

LOVE TILES



LIBRARY MANUAL

Index

Document Versions	3
BIM Library Manual	4
01. Introduction	4
02. Library description	4
03. Compatible versions	4
04. Objects Characteristics	4
05. Inserting the material library	5
06. Insertion of families	6
07. Object properties	9
08. Material quantification	10
09. Final considerations	10

00. Document Versions

V.00	28.02.2025	First published version
------	------------	-------------------------

01. Introduction

This BIM Library Manual aims to support the installation and use of BIM Objects related to products developed and marketed by **LOVE TILES**, seeking to help AEC Industry - Architecture, Engineering and Construction technicians in their decision process.

02. Library Description

The presented library was developed for AUTODESK REVIT® and refers to the followed collections marketed by **LOVE TILES**:

_ **Balance**

_ **Sense**

_ **Light**

Included in this library are all the typologies of collections listed above, in the colours, finishes and commercialised formats.

03. Compatible Versions

The library is compatible with the AUTODESK REVIT® software and 2022 version or newer.

04. Objects Characteristics

The objects are created in the respective categories, so that they can be used according to their real application. This way, all objects relating to floor and wall coverings are created in the Floor and Wall object categories respectively - system families. The Skirting objects are created as Wall Sweep - System family. The step objects and internal and external corners, are created as loadable families in *.Rfa format in the Generic Models category.

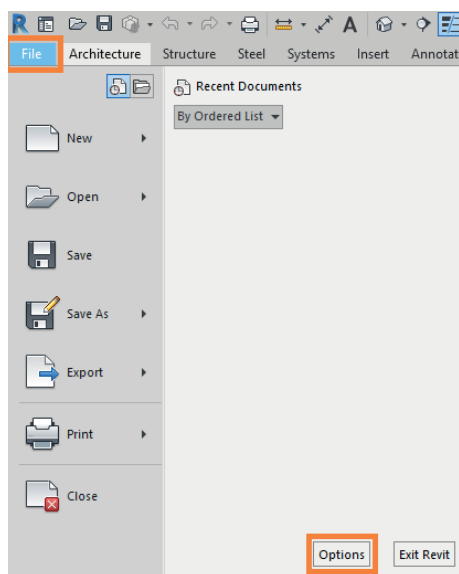
The objects are presented with nominal measurements, but are modelled with their actual measurements, adding a joint with thickness according to the product and its technical requirements.

All here proposed instructions are just suggestions to create a correct paving execution. It's highly recommended to consult the project country laws and applied standards, as well as the project team instructions.

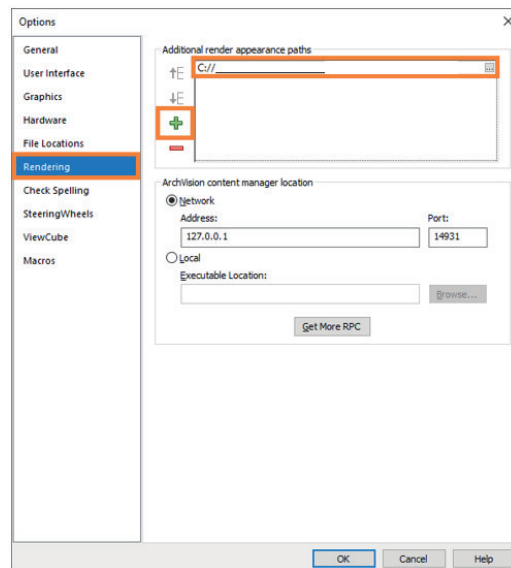
05. Inserting the Material Library

The created objects have associated materials, which, for the purpose of representation and rendering, have images that give to it its characteristics related to colour, shape and finish. In order to the program map it correctly, the folder **LOVE TILES-[correspondent collection]-Materials** must be saved in a user directory to be mapped

The user will then need to include the path to that folder in the list of paths to map material textures. To do this, go to **FILE / OPTIONS**:



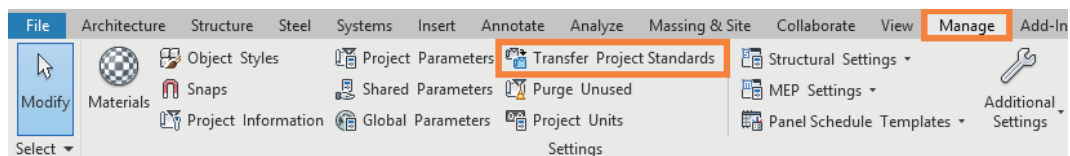
Then, in the **RENDERING** section, add the path to the list of additional render appearance paths:



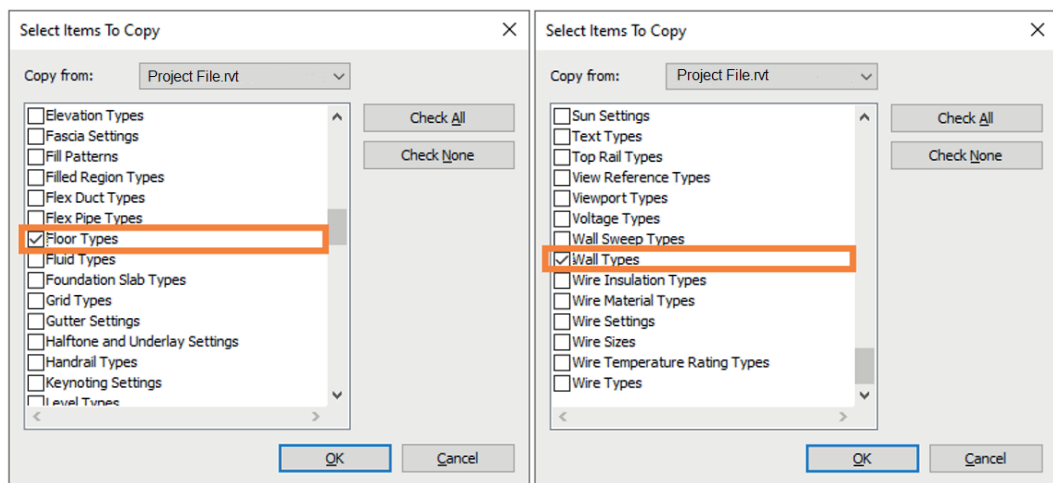
It is convenient to restart the software, after this step. This way, we ensure that all the necessary images of the materials are properly mapped for the rendering process.

06. Insertion of Families

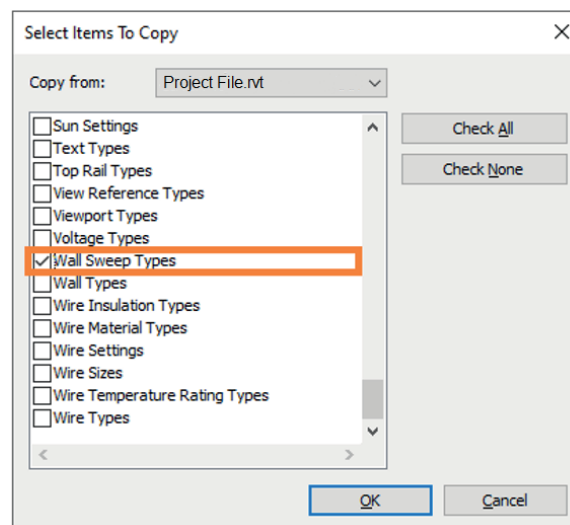
In the case of objects belonging to System families, namely those relating to wall and floor coverings, must be loaded from one project file (*.RVT) to another. Thus, to transfer the Wall or Floor category elements, you must open the LOVE TILES file with the desired collection's typology, as well as the project file that you want to transfer the **LOVE TILES** objects to, and go to **MANAGE / TRANSFER PROJECT STANDARDS**:



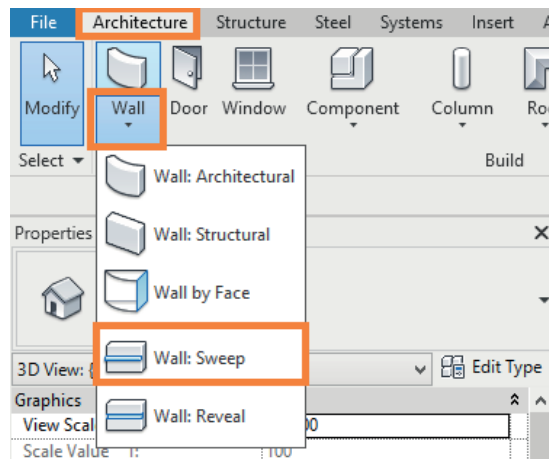
You must then select the object type that you want to transfer. In the case of floors objects, the **Floor Types** option must be chosen; in the case of wall coverings, choose the **Wall Types**:



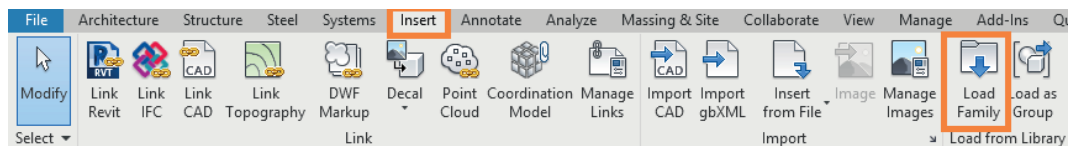
The skirting objects developed as Wall Sweep category, in order to load these objects for a project, the respective file must be opened first. Then, go to **MANAGE / TRANSFER PROJECT STANDARDS**, as mentioned above and choose the **Wall Sweep Types** option:



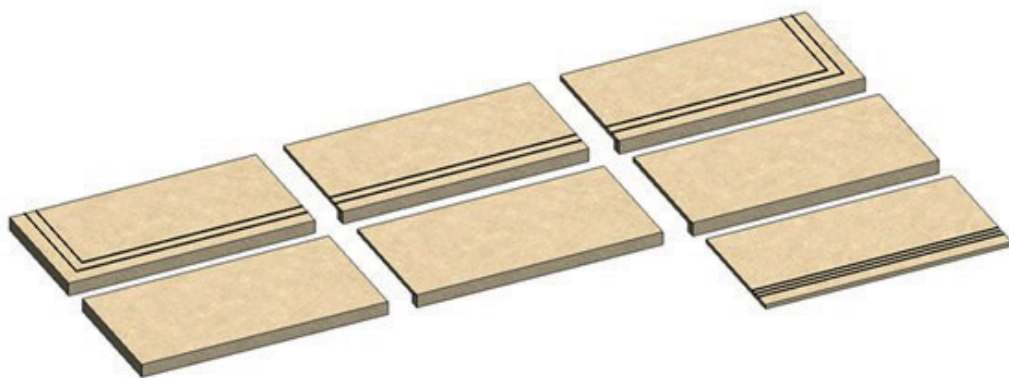
In order to be applied, simply activate the specific command to place Wall Sweeps in **ARCHITECTURE / WALL / WALL: SWEEP**:



Step objects, as well as the Internal Corner and External Corner objects, are loadable families in *.RFA format, so they must be loaded through the tab **INSERT / LOAD FAMILY**:



These objects are created as Face Based objects, so they will need an object surface to be able to be placed in the project, or in a chosen Workplane.



07. Object Properties

The objects have been developed in-depth and extensively. Thus, all objects have a link to access all the information concerning with respect to applicable international standards, namely:

- _ Anti-Slip resistance - DIN EN 16165 (Anexo B);
- _ Anti-Slip resistance - DIN EN 16165 (Anexo A);
- _ Anti-Slip resistance - AZ/NZS 4586;
- _ Anti-Slip resistance – DIN EN 16165 (Anexo C);
- _ UPEC classification;
- _ Color Shade Variation – ANSI 37.1-2012;
- _ Breaking strength - EN ISO 10545-4;
- _ Deep abrasion resistance – EN ISO 10545-6;
- _ Chemical Resistance – EN ISO10545-13;
- _ Stain Resistance – EN ISO 10545-14;
- _ Type Product EN 14411;
- _ Type Product ISO 13006;
- _ GOST-R certification;
- _ CCC – China Compulsory Product Certification;
- _ SASO Quality Mark;
- _ Green Guard Gold certification.

All objects also have the manufacturer's information, so that it can be easily referenced, as well as other relevant information:

- _ Commercial reference;
- _ Product URL;
- _ Manufacturer URL.

The objects are also classified according to the international classification systems most used in the AEC industry:

- _ IFC;
- _ Uniclass 1.4;
- _ Uniclass 2.0;
- _ Uniclass 2015;
- _ Unifomat II;
- _ Masterformat;
- _ UNSPSC;
- _ NBS.

08. Material Quantification

All the *.RVT files related to the various typologies of the collections have pre-configured schedules with the related parameters to:

Manufacturer; Object Type; Reference Code; Area/Linear Length; No. of pieces.

For floor and wall objects, the number of pieces is calculated by dividing the object area by the piece area, so that, depending on the geometry of the wall/floor object, an increase of about 10% should be considered for breaks and cuts. The same logic it's applied to linear application pieces, like skirtings created as Wall Sweeps, that is calculated dividing the total length by the piece length.

09. Final Considerations

Future revisions to the current version of the library will be made available on the **LOVE TILES** website. Any question regarding them should be reported by email to apoiotecnico@lovetiles.com .



Love Tiles is one of the leading brands in the porcelain stoneware of flooring and wall covering sector, in the upper segment of the market, a reference in Portugal and with a great presence in the international market.

It has been producing in its factory based in Ilhavo since 1982, being one of the first producer of porcelain tiles in the world. Since then, Love Tiles contributed to the affirmation of porcelain stoneware as the new standard in the ceramic world, able to answer to the most demanding needs of contemporary architecture.

Love Tiles is exclusively dedicated to the production of porcelain stoneware, a premium product providing solutions for any type of construction in private or public spaces due to its high technical advantages. The features that make this product unique stem from the use of the most modern state-of-the art technology, high quality raw materials and an aesthetic concern that meets the contemporary architecture's demands.

The entrance of Love Tiles into one of the most important Italian ceramic groups (Panariagroup), that is present in the international markets through several prestigious brands, increases Love Tiles ability to occupy new segments of the global markets.



Gres Panaria Portugal S.A
Zona Industrial de Aveiro
Rua da Boavista . 3801-115 Aveiro . PORTUGAL
Tel: +351 234 30 30 30
apoiotecnico@lovetiles.com
www.lovetiles.com

