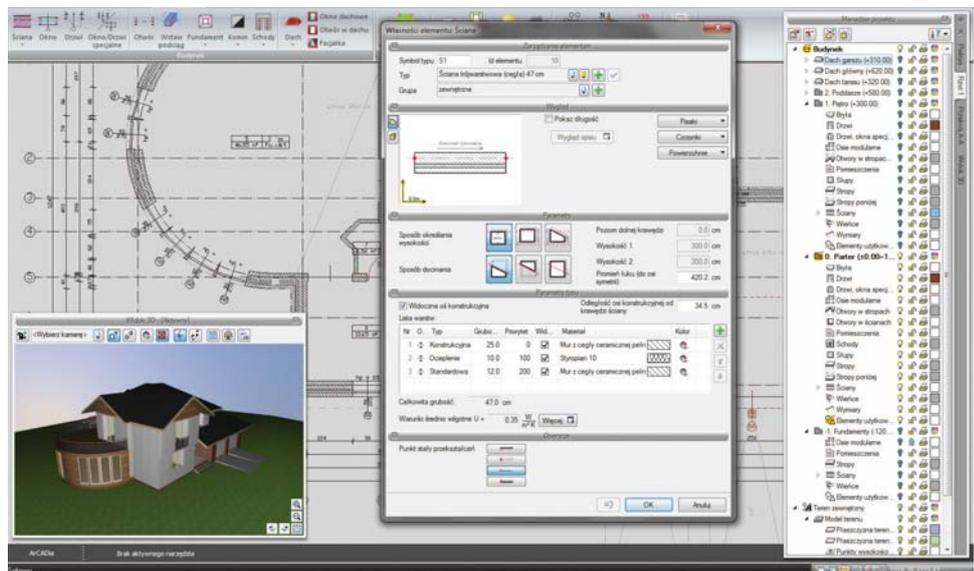
The insertion of any floor by indicating its shape.

The insertion of a floor on ground in rooms of the lowest level.

STAIRS

The creation of a spiral staircase inserted with or without a pillar.

The insertion of single ramps or ramps with a landing.



ROOFS

The automatic and free insertion of pitched roofs, including a complete range of modification options (changing into a single-sloped or double-sloped roof, changing the height of a knee wall and inclination of any slope separately).

The insertion of windows and openings in the roof.

The insertion of dormer roofs (dormer windows).

The insertion of a timber structure from the *R3D3-Frame 3D** add-on program (roof slopes exported to *R3D3-Frame 3D* are structurally calculated, while the roof framework is returned to TiffinBIM-Architecture).

FOUNDATIONS

The insertion of a strip footing or any defined spot footing in the plan.

SOLID

Drawing any shape of a solid with a set height. The solid can be further used as a terrace, platform, mezzanine, and similar elements.

The insertion of a solid of a specified width and height, e.g. as binding joists and beams, including the possibility to select an insertion axis or edge.

Solids are inserted through a rectangular outline.

FACILITIES

Importing objects in the following formats: 3DS, ACO and O2C.

User-defined symbols (2D elements) can be saved in the program library.

Package design, which is able to transfer the project from the imported objects to another computer, where the standard library program.

**R3D3-Frame 3D is an optional add-on module, a 3D program designed for construction engineers and used for static calculations and dimensioning of planar and spatial bar systems.*





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AUXILIARY ELEMENTS

Dimensioning

The automatic dimensioning of the entire floor plan by selecting dimensioning lines (total external, external for protruding elements, rooms and walls, windows and frames, as well as openings).

The assignment of dimensioning to objects, which enables automatic modification for all edits.

The angular and radial dimensioning of walls.

Dimensioning that indicates arch wall lengths.

The possibility to insert a spot height in the floor plan and cross-section.

The possibility to insert an element description (roof, floor, wall) both in the plan and cross-section.

(Apart from the match, a flag with a bill of materials for an indicated element is also available)

Listings

Automatically created listings of timber for timber structures inserted in the R3D3-Rama 3D program.

Rendering

Materials for each element with its properties are defined.

Simple (fast and easy to use) or advanced rendering, including the possibility to define all necessary settings (lighting type and position, shadow softening, etc.).

The new rendering method for outdoors and indoors (Photon mapping).

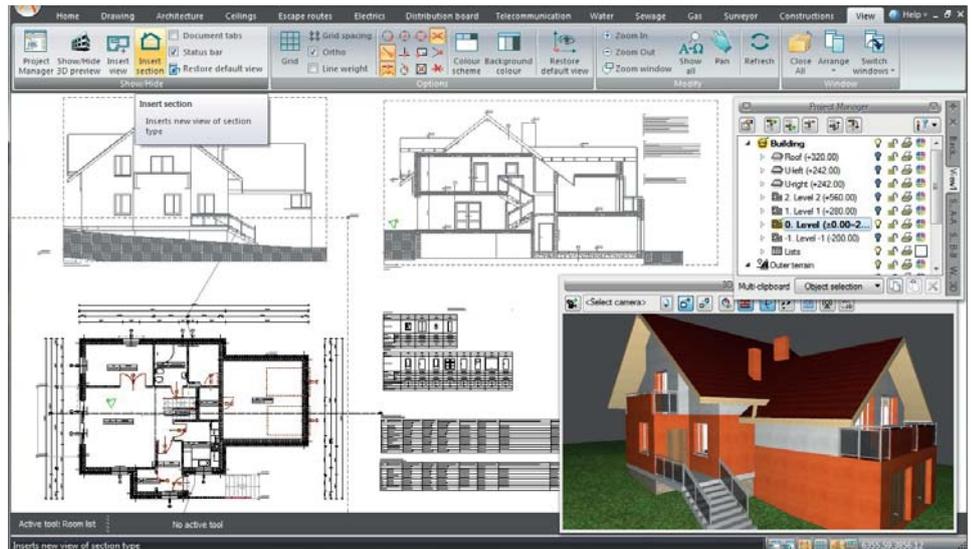
Two renderings can be calculated in different views: daylight and night time views.

The rendering window is independent of the TiffinBIM Architecture program, which makes it possible to continue working on a design, as the visualisation is calculated.



Minimum System Requirement:

Pentium IV-DualCore, 256 MB RAM (recommended min 1024 MB),
Compatible graphic card with OpenGL 1.5, DVD-ROM,
Operating System: Windows XP 32-bit, Windows Vista,
Windows 7, Windows 8/8.1



Editing the Material Database

The availability of the standard material database, including the possibility of any modification by adding, changing or removing elements from the library.

Wind Rose

The symbol and direction of the north point can be inserted on the ground floor plan.

Cross-Section

The automatic creation of a cross-section by indicating the cut line of a building, including the possibility to define elements visible in the cross-section.

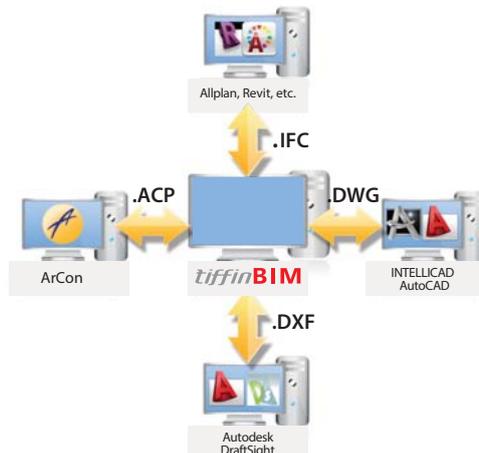
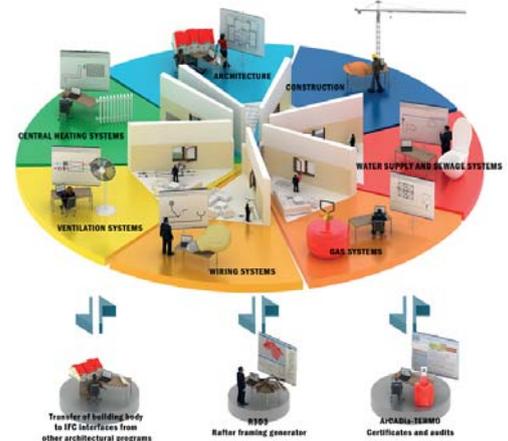
The insertion of a stepped cross-section with any number of folds.

The automatic insertion of ring beams, locating them above the load-carrying layer of a wall (with set types of wall layers) in the floor void.

Lintels visible in the cross-section are automatically inserted with the window and door joinery.

The cross-section can be automatically and manually refreshed to accelerate the work over the design.

Views can be exploded, maintaining element groups and support for the Project Manager.



Communication with other systems:

Object import / export project in IFC format.
Object-oriented data exchange program
ArCon (bi-directional transfer of the entire building solid).

