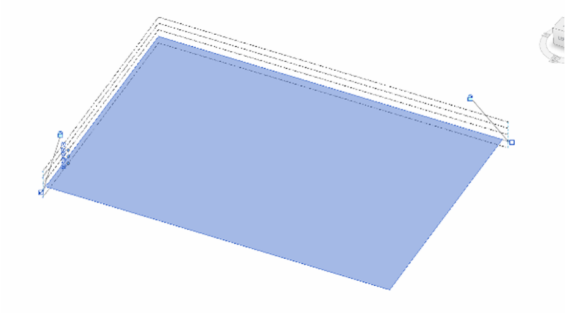
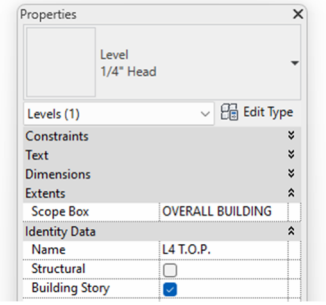
# SCOPE BOXES, LEVELS, AND GRIDLINES

**Exposition**

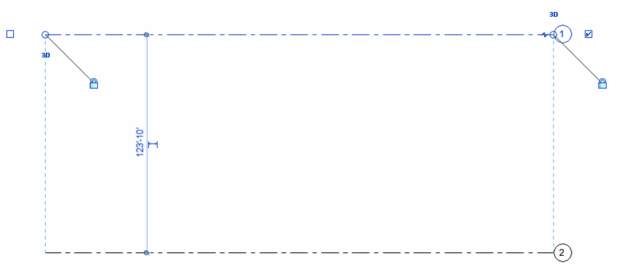
Scope Boxes, Levels and grids are 3D system families that are represented on our drawings as bi-dimensional elements. When setting up these we must pay special attention to height and depth of these items, as these are the main culprits of them not showing up on sheet drawings. To mitigate some of these errors we lock levels and grids of the main buildings to their respective overall scope boxes. This is done setting the Extent parameter to the Overall Building Scope Box.

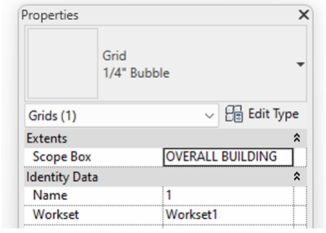
## Levels






## Grids





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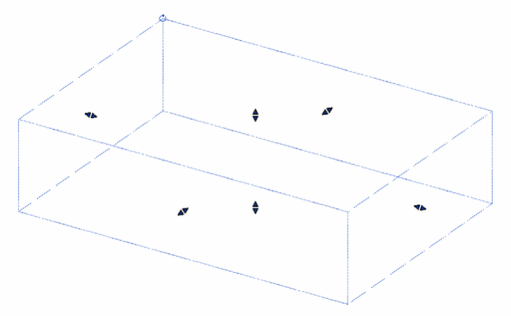
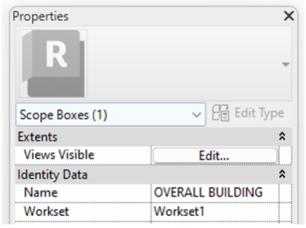
## Scope Box






**Scope Boxes Naming Conventions**

## Scope Boxes

These elements are three-dimensional crop regions that delineate the extent of drawings that intersect its volume (Hight, Width and Depth).

Scope Boxes Shall be named based on the use and area they serve. Incorrect naming of these elements will result in Dynamo scripts not running (this is by design). ORB Dynamo scripts use the scope boxes names as a naming mechanism for drawings derived from them.

### Unit Farm:

- In this area of the project each unit modeling area will have a scope box assign to it. These will be named based on the unit they are encompassing.
  Example: The scope box encompassing an A1 unit enlarged modeling area will be name **UNIT A1.**

### Overall Building:

- The scope box that encompasses the full extent of the main building shall me named **OVERALL BUILDING**.

### Enlarged Building Floor Plans:

- Typically, buildings are too big to fit on a 30x42 sheet on higher scales than 3/32 (Overall Plan). When this happens, the building will be subdivided by areas. These naturally will want to align with building separation walls, when possible, but are not to be named by the building or area they serve.
  Example: A podium project will be divided into 3 separate buildings by fire walls, and scope box are set to fit them on separate pages. The scope boxes in this case will be named **AREA A, AREA B, AREA C**. Note how the building number is not part of the naming convention for the element.

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- **Garages on Wrap Projects:**
  - A scope box used on a garage construction will be named **BUILDING GARAGE.**

- **Elevators, Stairs, and Storages:**

  - A scope box that serves one of these spaces will be named based on the space. Example: A scope box used for Stair 1 and a scope box used for Elevator 2 will be named: **STAIR #1 / ELEVATOR #2**

## Level Naming Conventions

These elements will be named based on the story it will represent. L1 will typically be the level immediately above the podium construction. These will always be locked to the overall scope box of the building.

Example:

**. LEVEL P3**

**. LEVEL P2**

**. LEVEL P1**

**. LEVEL L1**

**. LEVEL L2**

**. LEVEL L3**

## Grids Naming Conventions

Vertical gridlines will be named with increasing numbers from northwest to northeast, while horizontal ones will be named in alphabetical order from northwest to southwest. These will always be locked to the overall scope box of the building.

# SCOPE BOXES, LEVELS, AND GRIDLINES

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