

Granite[®] Quartz Red



Product description: properties

Granite[®] Quartz is a high performing 45µm thick paint coating system. Granite[®] Quartz has a full spectrum of colours with a variety of textures and unique aesthetic.

- Very good UV resistance and excellent corrosion resistance
- Robust coating with excellent scratch resistance
- Surface treatment and paint: free of hexavalent chromium and heavy metals
- Hard, structured, mineral-appearance surface
- Full spectrum of colours modern and classic to suit roof and facade projects
- Unique aesthetics, protected by the Internal Market Harmonisation Office (OHMI)

Advantages

First advantage of Granite® Quartz is its excellent durability performances with a corrosion resistance up to RC4 and a resistance to UV up to RUV4 and excellent scratch resistance. Granite® Quartz provides a mineral finish for long lasting building envelope, with a full spectrum of colours with a variety of textures giving the surface finish a beautiful crystalline look proposed to suit roof and facade projects.

BIM object content

ArcelorMittal Europe – Flat Products digital material pack includes:

Folder: "Material Files"

Autodesk[®] Revit[®] model - .rvt file (v. 2015)

Graphisoft® Archicad® model – .aat file to import by using of the Attribute Manager

Chaos Group® V-Ray® material: .vrmat and .vismat files to import to the V-Ray render engine (Materials Browser)

Autodesk® Maya® material: .mb file to import to the Materials Editor

Simple texture: .jpg file to use in a software without an advanced rendering engine (sample size 10x10 cm)

Additional files attached to the digital material:

Folder: "Examples of applications on building elements":

Includes short animations (mp4) with presentation of the material on different building elements: flat panel, perforated sheet, micro-ribbed panel, ribbed profile.

Folder: "Examples of applications on the buildings"

Includes: 3 views with different zoom factors of the same building with ArcelorMittal Europe – Flat products material added to the external elevation.

The correct way of using Arcelor Mittal Europe – Flat Products digital materials has been optimized to typical and very simple procedures suitable for design environments.

To use Arcelor Mittal Europe – Flat Products digital materials the user needs only enter files by using of common ways described in the software documentation.

Below, there is the video example of using Arcelor Mittal Europe – Flat Products material in the Autodesk Revit environment (Autodesk® Revit® 2016, examples with built-in Autodesk® Revit® render engines and Chaos Group® V-Ray® engine which requires additional installation in the Autodesk® Revit® environment).

https://vimeo.com/202770267/19832db0e6

Recommendation for optimal use

By using of our BIM files (Autodesk® Revit®, Graphisoft® Archicad®) or files including settings dedicated for render engines you can easy apply our materials to your building elements.

In design environments for which they were prepared, just load attached BIM files or settings files.

Due to existing of the many rendering engines you can also define your rendering parameters manually. Below is the list of suggested settings for Granite® Quartz / QRD01 Red / Facade

Suggested settings of rendering material:

- 1. DIFFUSE: RGB (99, 55, 60)
- 2. REFLECTION layer 1:

Fresnel IOR = 5.0 Reflection Glossiness = 0.60 Reflection map: Granite-Quartz_Red_map1.jpg (1024x1024px) Real bitmap size: 100mm x 100mm

3. REFLECTION - layer 2:

Fresnel IOR = 1.55 Reflection Glossiness = 0.80 Reflection map: Granite-Quartz_Red_bump.jpg (1024x1024px) Real bitmap size: 100mm x 100mm

4. BUMP:



Real bitmap size: 100mm x 100mm Granite-Quartz_ Red_bump.jpg (1024x1024px)

Address:

ArcelorMittal Europe – Flat Products 24–26, boulevard d'Avranches L–1160 Luxembourg Web sites - Where to find our BIM Objects ? industry.arcelormittal.com constructalia.arcelormittal.com

Important note:

Please remember that representation of colours on a computer monitor does not represent all the nuances of the real life objects. Colours are reproduced by appliance by using of different displaying methods, hence may be slightly different than original colours. In case of "strategic" importance of colour choice, we recommend checking the actual sample in the spot where the material is meant to be applied.

The final effect of the visualization is influenced by various factors, Inter alia; type of the material, its structure, refraction of light, but also the surroundings and surrounding related reflection of the light.