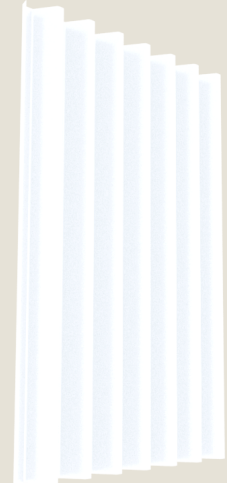
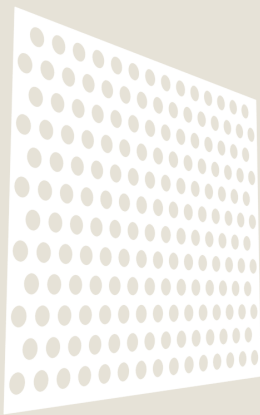




# Granite<sup>®</sup> HDX Pure White



Product: **Granite<sup>®</sup> HDX**  
Color & Texture: **G9010 - Pure White**  
Application: **Facade**

## Product description: properties

Granite<sup>®</sup> HDX is a high performing 55µm paint system made of polyurethane. It is classified as the best in term of corrosion resistance (up to RC5) and UV resistance (up to RUV4). Its flexibility is also exceptional (T- bend adhesion: ≤1).

- **Very good UV resistance**
- **Excellent corrosion resistance**
- **Very good formability**
- **Robust coating**
- **Thermosetting paint**
- **Surface treatment and paint: free of hexavalent chromium and heavy metals**

## Advantages

The first advantage of Granite<sup>®</sup> HDX is the exceptional durability of the coating, which allows ArcelorMittal to grant a guarantee of up to 35 years against corrosion and delamination.

In harsh environments where classical prepainted steel cannot be used, Granite<sup>®</sup> HDX is the solution.

When aesthetics need to remain stable over time, as for commercial or architectural buildings, Granite<sup>®</sup> HDX is the best choice.

The exceptional flexibility of polyurethane allows all types of shape while the grained surface ensures a high level of surface hardness.

## 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 ArcelorMittal Europe – Flat Products digital materials has been optimized to typical and very simple procedures suitable for design environments.

To use ArcelorMittal 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 ArcelorMittal 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® HDX / G9010 Pure White / Facade

### Suggested settings of rendering material:

1. DIFFUSE: RGB (255, 255, 255)
2. REFLECTION:  
Fresnel IOR = 2.0  
Reflection Glossiness = 0.85
3. BUMP:



Real bitmap size:  
100mm x 100mm  
granite\_hdx\_Pure\_white\_bump.jpg  
(1024x1024px)

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### Address:

ArcelorMittal Europe – Flat Products  
24-26, boulevard d’Avranches  
L-1160 Luxembourg

### Web sites – Where to find our BIM Objects ?

[industry.arcelormittal.com](http://industry.arcelormittal.com)  
[constructalia.arcelormittal.com](http://constructalia.arcelormittal.com)

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### 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.