

ARCHITECTURES®

User Manual

www.architectures.com

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T1: What is ARCHITEChTURES?



Introduction

Architectural design is a beautiful art, but it requires many hours of extensive calculations and tedious iterations. At ARCHITEChTURES, we have developed a GenAI-assisted Building Design Platform to help you. Our GenAI assists you with design suggestions and takes care of all the boring tasks you don't enjoy, allowing you to focus on what you do best and love the most: designing architecture.

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AI-Assisted Design

A "floor planner" is a tool used to draw building plans in either 2D or 3D, such as AutoCAD, Revit, Archicad, Allplan, and others. ARCHITEChTURES is the first company in the world to introduce generative AI (GenAI) into floor planning, so you don't have to do all the work yourself—instead, the AI assists you by handling the most labor-intensive parts of the job.

However, ARCHITEChTURES is more than just a floor planner: it is a GenAI-Assisted Building Design Platform, a broader concept that is mainly reflected in the following aspects:

1. **AI-Assisted Architectural Design:** During the design process, our AI assists the user by generating large portions of the project design. This is done by following the user's instructions (i.e., design parameters) in an iterative process that refines the project.
2. **Automation of Repetitive Tasks:** A large part of architectural work involves repetitive processes such as modeling, measurements, calculations, and counts. Automating all of this not only speeds up the metric generation process but also enables informed decision-making that leads to better designs.
3. **ARCHITEChTURES is a Platform:** It provides CAD drawings, BIM models, measurements, cost estimates, and more.

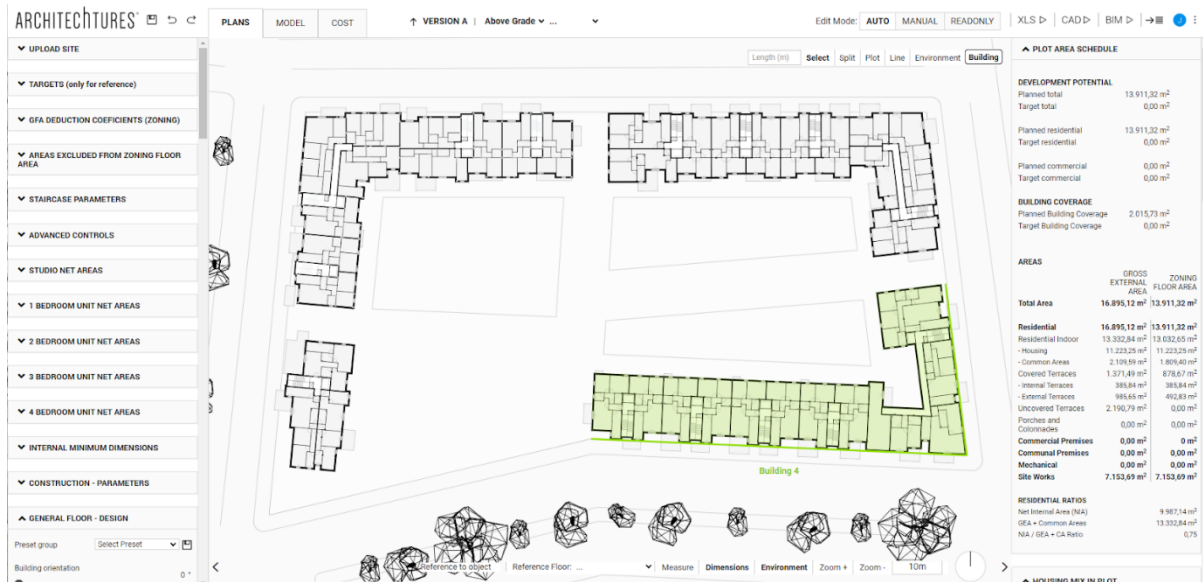
It is important to note that while our technology can be applied to any architectural design, it currently supports only multi-family residential buildings, including underground parking. Please contact our team for other building types.

Benefits of Using ARCHITEChTURES

ARCHITEChTURES is an open platform where users, with the help of our generative AI copilot, can design at lightning speed, share their designs with third parties (in both viewing and editing modes), and download an Excel report, as well as CAD and BIM models of the development, all in fully standard formats (DXF and IFC).

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With ARCHITEChTURES, thanks to the automation of repetitive processes, time optimization is guaranteed—allowing projects to be developed in hours instead of weeks.

Additionally, the versatility provided by generative AI assistance, especially in the early stages of architectural design, makes it particularly useful for architects and real estate developers, especially in areas such as:

- Feasibility studies
- Site planning
- Business evaluation
- Concept iteration
- BIM schematic design (LOD 200+), i.e., basic project design

How to Start Using ARCHITEChTURES?

To harness the power of AI in architecture, you don't need a powerful computer or any software installation. ARCHITEChTURES is an online SaaS (Software as a Service) platform that you can use from any browser, though it is currently optimized for Chrome. All complex calculation operations are handled on our servers, with only the user interface running on your computer.

If you already have an account, click on [Login](#) on the ARCHITEChTURES homepage and enter your credentials to access the platform. If not, [register for a free trial](#) and start experiencing the power of AI.

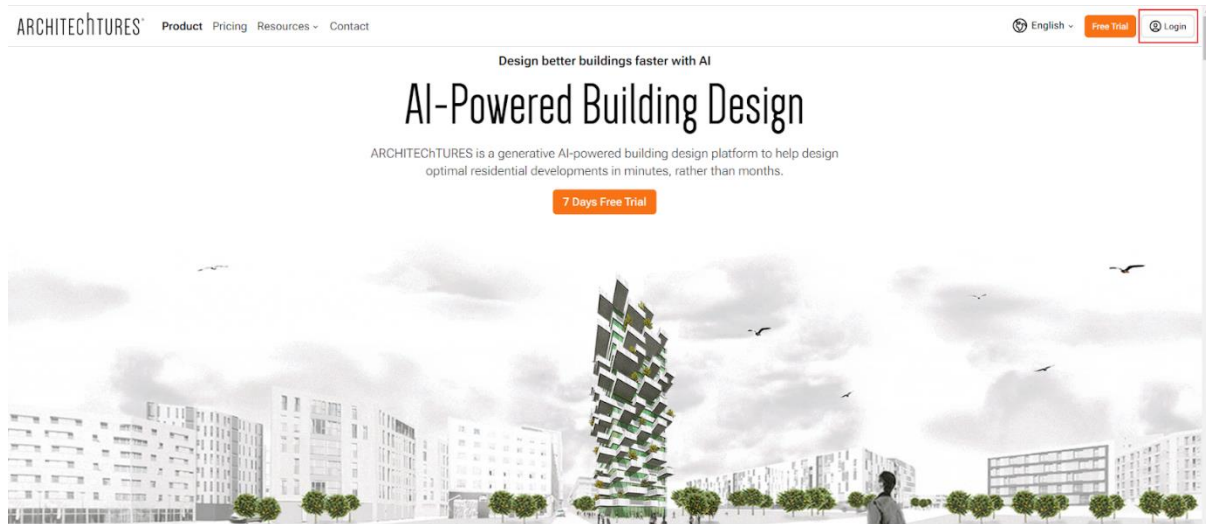
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Subscription Plans

We offer different types of plans to suit your needs.
For more details on our plans and pricing, click [here](#).

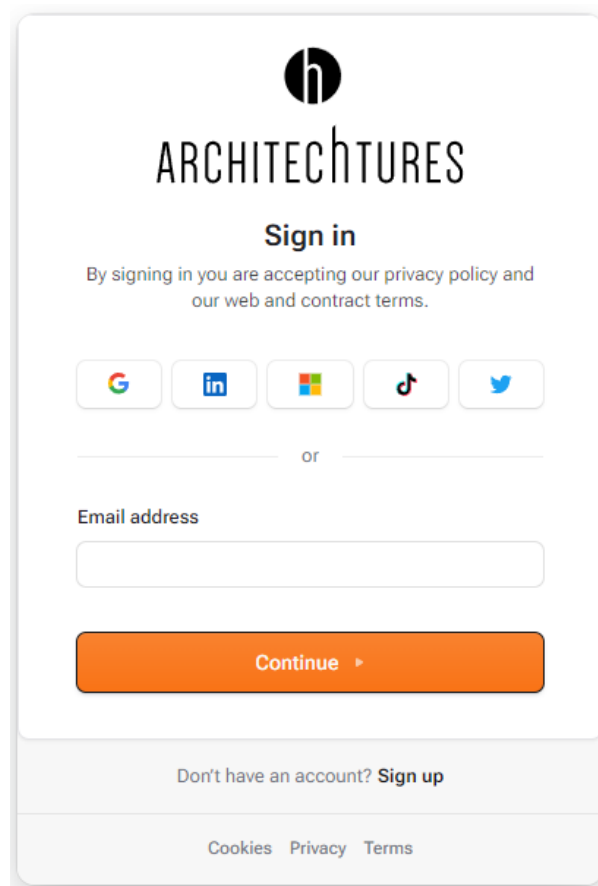
Login



If you already have an account, logging in is as simple as clicking the “Login” button and selecting your preferred login method—either via one of the listed social networks or with your email. If you choose to log in through a social network, make sure both accounts are linked.

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The screenshot shows the ARCHITEChTURES Sign in interface. At the top is the ARCHITEChTURES logo, which consists of a stylized 'h' inside a circle above the word 'ARCHITEChTURES'. Below the logo is the text 'Sign in'. Underneath that is a line of text: 'By signing in you are accepting our [privacy policy](#) and our [web and contract terms](#).' Below this text are five social media login buttons: Google, LinkedIn, Microsoft, TikTok, and Twitter. Below these buttons is the word 'or' centered between two horizontal lines. Below the lines is the text 'Email address' followed by a text input field. Below the input field is an orange button with the text 'Continue ►'. At the bottom of the form is a link that says 'Don't have an account? [Sign up](#)'. At the very bottom of the page are three links: 'Cookies', 'Privacy', and 'Terms'.

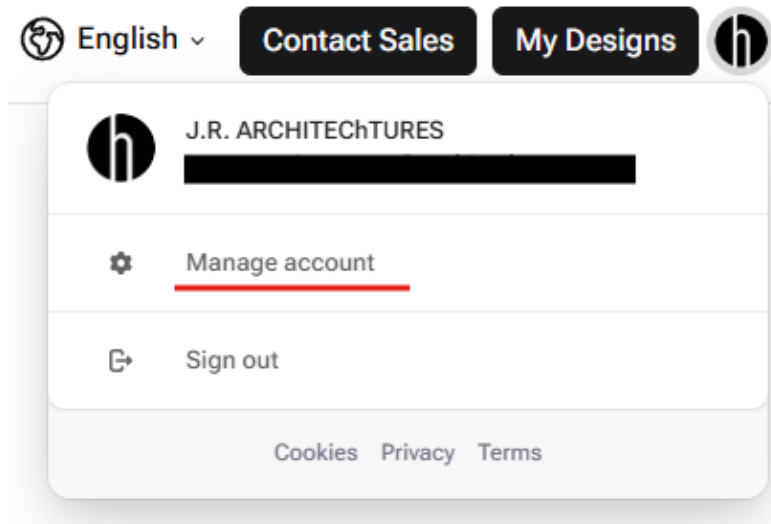
At ARCHITEChTURES, we do not use user-specific passwords. Instead, we rely on linking your account with another platform or generating a temporary verification code sent via email.

Managing Your User Account

Once you've logged in, you can access your account settings by clicking on the colored circle with your initials located in the top-right corner of the screen, then selecting "Manage Account."

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Once inside, a vertical menu will appear on the left-hand side of the screen, including the following sections: *Account*, *Security*, *Preferences*, *Business*, *Subscription*, *Payment Method*, and *Billing Information*.

Account

This section displays the following user information:

- **Profile:** You can modify your first and last name. You can also upload a profile picture.
- **Email Addresses:** You can add or remove additional email addresses to access your account. However, there must always be one labeled as “primary.”
- **Connected Accounts:** Here, you can link or unlink your account from social networks such as *Google*, *LinkedIn*, *Microsoft*, *TikTok*, and *Twitter*.

Security

Located within the Account section, here you'll find:

- **Two-Factor Authentication:** A QR code is generated in this section to add ARCHITEChTURES to an authenticator app.
- **Active Devices:** This section shows the devices where your session is currently active. You can only be logged in on two devices simultaneously, and this is where you can log out of one if needed.

Preferences

Your Preferences

Here you can customize different settings that affect how you use the platform and how we communicate with you.

Email Notifications

Marketing Emails

Switch this to opt in/out of receiving marketing emails, in addition to the essential ones.

☒

Notification Language

Choose the language in which you want to receive notifications.

English ▾

App Preferences

Default Unit System

All your designs will work in these units by default.
You can override this at design level.

☒ Metric (m)
☐ Imperial (ft)

Save Changes

Here, you can enable or disable marketing email notifications and choose the language in which you want to receive them. You can also set the default unit system for your projects.

Terms Acceptance

By signing up, you agree to our General Terms of Use, and by subscribing, to our Contract Terms. A record is kept showing every time you accepted a new version of these documents.

Business

Your Business Info

We'd love to know more about you!

Sector

Architecture

Business size

Freelance

Design types you focus on

Select at least one

☐ Multi Family

☐ Single Family

☐ City Planning

☐ Hotel

☐ Office

☐ Other

Website or social profile

www.architectures.com

How did you hear about us?

My coworker John

Save Changes

This section records information about your professional background, such as your industry, business size, types of projects you work on, and your website or social profile.

Subscription

Here you'll find all details about your subscription. You can manage various aspects, including:

- Canceling your subscription
- Updating your payment method
- Accessing your invoices

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- Pausing or resuming your subscription

Your Subscription: Pro Yearly

Next Payment: [REDACTED] - Pro Yearly

[Halt Subscription](#)[Update Payment Method](#)

Generated Downloadables:

4346 / 60000 m²

Projects Created:

2 / 200

Support Level:

Silver

Invoices

Refresh ↺

Date	Product	Total	Invoice Number	Download Invoice
7/12/2023	Pro Yearly	[REDACTED]	1902-10003	↓

Payment Method

This section allows you to update your payment method, which can be either PayPal or a credit/debit card.

Billing Information

Here, you can specify and update your billing information, along with other relevant business data.

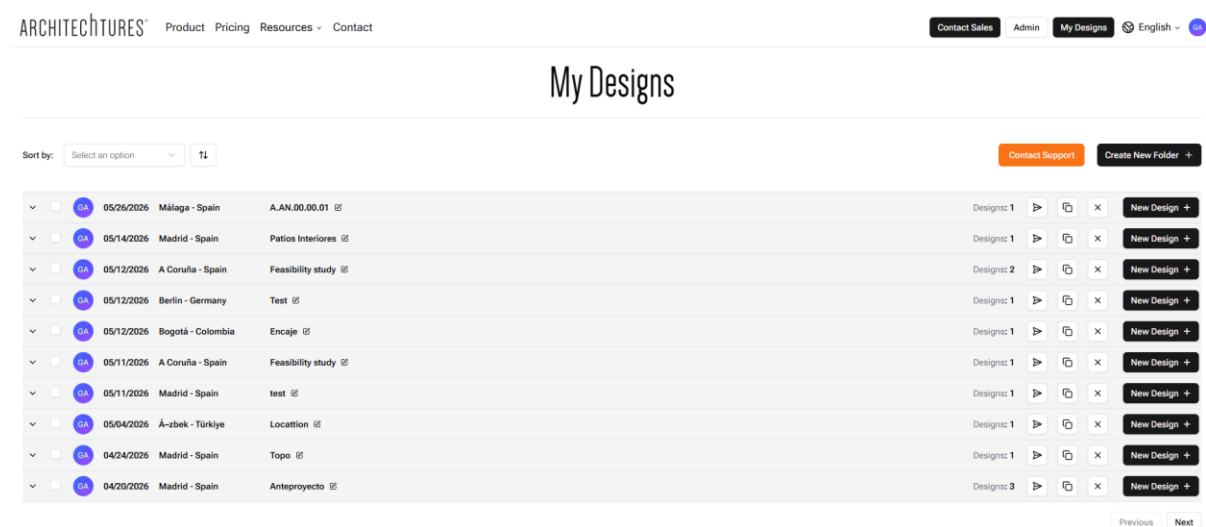
T2: Overview of the Platform.

Introduction

Navigating an architectural design platform can be quite a challenge. Here, you will learn how we have organized our user interface and how to use it to navigate your project efficiently.

Project Dashboard

Once registered, clicking on the **"My Designs"** button in the navigation bar will display a dashboard summarizing all your projects, alongside a reference sample created by our team. Projects are organized into folders, which host the various iterations and design versions of each project.



Available Actions:

At the top of the project list:

- **Create New Folder:** Using the "Create New Folder" button (highlighted in black), you can start a new project by defining its name, location, and preferred unit system. Once confirmed, the new project will automatically appear in the list as a folder, allowing you to store different design options.

To the left of each folder:

- **Expand Folder:** Clicking the "Expand" icon displays the different design variants within that project folder. Each variant shows individualized data, including the total number of housing units, the total above-grade and below-grade gross floor area (GFA), and the

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Construction Cost Estimate (Hard Costs). Additionally, clicking the "three dots" (ellipsis) menu allows you to move that specific variant to another project folder.

To the right of each folder:

- **Share Folder:** This allows you to share the project folder with other users (who do not necessarily need to be paid subscribers) by entering their email address. Within this modal, you can select which specific versions or variants of the project you want to share, and grant edit permissions if the recipient is a registered user of our platform.

Share Folder: A.AN.00.00.01 ×

Share a copy of this Folder with a friend

Email

The email address of the person you want to share this folder with. Account not required!

Designs

Select the Designs you want to share and whether you want to share an editable copy.

☒ A.AN.00.00.01 ☐ Editable

Share Folder

- **Duplicate Folder:** Creates a copy of the project folder to safely explore different versions.
- **Delete Folder:** Permanently removes the folder if the project has been discarded.
- **New Design:** Generates a new design or variant inside your project folder.

To the right of each design variant:

- **Download:** Allows you to download project documentation. Specifically, you can generate files in **IFC** (BIM models), **DXF** (CAD drawings), or **XLSX** (spreadsheets) formats. To download a document, it must be previously generated within the Project Editor.
- **Duplicate Design:** Creates a copy of the design variant within the same project folder.
- **Delete Design:** Removes the design from the folder if the variant is no longer needed.
- **Edit Design:** The last icon, a black triangle, launches the **Project Editor**. This is where 99% of your workflow will take place.

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Getting to Know the Project Editor



The Project Editor User Interface (UI) is structured into four areas:

1. Top Bar, for navigating through the project, its views, and editing modes.
2. Input Panel on the left, where information is entered analytically.
3. Central Window, for visualizing the project and editing its geometry.
4. Data Panel on the right, for viewing real-time project metrics.

The last three vary their content depending on the level and editing mode currently active. For example, if we are at the Housing Level in Auto Mode, the central window will display the floor plan of the housing unit, the input panel will offer different design options for configuring the unit, and the data panel will show the area chart, housing metrics, and total cost estimate. On the other hand, if we are at the Floor or Site Level, the content will be completely different.

Top Bar



The top bar is the only interface element whose available options always remain the same. Regardless of the current view mode or project level, the same tools are always found here. This bar provides the essential tools to navigate through the project, its view modes, and editing modes.

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From left to right, we find the following tools:

File Tools



- The floppy disk icon saves the project to our server.
- The left arrow undoes the last change made.
- The right arrow redoes the last undone change.

View Modes



- **Plans:** to work on the project's 2D layout.
- **Model:** to work on and visualize the project in 3D.
- **Cost:** to work on the project's cost estimate.
- **Financials:** to work on the financial aspects of the project.

Navigation Bar



The navigation bar is the main tool for moving around the project. It works more or less the same across all view modes. It has 5 levels:

1°- Root Level: This is the name of the project itself. In Plan or Model view mode, it takes us to the site overview. In Cost mode, it shows a budget summary with ratios and indirect construction costs.

2°- Site Level: Here we work with the set of buildings on the plot. In architectural terms, its natural scale is around 1:500 or larger. It is divided into: Above Ground, where buildings are created and edited. Below Ground, where basements and their circulation are designed to optimize efficiency.

3°- Building Level: This indicates which building is currently being viewed. In Model view mode, it shows the 3D view of that building. In Plan mode, it centers that building in the site view. In Cost mode, it shows the budget for that specific building.

4°- Floor Level: Takes us to the floor view of the currently selected building.

5°- Housing Unit Level: Takes us to the view of a specific housing unit selected within the current floor and building.

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In this way, the navigation bar not only lets us move through the project but also shows which level we are currently working on.

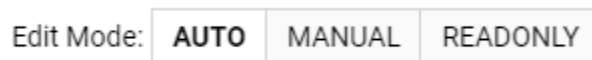
To access the basement, you must explicitly select the "below ground" view in the navigation bar. However, to move between buildings in the "above ground" view, you can follow this sequence:

From the site level, click on a building to automatically center and select it, moving to the building level. At this level, click again on the building to move to the floor level. Then, click on a housing unit once to select it, and a second time to enter the housing unit level.

You can move back up one level using the upward arrow just before the navigation bar. You can also switch buildings, floors, or units directly using the navigation bar itself.

In summary, the navigation bar works much like a web browser or the Windows Explorer, since the project itself is a structured data hierarchy.

Editing Modes

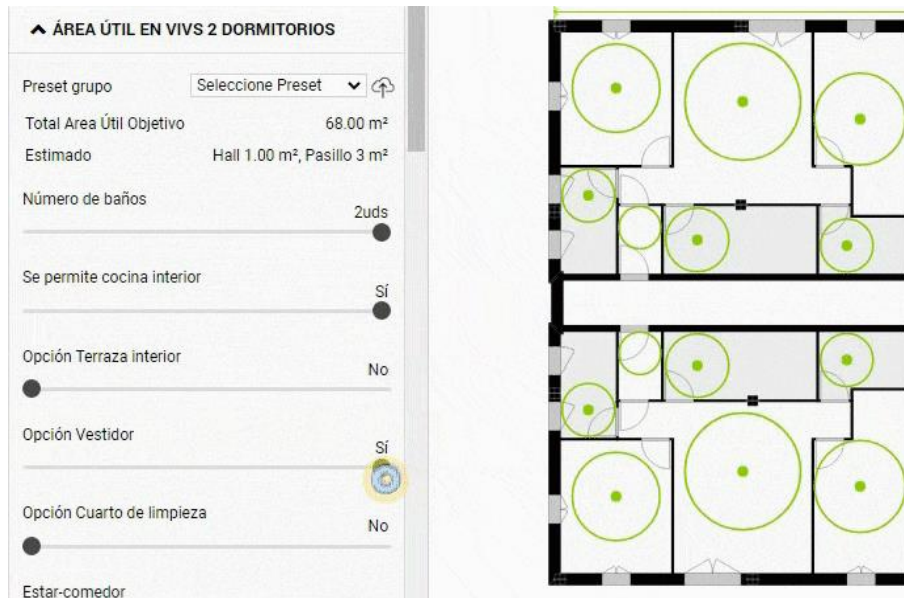


There are four editing modes: Auto, Assisted, Manual, and View. However, the first two are grouped under the first button (Auto) and are characterized as being assisted by Artificial Intelligence (AI), which helps us by generating parts of the design.

The editing modes are linked to the stages of the project's development, and we must progress from the Auto mode to the Manual mode; that is, we move from the general to the specific. Never the other way around, because if we go back to a previous stage and edit the project, all the changes made in later stages will be lost.

For example: If you are already in *Manual mode* and, after making changes to customize certain units, it's noticed that the number of floors hasn't been configured properly, reverting to *Auto mode* to correct it will result in losing all the changes made in Manual mode.

- **Auto Mode:** In this mode, the project is edited using the variables contained in the input panel. We don't model or create the geometry ourselves; we just provide data in the form of variables. Then, the AI generates a project using these data. In this mode, interactions are always made through the input panel.



- **Assisted Mode:** This is part of the Auto button. In Assisted Mode, we edit the geometry of the project by changing specific elements ourselves. These changes are made directly in the central window. We can make the following interactions:
 - *Shapes Edits:* Here, we modify the shapes of the apartments or the position of the core. The AI responds to our changes by modifying the interior layout of the apartments we've changed, of course, using the dimensional criteria we provide.



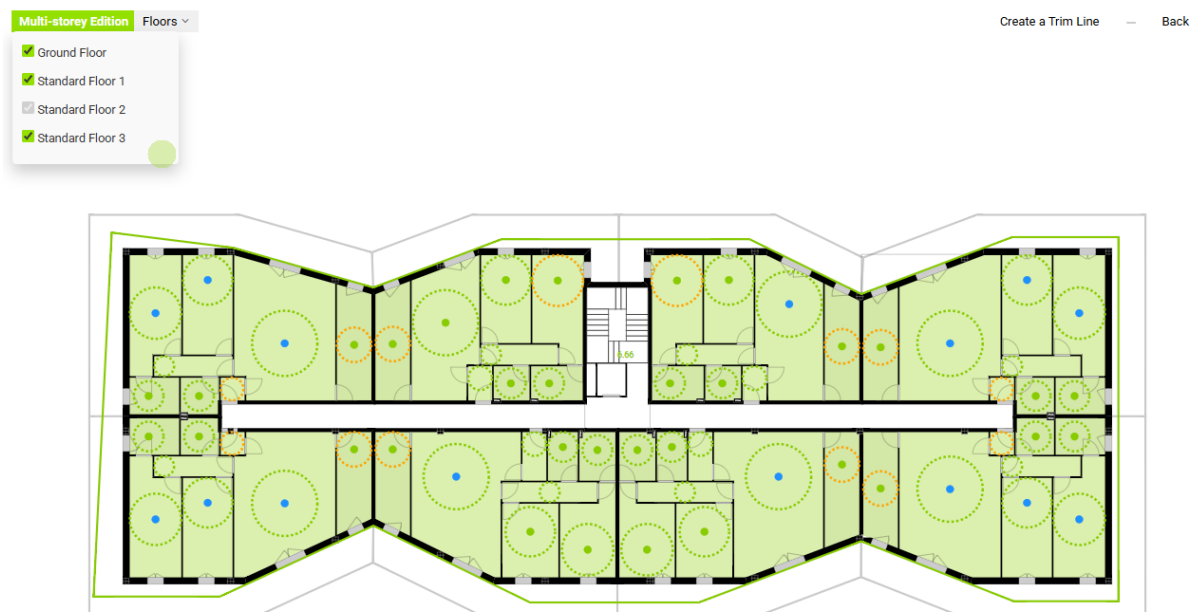
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- *Structural Grid*: Here, we can dynamically modify the distribution of the structural beams, moving the axes that are activated by clicking on the button. Additionally, if multi-floor editing is enabled, any changes made will be applied to the other floors, ensuring structural continuity in the building.



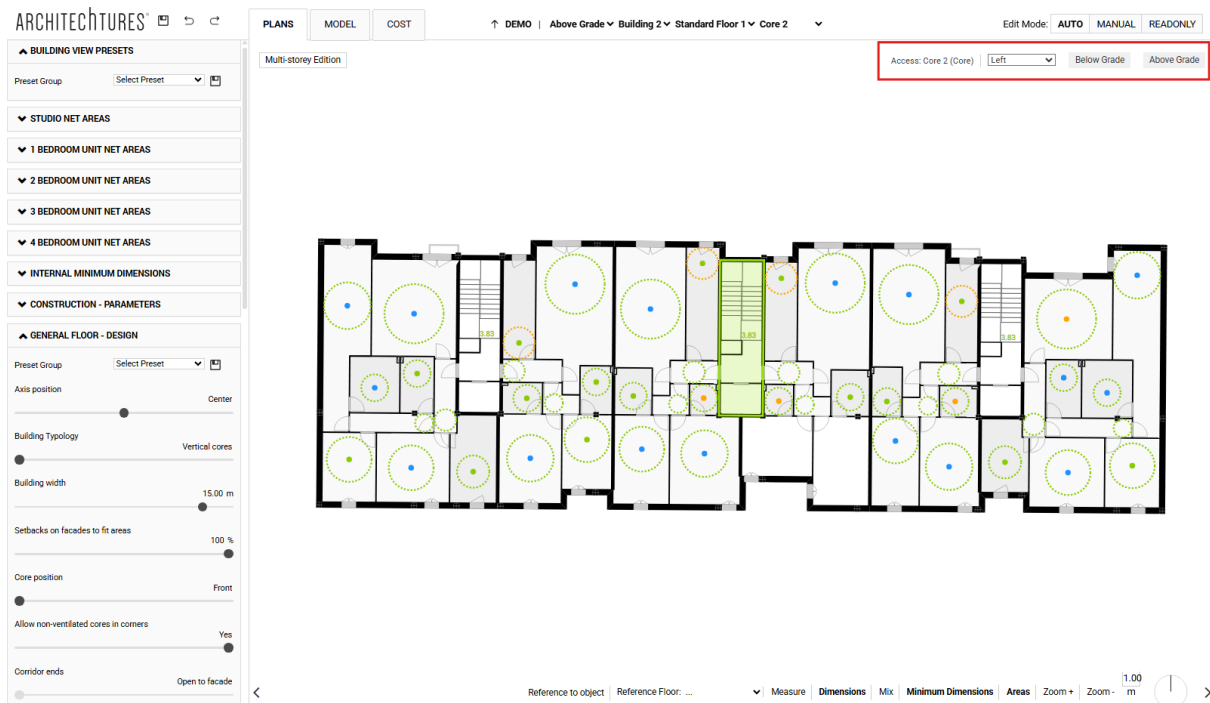
- *Trim*: With this tool, we can create trim masks for the building, generating different shapes and volume variations. These trim masks can be applied to the floors selected by the user with the "Multi-floor Editing" function.



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- *Configuration via the Context Menu:* In this menu, we change the use of spaces or configure certain aspects of the core. For example, you can decide on which side of the core the access portal is located or if elevators and/or stairs access the basement or the roof.



- **Manual Mode:** This mode is not assisted by the AI. At this level, the editor behaves like a BIM or CAD modeling program. To access it, we need to click on the corresponding button. A warning pop-up will appear, informing that any changes made in Manual mode may be lost if we later revert to a previous stage (like Auto) to edit the project.

This mode allows us to fully customize the project as we wish. However, we still benefit from many automated processes, such as the automatic generation of: *Surface Tables*, *Apartment Counts*, *Efficiency Ratios* and other metrics, *Budget*, *BIM Models*, or *CAD Plans*, etc.

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- **Readonly mode:** In this mode, editing is disabled. It is intended for sharing the project with other users or third parties who we don't want to have editing capabilities, such as clients, engineers, structural designers, etc.



Export Modes and Others



Generating BIM and CAD files is typically a large part of the design process for a building and can take many hours of work. In ARCHITECTURES, you can obtain your BIM or CAD files in just minutes, making it easier to start the documentation process for your project. Additionally, all our files are created using exactly the same criteria, reinforcing consistency, which can be extremely important.

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The downloadable documents are available for both PRO and Business users and consist of:

- **XLS:** Generates a DIN A4 report with all the project metrics, including all surface tables, apartment counts, budget, ratios, etc., as well as images of the model and the overall project plans.
- **CAD:** Generates the full set of plans in .DXF format, including floor plans for all floors of each building, basement floors, and an overall floor plan for the project.
- **BIM:** Generates a BIM model in .IFC format, with a level of detail approximately LOD 200.
- **Project Icon:** Represented by an arrow and four horizontal bars, this icon is a shortcut that redirects to the project panel.
- **User Icon:** Represented by a colored ball and three vertical dots, it allows access to the drop-down editor menu, where we can exit to the project panel, access our profile, contact technical support, or exit the application.

Input Panel

Located on the left side of the screen, this panel allows us to input data analytically, meaning we provide information in the form of numbers or text. This panel is structured into different dropdowns depending on the view mode, navigation bar level, and editing mode we're in. Some of the most important ones are:

Plans | Root Level or Location | AUTO Mode:

- **Unit System:** Here we can modify the unit system for our project, switching between the metric decimal system and the imperial unit system, and vice versa.
- **Upload Site:** Here we can import a location from OpenStreetMap or load geometric data for use and visualization in the project from .DWG or .DXF files (version 2018 or earlier).

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▲ UPLOAD SITE

Import Project Location

Cargar

No file has been loaded

Plot Layer

Building Layer

Reference Layer

Basement Layer

Topography Layer

Environment Layer

Delete Environment

North

0 °

When clicking the “Import Location” button, a pop-up will open with a navigable world map, where we can select a rectangular area up to 10 hectares anywhere in the world. This way, in addition to the built volume, we also import the road network, terrain elevation points to generate the topography, and existing vegetation (based on information from OpenStreetMap).

Load Location

Address:

+

–

■

📍

🗑️

NORTH AMERICA

SOUTH AMERICA

AFRICA

EUROPE

ASIA

AUSTRALIA

OCEANIA

Leaflet | © OpenStreetMap contributors | Map tiles by Carto, under CC BY 3.0. Data by OpenStreetMap, under ODbL

CANCEL

IMPORT

Note: Importing a new environment will replace any other that is currently loaded.

To load a CAD file, we first use the "Load" button. After explaining the process in a pop-up, a Windows file explorer will open to search for the file and load it. We won't immediately see any geometry from the loaded file, which is normal—we need to individually call the different layers within the file.

Currently, the import does not support shading, text objects, grouped objects, or blocks, which should be saved exploded.

Depending on which section we load it into, the geometry will be recognized as one type of object or another:

- *Plot Layer*: Any closed polyline will be recognized as a parcel.
 - *Building Layer*: It will be imported as a reference to generate the building.
 - *Reference Layer*: Used to import any geometric information we want to use as a visual reference. We can switch between layers, but we can only visualize one at a time. So, all the geometry we want to visualize at once should be grouped into a single layer in the .dwg or .dxf file.
 - *Basement Layer*: Any closed polyline will be recognized as a basement. It will then be used with the existing buildings to create the basement floor.
 - *Topography Layer*: Recognizes the height of the points and contour lines in the layer, generating an editable topographic mesh.
 - *Environment Layer*: We can load 2D or 3D geometry from the built environment.
-
- **Targets (only for reference)**: In this section, we define reference data for our project using a series of metrics. Based on these data, we'll be informed of how close or far our current project is from the set objectives using a color-coded system.
 - **Advanced Controls**: Here, we find the controls that regulate the threshold between different colors in the representation. The threshold value is the difference between the required metric for the AI and the actual metric obtained in the current design. There are controls for both area metrics and minimum dimension metrics.
 - **GFA Deduction coefficients (zoning)**: Here we define the percentages used to calculate the computable area based on the built area, depending on the space usage. This affects the calculation of computable surfaces seen in the data panel tables. These coefficients can change depending on the zoning regulations of the parcel and local standards, making them crucial for determining project profitability. It is recommended to verify that these coefficients are correctly configured before starting to create buildings.

- **Areas excluded from zoning floor area:** This section allows us to subtract a certain area per apartment from the computable area. We can define different amounts depending on the type of floor (attic, regular, or ground floor). This option can be useful when considering regulations that allow certain areas to be excluded from the computable area.

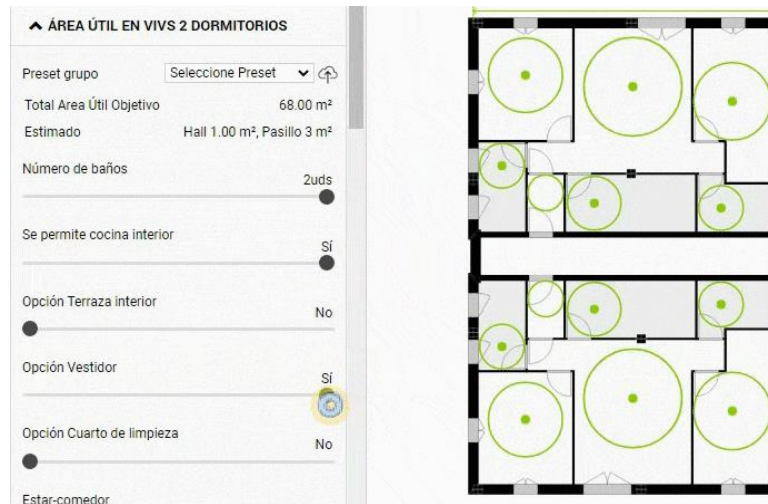
Plans | Root level, above ground, Building | AUTO mode:

- **Parcel view presets:** this is where building presets are generated, managed, and applied at the parcel level.
- **Stair parameters:** in this section, global parameters common to all stairs in the building are defined, such as the minimum clear height on the stairs (to ensure compliance with headroom regulations), the height of basement floors, riser height, or tread length (the latter also appears in the building's common area configuration settings).

Modifying the riser height between buildings can cause floor level differences. Therefore, it's recommended to configure these global stair parameters at the beginning, before creating any buildings.

Plans | Root level, above ground, building or floor | AUTO mode:

- **Building view presets:** this is where building presets are generated, managed, and applied at the overall building level.
- **Net areas:** the usable area sections define the layout and sizing of apartments. There is one for each apartment type, from 0 (studio) to 4 bedrooms. We find two types of configuration options:
 - *Design Criteria:* here we define which rooms we want in the unit and some proximity relationships between spaces, such as allowing for an internal kitchen.
 - *Target Areas:* this section defines the ideal target area for each room in the unit.



- **Internal minimum dimensions:** these are regulatory requirements the project must meet in terms of geometry. Examples include the diameter of the minimum inscribable circle in the living room or the minimum corridor width. This is where we enter these types of normative-related requirements.

Keep in mind that minimum dimension requirements take precedence over usable area sizing. In case of a conflict, the space will be sized to meet the minimum dimension; for instance, when the area resulting from inscribing the minimum circle is larger than what the user requested.

- **Construction – Parameters:** here we globally define the thickness of construction elements—both vertical and horizontal. This setting dramatically impacts area calculations and efficiency ratios. It's advisable to configure this immediately after creating the building. It's also very useful when preparing a BIM model for further detailing. So, if you're planning to export a BIM model, make sure this section is properly configured.
- **General floor – Design:** most of the settings here fall into two categories:
 - *Building typology selection: building type, core location, or corridor end.* These define the typology and sub-type the AI will use to distribute the housing units.



- *Building sizing*: such as width and length of the building, number of standard floors, floor heights (ground, upper, elevator overrun), or whether to include a penthouse floor.
- **Housing MIX**: in this section, we define the target housing mix for the typical floors. For each apartment type (studio to 4-bedroom), we can set a target distribution percentage.

The AI will try to adhere to this percentage as much as possible within the geometric constraints. The resulting number of units may not be a perfect multiple of the desired distribution.

So, think of the housing distribution as a guiding principle. It's an interactive process that can be fine-tuned based on the results. This applies not only to the typical floor but especially when considering the whole building. Lower and upper floors often have different layouts due to their unique characteristics. We often adjust the typical floor layout with these variations in mind.

- **Common areas dimensions**: here are the configuration options of the common areas, the vertical communication core, stairs and elevators. Aspects such as *the number of elevators, the stair sectorization or if split landings are allowed, the minimum widths of the community corridors or the access portals to the building, the width of the stair flights, the width and length of the elevator shaft, etc.*

- **Terraces - General floor:** here there are different configuration options, such as minimum width of passage to outside terrace, minimum width of terrace or flight dimension. We can also enable or disable the existence of terraces for each of the facades of the building.
- **Exterior enclosure - Parameters:** in this section we define globally for the building the size of the openings according to the room they are in. This is done by setting two elements per room: the height of the sill and the width of the window. This can be useful to ensure compliance with certain regulatory requirements, particularly lighting and ventilation requirements.

Plans | Specific Floors | AUTO Mode:

There are certain sections that do not appear in the typical floor plan view, which is the default view of a building. Their content refers specifically to certain floors, and to configure them, we must go to the specific floor. Once there, we can view these configuration options and see how the changes take effect.

- **Gardens - Ground floor:** similar to the terraces section in typical floors but simplified. It allows sizing the gardens of ground floor dwellings.
- **Housing mix - Penthouse floor:** similar to the dwelling program section in typical floors. It allows us to control the distribution of dwellings on the penthouse floor.
- **Setbacks - Penthouse floor:** allows us to independently control the setbacks for each façade that the penthouse floor should have compared to the typical floors.
- **Terraces - Penthouse floor:** similar to the terraces section in typical floors but simplified. It allows sizing the terraces on the penthouse floor.

Plans | Apartment Level | AUTO Mode:

- **Housing view presets:** this section allows the generation, management, and application of dwelling presets.
- **Design Criteria – Apartment:** in this section, we can configure design aspects and target surface areas for a specific dwelling or type of dwelling.

Plans | Basement or Underground Floor Level | AUTO Mode:

- **Plot - Basement floor:** here we can specify the dimensions of the main elements located below ground level. From *the number of basement floors, perimeter type, structural span, pillar section, road width, parking spaces dimensions, average surface of storage rooms, width of basement enclosure, etc.*

Model | Root Level, Above Ground, or Building | AUTO or MANUAL Mode:

- **3D Presets:** here we can generate, manage, and apply model presets.
- **Location:** in this section, we enter the project's location data: *longitude* and *latitude*. We can also define a specific date and time to see a simulation of solar impact on our project.
- **Clipping Plane:** here we configure parameters to view cross-sections of our project models.

Cost | Root level or location | AUTO or MANUAL mode:

- **Currency:** to select the currency in which we want to obtain the budget calculations.
- **%SNCC:** to indicate what percentage of the project execution budget corresponds to items such as *quality assurance, occupational health and safety, waste management and other general conditions*; to form the SNCC (subtotal net construction cost).
- **%ENCC:** to indicate what percentage of the SNCC corresponds to items such as *overhead and profit*; to form the ENCC (estimated net construction cost).
- **%Soft costs:** to indicate what percentage of the ENCC correspond to items such as *feasibility studies fees, design and inspection fees, escalation, bond and insurance, permits, licenses and others*.

Cost | Above Ground Level or Building | AUTO or MANUAL Mode:

In the panel we find numerous sections organized by drop-downs according to the budget chapter to which it belongs; for which, depending on the type of element above ground level, we must indicate the value €/m2, €/lm, €/apartment or €/unit.

These chapters are: *site work and landscaping, site works, foundations, structure, exterior enclosures and interior partitions, interior finishes, indoor doors, outdoor windows and doors, glass and glassing, telecommunication systems, heating and hot water system, air conditioning and ventilation systems, electrical and automation systems, plumbing systems and fixtures, drainage piping systems, lighting, conveying systems, thermal and moisture protection, roofing, protection and specialties*.

Cost | Below grade | AUTO or MANUAL mode:

Similarly, here we find numerous sections organized by drop-downs according to the budget chapter to which it belongs; for which, depending on the type of element below ground level, we must indicate the value €/m², €/lm, €/parking space or €/unit.

These chapters are: *b/g foundations, b/g structures, b/g interior partitions, b/g finishings, b/g doors, b/g ventilation, b/g electrical and automation system, b/g lighting, b/g conveying system and b/g thermal and moisture protection.*

Financials | Root level or location | AUTO or MANUAL mode:

- **Currency:** To select the currency in which we want to obtain the project's feasibility calculations.
- **Financial Presets:** To load the characteristics of the sliders corresponding to the current view of the Financial Module that were previously saved.
- **Land Acquisition Costs:** Here you can indicate the land acquisition costs, which are applied to the operating cost ratio in the Feasibility Study.
- **Marketing and Sales Costs:** Here you can indicate the marketing and sales costs, which are applied to the cost ratio in the Feasibility Study.

Financials | Above Ground Level or Building | AUTO or MANUAL Mode:

In the panel, we find the section for **valuation according to unit**, which allows adjusting reference unit sale price parameters (€/m²) for the different typologies such as housing, parking spaces, storage rooms, or commercial units. It also includes **calculation options** (expressed as percentages), such as unit price increase by number and type of floor, penalties for deviations in mix or surface area, and similar factors.

Central Window

Located in the center of the screen, this is where the project in its current state is visualized and where we interact directly with the geometry, creating or selecting elements and configuring them. The various tools available in the menus depend on the view mode, navigation bar level, and editing mode:

Navigation Tools:

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- **In Plan View Mode:** Right-click to pan, left-click to select, and the mouse wheel controls zoom. To access a specific building, dwelling, or core, simply click on it when it is highlighted in green as you hover over it.
- **In Model View Mode:** Left-click to rotate the camera (orbit), right-click to pan, and the mouse wheel to zoom.

Editing and Creation Tools:

They are located in the upper-right corner of the Plan view mode, grouped according to whether they are editing or creation tools. To make the interface easier to use, we have designed the manual editing process to resemble programs like Revit or AutoCAD.

- **Root or Above Ground Level | AUTO or MANUAL Mode:**



- *Split*: divides a linear element at the selected point.
- *Trim*: creates a general cut mask for the building by drawing a closed polyline that cuts its axis.
- *Plot*: draw polylines like in CAD programs, input length values numerically, and use snaps and alignments. The polyline is recognized as a plot when closed.
- *Urban*: draw polylines as in CAD, with numerical inputs and snaps.
- *Environment*: draw polylines to define a building, close the polyline, and assign height by selecting the area.
- *Topography*: activates topographic points and their levels. These can be moved with the mouse or set distances on X and Y axes; changing levels will reshape the topographic mesh and contour lines.

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- *Building*: draw polylines recognized as building axes and auto-distributed per design criteria. Select to edit dimensions and attributes. Enables the data panel.

- **Floor Level | AUTO Mode:**

Line | Trim | Structural Grid | Shapes

- *Line*: draw polylines for reference (like in CAD), input lengths, and use snaps and alignments.
- *Trim*: create cut masks on the building, generating volume variations. These can apply to selected floors via "Multi-Floor Editing."
- *Structural Grid*: activates structural axes view; pillar locations can be adjusted collectively.
- *Shapes*: view floor area outlines (e.g., vertical cores, corridors, dwellings). These can be resized with the mouse.

- **Floor Level | MANUAL Mode:**

Split | Copy | Block — Sketch | Exterior Enclosure | Party Walls | Terrace | Column

- *Copy*: this function has two modes: Building (will convert the currently selected building into an exact copy of the other selected building) and Floor (will convert the currently selected floor into an exact copy of the other selected floor).
- *Block*: this function allows you to lock elements to prevent them from being modified or moved.
- *Sketch*: with it we can draw polylines to use them as references as we would do in a CAD program, enter length values numerically and we also have available snaps and alignments.
- *Exterior Enclosure*: with it we can create new exterior enclosures, drawing lines as we would do in a CAD program.

- *Party wall*: with it we can create new party walls, drawing lines as we would do in a CAD program. We can distinguish three types: party wall, terrace separation and party wall with core.
- *Terrace*: to create terraces manually. These are generated by drawing the perimeter, starting and ending at the axis of a wall.
- *Column*: with it we can include new columns manually.

- **Housing level | MANUAL mode:**

Split | Block — Sketch | Exterior Enclosure | Partitions | Terrace | Doors | Windows | Column | Shaft

- *Partitions*: with it we can create new interior division walls, drawing lines as we would do in a CAD program. We can distinguish three types: partition, partition in core and separation.
- *Door*: with it we can include new doors manually.
- *Window*: with it we can include new windows manually.
- *Shaft*: with it we can include new shafts manually.

- **Root or Below Grade Level | AUTO Mode:**

Split | Crop — Sketch | Lane | Ramp | Storage room | **Boundary**

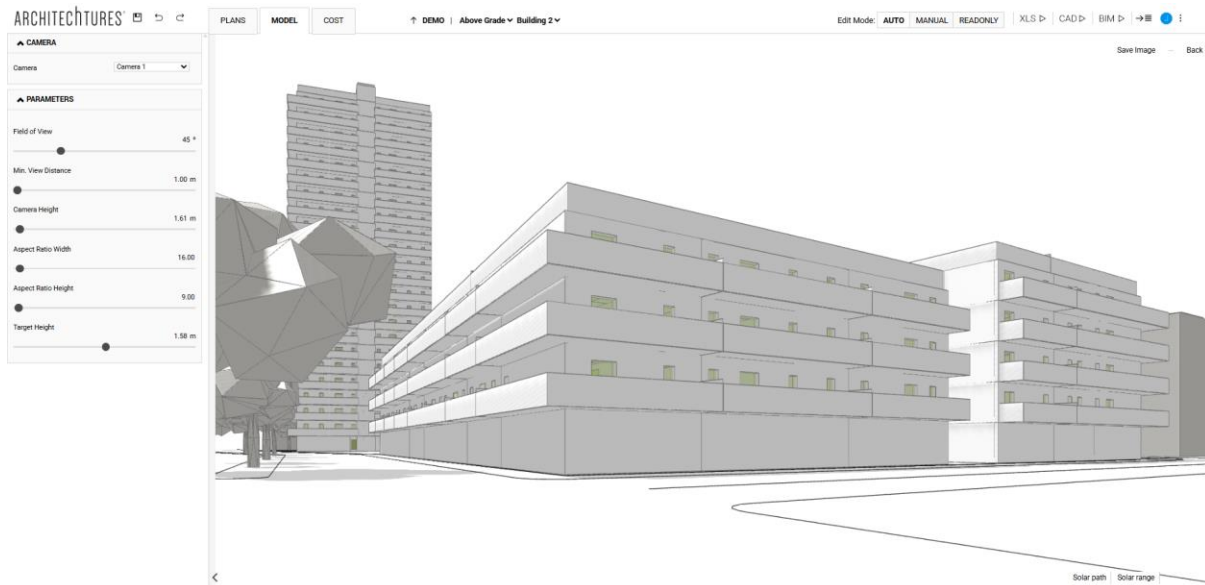
- *Split*: divide a linear element at a selected point.
- *Crop*: create an internal cutout within the basement floor by drawing a contour.
- *Sketch*: draw polylines with snaps and alignments.
- *Lane*: manually add circulation lanes by drawing their axis.
- *Ramp*: manually add ramps (interior or exterior).
- *Storage room*: add storage areas in the basement. These may be grouped, for installations, or commercial. Draw the desired perimeter.
- *Boundary*: define the basement's exterior contour, editable like other linear elements by dragging or editing nodes.

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- **Model | AUTO or MANUAL Mode:**

- *Add Camera:* insert cameras into the model. After setting attributes (height, field of view, aspect ratio, minimum distance), you can download perspective views as .PNG files.



- **Other Tools:**

- *Move:* with it we can include a distance in meters to move an element in its perpendicular direction.
- *Split:* we can divide a linear element into parts, according to the intersections it has with other elements.
- *Delete:* with it we can delete the selected element.
- *Back:* with it we return to the previous menu.

- **Other general functionalities:**

In addition to the tools, it is possible to carry out other edits just by using the mouse:

- Dragging existing lines or their nodes, just as we would do in other CAD programs. In this way we can move or rotate a building by manipulating its axis.
- When selecting the axis of a building, clicking on it instead of dragging it, its attributes will appear in the upper right corner of the central window where we can modify them.
- If we have the cursor over a building or some area of it, it is shaded in green color to indicate us that if we click on it we go from the current view to the next one.

Visualization Tools:

Located in the bottom-right corner of the screen.

- **Plans | Root level or above grade | AUTO or MANUAL mode:**



- *Reference to object*: allows you to enable or disable snaps and alignments.
- *Reference floor*: allows you to superimpose the view of another floor on the current view.
- *Measure*: creates a dimension to measure the distance between two points.
- *Dimensions*: enables or disables the relevant dimensions according to the view level.
- *Mix*: Turn the color shading on or off depending on the housing program on the building floor plans.
- *Environment*: enables or disables the display of the environment elements we have created or imported.
- *Zoom (+ and -)* : control the zoom level of the view.
- *Others*: The last items are the graphic scale and the North symbol.

- **Plans | Building, floor and house level | AUTO or MANUAL mode:**



- *Minimum dimensions*: shows graphically the diameter inscribed in each space of the dwelling, applying a color criterion according to the difference with the minimum dimension required for that type of room.

If the minimum dimension is met, it is represented in green; otherwise, the maximum inscribable circle is represented in yellow or red, depending on how much dimension is missing. The boundary between the representation can be customized in the "advanced controls" section of the input panel, in the location view.

- *Areas*: shows in the center of each living space, its name, its area and the relation of this area to the "target living areas" defined by the user; that is, it represents for each room the relation between the requested area and the obtained area with a colored dot. The same color criterion is applied as for the "minimum distances".

- **Model | Root level, above ground or building | AUTO or MANUAL mode:**

Environment | Cameras | Buildings | Solar path | Solar range | Perspective | Top

- *Environment*: Enables or disables visualization of the project's surroundings.
- *Cameras*: Enables or disables existing cameras in the project.
- *Buildings*: activate or deactivate the display of existing buildings.
- *Solar path and Solar range*: enable or disable these displays of the solar position.
- *Perspective*: is the default view in the model view and is a conical view that the user can control with the mouse.
- *Top*: is a zenith view of the model that the user can also control with the mouse as he/she would do in Plan view mode.

Data Panel

Located to the right of the central window, it shows updated information about the current status of the project. All its metrics are updated in real time for each design interaction.

- **Plans or Model | Root level, above grade or below grade | AUTO or MANUAL mode:**

- *Plot area schedule*: includes our objectives for the project, a breakdown of the main areas and the efficiency ratio (Usable / Built + Common areas).
- *Housing mix in plot*: includes the distribution of housing and an average of the most important areas and ratios by residential typology.
- *Below grade areas and ratios*: shows the surface areas, units and ratios per dwelling of parking spaces and storage rooms.
- *Estimate summary*: shows the budget breakdown with the major concepts and the most relevant ratios.

- **Plans or Model | Building level or floor | AUTO or MANUAL mode:**

- *Building Floor Area Table*: has exactly the same format as the plot floor area table, except that only the floor area of the currently selected building is represented.
- *Building housing program*: shows a total housing count, grouped by number of bedrooms, and comparing the housing distribution obtained in the selected floor with the one required by the user.

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- *Floor typologies*: consists of a list of all the typologies present in the selected floor with their most relevant surfaces and ratios.
- **Floor plans | Housing level | AUTO or MANUAL mode:**
 - *Housing Surfaces*: includes breakdown of housing surfaces.

If we have entered objectives for the project in the corresponding section of the input panel, in the data panel we will find that objective we have marked, the current status of that metric, and the difference between the two highlighted in a color according to the relationship between them.

Green to indicate that the current state of the metric is exactly as desired or relatively close. Yellow and red to represent that the current state is a little or quite far from the desired state respectively.

T3: Creating our first building with ARCHITECTURES

Introduction

Designing residential buildings can be a hassle, as it often involves a lot of back and forth. That's why streamlining this process is crucial. With the ARCHITECTURES AI-Powered Site Planner, creating buildings, fitting them into the plot, and nailing the housing mix has never been easier.

We'll go through a complete, step-by-step example to serve as a hands-on guide for a specific case:

Creating a First Project Using a CAD Template

We'll start by creating a new project from the "My Projects" panel. To do this, click the black "Create New Project" button.

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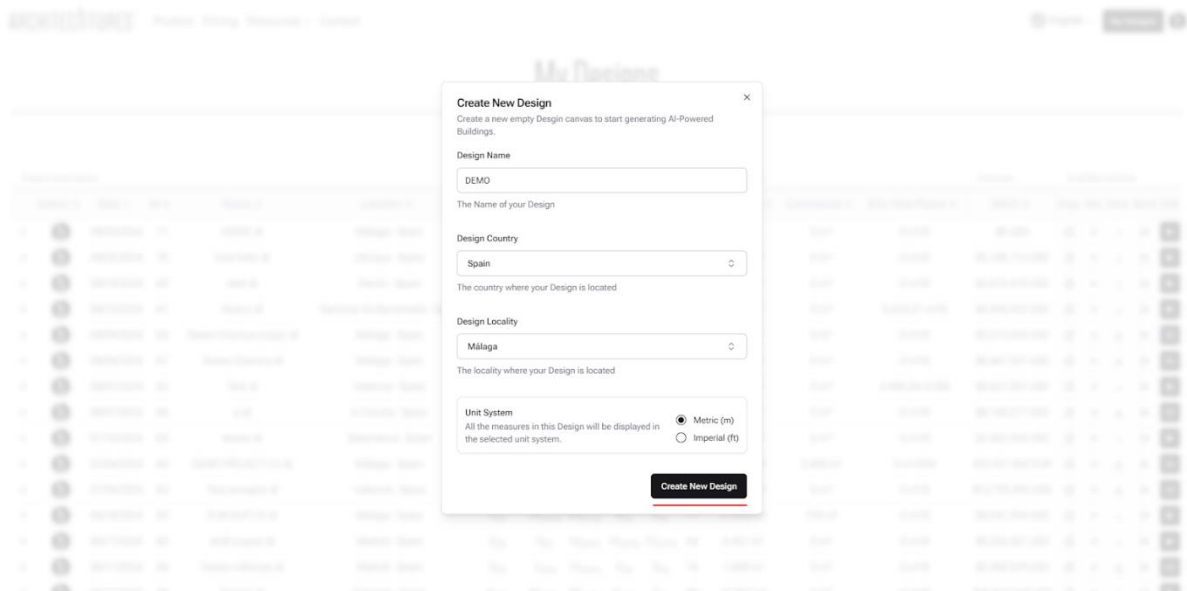
Create New Design

Project Description					Housing Mix						Gross Areas			Estimate	Available Actions					
Author	Date	Id	Name	Location	Studios	1B	2B	3B	4B	Total	Residential	Commercial	B.G./ Park Places	SNCC	Dup.	Del.	Dow.	Send	Edit	
+		02/05/2024	39	M	Marbella - Spain	0	5	75	18	35	133	18,261 m²	0 m²	0 m²/0	\$14,466,284 USD					
+		02/05/2024	43	M 2.0 (copy) (copia)	Madrid - Spain	2	10	73	26	1	112	13,318 m²	0 m²	0 m²/0	\$18,341,854 USD					
+		01/30/2024	9	M 2.0	Madrid - Spain	0	0	58	55	0	113	16,910 m²	0 m²	0 m²/0	\$17,622,001 USD					
+		01/30/2024	10	M 2.0 (copy)	Madrid - Spain	2	20	30	64	0	116	13,663 m²	0 m²	0 m²/0	\$12,139,906 USD					
+		01/26/2024	41	M 2.0 (copia)	Madrid - Spain	1	3	58	55	0	117	13,431 m²	0 m²	0 m²/0	\$16,682,563 USD					
+		01/25/2024	38	M 2.1	Madrid - Spain	3	10	8	39	38	98	14,724 m²	0 m²	0 m²/0	\$11,579,158 USD					
+		01/24/2024	22	DEMO	Madrid - Spain	4	16	0	0	0	20	5,085 m²	0 m²	3,544.37 m²/107	\$5,117,145 USD					
+		01/22/2024	34	DEMO	Málaga - Spain	0	0	0	0	0	0	0 m²	0 m²	0 m²/0	\$0 USD					
+		01/16/2024	30	DEMO	Málaga - Spain	0	21	143	34	15	213	54,437 m²	3,466 m²	0 m²/394	€33,927,842 EUR					
+		01/11/2024	4	ARCHITECTURES	Málaga - Spain	0	28	105	7	8	148	16,895 m²	0 m²	0 m²/0	€16,691,069 EUR					
+		01/10/2024	8	M	Madrid - Spain	5	61	17	25	8	116	12,809 m²	0 m²	0 m²/0	\$12,143,376 USD					
+		06/16/2023	DEMO	DEMO PROJECT (1)	Málaga - Spain	0	21	143	34	15	213	54,437 m²	3,466 m²	0 m²/394	€33,927,842 EUR					

A pop-up window will appear where we need to enter a name and location for the project. In this case, we'll name the project "DEMO" and set the location to Málaga, Spain.

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The project will automatically appear at the top of the panel. To access it, click the black button that links to the editor.

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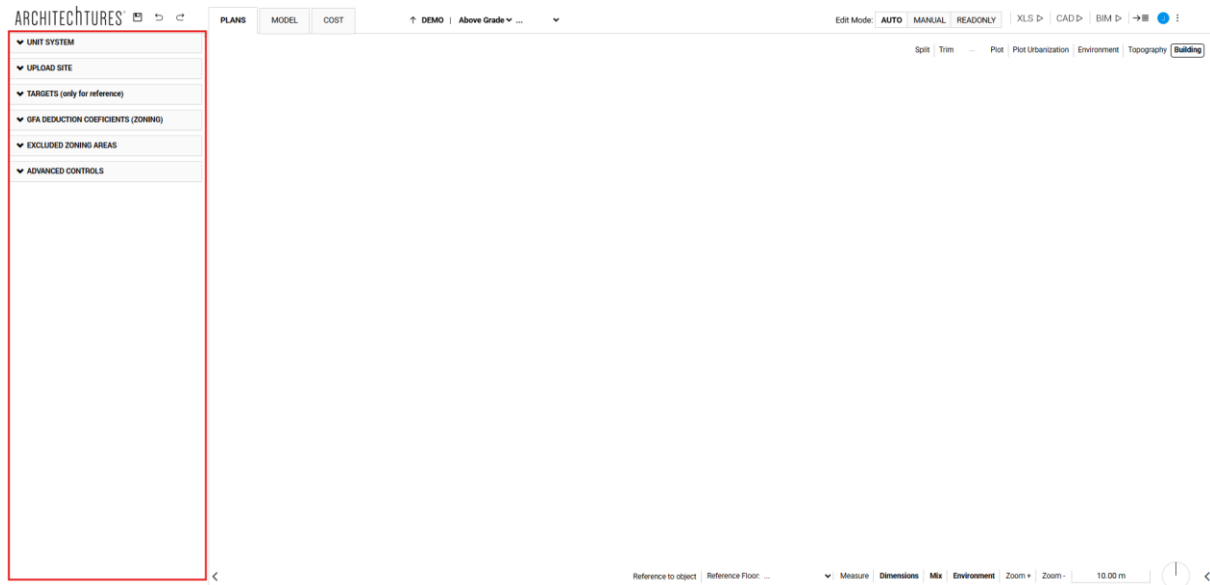
Create New Design

Project Description					Housing Mix					Gross Areas				Estimate	Available Actions					
Author	Date	ID	Name	Location	Studios	1B	2B	3B	4B	Total	Residential	Commercial	B.G./ Park Places	SNCC	Dup.	Del.	Dow.	Send	Edit	
+		02/05/2024	44	DEMO	Málaga - Spain	0(0%)	0(0%)	0(0%)	0(0%)	0	0 m²	0 m²	0 m²/0	€0 EUR						
+		02/05/2024	39	M	Marbella - Spain	0(0)	5(4%)	75(56%)	18(14%)	35(26%)	133	18,261 m²	0 m²	0 m²/0	\$14,466,284 USD					
+		02/05/2024	43	M 2.0 (copy) (copie)	Madrid - Spain	2(2%)	10(9%)	73(65%)	26(23%)	1(1%)	112	13,318 m²	0 m²	0 m²/0	\$18,341,854 USD					
+		01/30/2024	9	M 2.0	Madrid - Spain	0(0)	0(0)	58(51%)	55(49%)	0(0)	113	16,910 m²	0 m²	0 m²/0	\$17,622,001 USD					
+		01/30/2024	10	M 2.0 (copy)	Madrid - Spain	2(2%)	20(17%)	30(26%)	64(55%)	0(0)	116	13,663 m²	0 m²	0 m²/0	\$12,139,906 USD					
+		01/26/2024	41	M 2.0 (copie)	Madrid - Spain	1(1%)	3(3%)	58(50%)	55(47%)	0(0)	117	13,431 m²	0 m²	0 m²/0	\$16,682,563 USD					
+		01/25/2024	38	M 2.1	Madrid - Spain	3(3%)	10(10%)	8(8%)	39(36%)	38(35%)	98	14,724 m²	0 m²	0 m²/0	\$11,579,158 USD					
+		01/22/2024	34	DEMO	Málaga - Spain	0(0%)	0(0%)	0(0%)	0(0%)	0	0 m²	0 m²	0 m²/0	\$0 USD						
+		01/16/2024	30	DEMO	Málaga - Spain	0(0)	21(10%)	143(67%)	34(16%)	15(7%)	213	54,437 m²	3,466 m²	0 m²/394	€33,927,842 EUR					
+		01/11/2024	4	ARCHITECTURES	Málaga - Spain	0(0)	28(19%)	105(71%)	7(5%)	8(5%)	148	16,895 m²	0 m²	0 m²/0	€16,691,069 EUR					
+		01/10/2024	8	M	Madrid - Spain	5(4%)	61(53%)	17(15%)	25(22%)	8(7%)	116	12,809 m²	0 m²	0 m²/0	\$12,143,376 USD					
+		06/16/2023	DEMO	DEMO PROJECT (1)	Málaga - Spain	0(0)	21(10%)	143(67%)	34(16%)	15(7%)	213	54,437 m²	3,466 m²	0 m²/394	€33,927,842 EUR					

Once in the editor, we'll begin by preparing the project environment, focusing mainly on the input panel.

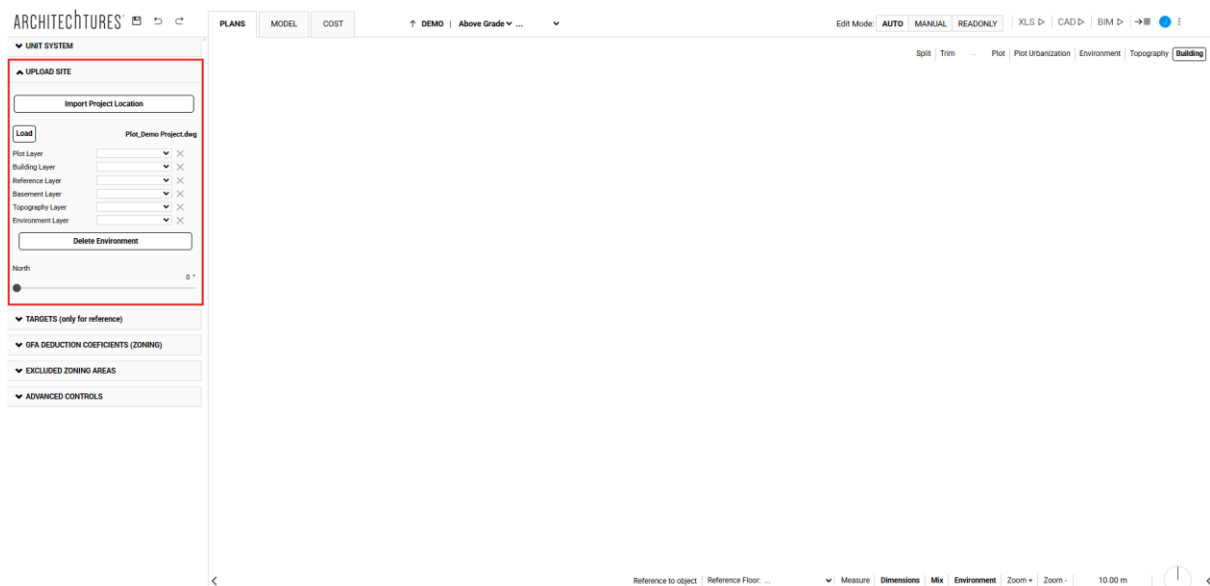
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Upload Site

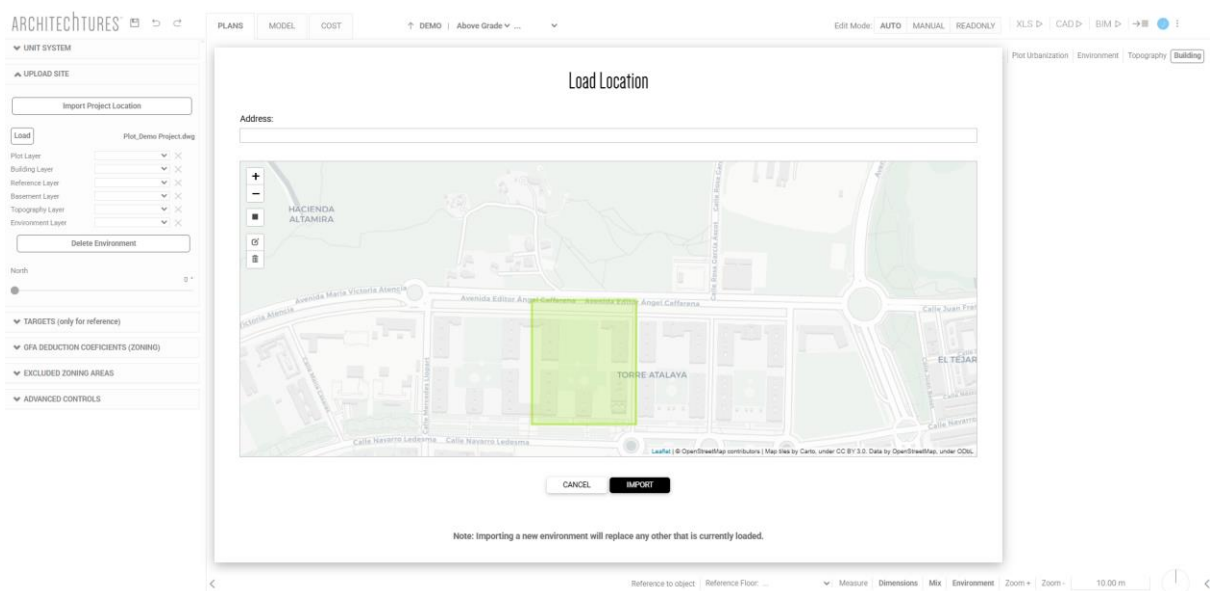
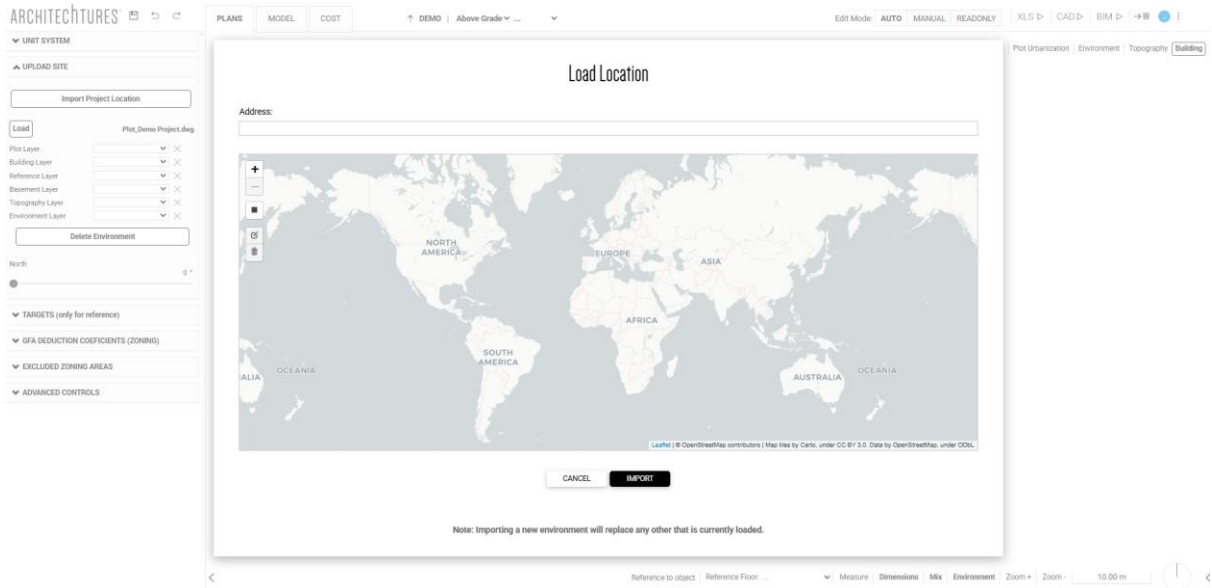
Currently, there are two ways to add an environment to your project: by importing a location from OpenStreetMap or by uploading a CAD file. In either case, keep in mind that importing a new environment will replace any previously loaded one.



Clicking the "Import Project Location" button will open a pop-up window with a navigable map, allowing you to select a specific area to import.

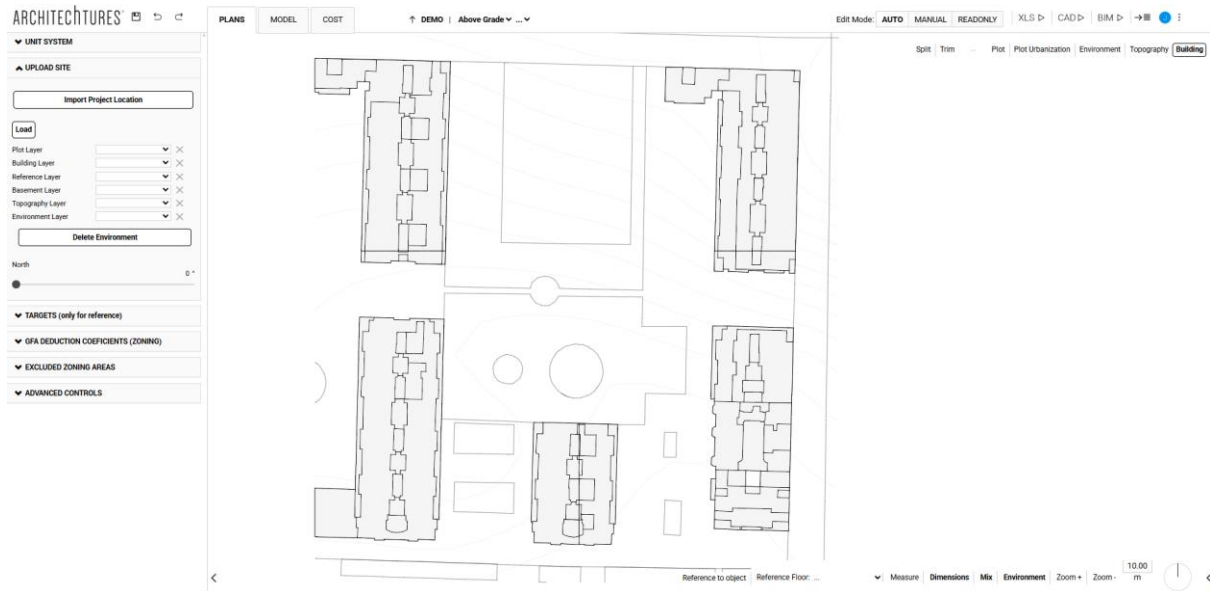
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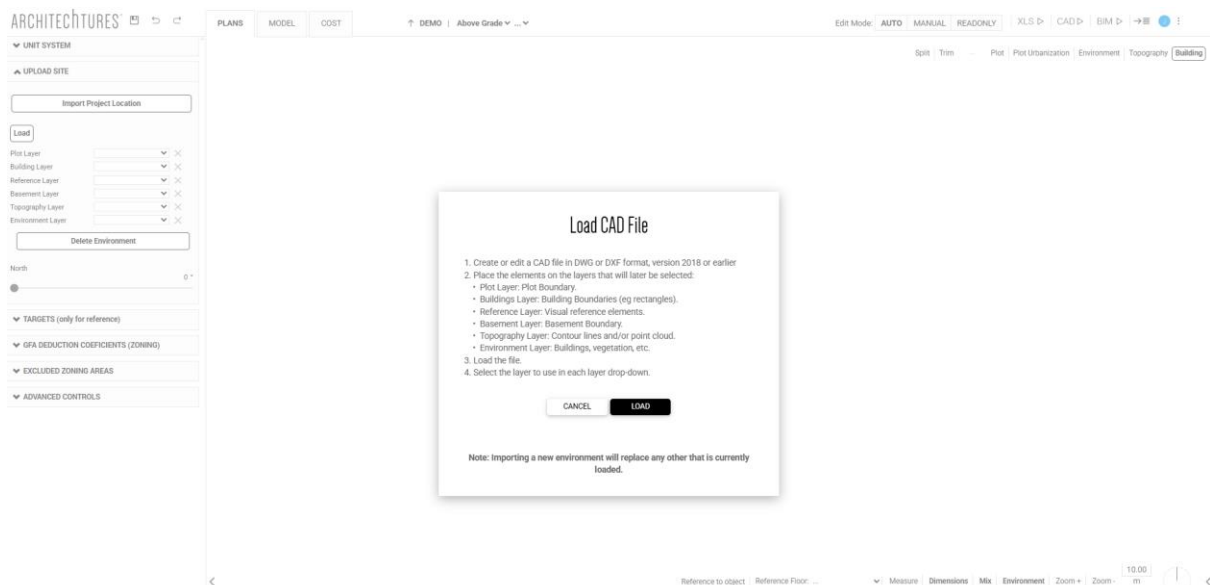


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Alternatively, you can upload a CAD file (.DXF or .DWG). However, make sure the file is correctly scaled (in meters or feet), and that it follows the proper layer structure and includes the desired visuals. The required layers are: *plot layer*, *building layer*, *reference layer*, *basement layer*, *topography layer*, and *environment layer*.



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When clicking the “Load” button, a pop-up window will appear with instructions. Click the black “Load” button within the pop-up and select the file you wish to import from your computer. Once successfully imported, select the appropriate layer from the dropdown menu. The selected layer will then automatically appear in the central window.



Targets

In this section we will define the reference data for our project by specifying the following metrics: *Total apartment units, %4 Bedrooms apartments, %3 Bedrooms apartments, %2 Bedrooms apartments, %1 Bedroom apartments, % Studios, Plot area, Residential development potential, Commercial development potential, Plot maximum building coverage, Swimming pool area, Communal gardens area, Total project estimate, Total parking spaces and Total storage rooms.*

From these data, we will be indicated how far or close our current project is to the marked objectives by means of a color code.

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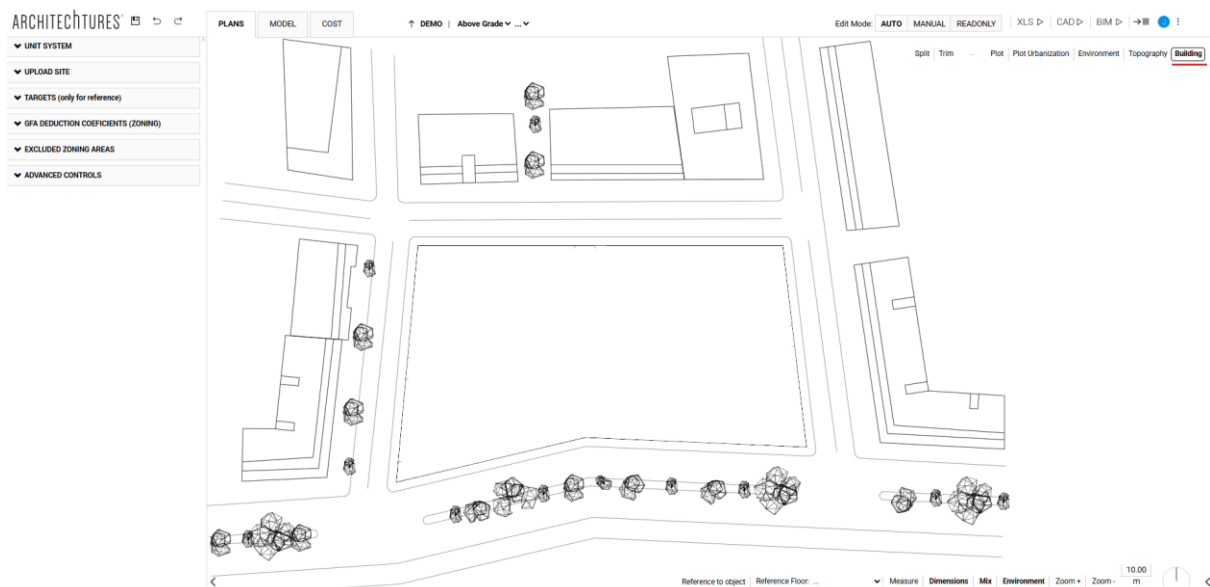
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Drawing the first building: plan View

Once the environment is set up, we can begin inserting the buildings. This is done from the plan view, although you can switch to model view at any time to see the result in 3D.

The process to generate a building is very straightforward. First, click the “Building” button, located at the far right of the top menu in the central window.



Once clicked, the menu will change to allow modifications to the basic aspects of the building, such as *width* and *axis position*—the latter being particularly important since it defines the line that will be drawn and from which the building will be generated. Axis position options include: *Center, Left, and Right*.

The Input Panel will also update, showing the tabs that affect the building's configuration:

Housing program

When defining the housing program, you'll need to review and complete several sections of the input panel.

Net areas

We locate a drop-down for each type of housing, from studio to 4-bedroom units; in each of them we can define whether or not we want design options such as *optional clothesline, optional dressing rooms, optional laundry room, optional storage room and outdoor clothesline position*. As well as defining the target surfaces for each living space.



Internal minimum dimensions

This section must be completed according to the applicable regulations and the needs of the project, so it must be specified: *minimum living room width, kitchen minimum width, master bedroom minimum width, double bedroom minimum width, single bedroom minimum width, master bathroom minimum width, other bathrooms minimum width, entrance minimum width, clear diameter in front of main door, corridor minimum width, laundrys minimum width, minimum dressing room width, minimum laundry room width, storage room minimum width, bedroom access minimum width, terraces access minimum width, solarium's access minimum width and solarium strip minimum width*.

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In addition, private stair design options may also be defined in this section indicating: *tread length, stair run minimum width, stairwell empty gap minimum width, stair slab minimum thickness, number of risers, number of compensated risers in corners and minimum height clearance.*



Target program in standard floor

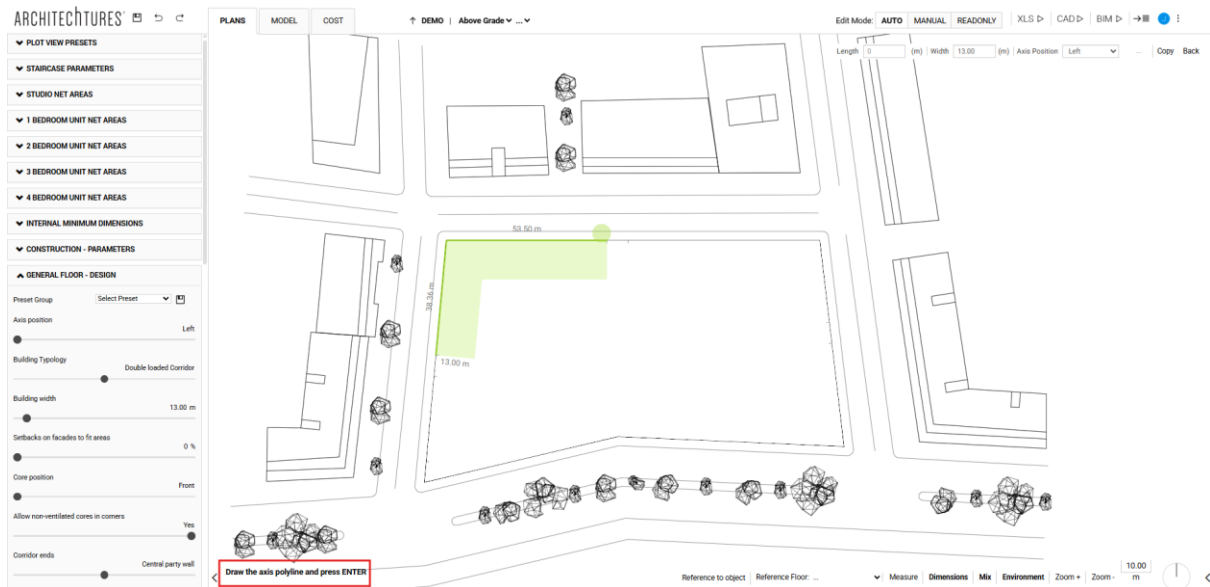
Finally, we must indicate what percentage of each type of housing we would like to be generated in the standard floors. This data will be very useful for the AI when it comes to the layout of the dwellings, but it is not limited to it, it is an indicative value.



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Once the user has modified the characteristics as desired, they can proceed directly to insert the building. In this case, we will keep the left axis position and a building width of 13 meters. Using the left mouse click, we will place the desired points to define the building footprint, and then press “ENTER” on the keyboard.



The building footprint will be displayed from the first click, and in a few seconds, the time it takes the tool to process, we will have the building defined.



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We can insert as many buildings as we wish, and even modify aspects from one building to another. To insert a building with a different width, it would be enough to modify the corresponding field in the menu before marking the first point of the axis. Also, once a first point has been inserted, we can indicate an exact distance for the axis by typing it on the keyboard.



In a matter of minutes, we can have a project composed of several buildings with different characteristics, which we can continue editing and defining.

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On the other hand, we can analyze the project from the "Data Panel", on the right side of the central sale. This will show some data or others depending on the level at which we are in the breadcrumb. They will also be updated simultaneously when we make any change in the building.



Plot area schedule

In this section we obtain the general data on the plot, such as *the total buildability of the project, the residential and commercial buildability, the occupancy, a breakdown of built and computable surfaces, etc.*



Housing mix in plot

In this section we will obtain the total number of dwellings and a breakdown of them according to the number of bedrooms, indicating *the total net*, *NIA*, *net exterior*, *GEA* and *GEA + BCAF*.



Below grade areas and ratios

This section provides a breakdown of below-grade areas as well as a count and the ratios per dwelling of parking spaces and storage rooms. On this occasion they appear empty because we have not yet included any element below ground level.



Estimate summary

As its title indicates, this section provides a summary of the budget in which concepts such as the cost above ground for the urbanization and for each of the buildings, general expenses and industrial profit, etc are broken down. Also included are some ratios that may be of interest, such as the ENCC/Apartment.

Remember that these data are only a summary of the budget, to go deeper into it we must access the cost view.



Typologies in floor X

This section provides data on the surface areas of the different dwellings located on the floor plan, organized by type.

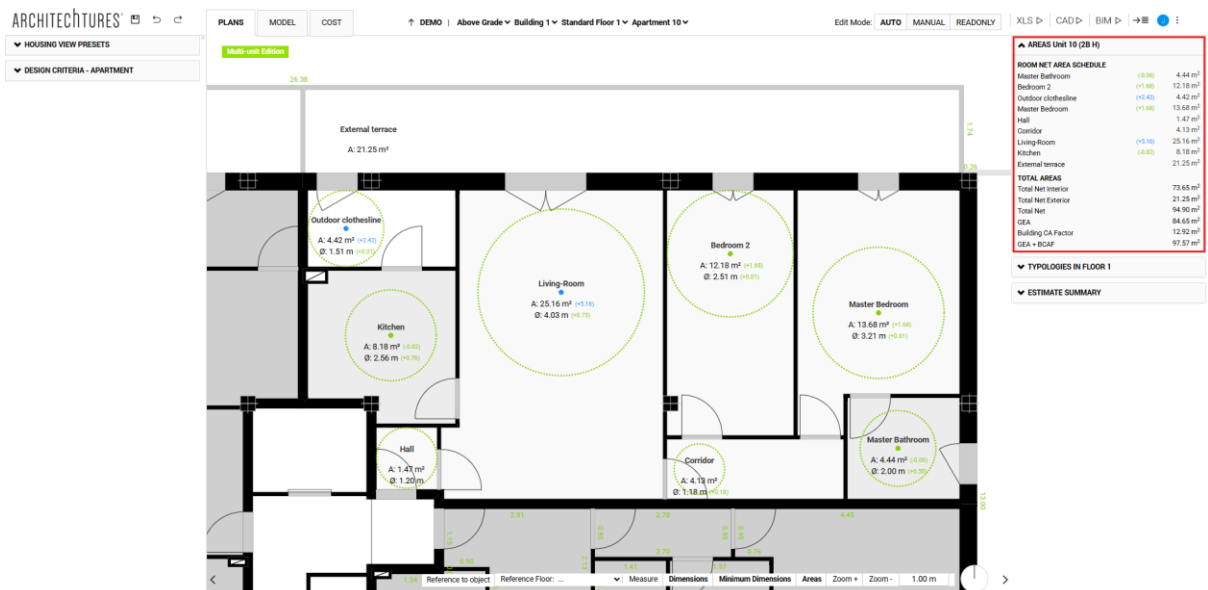
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Areas Unit X

Here we will have a breakdown of the usable areas of the dwelling, organized by spaces; as well as a summary of the total areas: *total net interior*, *total net exterior*, *total net*, *GEA*, *building CA factor* and *GEA + BCAF*.



Building Editing

Once a building has been created, both the building itself and its requirements can be modified, with geometry and data updating within seconds. This greatly simplifies the design process and aids in decision-making.

To edit the building from the site view, the building's axis must be selected. To do this, simply click on the building. This selection will be reflected in the project breadcrumb and will update the input panel tabs accordingly.



When selecting the axis of the building, the edit menu is enabled in the upper right part of the central window. There we can modify *the width of the building and the position of the axis in relation to the building*, we can move it parallel indicating a specific distance, lock it to prevent it from being modified and delete it.

On the other hand, from the input panel, we can adjust and modify all the available sliders. Particularly useful is the "General floor plan - design" section, where we can modify *the axis position, building typology, core position, setback on facades to fit areas, number of standard floors, etc.*

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- Vertical cores:



- Double loaded corridor:



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- Single loaded corridor:

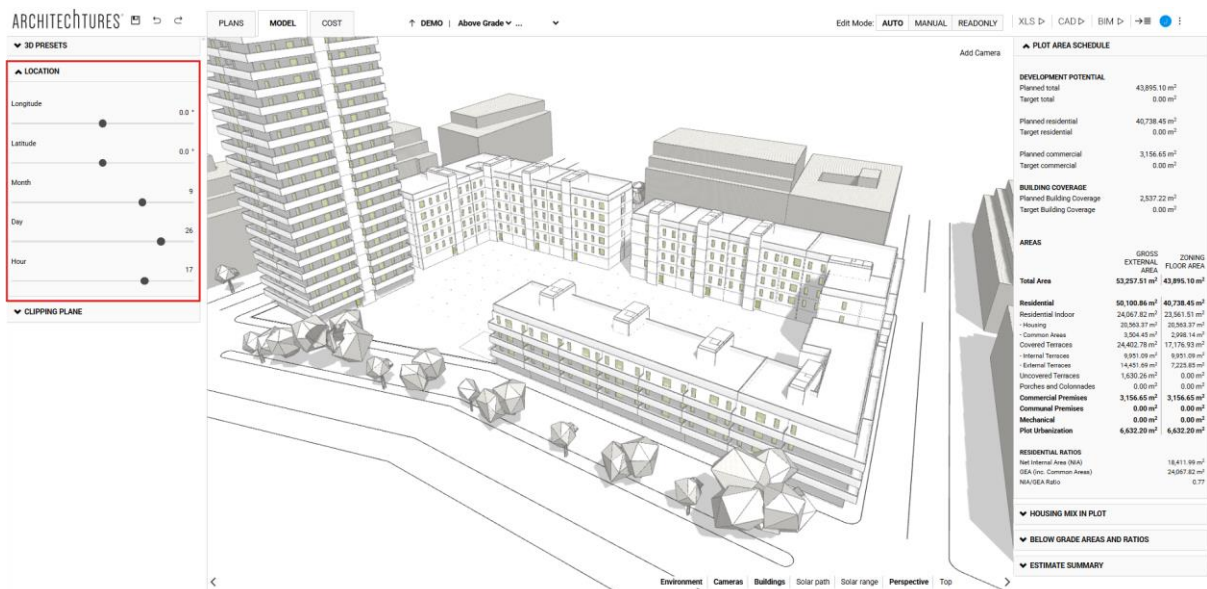


Model view

In this tab, besides visualizing the 3D of our project, which is very useful to check the changes made in the plan view, we find:

Location

Here we can locate our project geographically indicating its *longitude and latitude*, as well as at a specific time of the year indicating *month, day and hour*.



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Clipping plane

From the sliders located in this tab we can create vertical and horizontal sections of our projects.



Solar path

The solar path works as a visualization layer, being possible to activate or deactivate it, and has its development depending on the location tab. It will be very useful to perform solar studies.



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Solar range

As in the previous case, the solar range works as a visualization layer that we can activate or deactivate; it is very useful for sunshine studies; but unlike the solar path, with the solar range we can simultaneously visualize the solar influence on a specific day of the year.

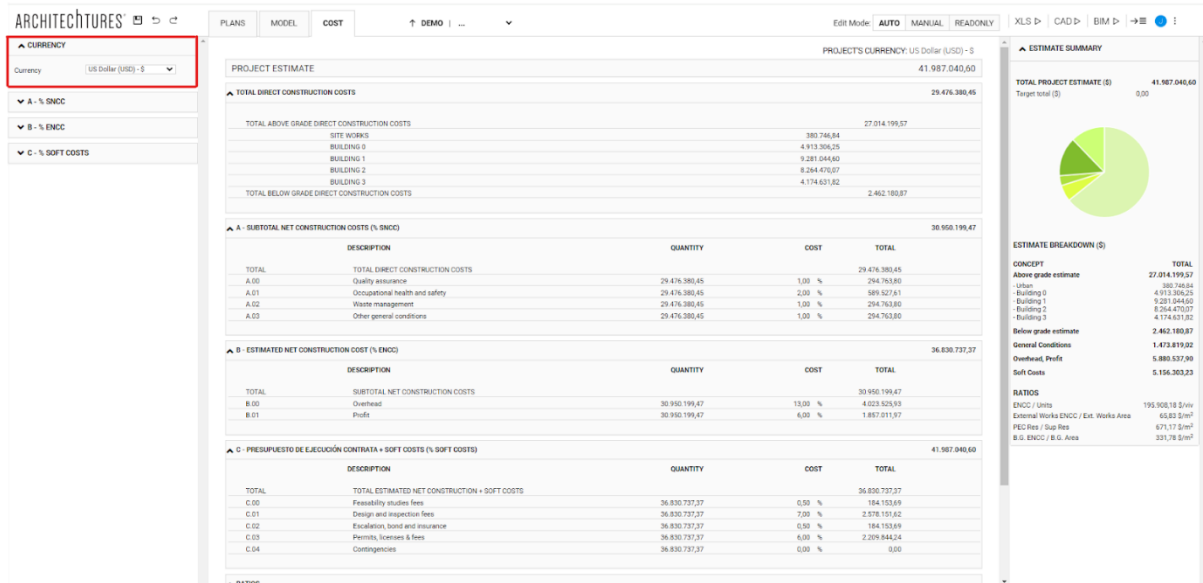


Cost view

Here we will work on the economic part of the project. From the beginning we will have some predetermined values, which will have to be modified and adapted to the specific characteristics of the design.

Currency

In this section we will select the currency we want to work with in our project.



Subtotal net construction cost

In this section we will establish, at the general level of the project, the percentages to be applied to the *Direct construction costs to value quality assurance, occupational health and safety, waste management and other general conditions*; thus obtaining the SNCC.

ARCHITECTURES® PLANS MODEL COST DEMO

PROJECT'S CURRENCY: US Dollar (USD) - \$

ESTIMATE SUMMARY

TOTAL PROJECT ESTIMATE (\$) 41,987,040.60
Target total (\$) 0.00

ESTIMATE BREAKDOWN (\$)

CONCEPT	TOTAL
Above grade estimate	27,014,199.57
Below grade estimate	2,462,180.87
General Conditions	1,473,819.02
Overhead, Profit	5,890,527.90
Soft Costs	5,156,303.23

RATIOS

ENCC / Units	195,908.18 \$/m²
External Works ENCC / Ext. Works Area	65.83 \$/m²
PEC Res / Sup Res	671.17 \$/m²
B.G. ENCC / B.G. Area	331.78 \$/m²

Estimated net construction cost

In this section we will establish, at the general level of the project, the percentages to be applied to the subtotal net construction cost to value *overheads and profit*; thus, obtaining the ENCC.

ARCHITECTURES® PLANS MODEL COST DEMO

PROJECT'S CURRENCY: US Dollar (USD) - \$

ESTIMATE SUMMARY

TOTAL PROJECT ESTIMATE (\$) 41,987,040.60
Target total (\$) 0.00

ESTIMATE BREAKDOWN (\$)

CONCEPT	TOTAL
Above grade estimate	27,014,199.57
Below grade estimate	2,462,180.87
General Conditions	1,473,819.02
Overhead, Profit	5,890,527.90
Soft Costs	5,156,303.23

RATIOS

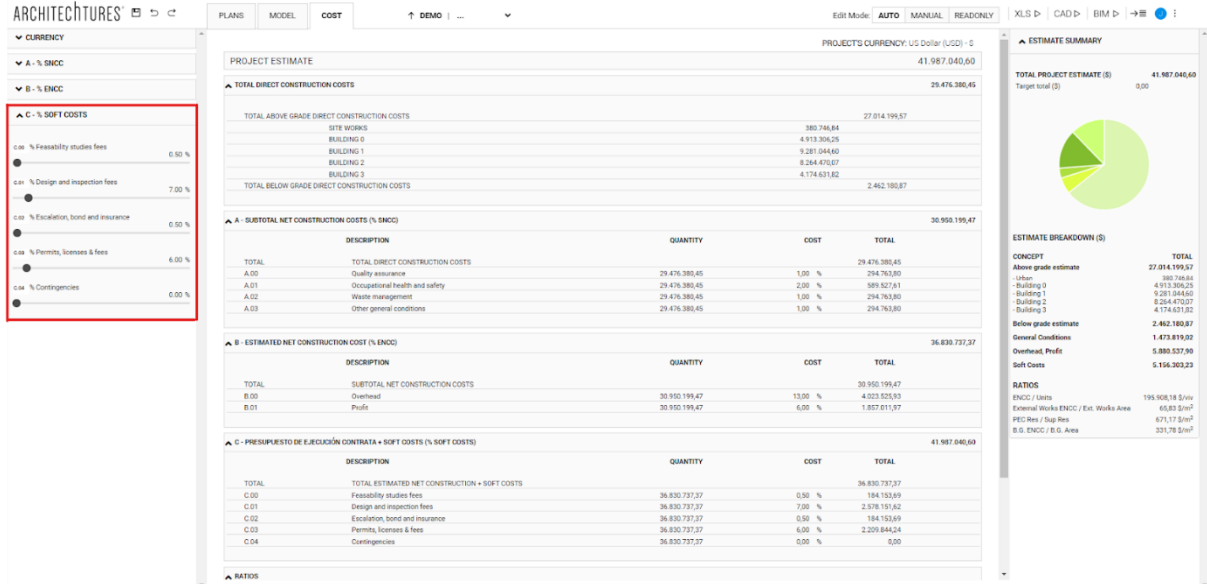
ENCC / Units	195,908.18 \$/m²
External Works ENCC / Ext. Works Area	65.83 \$/m²
PEC Res / Sup Res	671.17 \$/m²
B.G. ENCC / B.G. Area	331.78 \$/m²

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Soft Costs

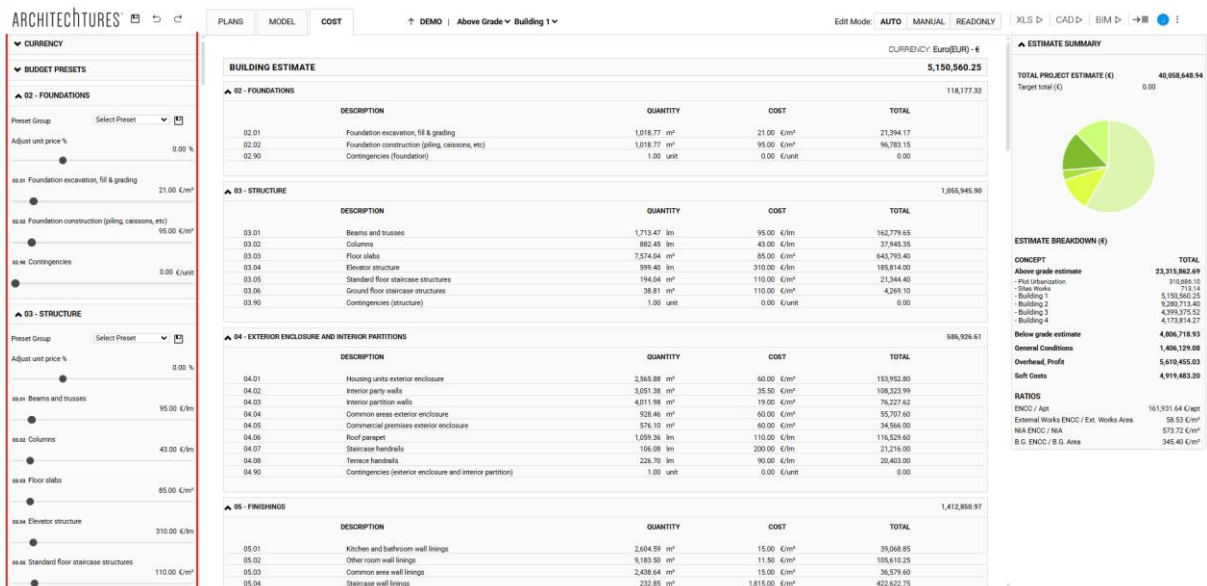
In this section we will establish, at the general level of the project, the percentages to be applied to the estimated net construction cost to value *feasibility studies fees, design and inspection fees, escalation, bond and insurance, permits, licenses & fees, and contingencies*.



Budget breakdown by building

To define the value of all the elements that make up our buildings, we will have to review and update all the sliders that make up each chapter of work in the budget.

These could be different depending on the selected building of the project.



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Financials view

Here we will work on the financial side of the project. From the very beginning, there will be preset values that must be modified and adapted to the specific characteristics of the design.

Currency

Select the currency in which the financial calculations will be displayed.

ARCHITECTURES® | PLANS | MODEL | COST | **FINANCIALS** | DEMO 1 | ... | Edit Mode: AUTO | MANUAL | READONLY | XLS | CAD | BIM | ...

CURRENCY
Currency: Euro (EUR) - €

FINANCIALS PRESETS
LAND ACQUISITION COSTS
MARKETING AND SALES COSTS

GLOBAL VALUES OF THE PROJECT
CURRENCY: Euro (EUR) - €

RESULT
EBITDA: 3,349,176.44
MARGIN ON SALES: 20.92 %

SALES REVENUE
16,010,017.25
Housing: 15,044,614.85
Parking: 587,500.00
Storage rooms: 377,902.40
Commercial: 0.00

COST RELATIONSHIP
12,660,840.81
TOTAL OPERATING COSTS: 12,359,948.51

DESCRIPTION	QUANTITY	COST	TOTAL
Total Project Budget			11,547,148.51
Contract Execution Budget (PEC)		10,129,077.64	
Contract Execution Budget (PEC)		8,511,829.95	
Overheads		1,106,537.89	
Industrial Benefit		510,709.80	
Feasibility studies fees		50,645.39	
Design and inspection fees		709,035.43	
Escalation, bond and insurance		50,645.39	
Permits, licenses & fees		607,744.66	
Other		0.00	
Industrial Benefit		0.00	
Acquisition value of the site	800,000.00		812,800.00
Demolition costs		0.00	
Contribution reduction		0.00	
Legal fees (based on the value of the land)	800,000.00	1.60 %	12,800.00
Otros (s/valor solar)	800,000.00	0.00 %	0.00
TOTAL MARKETING AND SALES COSTS			300,892.30

SUMMARY OF FINANCIALS
RESULT
EBITDA: 3,349,176.44
Margin on sales: 20.92 %
RADIO GRAPHIC PROJECT BENEFIT
SALES REVENUE
Housing: 15,044,614.85
Parking: 587,500.00
Storage rooms: 377,902.40
Commercial: 0.00
COST RELATIONSHIP
Exploitation, Construction: 11,547,148.51
Exploitation, Solar: 812,800.00
Marketing and sales: 300,892.30
PROMOTION ANALYSIS
Table of average house prices:
ABOVE GRADE
HOMES BY FLOOR
AVERAGE AREA
AVERAGE UNITARY
AVERAGE UNIT
TYPE
28 Apt: 72.63
38 Apt: 0.00
48 Apt: 0.00

Financials presets

To incorporate the characteristics of the sliders corresponding to the current Financials module view that were previously saved.

ARCHITECTURES® | PLANS | MODEL | COST | **FINANCIALS** | DEMO 1 | ... | Edit Mode: AUTO | MANUAL | READONLY | XLS | CAD | BIM | ...

CURRENCY
Currency: Euro (EUR) - €

FINANCIALS PRESETS
Preset Group: Select Preset

LAND ACQUISITION COSTS
MARKETING AND SALES COSTS

GLOBAL VALUES OF THE PROJECT
CURRENCY: Euro (EUR) - €

RESULT
EBITDA: 3,349,176.44
MARGIN ON SALES: 20.92 %

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Acquisition value of the site	800,000.00		812,800.00
Demolition costs		0.00	
Contribution reduction		0.00	
Legal fees (based on the value of the land)	800,000.00	1.60 %	12,800.00
Otros (s/valor solar)	800,000.00	0.00 %	0.00
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SUMMARY OF FINANCIALS
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COST RELATIONSHIP
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PROMOTION ANALYSIS
Table of average house prices:
ABOVE GRADE
HOMES BY FLOOR
AVERAGE AREA
AVERAGE UNITARY
AVERAGE UNIT
TYPE
28 Apt: 72.63
38 Apt: 0.00
48 Apt: 0.00

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Land acquisition costs

This is where the land acquisition costs will be indicated, which are applied to the operating cost breakdown in the financials.

The screenshot displays the ARCHITECTURES software interface, specifically the 'FINANCIALS' module. The 'LAND ACQUISITION COSTS' section is highlighted with a red box. It includes the following fields:

- Acquisition value of the site: 800,000.00 €
- Demolition costs: 0.00 €
- Contribution reduction: 0.00 €
- Legal expenses: 1.60 %
- Other: 0.00 %

The 'MARKETING AND SALES COSTS' section is also visible below it.

Marketing and sales costs

This is where the marketing and sales costs will be indicated, which are applied to the cost breakdown in the financials module.

The screenshot displays the ARCHITECTURES software interface, specifically the 'FINANCIALS' module. The 'MARKETING AND SALES COSTS' section is highlighted with a red box. It includes the following fields:

- Advertising and sales: 1.00 %
- Commercial management and control: 0.50 %
- General and miscellaneous: 0.50 %
- Other: 0.00 %

The 'LAND ACQUISITION COSTS' section is also visible above it.

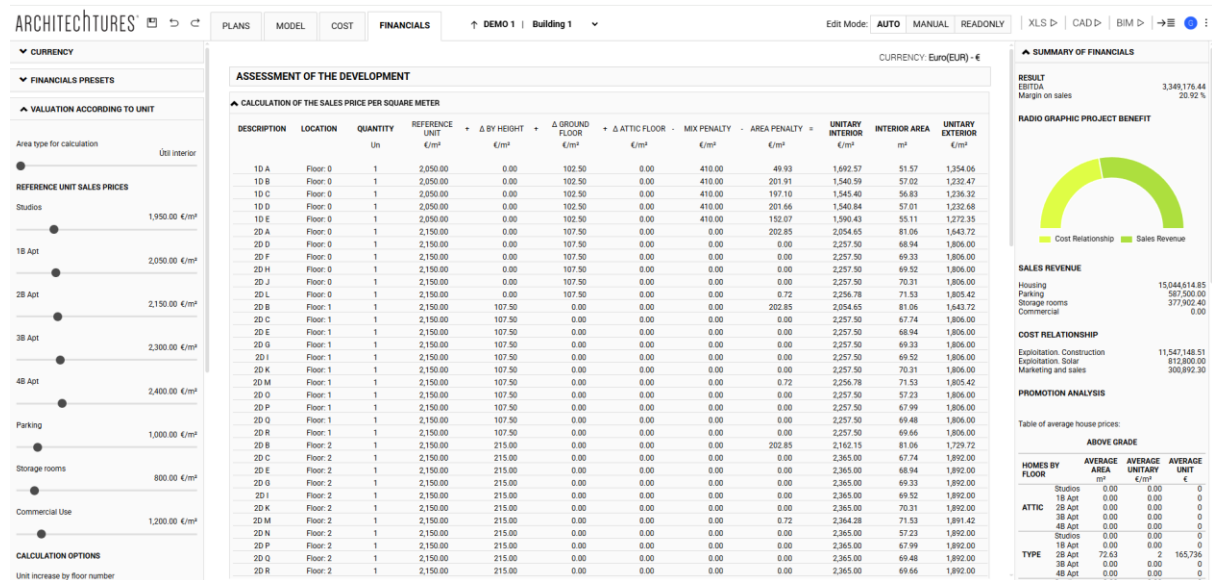
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Valuation according to unit

Here, the prices per area (€/m²) for residential units, commercial spaces, parking spaces, and storage rooms will be specified. In addition, certain calculation options (expressed as percentages) will be defined, such as unit price increase based on the number and type of floors, penalties for deviations in mix or net areas, etc.

These values may vary depending on the building selected within the project.



T4: Deepening the design options.

Introduction

Designing residential buildings can be a hassle, as it often involves a lot of back and forth; that's why streamlining the process is crucial. With ARCHITECTURES AI Powered Site Planner, creating buildings, fitting them into the plot, and getting the housing mix just right has never been easier.

We will continue with the same case of T3, going deeper into the design and construction options of the project. To do so, we will work from the Plan view.

GFA Deduction coefficients (zoning)

Depending on the urban characteristics of our plot and the local regulations, we must adjust the percentages to specify how the surface area of the following spaces compute to the built-up area: *internal terraces, covered external terraces, uncovered external terraces, covered garden, uncovered garden, penthouse terraces, lift/mechanical shafts, common areas, porches and colonnades, commercial premises, communal premises, mechanical rooms.*



Areas excluded from zoning floor area

If necessary, because it is allowed by the regulations, in this section we can indicate an area per dwelling to be subtracted from the computation according to the type of floor.

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Advanced controls

The limits in the color criteria between the areas and dimensions indicated by the platform according to what is suggested by the AI and the objectives previously set, can be modified by the user in this section.



Staircase parameters

In this section the stairs of the project are defined from the following metrics: *default minimum headroom in stair*, *default tread length*, *riser height*, *default stair slab width* and *number of steps in basement stairs*.

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It is essential to take into account that these data will be used to define the heights of the floors of the building, depending on the value assigned to the riser and the number of steps indicated in the "General floor plan - Design" section.



Construction - Parameters

In this section we can define construction and structural metrics of the project such as: *exterior enclosure thickness, party wall thickness, inner party wall thickness, partition thickness, terrace parapet thickness, column thickness in X, column thickness in Y, maximum bay length in X, maximum bay length in Y, etc.*



General floor - Design

In this section general design decisions can be made, such as: *building typology, building width, core position, allow setbacks in internal common areas, number of standard floors, number of*

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commercial floors, enable penthouse level, number of steps in standard floor stairs, lift overhead space, etc.



Common areas dimensions

In this section we define the characteristics of the common areas and record the core specifications, such as: *communal corridor minimum width, entrance minimum width, tread length, number of lifts per core, dwellings access position, allow split landing, stair width, etc.*



Terraces - General floor

To define the terraces and on the facades where they are implemented, we must indicate their characteristics in this section; such as: *terrace access minimum width*, *terrace minimum width*, *terrace position on facade*, *cantilever span*, *terraces on main facade*, *terraces on back facade*, etc.



Exterior enclosure - Parameters

Here we can define general aspects of the facades of our buildings, such as: *the modulation of facade setbacks*, *living room window width*, *living room window height*, *kitchen window width*, *kitchen window height*, etc.



T5: Editing modes: Auto and Manual.

Introduction

There are no simultaneous projects in ARCHITECHTURES. Therefore, on one hand, a floor planner must ultimately allow for complete freedom of customization. However, on the other hand, at ARCHITECHTURES we strive to automate the design process. With this in mind, we have developed the Assisted and Manual modes, combining the best of both worlds. In short, a successful floor planner should automate the design process as much as possible while still allowing full customization in an intuitive and flexible way.

Zoom levels

We have adopted a simple way of navigating through the project by defining zoomed views and graphic details. These are reflected in the breadcrumb located in the central part of the top bar.

- **Plot level view:** corresponds to a general view of the project.



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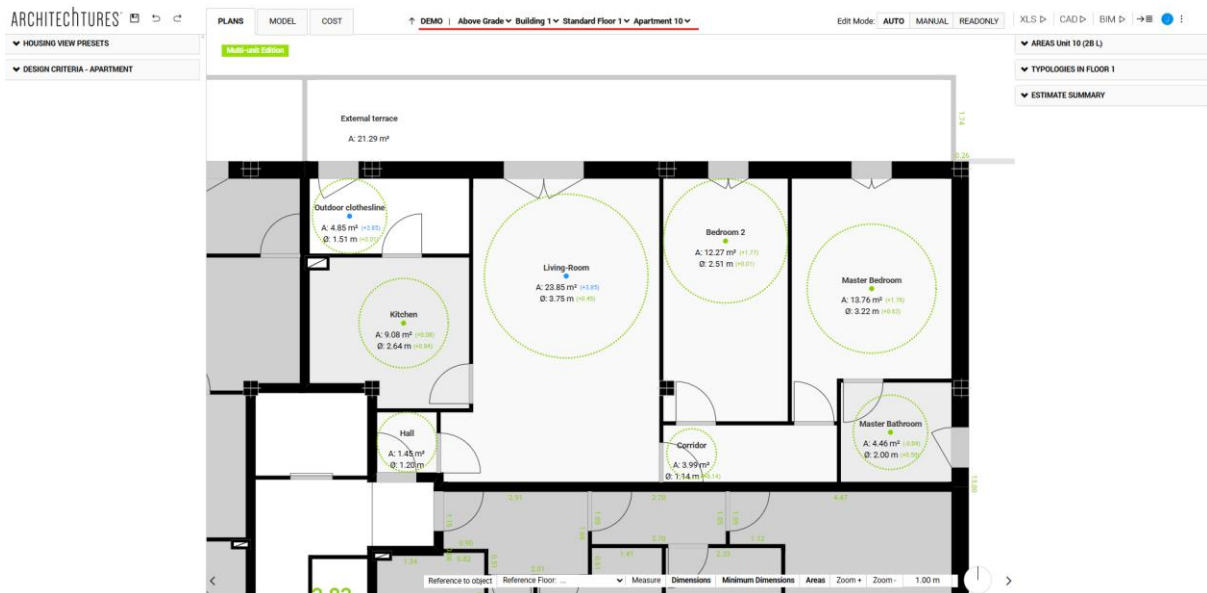
- **Building-level view:** accessed by clicking on a building in the project from the plot-level view.



- **Floor level view:** we access by clicking on a building of the project from the plot level view.



- **Unit level view:** we access by clicking on an apartment of the project from the floor level view.

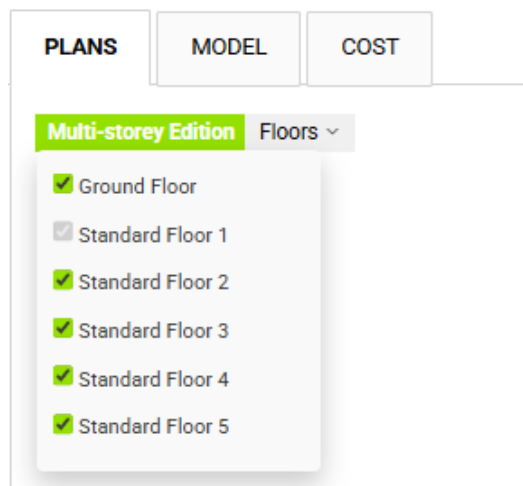


Multi-storey Edition

This corresponds to the third zoom level, i.e., the floor level.

Auto mode

In the upper left corner of the central window, in Auto mode, there is a button that controls the Multi-storey edition. When it is highlighted in green, indicating that it is enabled, a dropdown will appear to its right, allowing you to select the floors that will be affected by Multifloor Editing.



If we click on the Multi-storey edition button, it will no longer be highlighted in green, indicating that it is disabled. While it is disabled, any changes we make will not apply to the other typical floors, but only to the one we are currently working on.

Manual mode

Manual editing mode is the third and final stage of project definition. In this mode, the platform works like a CAD program, allowing you to draw and modify geometry freely. As this tool is designed for early project phases, there are some limitations regarding the level of detail achievable. However, it offers other advantages in terms of the number of automated processes from which we benefit.

When entering Manual mode, a pop-up appears that must be closed before continuing to edit the project. It informs us that changes made in Manual mode will be lost if we return to Auto mode and recalculate the building. This must be kept in mind when planning the order in which the building will be configured. Changes in Manual mode must necessarily be the last ones we make.

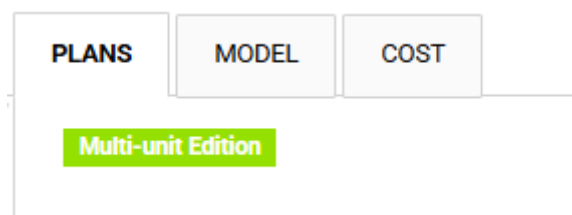
It's worth mentioning that in this editing mode, the Multifloor Editing button does not exist. However, that functionality is covered by the Copy function and the Multi-unit mode. Additionally, the Copy function allows us to choose which floors the changes are copied to, offering greater flexibility.

Multi-unit Edition

This corresponds to the fourth zoom level, i.e., the apartment level.

Auto mode

In the upper left corner of the central window, in Auto mode, there is a button that allows us to enable or disable the Multi-unit edition. When it is highlighted in green, indicating that it is enabled.



Similar to the Multi-storey edition, the Multi-unit edition allows us to simultaneously edit multiple instances of identical apartment units.

If we click on the Multi-unit edition button, it will no longer be highlighted in green, indicating that it is disabled. While it is disabled, any changes we make will not apply to the other instances of the same housing unit, only to the one we are working on.

Multiple Selection

As a complement to "Multi-unit Edition," we can select multiple units to change their use. To do so, simply click on the units you want to change from the floor level; they will be highlighted and can then be modified using the dropdown menu in the contextual menu.

Manual mode

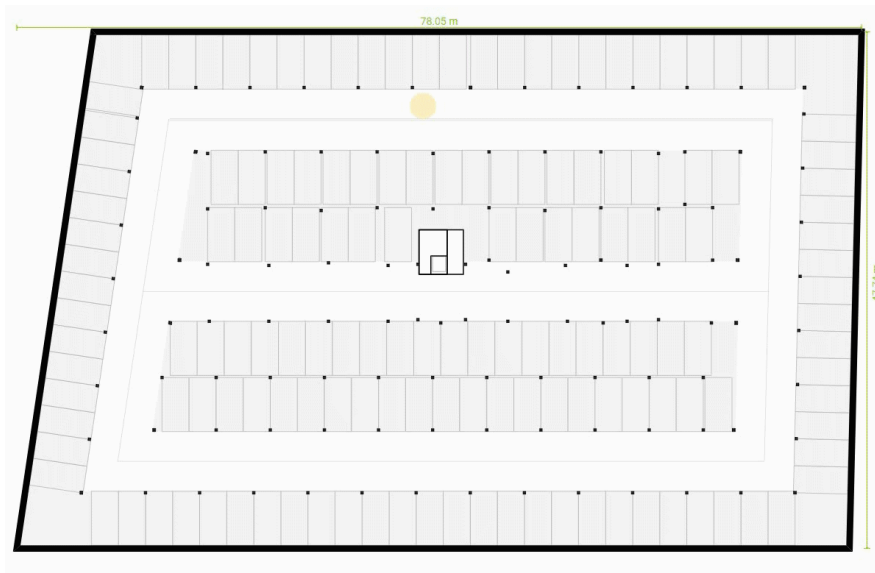
In Manual editing mode at the Apartment level, the behavior is the same as at the floor level, except that the copy option is not available.

T6: Creation of below-grade parking

Introduction

Designing underground parking lots can be complex, as correctly combining the building's position, structure, and cores to maximize parking spaces is no easy task. Fortunately, AI design tools excel at optimizing multiple variables to maximize an outcome. An architectural design program would be incomplete without a floor planner for parking lots; that's why at ARCHITEChTURES we have automated its design, streamlining the entire process.

To develop it, you must start from the "Below Grade" site level in the navigation bar. Keep in mind that any changes made above ground in Auto Mode that trigger a regeneration of the building will also cause the underground building to regenerate; therefore, the parking lot should be developed once the above-ground building is finalized.



Auto mode: AI-assisted

The most immediate way to generate the parking is by assigning a basement layer containing a closed polyline, imported from a .DWG or .DXF file. After loading the file and assigning the corresponding layer, we must position ourselves at the "Below Grade" level and the AI will automatically make a proposal for the resolution of the parking lot. A possible alternative to importing files is to create the outer perimeter ourselves with the corresponding tool.

The proposal offered by the platform will not be complete until the user draws the vehicle access and, if desired, storage spaces such as storage rooms or utility rooms are defined. To do this, the menu located at the top right of the central window is available, where we can differentiate between surface and linear elements:

Surface Elements

- **Perimeter Editing:** As previously explained with above-ground building editing, modifications can be made using only the mouse. By dragging the nodes and axes of the perimeter walls, the parking area can be increased or decreased.

Perimeter walls can be added or existing ones segmented, and it's also possible to create an interior perimeter—that is, a void within the parking area. For the AI to recognize the perimeter in any case, the polyline forming it must always be closed.

- **Adding Storage Rooms:** There are three types of storage rooms: *storage rooms*, which are created in sets or clusters, and *mechanical* or *commercial rooms*, which are created individually. In both cases, the user must ensure the polyline is properly closed.

Linear Elements

- **Add ramp:** There are two types of ramps: the *access ramp*, to communicate the first floor of the project with the first basement level, and the *interior ramp*, to connect the different basement levels with each other.

To incorporate them we must draw their axis on the lower floor, after processing it, it will be drawn on both basement levels.

- **Add lane:** Although the traffic lanes are generated automatically as well as the parking spaces, the user can edit them and add new ones to adapt the design to the real needs of the project. To do this, with the "Lane" tool we must draw the axis of the lanes.

Auto mode: editing with Sliders

In the "Below Grade" levels, Manual Editing of the elements is not enabled, however, we have numerous sliders in the Input Panel to be able to adjust our project to the desired design. Mainly we find configuration options classifiable in two types, of design or distribution, such as the type of basement perimeter, and of sizing, which include options such as the number of basement floors or minimum dimensions of the different elements that make up the basement.

The most prominent are:

- **Below grade floors height:** to define the height of the floors below ground level.
- **Number of basement floors:** to indicate the number of floors below ground level.
- **Basement perimeter layout type:** to define if the perimeter is formed by lane, storage room, parking space or parking space + storage room.
- **Structural span:** to indicate the span between columns in the load direction.
- **Column thickness in X and Y:** to set the dimensions of the columns.
- **Parking aisle width:** to indicate the width of the interior traffic lanes.
- **Parking space length and width:** to indicate the dimensions of the parking spaces.
- **Parking access and interior ramps width:** to indicate the width of the ramps type.
- **Storage rooms average area and minimum width:** to set the dimensions of storage rooms.
- **Ramps walls width, mechanical and storage rooms walls width:** to indicate the thickness of certain enclosures.

Other considerations

The rules governing the relationship between one mode and the other are very similar. Changes made in the Assisted phase will be lost if any modifications belonging to the Auto mode are made. Manually added elements (ramps and storage rooms) do not interact with the design generated through the previous phase; therefore, again, these changes should be the last ones.

Data Panel

In it are located the same sections as in the site view except for the housing count section. In Below Grade Area some of the metrics offered are ratios per dwelling, such as the number of parking spaces or storage rooms per dwelling. If we are interested in complying with regulatory requirements related to this metric, it is logical to configure the parking when we have created at least the appropriate number of dwellings for the project.

Relationship with the rest of the building

We can configure the accesses to the basement from the vertical communication cores.



Initial lane layout

Taking into consideration the dimensioning and layout requirements of the Input panel and the outer perimeter and geometry of the buildings defined in the central window, the AI will generate a layout automatically.

Any changes to these elements will cause a recalculation of the basement layout by redefining the initial lane layout; this means that certain changes made to the basement in Assisted mode will be lost. If we had added elements manually, these elements will not be taken into account in the layout re-setting and their position may now be inappropriate.

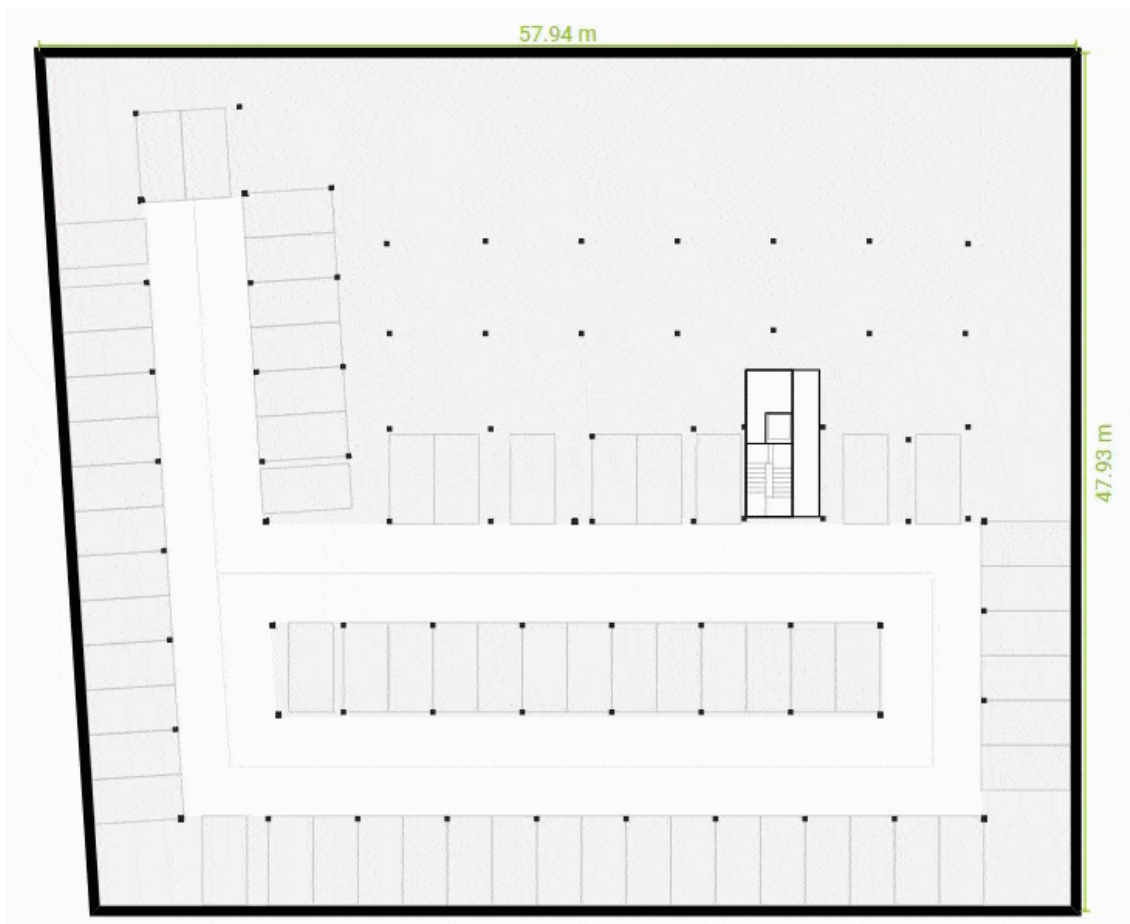
Problems of automatic layout generation in small basements

When creating relatively small basements with respect to the building, it is possible that no lanes are generated in the initial layout. This can be avoided or solved in several ways by understanding how the distribution algorithm works.

The algorithm starts by calculating the position of the perimeter rail based on the contour and perimeter type of the basement. If we ask for perimeter lane type, the lane will be immediately against the outer contour. On the other hand, if we ask for perimeter type storage and parking, the lane will be much more towards the inside. This is because it needs more space to accommodate the storage and parking spaces.

Subsequently, the distribution of the rest of the basement is calculated. In cases where the position of these perimeter rails falls inside the buildings themselves or in some other specific cases, no rails will be generated, leaving the basement blank. We can fix this in several ways, by moving the basement outline away from the buildings until sufficient space is generated, or by selecting in the input panel a basement perimeter type that places the perimeter lane closer to the basement outline.

Finally, we can always create lanes ourselves with the lane tool from the manual tools menu in the upper right corner of the center window:



T7: Cost and Input Window

Introduction

ARCHITEChTURES includes built-in listings and automated estimates by default—no need for plugins, complex programming filters, formulas, or code. Just fill in your unit costs once and that's it: simply design, and you'll get an accurate budget in seconds. This not only saves you a crazy amount of time, but also opens up new workflow possibilities.

General control panel

A modern floor planner designed for residential building design needs automatic measurement and budgeting. At Architechtures we have fully integrated our AI-assisted design tool with the floor planner. So that nothing distracts you and you can focus only on the design.

In the Cost view we can navigate the Budget and modify the direct and indirect costs of the work. From the generated model of the project, the platform generates an automatic measurement and with it we fill in the quantity column. The user must modify the unit costs in order to have a budget adapted to the project; in this way we adapt the project to the construction solution and the local cost of this execution, regardless of where it is implemented and without the need to specify material aspects.

The introduction or modification of analytical parameters is done, as always, through the Input panel located on the left.

There are two different parts of the budget:

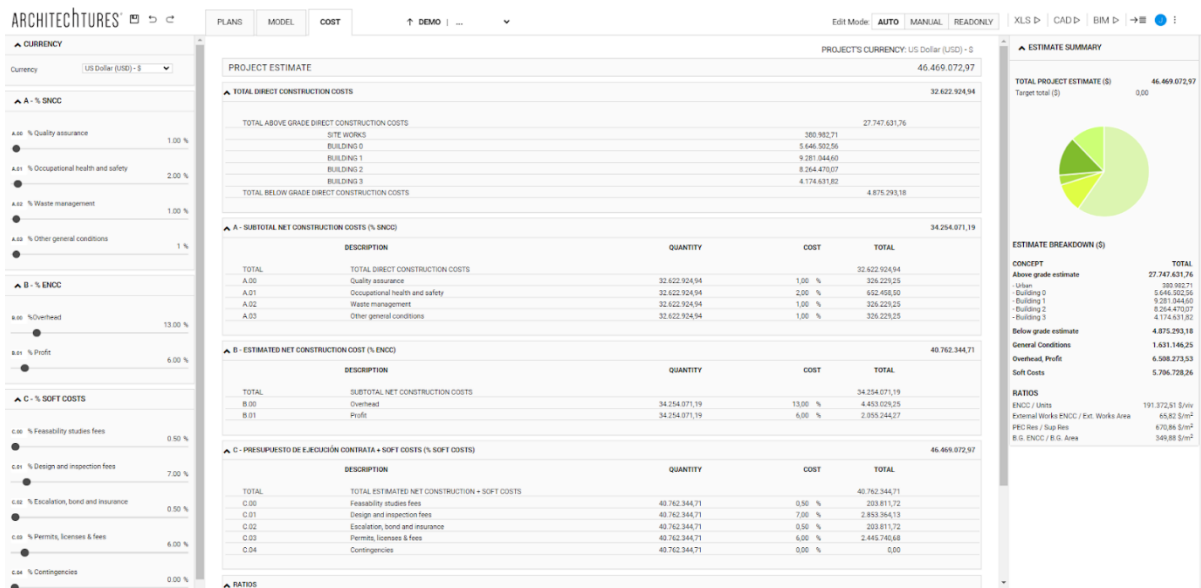
- **The budget summary:** this is the one we access by default when we switch to Cost view mode. In the navigation bar it corresponds to the first level, the root.
- **The detailed budget:** we access it from the Cost view by progressing through the navigation bar beyond the root.

Budget Summary - Indirect Construction Costs

The first part of the budget details the calculation of the indirect construction costs as percentages on the basis of the direct construction costs.

By default when accessing the Cost view mode it will always take us to the budget summary, however if we navigate through the budget using the top bar, we can always return to the summary by clicking on the root, which always appears with the project name.

There are three sections, SNCC, ENCC and Soft Costs, the percentage costs of the concepts contained in each of the sections are calculated based on the cost of the previous section. In this way the SNCC is calculated on the basis of the direct construction costs, the calculation of which is detailed in the following section. The ENCC on the basis of the SNCC cost, and the Soft Costs on the basis of the ENCC cost.



Detailed Budget - Direct Construction Costs

If we progress through the top bar beyond the root, we will see the detailed budget of the direct construction costs. Depending on which level you are at, you will see the budget for one part of the project or another: at building level you will see the budget for the selected building, at site level if you select above ground you will see the budget for all the buildings and the development of the plot, and if you select below ground you will see the budget for the basements.

Here we can adjust the unit costs of the different construction elements through the Input panel. The quantity column always appears complete from an automatic measurement.

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Configuration

Estimates describing direct job costs have many sections and each section contains multiple items. In many cases, this level of detail may be greater than desired.

In that case we can use unit costs to group items together. Putting some at zero cost to eliminate duplication, while in others we put the cost that we have calculated by charging multiple items.

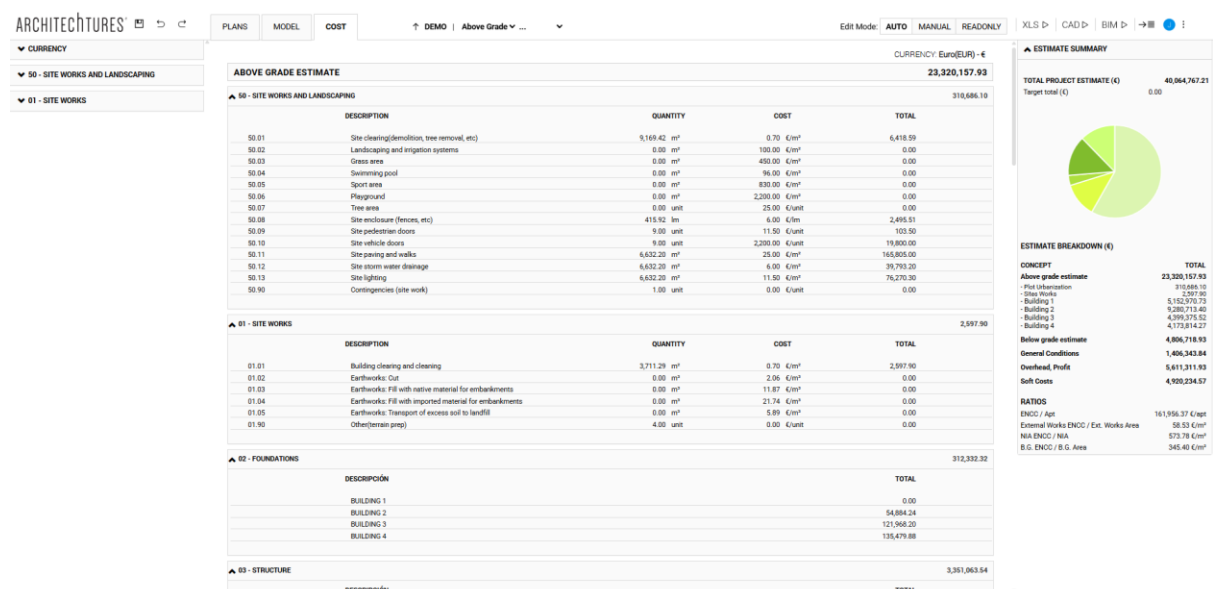
To do this it is useful to look in the quantity column both the volume entered in the budget and the metric unit. This way we will know what is being measured and by how much the unit cost we enter in that line is going to be multiplied.

A common example would be in the structures chapter. Let's imagine a user who has calculated his historical cost by passing on the cost of beams and columns in the m2 of floor slab. He would simply set the costs of beams and columns to zero, and enter their calculated value in the cost of floor slabs.

We may also want to contemplate the cost of a concept that is not present in the default budget. For this purpose, the Other; concept is included in each section, in which the user can enter a value to be included in the budget.

Beyond these configuration options, we can continue to customize our budget using the Excel report. This report is generated in a matter of seconds.

View above grade



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PLANS MODEL COST

↑ DEMO | Above Grade | Building 1

Edit Mode: AUTO MANUAL READONLY

CURRENCY: Euro(EUR) - €

5,152,970.73

118,177.32

1,055,945.90

587,120.60

1,414,901.87

BUILDING ESTIMATE

▲ 02 - FOUNDATIONS

DESCRIPTION	QUANTITY	COST	TOTAL
02.01 Foundation excavation, fill & grading	1,018.77 m³	21.00 €/m³	21,394.17
02.02 Foundation construction (gilling, caissons, etc)	1,018.77 m³	95.00 €/m³	96,783.15
02.90 Contingencies (foundation)	1.00 unit	0.00 €/unit	0.00

▲ 03 - STRUCTURE

DESCRIPTION	QUANTITY	COST	TOTAL
03.01 Beams and trusses	1,713.47 lm	95.00 €/lm	162,779.65
03.02 Columns	882.45 lm	43.00 €/lm	37,945.35
03.03 Floor slabs	7,574.04 m²	85.00 €/m²	643,793.40
03.04 Elevator structure	599.40 lm	310.00 €/lm	185,814.00
03.05 Standard floor staircase structures	194.04 m²	110.00 €/m²	21,344.40
03.06 Ground floor staircase structures	38.81 m²	110.00 €/m²	4,269.10
03.90 Contingencies (structure)	1.00 unit	0.00 €/unit	0.00

▲ 04 - EXTERIOR ENCLOSURE AND INTERIOR PARTITIONS

DESCRIPTION	QUANTITY	COST	TOTAL
04.01 Housing units exterior enclosure	2,565.88 m²	60.00 €/m²	153,952.80
04.02 Interior party walls	3,051.38 m²	35.50 €/m²	108,323.99
04.03 Interior partition walls	4,022.19 m²	19.00 €/m²	76,421.61
04.04 Common areas exterior enclosure	928.46 m²	60.00 €/m²	55,707.60
04.05 Commercial premises exterior enclosure	576.10 m²	60.00 €/m²	34,566.00
04.06 Roof parapet	1,059.36 lm	110.00 €/lm	116,529.60
04.07 Staircase handrails	106.08 lm	200.00 €/lm	21,216.00
04.08 Terrace handrails	226.70 lm	90.00 €/lm	20,403.00
04.90 Contingencies (exterior enclosure and interior partition)	1.00 unit	0.00 €/unit	0.00

▲ 05 - FINISHINGS

DESCRIPTION	QUANTITY	COST	TOTAL
05.01 Kitchen and bathroom wall linings	2,641.31 m²	15.00 €/m²	39,619.65
05.02 Other room wall linings	9,239.72 m²	11.50 €/m²	106,256.78
05.03 Common area wall linings	2,442.02 m²	15.00 €/m²	36,630.45
05.04 Staircase wall linings	232.85 m²	1,815.00 €/m²	422,622.75

ESTIMATE SUMMARY

TOTAL PROJECT ESTIMATE (€) 40,062,082.50

Target total (€) 0.00

ESTIMATE BREAKDOWN (€)

CONCEPT

CONCEPT	TOTAL
Above grade estimate	23,318,273.17
- Plot Urbanisation	316,684.14
- Site Works	713.14
- Building 1	5,152,970.73
- Building 2	9,280,713.40
- Building 3	4,395,375.52
- Building 4	4,173,814.27
Below grade estimate	4,806,718.93
General Conditions	1,406,249.60
Overhead, Profit	5,410,935.92
Soft Costs	4,919,904.87

RATIOS

RATIOS	
ENCO / Apt	161,945.52 €/apt
External Works ENCO / Ext. Works Area	58.53 €/m²
NIA ENCO / NIA	573.78 €/m²
B.G. ENCO / B.G. Area	345.40 €/m²

View below grade

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PLANS MODEL COST

↑ DEMO | Below Grade

Edit Mode: AUTO MANUAL READONLY

CURRENCY: Euro(EUR) - €

4,806,718.93

688,327.76

2,332,216.61

145,974.20

1,075,095.23

BELOW GRADE ESTIMATE

▲ 30 - BELOW GRADE FOUNDATIONS

DESCRIPTION	QUANTITY	COST	TOTAL
30.01 Basement excavation	29,162.89 m³	6.00 €/m³	174,976.14
30.02 Retaining wall excavation	4,753.81 m³	6.00 €/m³	28,522.86
30.03 Retaining wall construction	5,256.01 m³	75.50 €/m³	396,828.76
30.90 Contingencies (below grade foundation)	1.00 unit	0.00 €/unit	0.00

▲ 31 - BELOW GRADE STRUCTURE

DESCRIPTION	QUANTITY	COST	TOTAL
31.01 Basement beams and trusses	6,913.16 lm	95.00 €/lm	656,750.20
31.02 Basement columns	1,780.97 lm	43.00 €/lm	76,581.71
31.03 Basement slabs	17,916.94 m²	85.00 €/m²	1,602,640.90
31.04 Basement core structure	240.80 lm	310.00 €/lm	74,648.00
31.05 Basement stairs	299.78 m²	110.00 €/m²	32,975.80
31.90 Contingencies (below grade structure)	1.00 unit	0.00 €/unit	0.00

▲ 32 - BELOW GRADE INTERIOR PARTITIONS

DESCRIPTION	QUANTITY	COST	TOTAL
32.01 Storage rooms partitions	6,881.21 m²	20.00 €/m²	137,624.20
32.02 Commercial rooms partitions	0.00 m²	20.00 €/m²	0.00
32.03 Basement stairways handrails	121.76 lm	200.00 €/lm	24,352.00
32.90 Contingencies (below grade interior partitions)	1.00 unit	0.00 €/unit	0.00

▲ 33 - BELOW GRADE FINISHINGS

DESCRIPTION	QUANTITY	COST	TOTAL
33.01 Storage room wall lining	2,722.44 m²	15.00 €/m²	40,836.60
33.02 Commercial room wall lining	0.00 m²	15.00 €/m²	0.00
33.03 Retaining wall lining	2,377.32 m²	35.00 €/m²	83,206.20
33.04 Basement staircase wall linings	299.78 m²	1,815.00 €/m²	471,900.70
33.05 Storage room wall finishings	2,722.44 m²	4.00 €/m²	10,890.56
33.06 Commercial room wall finishings	0.00 m²	4.00 €/m²	0.00
33.07 Storage room flooring	607.58 m²	35.00 €/m²	21,265.30
33.08 Commercial room flooring	0.00 m²	35.00 €/m²	0.00
33.09 Basement pavement base	17,244.02 m²	12.00 €/m²	206,928.24

ESTIMATE SUMMARY

TOTAL PROJECT ESTIMATE (€) 40,062,082.50

Target total (€) 0.00

ESTIMATE BREAKDOWN (€)

CONCEPT

CONCEPT	TOTAL
Above grade estimate	23,318,273.17
- Plot Urbanisation	316,684.14
- Site Works	713.14
- Building 1	5,152,970.73
- Building 2	9,280,713.40
- Building 3	4,395,375.52
- Building 4	4,173,814.27
Below grade estimate	4,806,718.93
General Conditions	1,406,249.60
Overhead, Profit	5,410,935.92
Soft Costs	4,919,904.87

RATIOS

RATIOS	
ENCO / Apt	161,945.52 €/apt
External Works ENCO / Ext. Works Area	58.53 €/m²
NIA ENCO / NIA	573.78 €/m²
B.G. ENCO / B.G. Area	345.40 €/m²

T8: Financials and Input Window

Introduction

ARCHITEChTURES includes default parameters for costs, prices, and sales calculation options – without the need for plugins, complex programming filters, formulas, or code. Simply enter your unit sale prices once, and that's it – just design, and you'll have an accurate feasibility study in seconds.

In this Financial Module, for the calculation of EBITDA or the sales margin, the cost structure used in the budget will be taken into account, giving the user the ability to coordinate both aspects simultaneously.

General control panel

In the Financial view, we can navigate and modify the reference unit sale prices, as well as the costs related to land acquisition or marketing and sales. Based on the generated project model, the platform automatically produces a quantity takeoff, which populates the *quantity* column. The user must then adjust the unit sale prices to create a budget tailored to the project – this way, the project aligns with the business plan of the development.

The introduction or modification of analytical parameters is done, as always, through the Input panel located on the left.

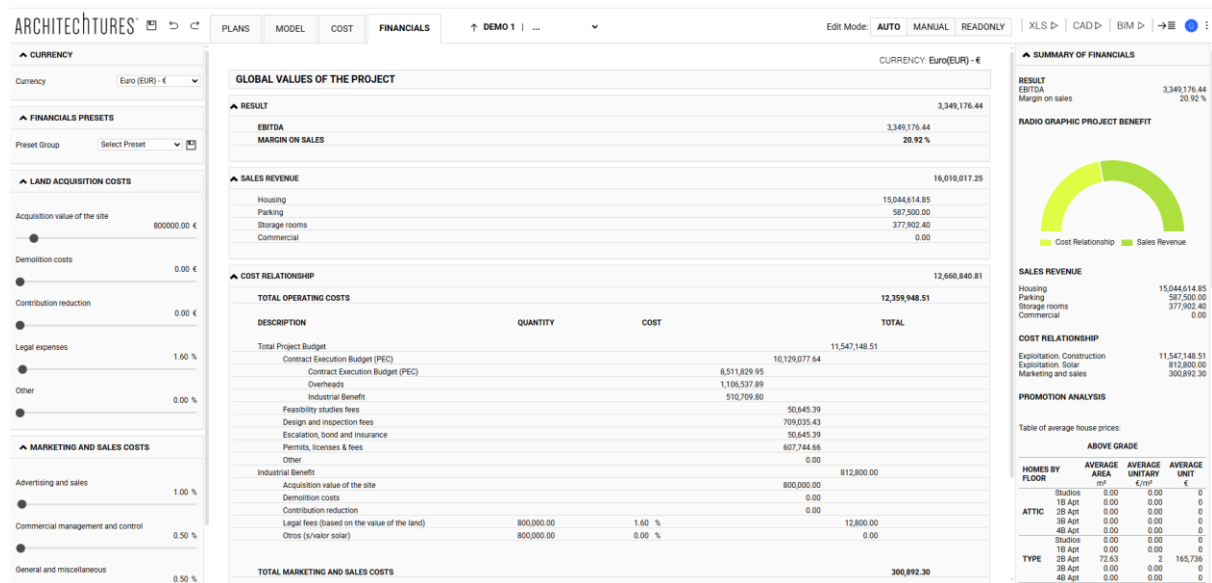
There are two distinct sections within the Financial Module:

- **Global project values:** This is the default view when entering the Financial mode. In the navigation bar, it corresponds to the first level – the root.
- **Assessment of the development:** This section is accessed from the Financial view by progressing through the navigation bar beyond the root level.

Global project values

In the first section of the Financial Module, the calculations for land acquisition costs and marketing and sales costs are detailed. The central screen therefore displays the results, such as EBITDA or sales margin, breaking down the total sales revenue and the project's cost structure.

By default, when entering the Financial view mode, the platform always takes us to the global project values. However, if we navigate through the Financial Module using the top navigation bar, we can always return to the global values by clicking on the root, which always appears under the name of the project.



Assessment of the development

If we move along the top navigation bar beyond the root level, we access the detailed calculation of the sale price per square meter, including the valuation of each residential unit as well as the valuation of commercial units, parking spaces, and storage rooms.

Here, we can adjust the reference unit sale prices for studios, 1-bedroom, 2-bedroom, 3-bedroom, and 4-bedroom dwellings, as well as for parking spaces, storage rooms, and commercial uses.

In addition, a set of calculation option parameters is defined — expressed as percentages — such as the unit price increase based on height or floor type, the treatment of exterior versus interior areas, penalties for deviations in surface area, or unit price adjustments for parking spaces depending on the basement level where they are located.

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- USER MANUAL -

Building view

ARCHITECTURES®

PLANSMODEL COST FINANCIALS

↑ DEMO 1 | Building 1 ↓

Edit Mode: AUTO MANUAL READONLY

XLS > CAD > BIM > →

FINANCIALS PRESETS

Valuation according to unit

REFERENCE UNIT SALES PRICES

CALCULATION OPTIONS

ASSESSMENT OF THE DEVELOPMENT

CALCULATION OF THE SALES PRICE PER SQUARE METER

DESCRIPTION	LOCATION	QUANTITY	REFERENCE UNIT	+ Δ BY HEIGHT	+ Δ GROUND FLOOR	+ Δ ATTIC FLOOR	- MIX PENALTY	- AREA PENALTY	= UNITARY INTERIOR	INTERIOR AREA	UNITARY EXTERIOR
		Uh	€/m²	€/m²	€/m²	€/m²	€/m²	€/m²	€/m²	m²	€/m²
10 A	Floor: 0	1	2,050.00	0.00	102.50	0.00	410.00	86.72	1,692.57	71.00	1,354.06
10 B	Floor: 0	1	2,050.00	0.00	102.50	0.00	410.00	205.14	1,540.59	76.86	1,232.47
10 C	Floor: 0	1	2,050.00	0.00	102.50	0.00	410.00	199.15	1,545.40	76.54	1,236.32
10 D	Floor: 0	1	2,050.00	0.00	102.50	0.00	410.00	203.28	1,540.84	76.76	1,232.68
10 E	Floor: 0	1	2,050.00	0.00	102.50	0.00	410.00	155.91	1,596.43	74.31	1,272.35
20 A	Floor: 0	1	2,150.00	0.00	107.50	0.00	0.00	215.70	2,054.65	109.95	1,643.72
20 D	Floor: 0	1	2,150.00	0.00	107.50	0.00	0.00	0.00	2,257.50	92.51	1,806.00
20 F	Floor: 0	1	2,150.00	0.00	107.50	0.00	0.00	0.00	2,257.50	93.02	1,806.00
20 H	Floor: 0	1	2,150.00	0.00	107.50	0.00	0.00	0.00	2,257.50	93.31	1,806.00
20 J	Floor: 0	1	2,150.00	0.00	107.50	0.00	0.00	0.00	2,257.50	94.32	1,806.00
20 L	Floor: 0	1	2,150.00	0.00	107.50	0.00	0.00	57.88	2,256.78	99.51	1,805.42
20 B	Floor: 1	1	2,150.00	107.50	0.00	0.00	0.00	215.70	2,054.65	109.95	1,643.72
20 C	Floor: 1	1	2,150.00	107.50	0.00	0.00	0.00	0.00	2,257.50	91.05	1,806.00
20 E	Floor: 1	1	2,150.00	107.50	0.00	0.00	0.00	0.00	2,257.50	92.51	1,806.00
20 G	Floor: 1	1	2,150.00	107.50	0.00	0.00	0.00	0.00	2,257.50	93.02	1,806.00
20 I	Floor: 1	1	2,150.00	107.50	0.00	0.00	0.00	0.00	2,257.50	93.31	1,806.00
20 K	Floor: 1	1	2,150.00	107.50	0.00	0.00	0.00	0.00	2,257.50	94.32	1,806.00
20 M	Floor: 1	1	2,150.00	107.50	0.00	0.00	0.00	57.88	2,256.78	99.51	1,805.42
20 P	Floor: 1	1	2,150.00	107.50	0.00	0.00	0.00	0.00	2,257.50	91.32	1,806.00
20 Q	Floor: 1	1	2,150.00	107.50	0.00	0.00	0.00	0.00	2,257.50	93.28	1,806.00
20 R	Floor: 1	1	2,150.00	107.50	0.00	0.00	0.00	0.00	2,257.50	93.50	1,806.00
20 B	Floor: 2	1	2,150.00	215.00	0.00	0.00	0.00	215.70	2,162.15	109.95	1,729.72
20 C	Floor: 2	1	2,150.00	215.00	0.00	0.00	0.00	0.00	2,365.00	91.05	1,892.00
20 E	Floor: 2	1	2,150.00	215.00	0.00	0.00	0.00	0.00	2,365.00	92.51	1,892.00
20 G	Floor: 2	1	2,150.00	215.00	0.00	0.00	0.00	0.00	2,365.00	93.02	1,892.00
20 I	Floor: 2	1	2,150.00	215.00	0.00	0.00	0.00	0.00	2,365.00	93.31	1,892.00
20 K	Floor: 2	1	2,150.00	215.00	0.00	0.00	0.00	0.00	2,365.00	94.32	1,892.00
20 M	Floor: 2	1	2,150.00	215.00	0.00	0.00	0.00	57.88	2,364.28	99.51	1,891.42
20 N	Floor: 2	1	2,150.00	215.00	0.00	0.00	0.00	0.00	2,365.00	79.51	1,892.00
20 P	Floor: 2	1	2,150.00	215.00	0.00	0.00	0.00	0.00	2,365.00	91.32	1,892.00
20 Q	Floor: 2	1	2,150.00	215.00	0.00	0.00	0.00	0.00	2,365.00	93.28	1,892.00
20 R	Floor: 2	1	2,150.00	215.00	0.00	0.00	0.00	0.00	2,365.00	93.50	1,892.00

SUMMARY OF FINANCIALS

RESULT

RADIO GRAPHIC PROJECT BENEFIT

SALES REVENUE

COST RELATIONSHIP

PROMOTION ANALYSIS

ARCHITECTURES®

PLANSMODEL COST FINANCIALS

↑ DEMO 1 | Building 1 ↓

Edit Mode: AUTO MANUAL READONLY

XLS > CAD > BIM > →

Valuation according to unit

CALCULATION OPTIONS

ASSESSMENT OF THE DEVELOPMENT

CALCULATION OF THE SALES PRICE PER SQUARE METER

VALUATION OF RESIDENTIAL UNITS

DESCRIPTION	LOCATION	QUANTITY	UNITARY INTERIOR	INTERIOR AREA	INNER VALUE	OUTER SURFACE	UNITARY EXTERIOR	EXTERNAL VALUE	UNIT VALUE	TOTAL TYPE
		Uh	€/m²	m²	€	m²	€/m²	€	€	€
10 A	Floor: 0	1	1,692.57	71.00	87,585.93	46.21	1,354.06	66,633.16	153,919.09	153,919.09
10 B	Floor: 0	1	1,540.59	76.86	87,844.55	27.11	1,232.47	32,412.36	121,256.91	121,256.91
10 C	Floor: 0	1	1,545.40	76.54	87,825.08	28.46	1,236.32	35,185.66	123,010.74	123,010.74
10 D	Floor: 0	1	1,540.84	76.76	87,843.53	28.46	1,232.68	35,081.94	122,925.46	122,925.46
10 E	Floor: 0	1	1,596.43	74.31	87,648.78	27.56	1,272.35	35,065.87	122,714.65	122,714.65
20 A	Floor: 0	1	2,054.65	109.95	166,549.75	60.67	1,643.72	99,274.29	266,274.14	266,274.14
20 D	Floor: 0	1	2,257.50	92.51	155,632.05	31.56	1,806.00	56,997.36	212,629.41	212,629.41
20 F	Floor: 0	1	2,257.50	93.02	156,512.48	31.78	1,806.00	57,394.68	213,907.16	213,907.16
20 H	Floor: 0	1	2,257.50	93.31	156,941.40	32.55	1,806.00	58,785.30	215,726.70	215,726.70
20 J	Floor: 0	1	2,257.50	94.32	158,724.83	32.97	1,806.00	59,543.82	218,268.65	218,268.65
20 L	Floor: 0	1	2,256.78	99.51	161,427.38	83.41	1,805.42	150,590.32	312,017.70	312,017.70
20 B	Floor: 1	1	2,054.65	109.95	166,549.75	6.40	1,643.72	10,519.80	177,069.55	177,069.55
20 C	Floor: 1	1	2,257.50	91.05	152,923.05	6.40	1,806.00	11,558.40	164,481.45	164,481.45
20 E	Floor: 1	1	2,257.50	92.51	155,632.05	6.40	1,806.00	11,558.40	167,190.45	167,190.45
20 G	Floor: 1	1	2,257.50	93.02	156,512.48	6.40	1,806.00	11,558.40	168,070.88	168,070.88
20 I	Floor: 1	1	2,257.50	93.31	156,941.40	6.40	1,806.00	11,558.40	168,499.80	168,499.80
20 K	Floor: 1	1	2,257.50	94.32	158,724.83	6.40	1,806.00	11,558.40	170,283.23	170,283.23
20 M	Floor: 1	1	2,256.78	99.51	161,427.38	6.40	1,805.42	11,554.71	172,982.08	172,982.08
20 O	Floor: 1	1	2,257.50	79.51	129,196.73	6.40	1,806.00	11,558.40	140,755.13	140,755.13
20 P	Floor: 1	1	2,257.50	91.32	153,467.42	6.25	1,806.00	11,387.50	164,774.92	164,774.92
20 Q	Floor: 1	1	2,257.50	93.28	156,851.10	6.40	1,806.00	11,558.40	168,409.50	168,409.50
20 R	Floor: 1	1	2,257.50	93.50	157,257.45	6.40	1,806.00	11,558.40	168,815.85	168,815.85
20 B	Floor: 2	1	2,162.15	109.95	175,263.70	6.40	1,729.72	11,070.20	186,333.90	186,333.90
20 C	Floor: 2	1	2,365.00	91.05	160,205.10	6.40	1,892.00	12,108.80	172,313.90	172,313.90
20 E	Floor: 2	1	2,365.00	92.51	163,043.10	6.40	1,892.00	12,108.80	175,151.90	175,151.90
20 G	Floor: 2	1	2,365.00	93.02	163,965.45	6.40	1,892.00	12,108.80	176,074.25	176,074.25
20 I	Floor: 2	1	2,365.00	93.31	164,414.80	6.40	1,892.00	12,108.80	176,523.60	176,523.60
20 K	Floor: 2	1	2,365.00	94.32	166,283.15	6.40	1,892.00	12,108.80	178,391.95	178,391.95
20 M	Floor: 2	1	2,364.28	99.51	169,116.85	6.40	1,891.42	12,105.11	181,221.96	181,221.96
20 N	Floor: 2	1	2,365.00	79.51	135,349.95	6.25	1,892.00	11,825.00	147,174.95	147,174.95
20 P	Floor: 2	1	2,365.00	91.32	160,796.35	6.25	1,892.00	11,825.00	172,621.35	172,621.35
20 Q	Floor: 2	1	2,365.00	93.28	162,191.95	6.40	1,892.00	11,825.00	174,016.95	174,016.95
20 R	Floor: 2	1	2,365.00	93.50	162,603.95	6.40	1,892.00	11,825.00	174,428.95	174,428.95

SUMMARY OF FINANCIALS

RESULT

RADIO GRAPHIC PROJECT BENEFIT

SALES REVENUE

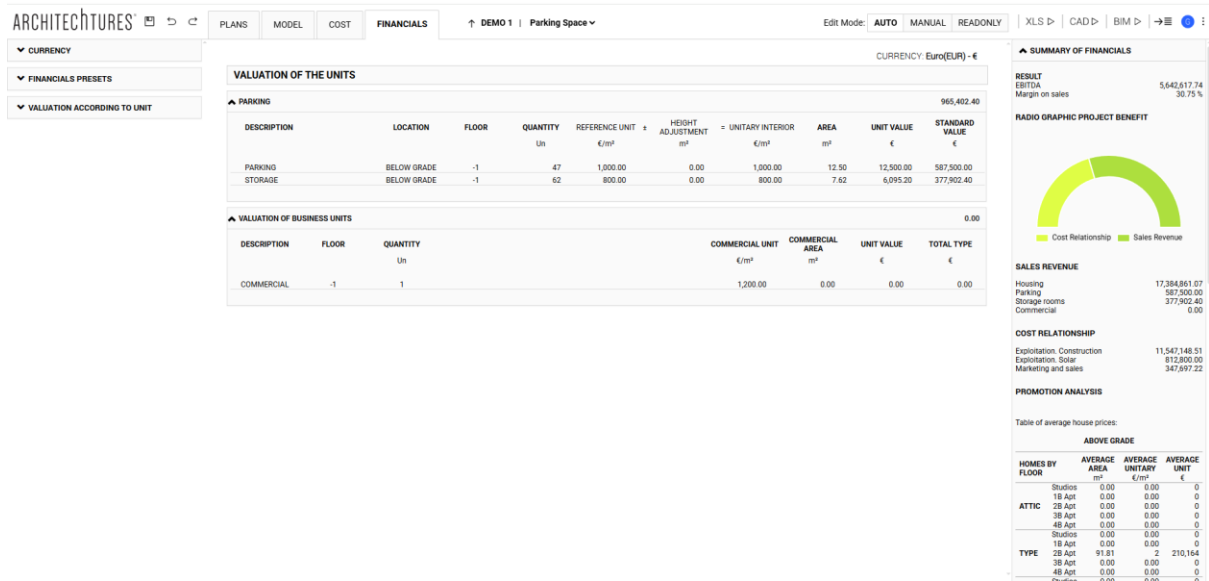
COST RELATIONSHIP

PROMOTION ANALYSIS

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- USER MANUAL -

Parking space view



Data Panel.

The data panel displays a breakdown of the economic feasibility summary, showing the final margin results and detailing the project's revenues and costs. Additionally, in this data panel on the right, within the Financial Module, the construction budget summary is also displayed.

T9: Downloading files: XLS, CAD, BIM

Introduction

Once we are satisfied with the project and we have completed our work within the platform we can generate downloadable documents. This way we can obtain a BIM model with all the geometric and analytical information to continue working in our local environment.

There are 3 types of downloadable documents that we can generate on the platform:

| XLS ► | CAD ► | BIM ►

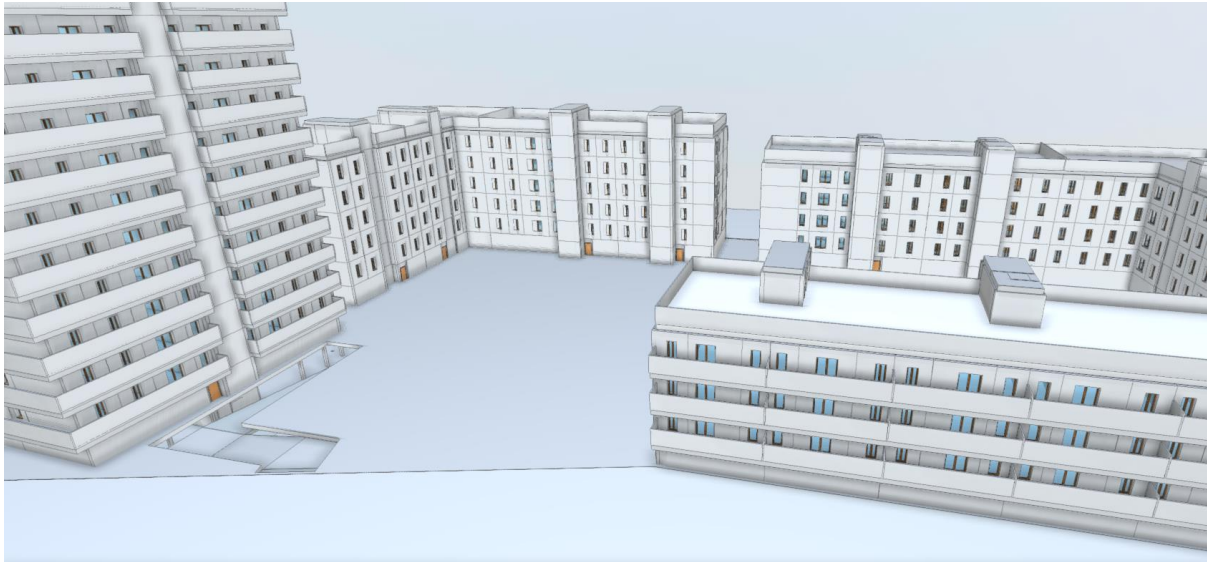
Once the document is generated the user will be notified that the file is ready to be downloaded and the project will automatically switch to *readonly mode*.

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- USER MANUAL -

The downloadable files will be available in the project as long as there is no change in mode; in other words, if a change needs to be made to the project after the document has been generated, you must switch to AUTO or Manual Mode and then request a new download.

BIM

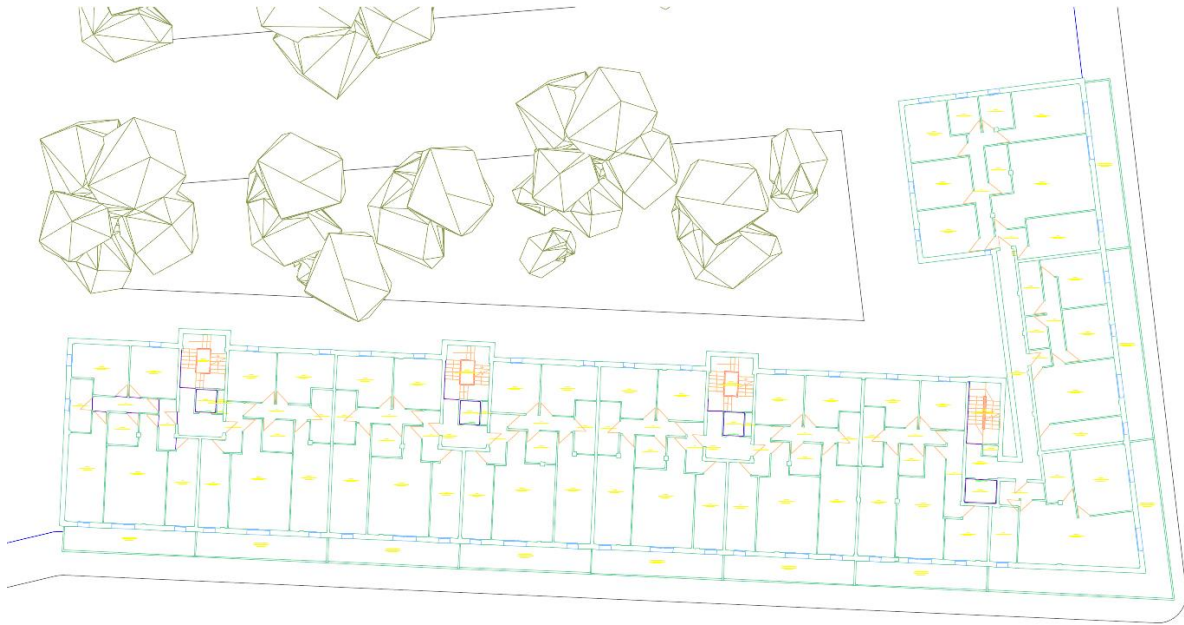


The BIM model is an .IFC file importable from any BIM editor or viewer. It is important to note that the thicknesses of the construction elements will be exactly those that have been defined within the platform in the corresponding sections.

Therefore, if we want to use the downloaded BIM model as a starting point to progress to higher levels of detail, replacing the default families with other more detailed families with layers or more information, it is important to generate the BIM model with the exact building thicknesses of the families with which we are going to replace them.

It is also important to highlight that the rooms are generated in the model, which are usually used as a starting point to generate measurements and budgets.

CAD



When downloading CAD documents, a .DXF file is generated for each floor of each building, for each basement floor in the project, elevations and a general floor corresponding to the first floor.

All CAD files maintain the same layer organization, focusing mainly on the elements that make up the project, so we can find a specific layer for walls, windows, doors, pillars, ducts, and projection. In addition to these layers, we also have a layer of labels, where we will have a text with the type of space and its surface.

XLS

The .XLSX spreadsheet contains a DIN.A4 format report ready for printing, in which all the project metrics normally shown in the data pane on the right are collected.

SITE AREAS SCHEDULE (Above Grade)

	Gross External Area (GEA)	Zoning Floor Area
Total Area	35.732,32 m2	29.824,95 m2
Residential	32.266,51 m2	26.359,14 m2
Residential Indoor	18.387,55 m2	18.003,73 m2
- Housing Units	15.594,15 m2	15.594,15 m2
- Common Areas	2.793,40 m2	2.409,58 m2
Covered Terraces	12.354,98 m2	8.355,41 m2
- Internal Terraces	4.355,84 m2	4.355,84 m2
- External Terraces	7.999,14 m2	3.999,57 m2
Uncovered Terraces	1.523,98 m2	0,00 m2
Porches and Colonnades	0,00 m2	0,00 m2
Commercial Premises	3.465,81 m2	3.465,81 m2
Communal Premises	0,00 m2	0,00 m2
Mechanical	0,00 m2	0,00 m2
Site Works	7.232,14 m2	7.232,14 m2

The report includes:

- All area schedules for the entire project and for each individual building within it.
- The housing unit count for the entire project and for each individual building.
- A summary of the below-grade allocation, including area calculations by use, and a count of parking spaces and storage rooms.
- Area schedules for each individual apartment, including totals, common area apportionment, efficiency ratios, etc.
- Complete budget with direct construction costs, indirect costs, and ratios, including average cost per dwelling or interior cost per m², among others.
- Set of plans and model in .jpg format, composed in A3 layout.



Demo Project

All accounts, including FREE accounts, include the Demo project with its downloadable documents. We offer these downloadable documents free of charge so that users can familiarize themselves with them and evaluate their implementation in their work dynamics.