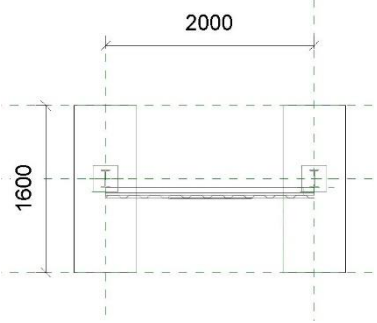
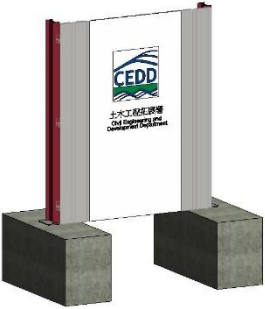
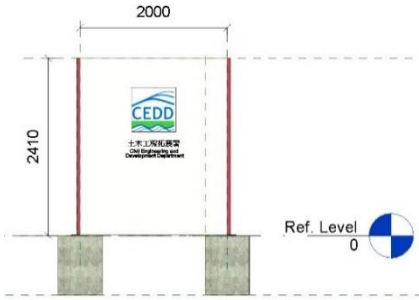
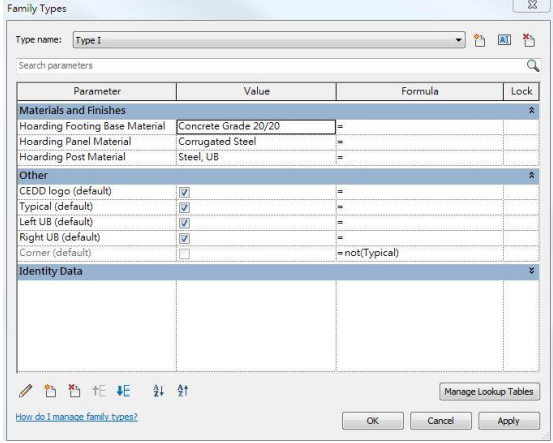
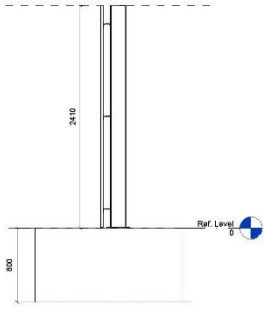



# BIM OBJECT SHEET

<b>QR Code for FM</b>	SOFTWARE VERSION <b>REVIT 2017</b>	<b>REFERENCE NUMBER</b>  <b>CEDD-OS-0007</b>
	DATE <b>06/2019</b>	
	REVISION <b>00</b>	

## INPUT

BIM OBJECT NAME <b>TMW-HT1-CSH-___-___</b>		BIM OBJECT CATEGORY <b>Generic Model</b>	LOD <b>300</b>	<b>3D GEOMETRY</b>
 <p><b>PLAN</b></p>		 <p><b>3D</b></p>		
 <p><b>FRONT ELEVATION</b></p>		 <p><b>PROPERTY / PARAMETER</b></p>		
 <p><b>SIDE / SECTION ELEVATION</b></p>				


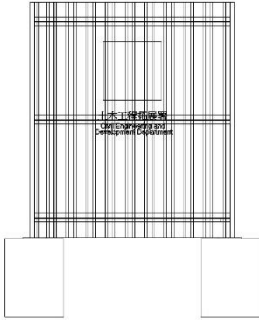
2D SYMBOL NAME <b>TMW-HT1-CSH-___-___-SYM</b>		2D TAG / LABEL / ANNOTATION NAME <b>XXX</b>		<b>2D TAG / LABEL / ANNOTATION</b>
		<b>N.A.</b>		

**REMARKS**

XXX

**PURPOSE/ VALUE DRIVEN BIM OBJECT DELIVERABLES**

**OUTPUT**

SHEET VIEW: PLAN	SHEET VIEW: ELEVATION																			
<p>HD -----</p>		<p style="writing-mode: vertical-rl; transform: rotate(180deg);">PRESENTATION DRAWING</p>																		
<p>N.A.</p>	<p>N.A.</p>	<p style="writing-mode: vertical-rl; transform: rotate(180deg);">STATUTORY / AUTHORITIES SUBMISSION DRAWING</p>																		
<p>HD -----</p>		<p style="writing-mode: vertical-rl; transform: rotate(180deg);">TENDER / CONSTRUCTION DRAWING</p>																		
<table border="1" style="width: 100%; text-align: center;"> <thead> <tr> <th colspan="6">&lt;Generic Model Schedule&gt;</th> </tr> <tr> <th>A</th> <th>B</th> <th>C</th> <th>D</th> <th>E</th> <th>F</th> </tr> </thead> <tbody> <tr> <td>Family</td> <td>Type</td> <td>Mark</td> <td>Hoarding Footing Base Material</td> <td>Hoarding Panel Material</td> <td>Hoarding Post Material</td> </tr> </tbody> </table>		<Generic Model Schedule>						A	B	C	D	E	F	Family	Type	Mark	Hoarding Footing Base Material	Hoarding Panel Material	Hoarding Post Material	<p style="writing-mode: vertical-rl; transform: rotate(180deg);">SCHEDULE IN DRAWING</p>
<Generic Model Schedule>																				
A	B	C	D	E	F															
Family	Type	Mark	Hoarding Footing Base Material	Hoarding Panel Material	Hoarding Post Material															