The AusHFG IFC model

The AusHFG IFC model contains all currently modelled Standard Components in a platform neutral, open file format. The IFC model can be explored by designers and non-designers alike via any software platform that carries an IFC viewer. This document provides some guidance on how to access and explore the IFC model using some common viewers.

The IFC model will be refreshed each time a set of Standard Components is republished, similar to the practice in place for the Revit model. Revisioning for the Revit and IFC model will align.

In some instances, either the translation from Revit to IFC or the way the viewers work can have unexpected results in how the IFC model looks. These are relatively minor but users should be aware that certain details in the IFC model may not be identical to details in the published Room Layout Sheets or in the AusHFG Revit model.

Solibri Model Viewer

Once an IFC model is opened within the viewer the default interface shows the Model Tree, Info and 3D view.

The model tree lists all model elements. Folders can be expanded to view the different groupings and individual components.

To quickly locate an item, double click the element name within the model tree. The 3D model will zoom to that element.

Element Visibility

In addition, geometry can be hidden/shown by use of the "Selection Basket":
- **Hide Ceilings**: Alt + C will hide all suspended ceilings in the 3D view (to see all shortcuts, right click in the 3D view and expand "toggle visibility".
- **Hide:** Right click the element in either the model tree or 3D view and select "Remove from selection basket", or click the minus symbol at the top right of the model tree.
- **Show:** Right click the element in either the model tree or 3D view and select "Add to selection basket", or click the + symbol at the top right of the model tree.
- **Show all:** Right click in the 3D view and select "Selection Basket" > "Empty Selection Basket".
- **Transparency:** Select item/s in the 3D view, right click and select "Make transparent".
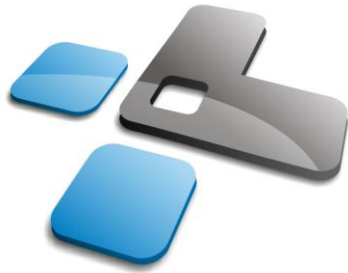
3D Model View

Navigation within the 3D view is similar to most model design software. There are multiple keyboard shortcuts and icons at the top right of the window that can be used to change the point of view or filter the model geometry. Hover over any icons for a tooltip explaining the function and shortcuts.

When viewing the 3D model, use the basic mouse navigation commands below:
- **Zoom**: Scroll the mouse-wheel forward/backwards to zoom.
- **Pan**: Hold the mouse-wheel button down and move mouse to pan.
- **Rotate**: Hold the mouse-wheel button down and the Shift key, then move mouse to rotate.

For more detailed information on Solibri Model Viewer/Checker please refer to
https://www.solibri.com/learn

Autodesk Viewer

The Autodesk Viewer is an online tool that allows upload of an IFC model for review and navigation. It can be found at https://viewer.autodesk.com.

Once a model is uploaded, open the model browser to view all elements within the model. Folders can be expanded to view the different groupings and individual components.

To quickly locate an item, left click the element name within the model tree. The 3D model will zoom to that element.

Element Visibility

To hide or show an element:
- **Hide/show:** Click the eye icon next to the element in the model browser.
- **Hide:** In the 3D view, select the element and right click > "Hide Selected".
- **Show all:** In the 3D view, select the element and right click > "Show all objects".

3D Model View

Basic navigation icons are shown at the bottom of the 3D view, and there are a few mouse commands:
- **Selected movement:** Select the appropriate movement type, then click and hold the left mouse button while moving the mouse in the 3D window.
- **Pan:** Hold the mousewheel button down and move mouse to pan.
- Hold the mousewheel button down and move mouse to pan.

For more detailed information on the Autodesk Viewer please refer to
https://autodeskinstantviewer.uservoice.com/knowledgebase/articles/1196281.