2.1 Data order

What? Why? Who? How? When?



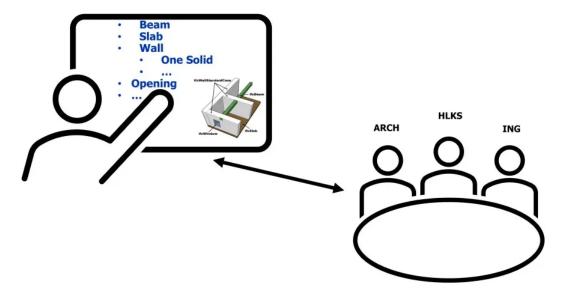
- How should this data be described?
- What quality should the geometry match?
- What information do you need from your contact?
- Which Model View Definition is used for this application?

An MVD (Model View Definition) defines a subset of the IFC specification (IFC schema) that is adapted to it. This delimitation focuses on the requirements (Exchange Requirements) of the information creator and recipient. These requirements are identified on the basis of an IDM (Information Delivery Manual). BIMcert manual

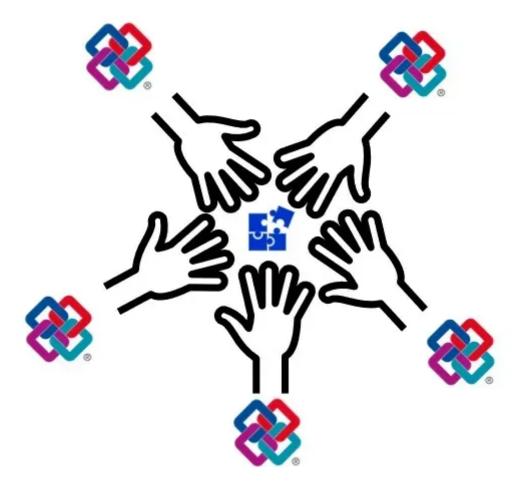
An IDM defines the scope and type of an information request that must be requested or provided by project participants at a specific point in time (process) (exchange requests).

Tip:

For data exchange, we recommend the MVD CoordinationView for IFC 2x3. For IFC 4, the MVD DesignTransferView is recommended.



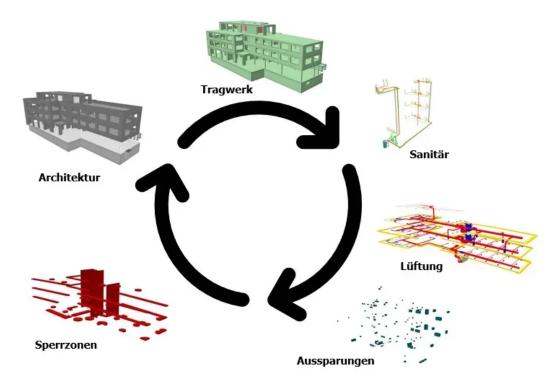
With exchange requirements clearly defined within the project team, models can be exchanged efficiently and integrated into the planning process.



The respective contents are organized in specialized templates (derived from the reference template). Check model content (geometry, information). At the start of the project, define a zero point, the floor structure and the planning procedure (process).

Tip:

Click on Model construction checklist for more information.



Below is an example table of IFC types relevant to timber construction. The scope depends on the project.

Entity	recommended	not recommended	Comment
IfcBeam	Х		
IfcBuildingElementProxy	X	X	depending on the situation For the exchange of recesses, we recommend the use of BuildingElementProxy with ObjectType ProvisionForVoid.
IfcChimney		X	
IfcColumn	Χ		
IfcCovering		X	only if necessary for construction
IfcCurtainWall	X		as a volume (no geometric layers)

IfcDoor		Х	"control" the opening (OpeningElement) of the door. Check the opening dimensions carefully.
IfcFooting	X		
IfcMember	X		
IfcPile		Χ	
IfcPlate	X		
IfcRailing		Χ	
IfcRamp		Χ	
IfcRampFlight		Χ	
IfcRoof	X		
IfcShadingDevice		Χ	
IfcSlab	X		as a volume (no geometric layers)
IfcStair	X	Χ	depending on the situation
IfcStairFlight		Χ	
IfcWall	Χ		as a volume (no geometric layers)
IfcWindow		X	in most cases, it's the opening and not the window that's relevant.
IfcOpeningElement	Х		Check the dimensions of the opening carefully.
IfcDistributionControlElement		Х	
IfcDistributionFlowElement		Х	