

Office & Business Library

The other part of "Business and Office" contains more than 90 detailed objects specially created for ArchiCAD 5.1 TeamWork. The concept behind this library was versatility. The wide selection of furniture can be used to create diverse images ranging from offices, conference and waiting rooms to hotels, lobbies, bars and airports. The presence of various accessories, such as books, files, paintings, ashtrays and curtains will bestow a friendly, life-like atmosphere to any rendered image. The objects are arranged into four folders for easier access. The folders called "Office", "Hotel", and "Public Space" contain furniture, while the "Accessories" folder contain smaller items, lamps and some electric appliances. This grouping is arbitrary, and only reflects the most common use of each object. For example a chest from the "Hotel" folder will be generally used to furnish hotel rooms, but may be placed in a waiting room or an executive office as well. All objects contain parametric materials, and most can be freely resized. The "simple or detailed" switch parameter allows the user to control the rendering speed and quality of an image.

- Accessories
- Escalators
- Hotel
- Office
- Pictures
- Public Space
- Textures



Astray



Book



Cactus



Clock_table1



Clock_table2



Clock_wall1



Clock_wall2



Coatrack1



Coatrack2



Computer_vert



Comp_keyboard



Copier



Curtain



Curtain_texture



Desklamp01



Desklamp02



Desklamp03



Divider



Fax



File



Frame1



Frame2



Frame3



Gramophone



Monitor



Mouse



Organizer



Penholder



Speaker



Stand01



Stand02



Stand03



Stereo



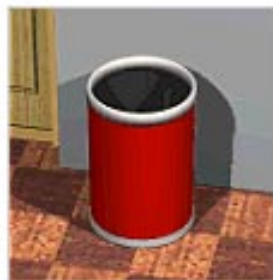
Telephone



Television



Wastebasket1



Wastebasket2



Wastebasket3



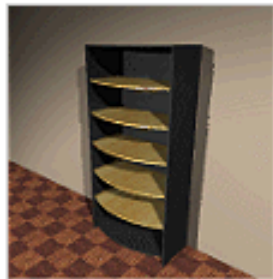
Escalator1



Escalator2



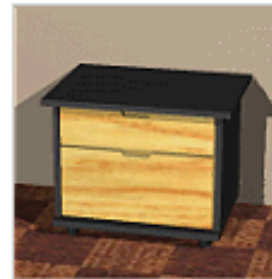
Beds_table



Cabinet1



Cabinet2



Cabinet_sm1



Cabinet_sm2



Cabinet_sm3



Cabinet_sm4



Chest1



Chest2



Chest2_c



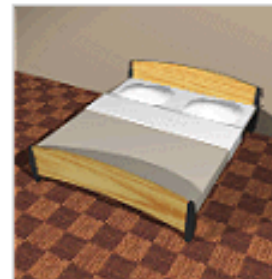
Chest3



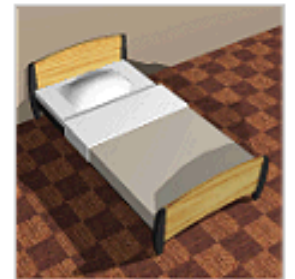
Hotelbed1_d



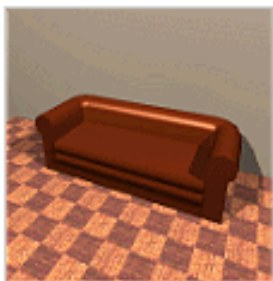
Hotelbed1_s



Hotelbed2_d



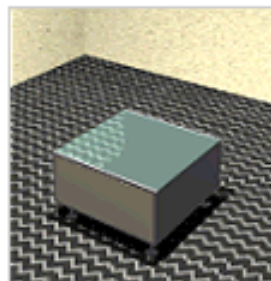
Hotelbed2_s



Sofa_d



Sofa_s



Table_sm1



Table_sm2



Bar



Barstool1



Barstool2



Barstool3



Barstool4



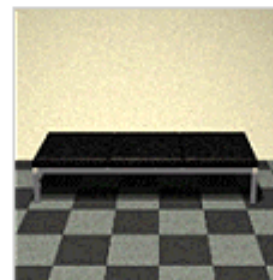
Barstool5



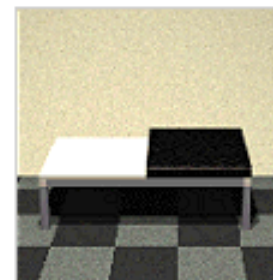
Barstool6



Barstool7



Bench1



Bench1_table



Bench2



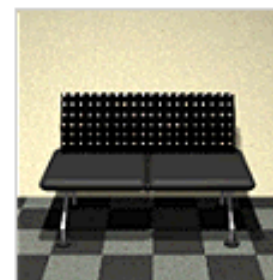
Bench2_table



Bench3



Bench3_table



Bench4



Bench4_table



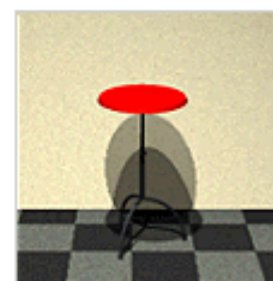
Counter



Panel_disp



Roundtable1



Roundtable2



Roundtable3



Roundtable4



Sign



Signboard