Architecture et logiciel libre

Yorik van Havre Toulouse, 2015

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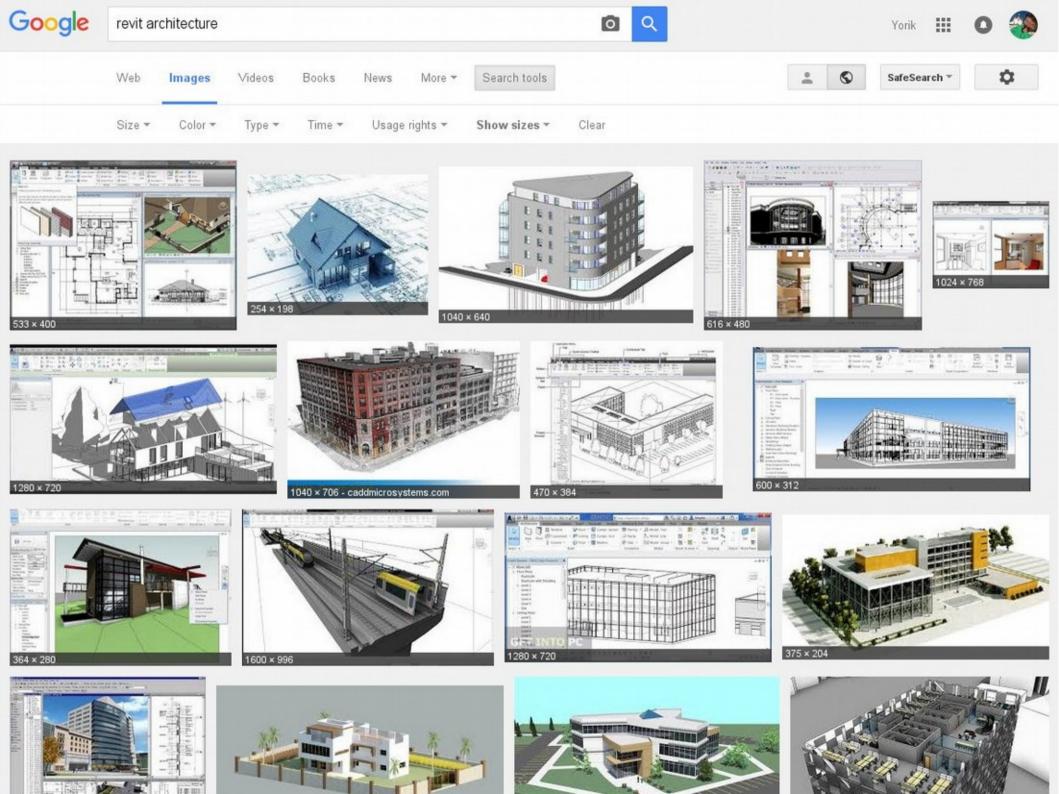
- Architecte, et un des développeurs de FreeCAD
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- yorik@uncreated.net
- @yorikvanhavre





Le problème:

- 2 joueurs: Autodesk et Nemetschek
- Revit, ArchiCAD, AllPlan, Bentley: 5000 € / license
- Forte politique d' "esclavagisme"
- Beaucoup est dicté par le logiciel



Pourquoi on y reste:

- Confort d'utilisation
- On reste avec ce qu'on a appris
- Mécanismes de monopole (formats de fichier, etc)
- Syndrome de Stockholm?

Entre les deux:

Plusieurs solutions intermédiaires, moins confortables, moins chères:

- Versions "light" (WTF!)
- Rhino + plugins
- BIM alternatifs (Vectorworks, IDEA, Spirit, etc...)
- Sketchup

L'état du libre:

Comparé à Revit ou ArchiCAD:

très loin

Comparé aux solutions "alternatives":

très proche

Les avantages du libre:

- Le prix
- Formats ouverts
- Liberté de monter ses propres méthodes de travail
- Développé pour la performance, pas pour la vente

Les problèmes du libre:

- Les ressources sont limitées priorités
- Le confort de l'utilisateur a une priorité moins grande
- Moins d'utilisateurs → moins facile à apprendre

Le BIM:

 La "version Autodesk/Nemetschek": Seuls les produits Autodesk/ Nemetschek font du BIM

 Du côté des "alternatifs": Le BIM évolue de la CAO traditionnelle

La définition IFC

Essayons une définition:

- Modèle 3D d'un bâtiment
- Organisé et analysable: quantités, coupes, listes, simulations, etc...
- Couches d'informations supplémentaires ("4D", "5D", etc)
- Échangeable (IFC)

Le BIM libre:

- Blender: Conception, rendu, analyse rapide
- FreeCAD: Développement BIM, production de plans, coupes, analyse détaillée, quantités
- IFC++ : Vérification du modèle IFC

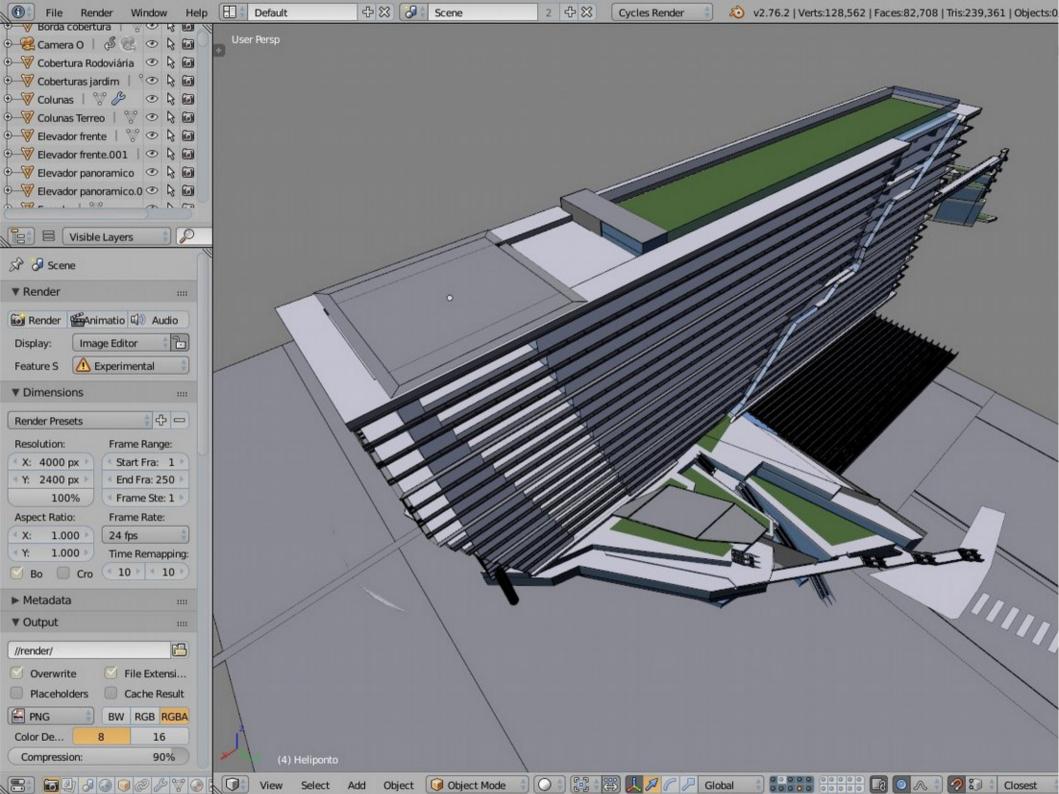
Accessoires:

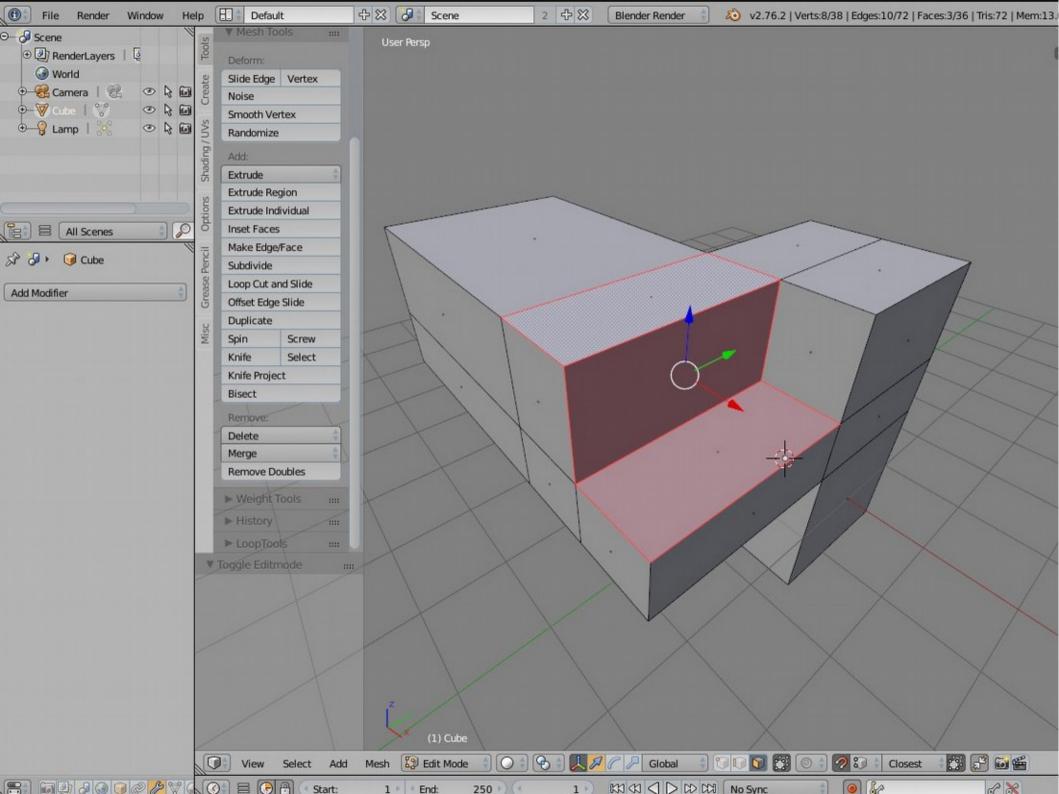
- LibreOffice: tableaux, bureau, etc.
- Gimp et Inkscape: présentation et images
- Draftsight QCad, LibreCAD: finition CAO 2D

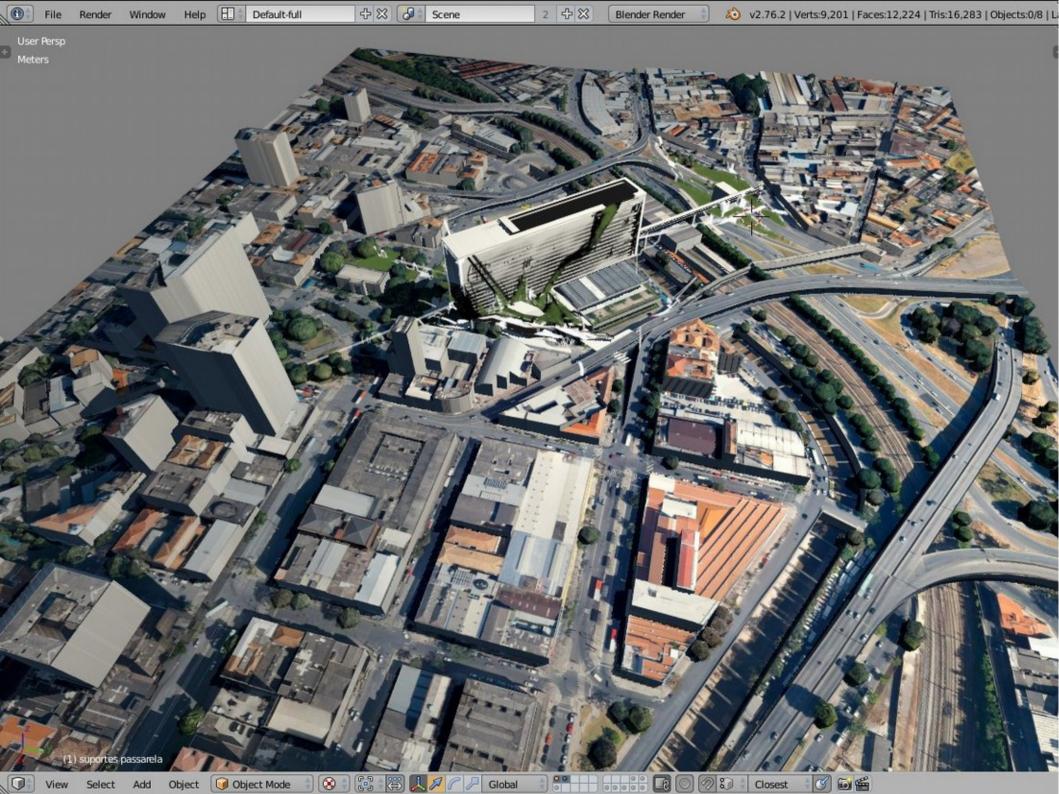
Utilitaires de conversion

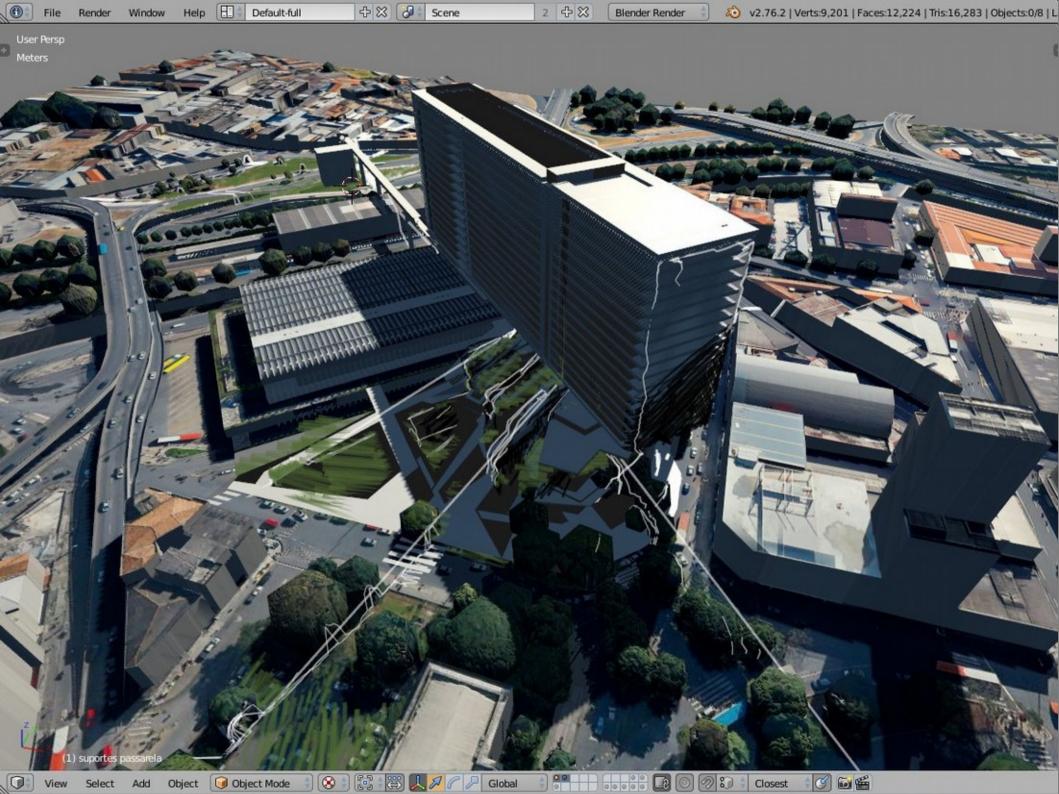
Blender:

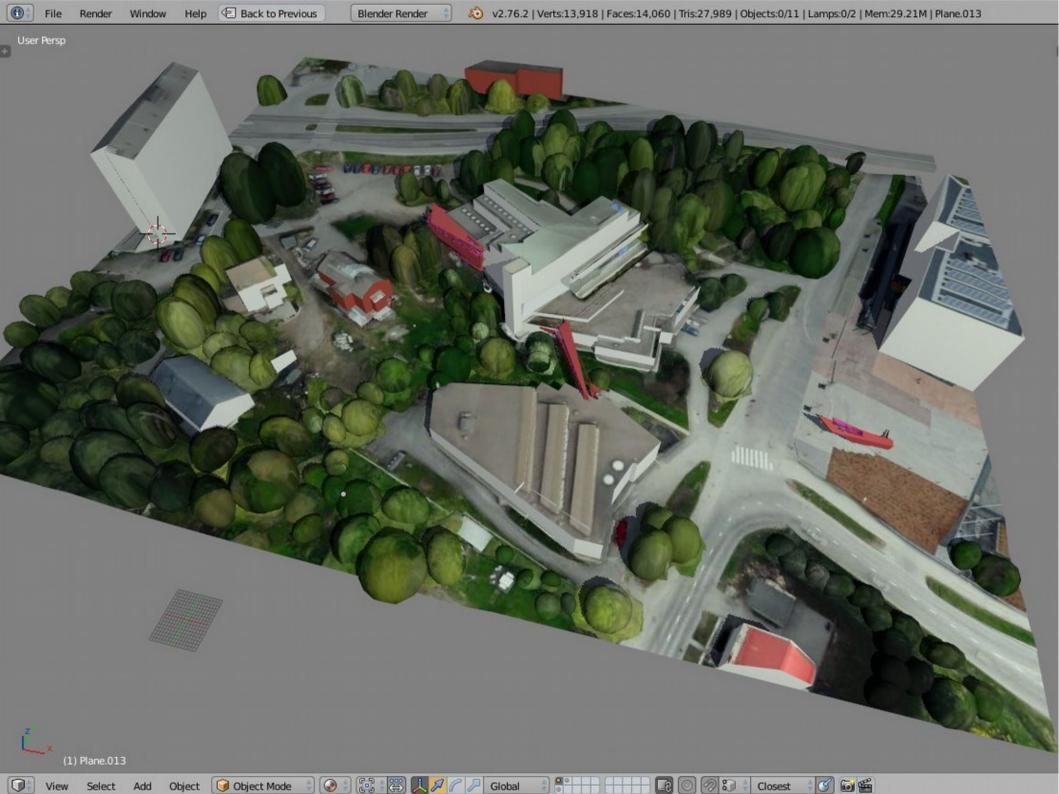
- Modélisation 3D simple et rapide (maillages)
- Toutes sortes d'outils de visualisation venus du game engine
- Moteur de rendu réaliste (cycles)



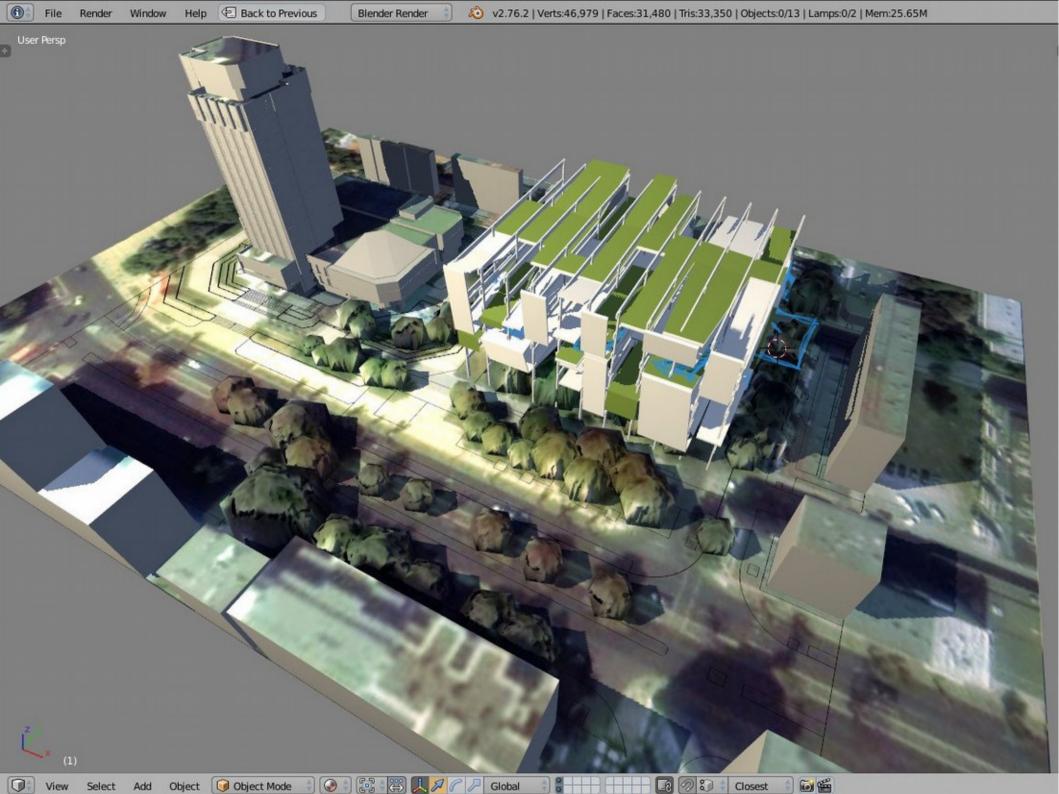


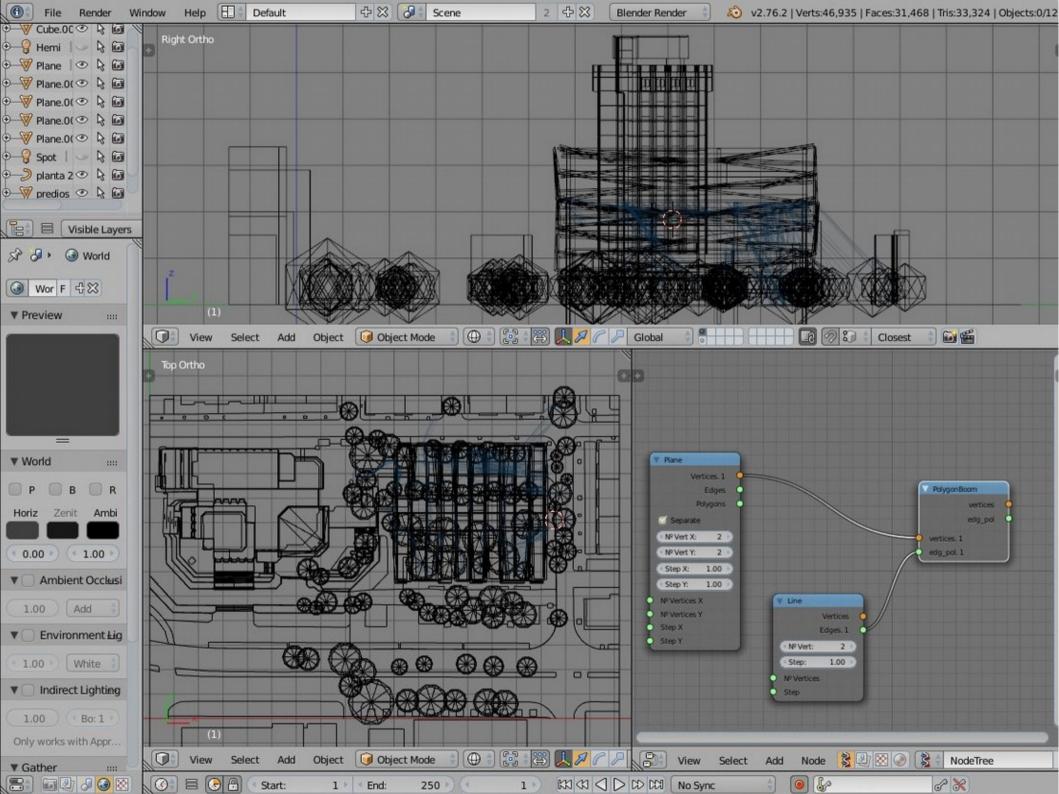
















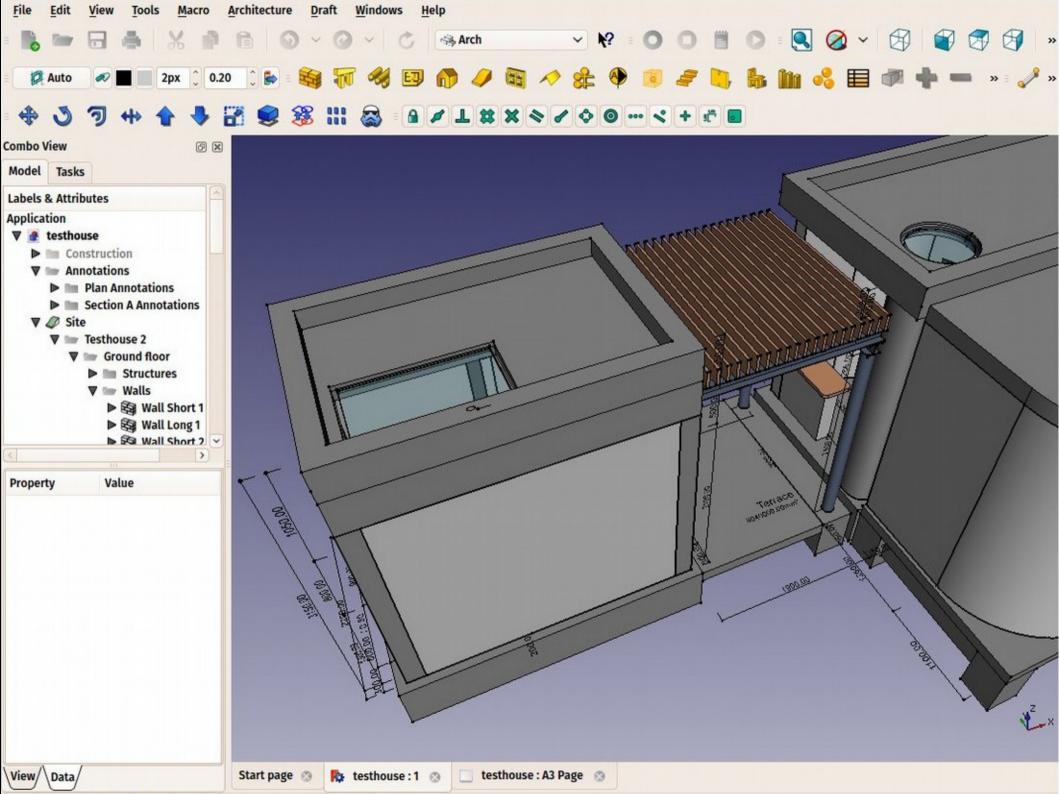


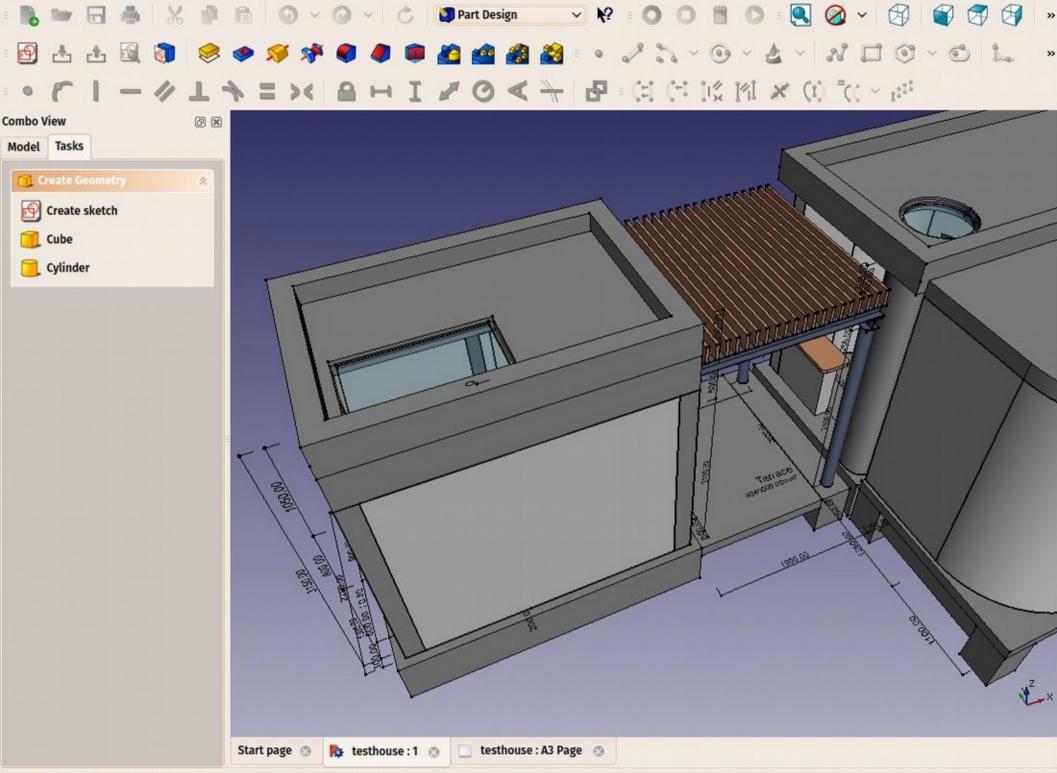
a Cces Libre Blender 2.6: Conception, rendu et animation de décors et scènes architecturales Préface d'Abel Groenewolt

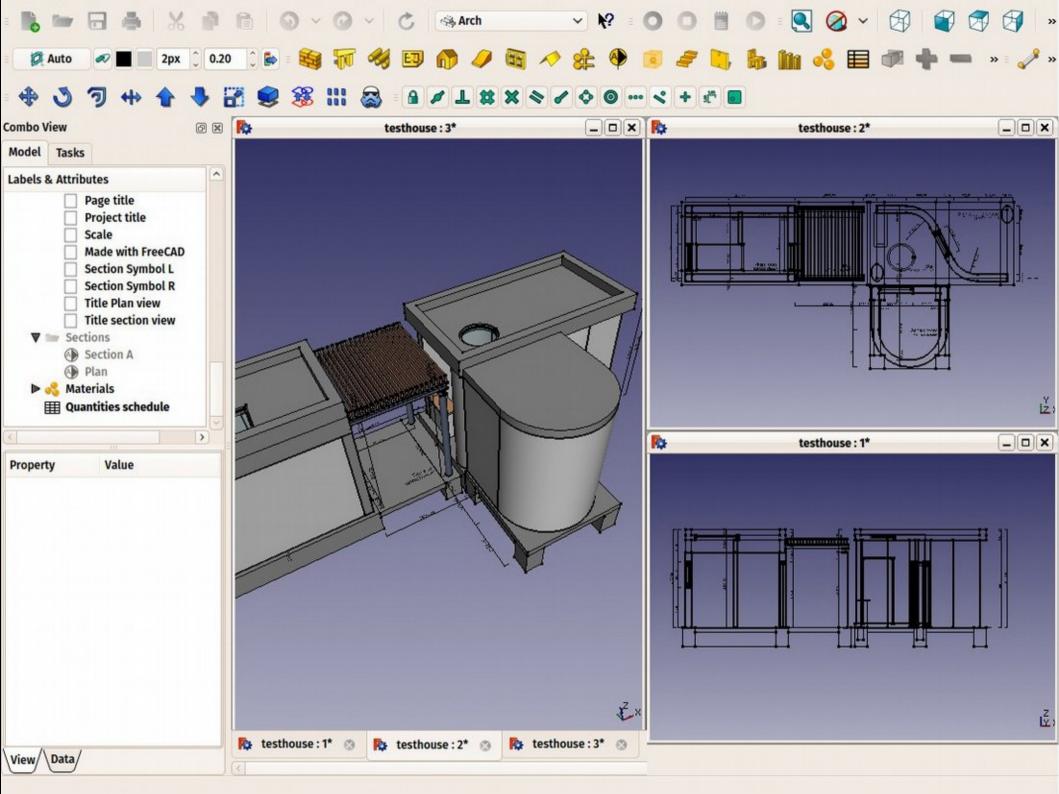
EYROLLES

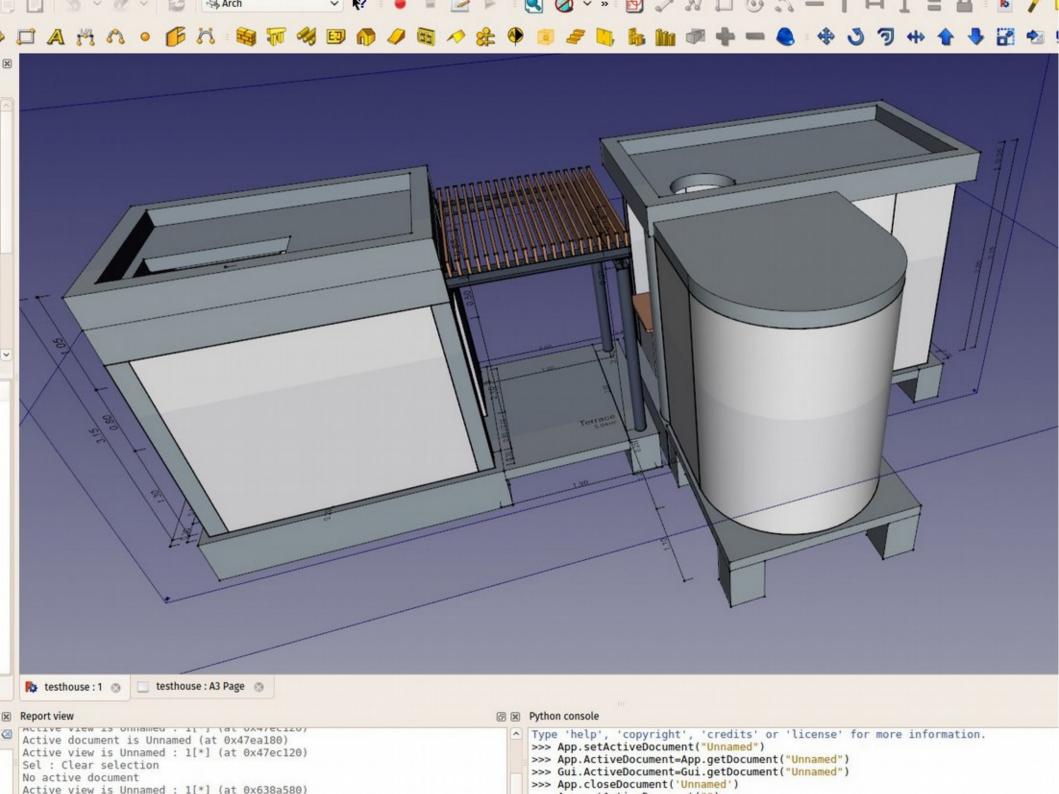
FreeCAD:

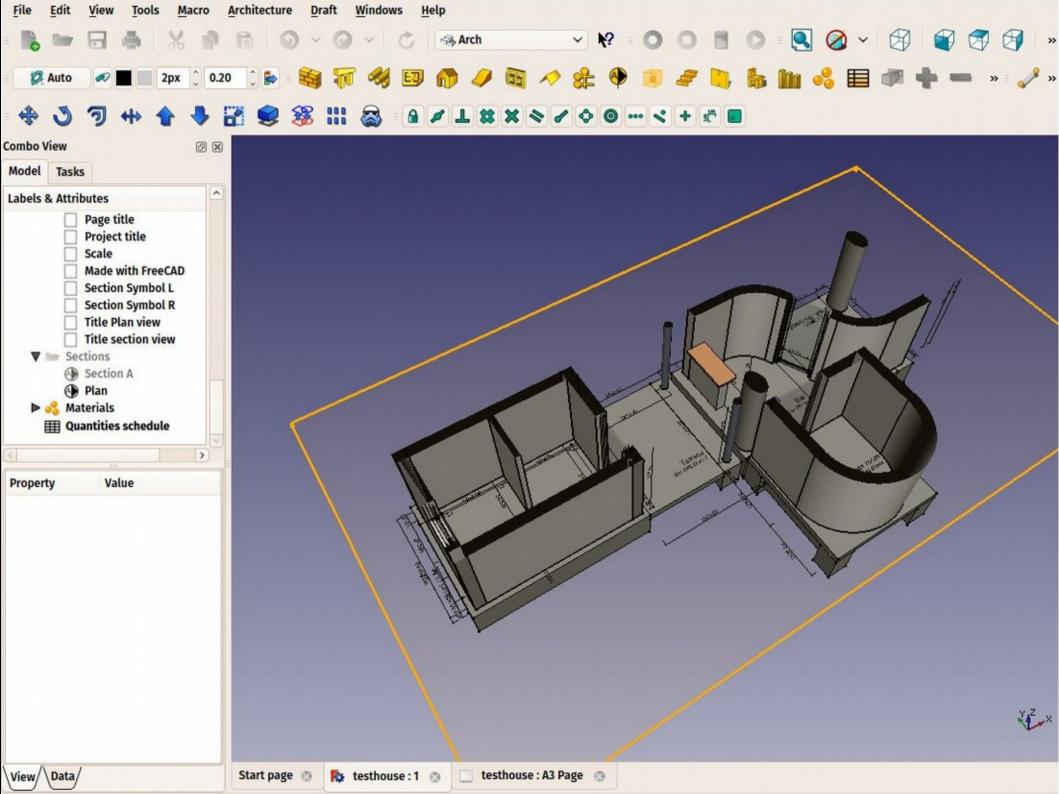
- Modélisation 3D solide, paramétrique
- Plugins (modules) pour tâches détaillées (architecture, plans 2D, impression 3D, rendu, etc)
- Très facile a étendre et programmer

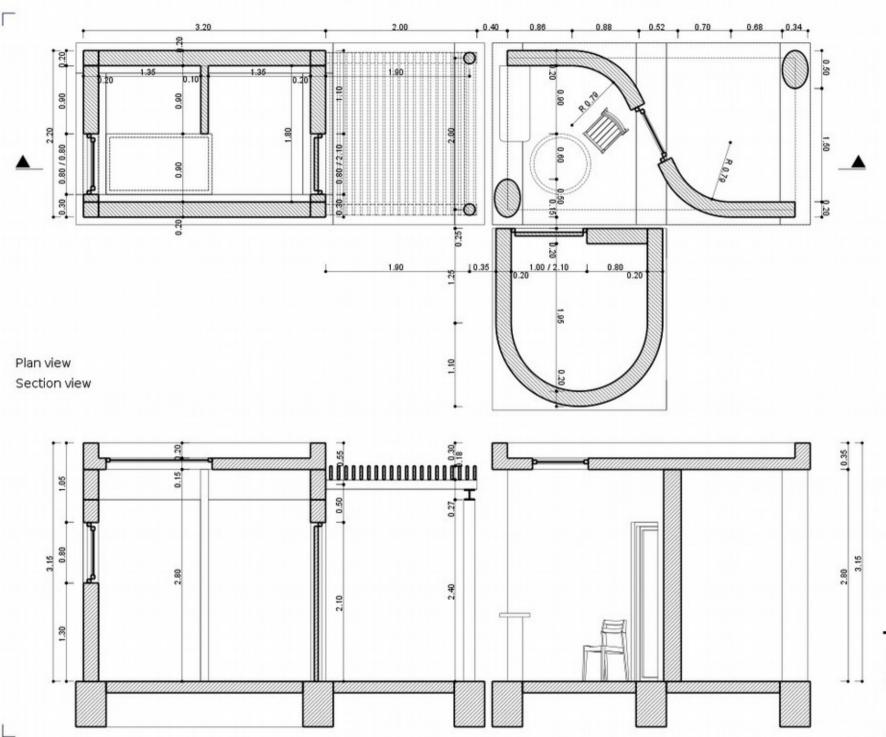








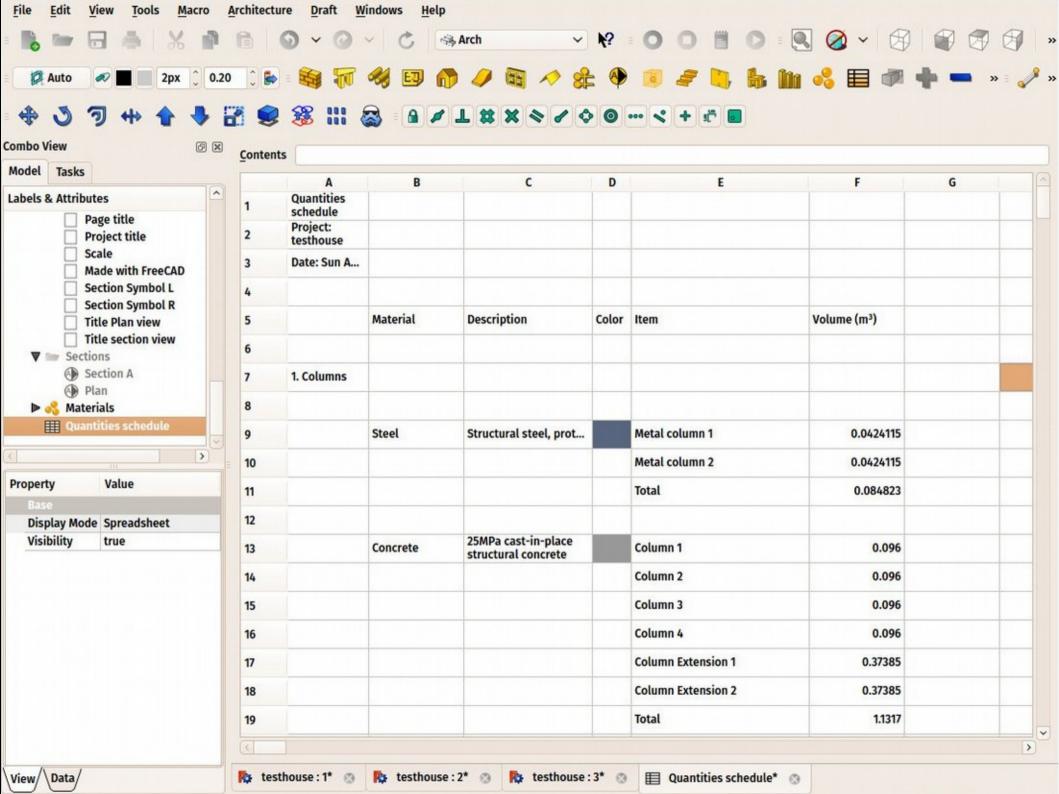


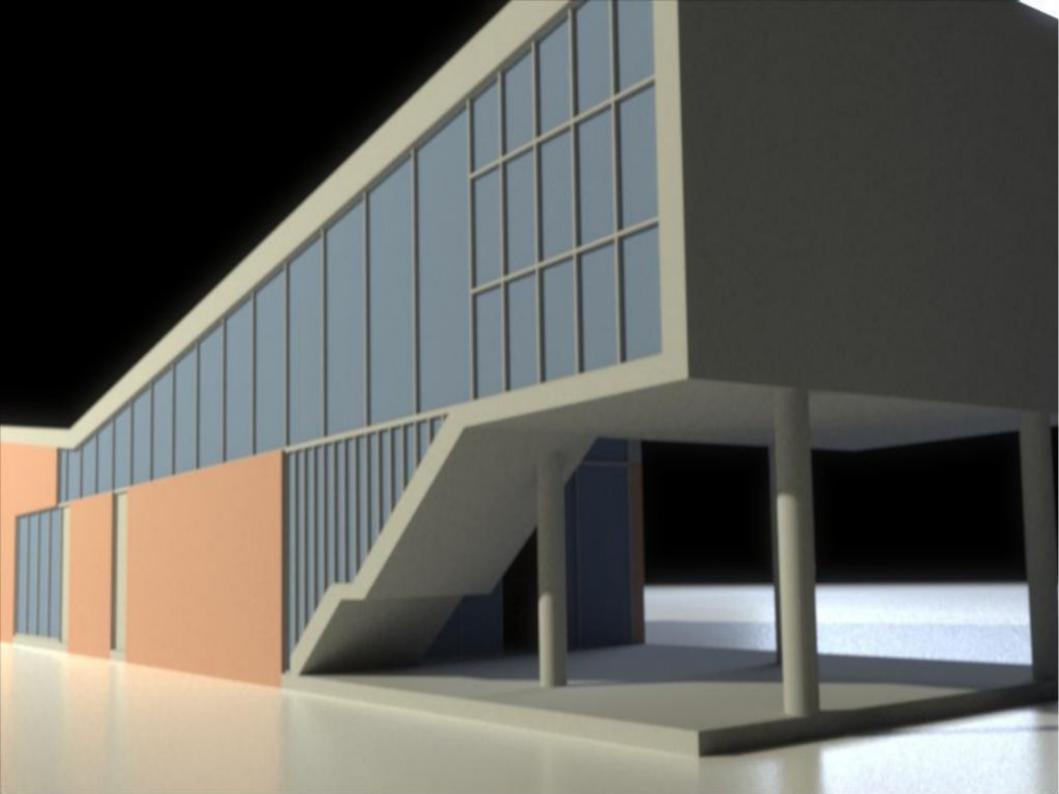


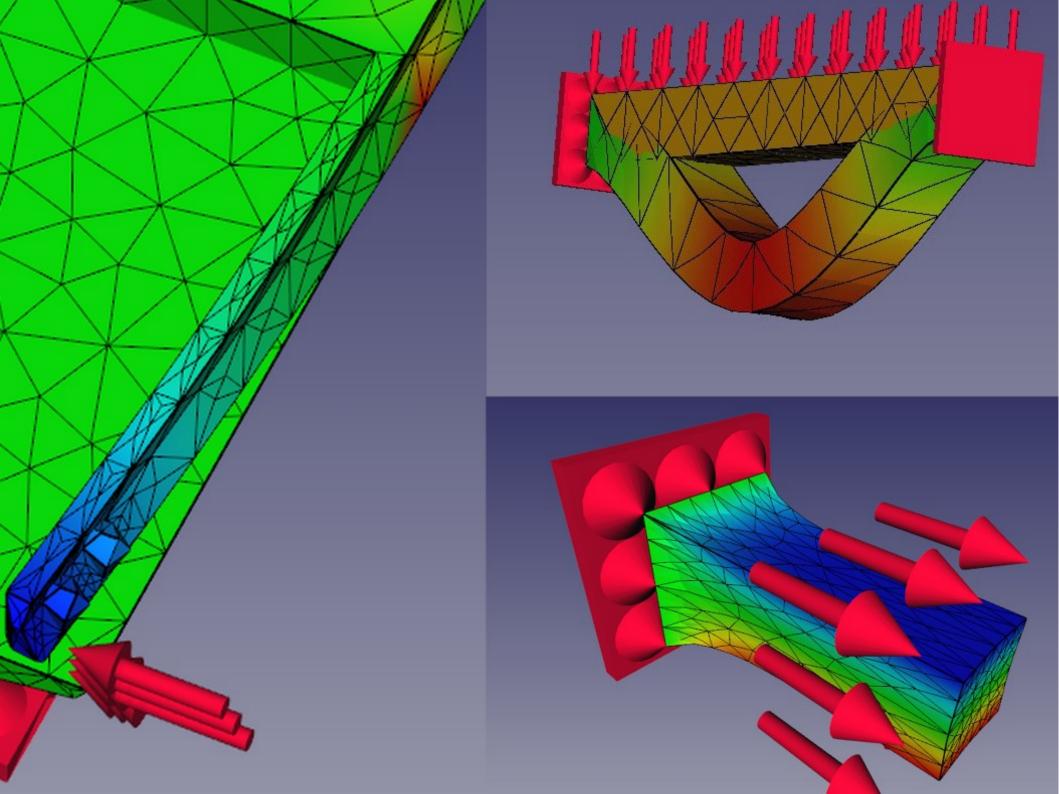
Test House

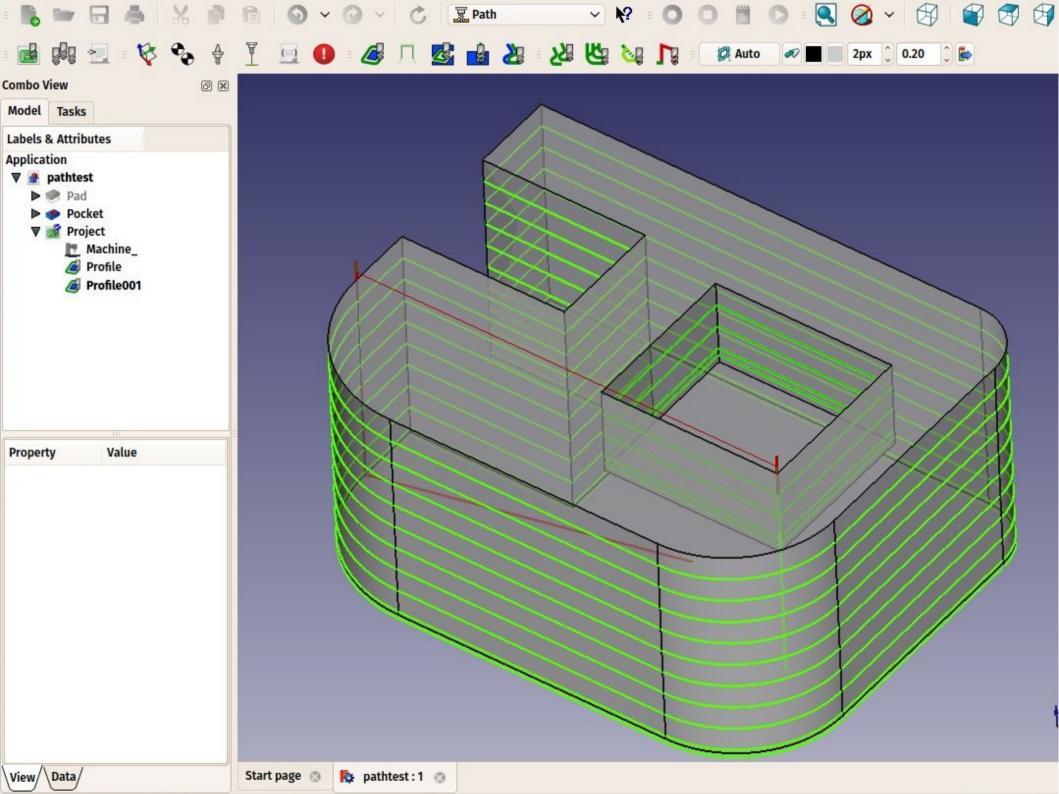
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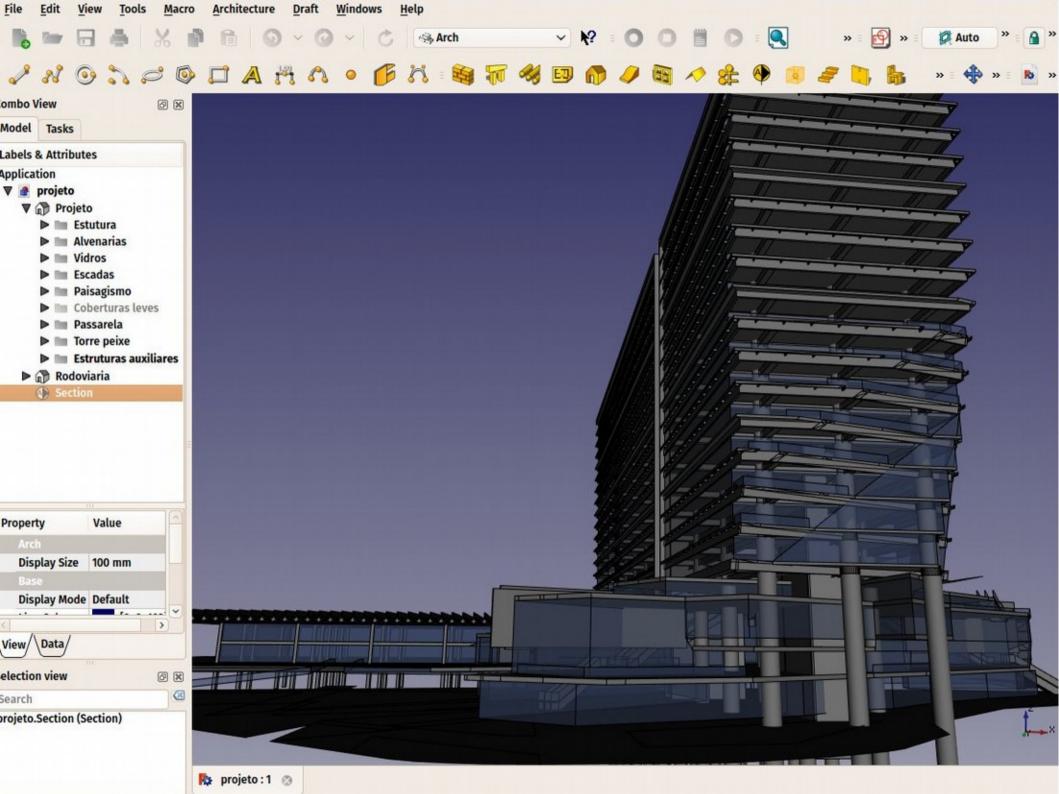
Made with FreeCAD

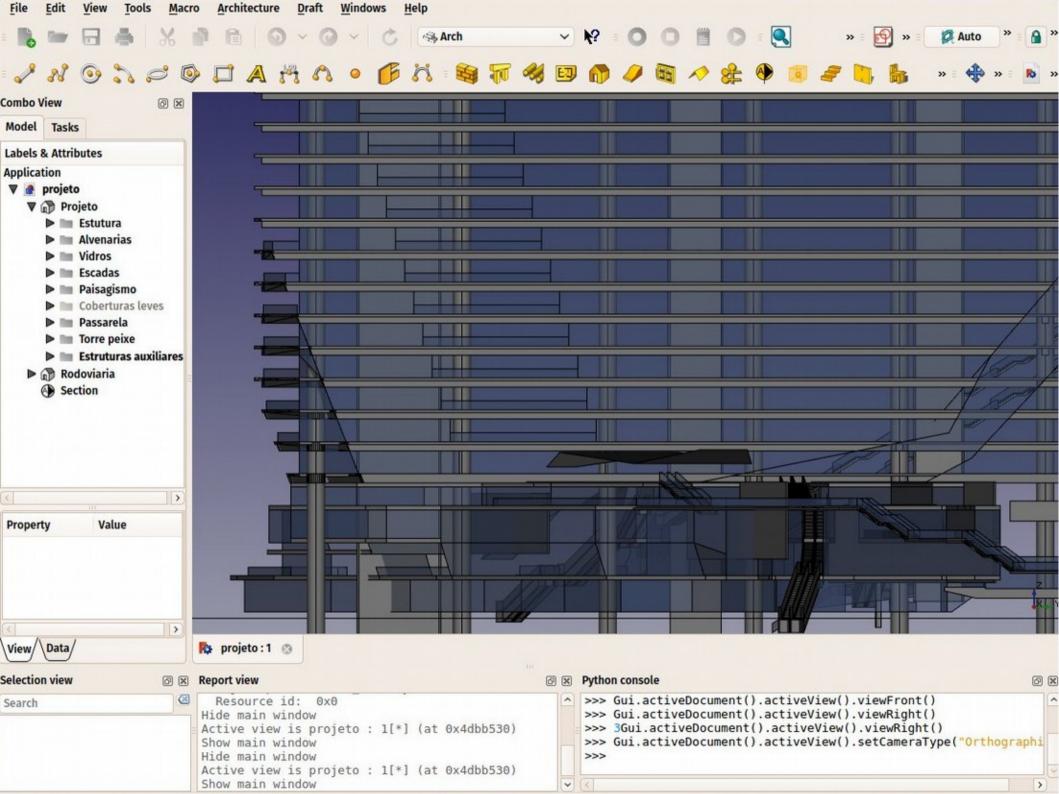


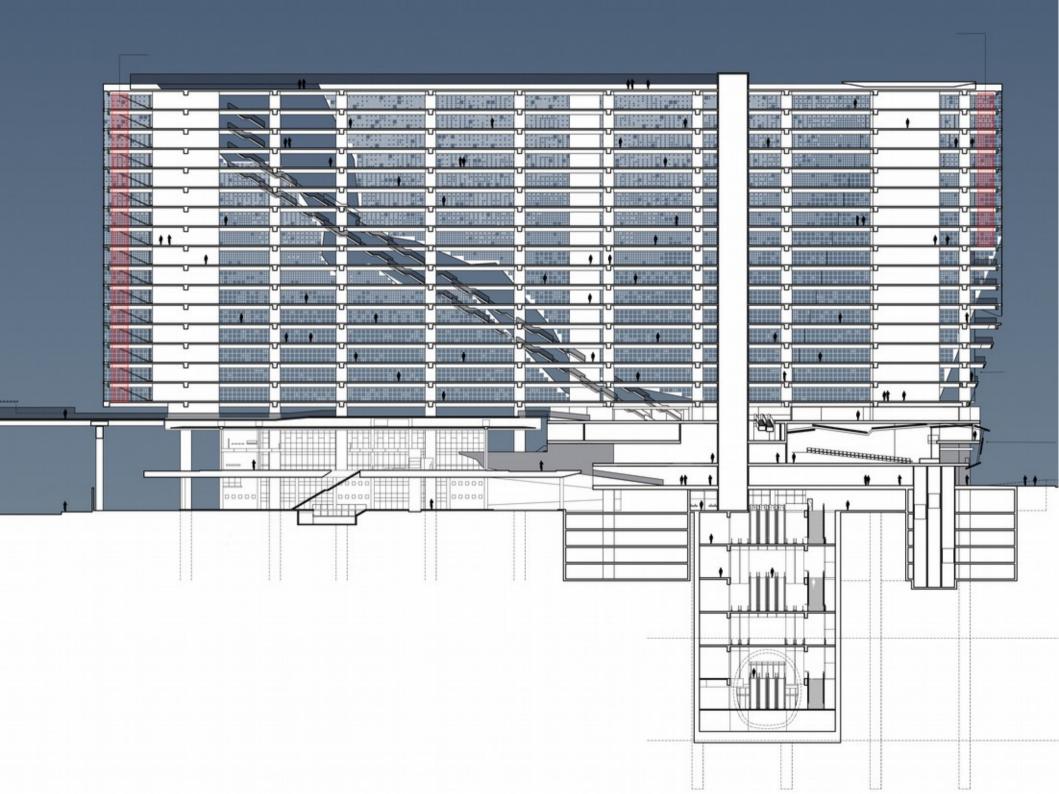


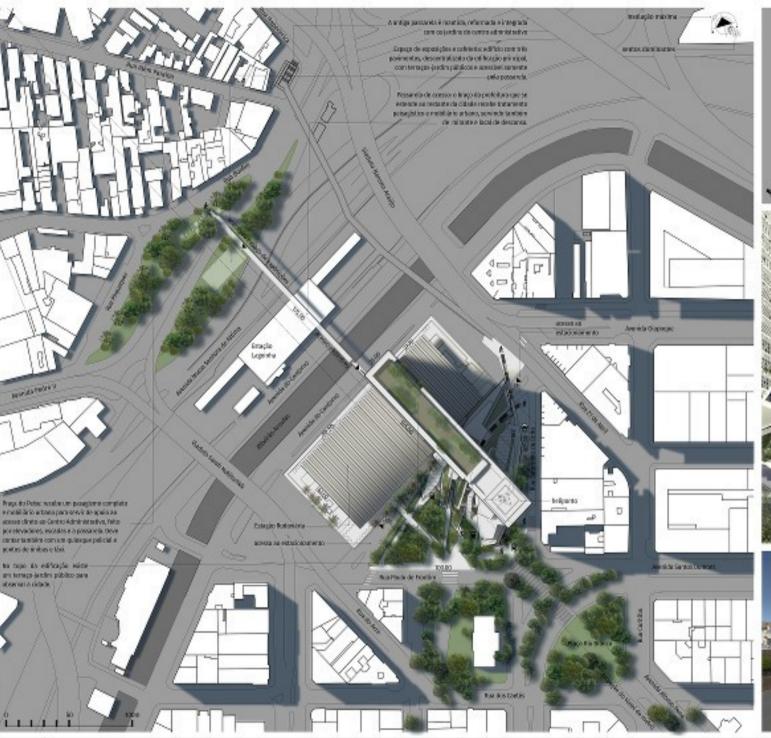














A total nortroudera dossa graporeta il um projetto farcione como um gomete titilea, unindo dello altramas sobretta diferentes que asti agora se manden desconectuello devide de indomo amoreracionale altria que coupa vesa civilaz a trama regular do certira attorno e o belino de Legimbo. A magamistração destas disso partes transfele uso simbolitamento a citilade interio com seu centro.

Pass fundanar como hilles, il necessirlo que projeto tatadando seus limites de perios invadir o seu ercomo direto alla "alcangar" as partes a series navietto.

Esso expansão para otêm des fimites do terreno.

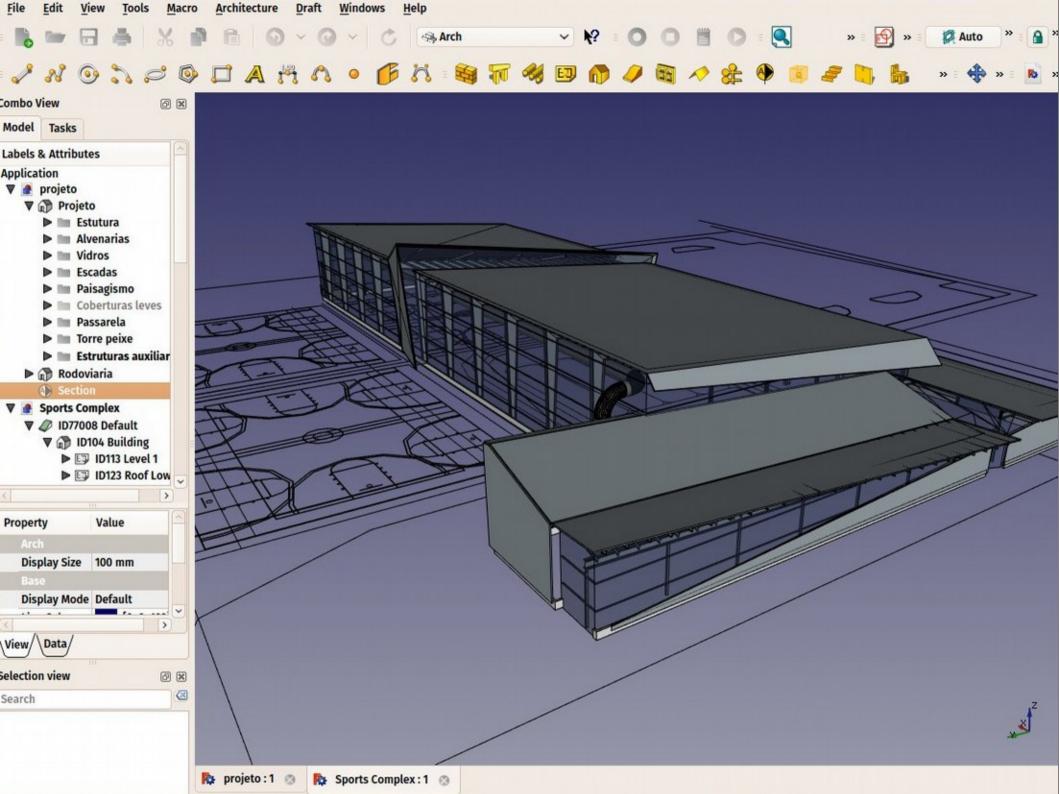
esse manimonto fisico que o prajoto faz na basca de conectur as puntos de cidade reselte no ecreção de um espaço público neúblipio e campino. Quando fisicamento o estificia estriaba o terminali radevário, busca a Maça do Peixe com a passanda, cria o espaça de esposições na divina, e permito que o público circula nes junties criados pelo Coerus Adranistrativo Municipal ele chama acpessous a se emontsorem na peepa, local famblem de acresso ao metró e ao futura terminal urbano. É nesse confluência de caminhes, na intersecção pade espagat de encostrain que elec também de amplificare, criando uma sinergia de públicos e a energia vinda desses encontras faz com que os espaços reforcem-se entre si, fissendo crescer importância de costa con no contento da cistada.

PRIMUM NON NOCERE

Ou, "satura de tudo, não piona", é o primeiro principio de trioletira cedinado aos méditas, parte de jaramente de Highdenias. Tambin é aos do concritos principalo que motelem esta concentração local do projeto, no meia de uma sita concentração de vivo en electros, se termos o combo de umo acido limo degradado por aperações cuentivas, cada uma apparatemente feito ne intelha de acidadorse os protéctuas calculado podo amenimos por protéctua calculado podo amenimo.

esta proposto quelmi esse circata visiosa e encarso que amorteo degracido como uma situação frigit, más l'accimat. Não modifica, portente, estimano circalegão de nelizatos, inclusive destro da poliptia área do projeto. Apenes orie militários o têrreco relegões peciatarse com seu entorno insectizo, derindo brachas para formentar pequenos eventos os entorna do projeto, e inventiva, como de acupantara fosse, o público a denviar dos seus camilinos dítacio e de opoquier de repago reconsentes.







C file Complex.ifc - Choose file Load

#94163=IfcFace
Warning: addClosedPolyhedron: Meshset is not closed, IFC e
#94433=IfcFace
Warning: addClosedPolyhedron: Meshset is not closed, IFC e
#146202=IfcFace
File loaded: 143082 entities in 2945.37 sec.

Working with workbenches Drafting 2D objects Working with constraints Working with meshes

Working with 3D parts
Using architectural

objects Printing your work

in 2D Rendering your work

Working with robots

Customizing FreeCAD

Commands Reference

Powerusers documentation

Powerusers hub

Discovering python FreeCAD scripting basics

Working with macros

Mesh scripting Part scripting

Accessing the 3D view

Accessing the interface

Scripted Objects
Scripting examples

Python API

Developers documentation

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Helping FreeCAD Compiling FreeCAD

License details Organization chart

Startup options

Branding

Translating FreeCAD

Help & Feedback Help forum

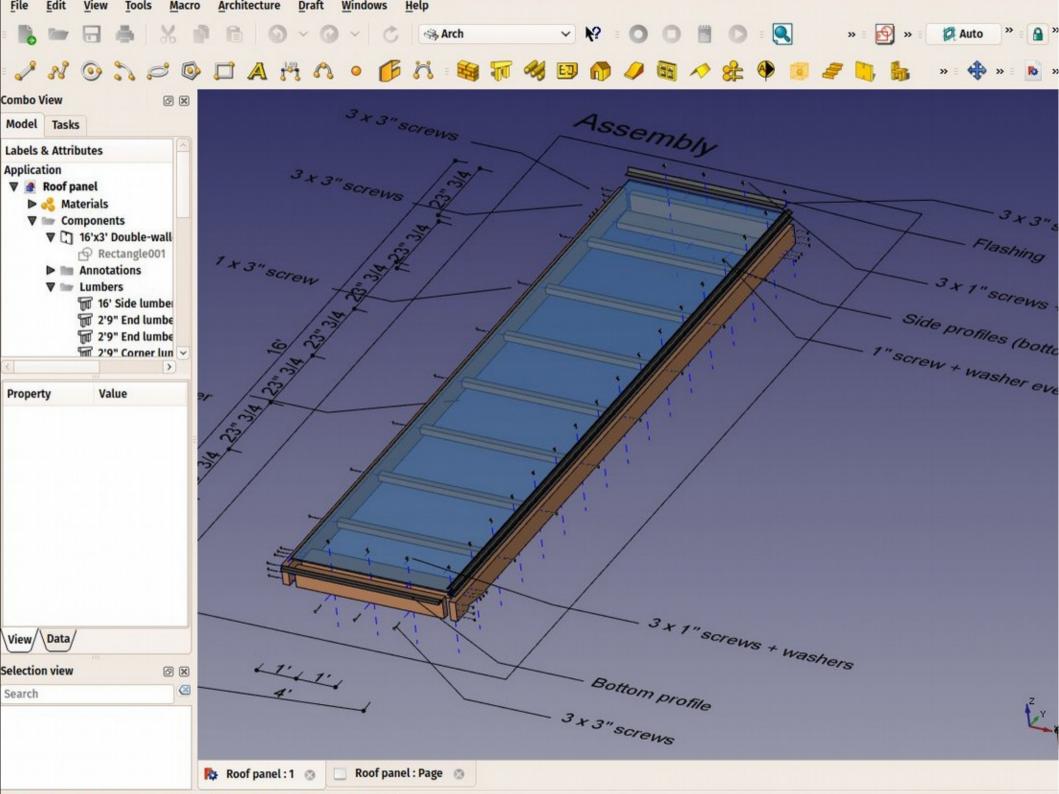


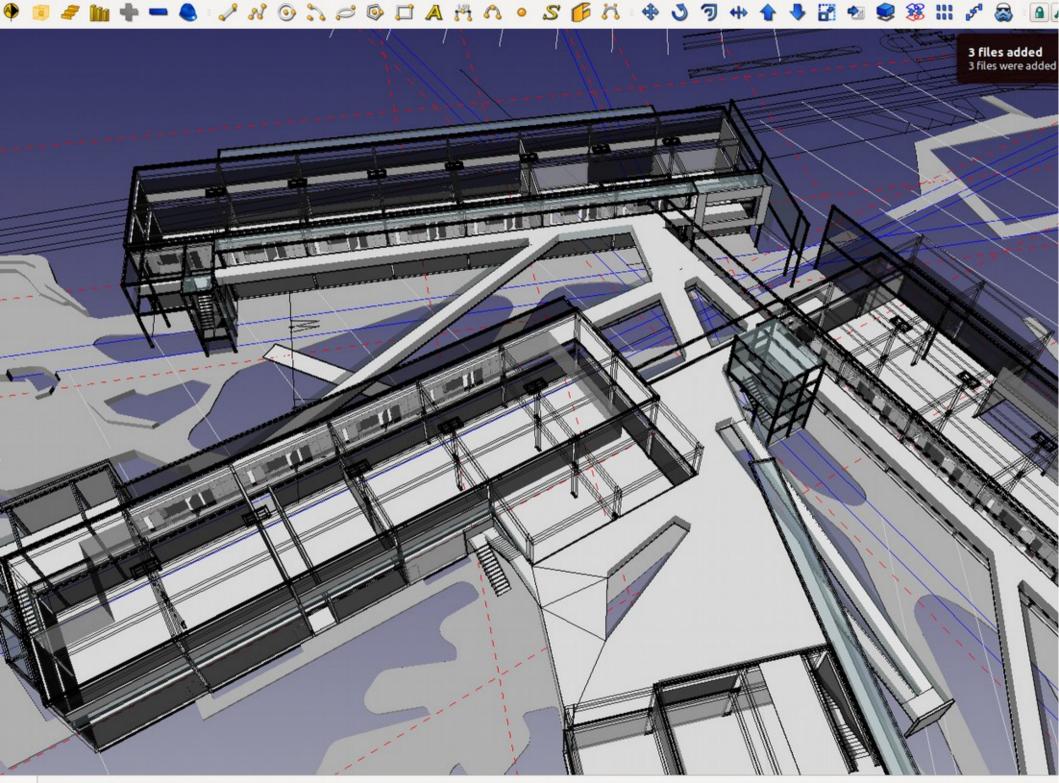
Tools [edit]

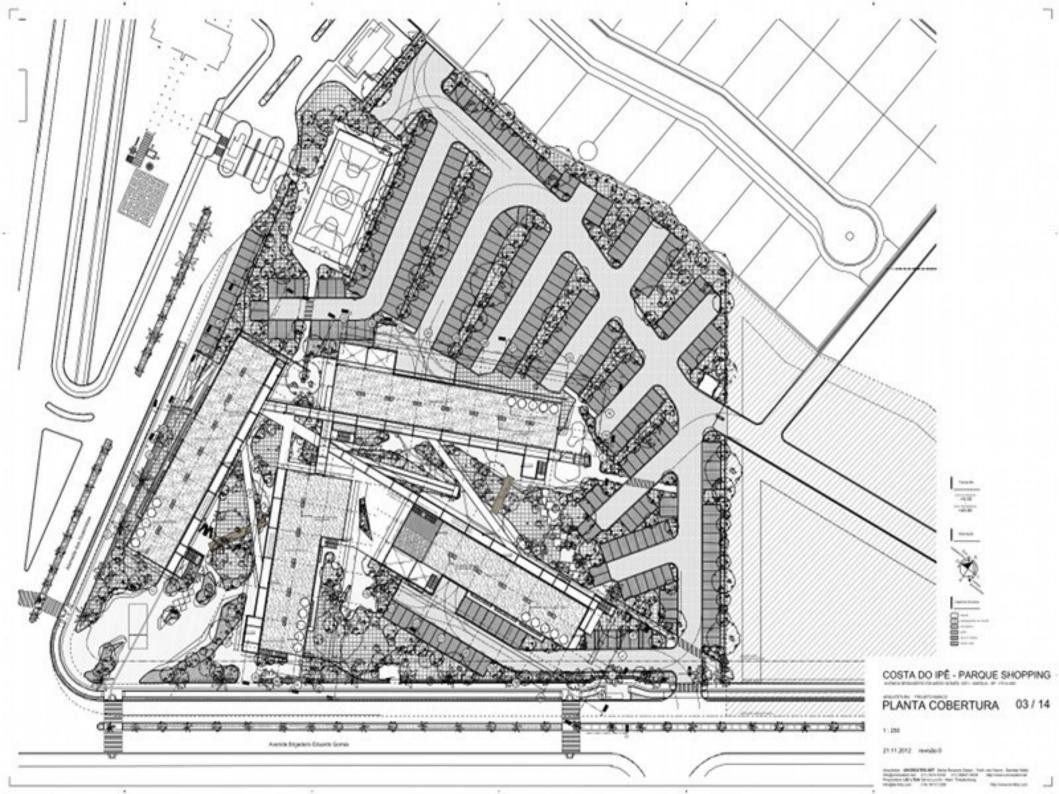
Construction tools [edit]

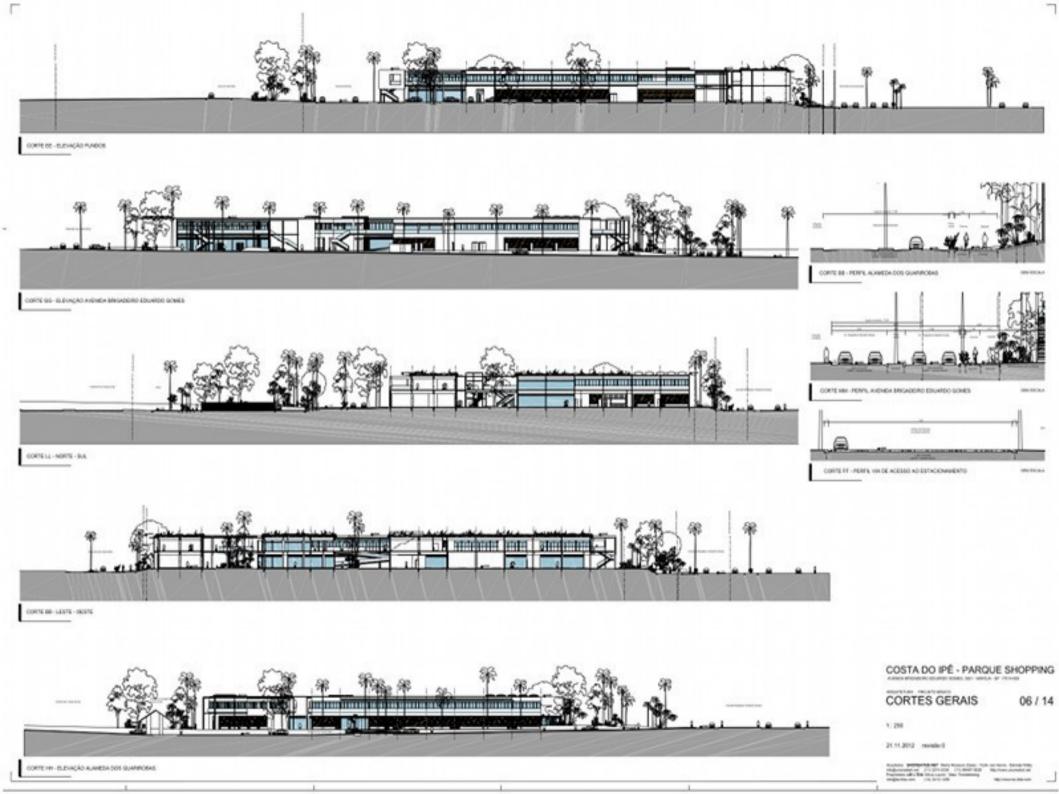
These are tools for creating architectural objects.

- Wall: Creates a wall from scratch or using a selected object as a base
- Tructural element: Creates a structural element from scratch or using a selected object as a base
- Rebar: Creates a reinforcement bar in a selected structural element
- Floor: Creates a floor including selected objects
- Building: Creates a building including selected objects
- Site: Creates a site including selected objects
 - Window: Creates a window using a selected object as a base
- Section Plane: Adds a section plane object to the document
- Axes system: Adds an axes system to the document
- Roof: Creates a sloped roof from a selected face
- Space: Creates a space object in the document
- Stairs: Creates a stairs object in the document
- Panel: Creates a panel object from a selected 2D object





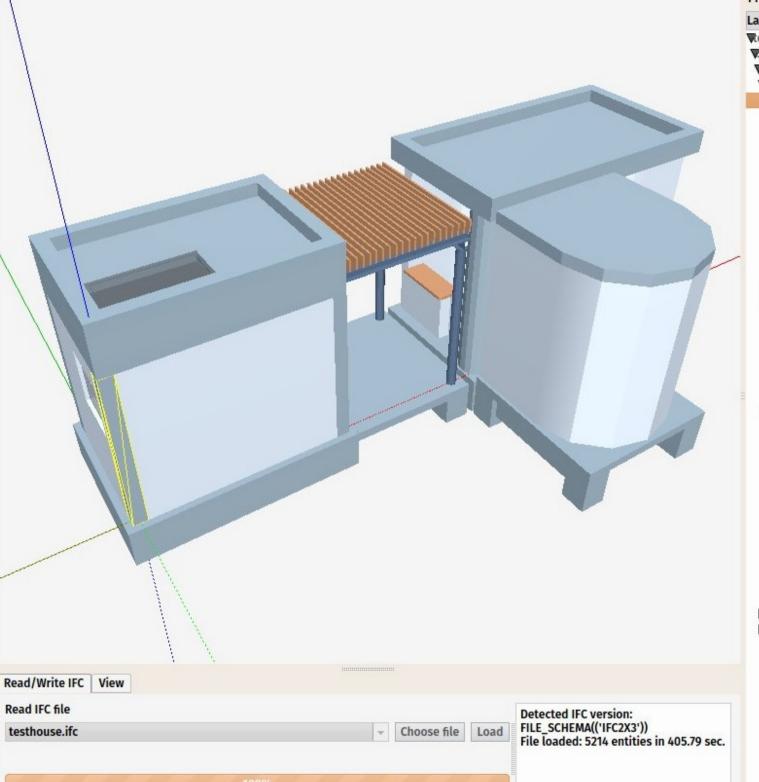




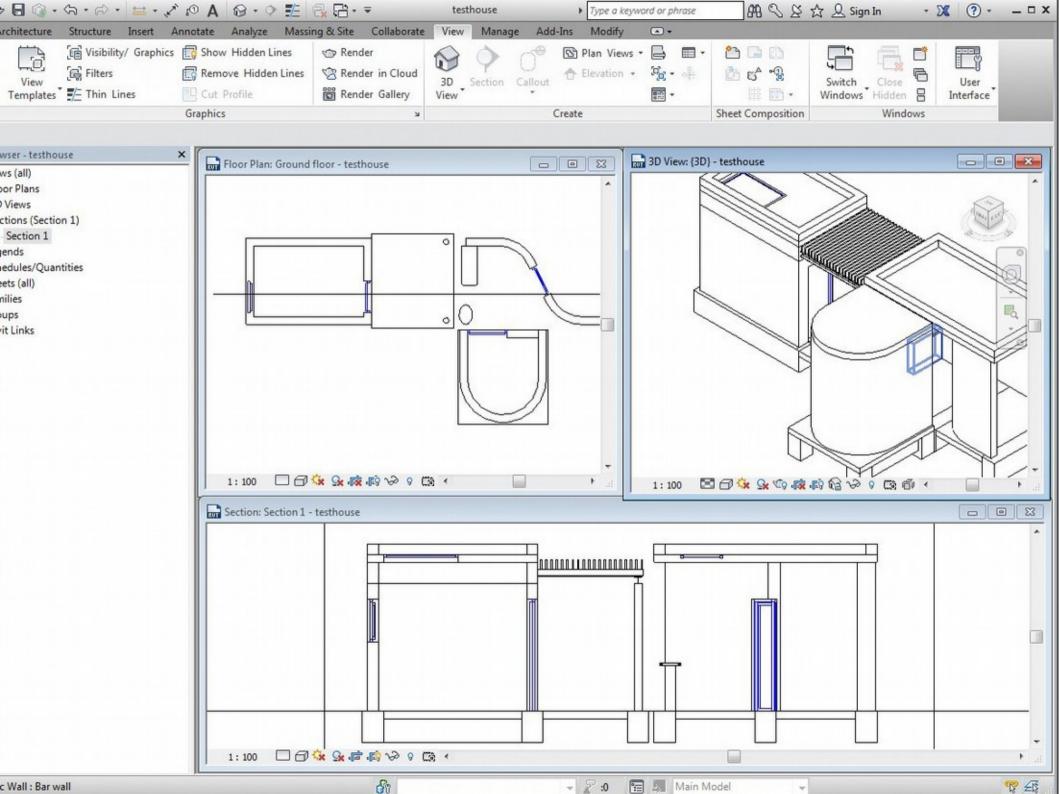


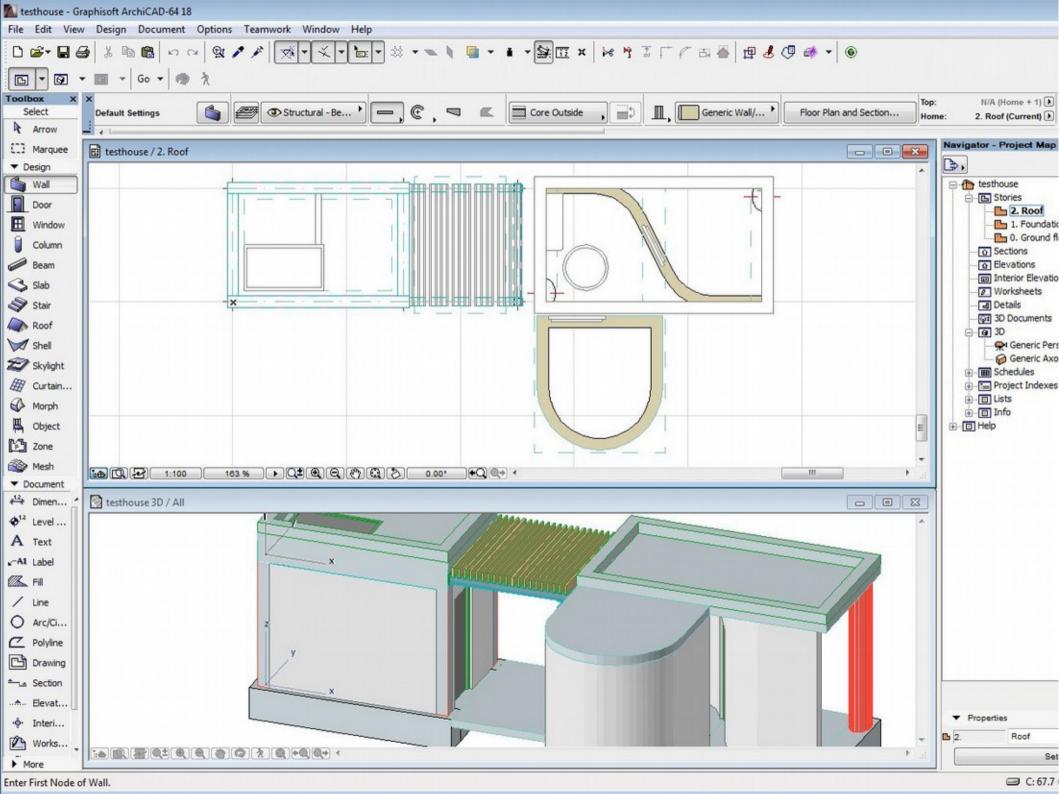
L'IFC:

- Ouvert: Pas de brevet, pas de propriétaire, pas de copyright
- Très bien documenté
- Lisible par un être humain
- Pensé pour représenter un bâtiment



Project structure 回 Label Object id Class name **T**esthouse **IfcProject** 20 **₩**Site 21 IfcSite **IfcBuilding** ▼Testhouse 2 22 IfcBuilding. Wround floor 23 IfcColumn IfcColumn Column 2 71 Column 3 93 IfcColumn Column 4 115 **IfcColumn** Beam Long 1 **IfcBeam** 137 Beam Long 2 **IfcBeam** 159 IfcBeam Beam Short 1 181 Beam Short 2 **IfcBeam** 203 **IfcColumn** Column Extension 1 222 Column Extension 2 **IfcColumn** 241 Metal column 1 264 **IfcColumn** Metal column 2 283 **IfcColumn** Metal beam 3 313 **IfcBeam** Metal beam 2 401 **IfcBeam** Metal beam 1 **IfcBeam** 485 Wall Short 1 511 IfcWall IfcWindow Small Window 787 Wall Long 1 809 IfcWall IfcWall Wall Short 2 831 Main Door 1018 **IfcDoor** Wall Long 2 1040 IfcWall **Extension Wall** IfcWall 1179 Extension door 1451 **IfcDoor** IfcWall Bar wall 1473 Annex front wall IfcWall 1495 IfcDoor Annex door 1682 1739 IfcWall Annex curved wall IfcBuilding. Brises 2651 IfcBuilding. Bar table 2812 Main room 2901 **IfcSpace** IfcSpace Annex room 3053 Sightseeing space **IfcSpace** 3178 **IfcSpace** Terrace 3356 Foundation IfcBuilding. 3357 IfcBuilding. 3776 Roof





Structure d'un fichier IFC:

```
#01 : Site
```

#02 : Bâtiment

#03: Relation: #02 contenu dans #01

#04 : Polyline

#05 : Extrusion de #04

#06: Mur dont la forme 3D est #05

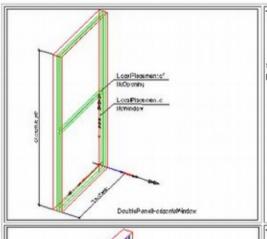
#07 : Relation : #06 contenu dans #02

•••

Parameteric Representation using parameters at IfcWindowType

The parameters, which define the shape of the IfcWindow, are given at the IfcWindowType and the property sets, which are included in the IfcWindowType. The IfcWindow only defines the local placement. The overall size of the IfcWindow to be used to apply the lining or panel parameter provided by the IfcWindowType is determined by the IfcShapeRepresentation with the RepresentationIdentifier = 'Profile'. Only in case of an IfcWindow inserted into an IfcOpeningElement using the IfcRelFillsElement relatioship, having a horizontal extrusion (along the y-axis of the IfcDoor), the overall size is determined by the extrusion profile of the IfcOpeningElement.

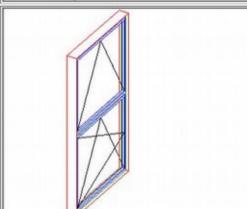
EXAMPLE Inserting the IfcWindowType.PartitioningType = DoublePanelHorizontal



The insertion of the window type into the <u>IfcOpeningElement</u> by creating an instance of **IfcWindow**. The parameter:

- OverallHeigth
- OverallWidth

show the extend of the window in the positive Z and X axis of the local placement of the window. The lining and the transom are created by the given



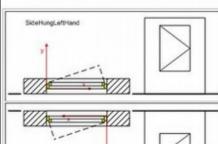
The final window (DoublePanelHorizontal) with

- first panel
 PanelPosition = TOP
- OperationType = BOTTOMHUNG
- second panel
 PanelPosition = BOTTOM
- OperationType = TILTANDTURNLEFTHAND

Window opening operation by window type

The parameters that defines the shape of the IfcWindow, are given at the <u>IfcWindowType</u> and the property sets, which are included in the <u>IfcWindowType</u>. The **IfcWindow** only defines the local placement which determines the opening direction of the window. The overall layout of the **IfcWindow** is determined by its *IfcWindowType.PartitioningType*. Each window panel has its own operation type, provided by IfcWindowPanelProperties.OperationType. All window panels are assumed to open into the same direction (if relevant for the particular window panel operation. The hindge side (whether a window opens to the left or to the right) is determined by the IfcWindowPanelProperties.OperationType.

Note There are different conventions in different countries on how to show the symbolic presentation of the window panel operation (the "triangles"). Either as seen from the exterior, or from the interior side. The following figures show the symbolics from the exterior side (the convention as used predominately in Europe).



The window panel (for side hung windows) opens always into the direction of the positive Y axis of the local placement. The determination of whether the window opens to the left or to the right is done at IfcWindowPanelProperties.OperationType. Here it is a left side opening window given by OperationType = SideHungLeftHand.

If the window should open to the other side, then the local placement has to be changed. It is still a left hung window, given by IfCWindowPanelProperties.OperationType = SideHungLeftHand.

Importance du contrôle:

- Contrôle du contenu du fichier
- Structure et nomenclature
- Erreurs de modélisation
- Versions

