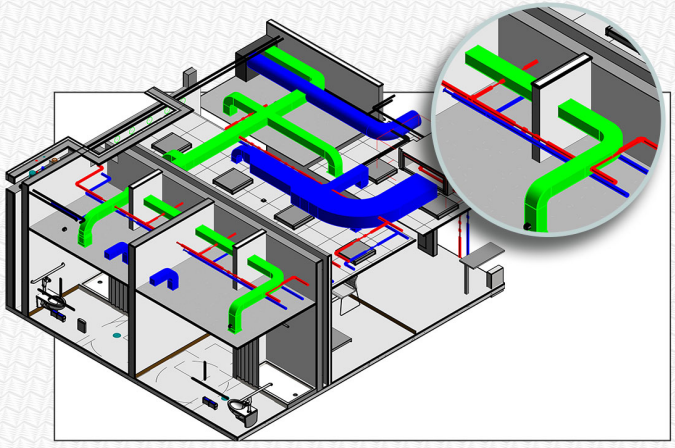
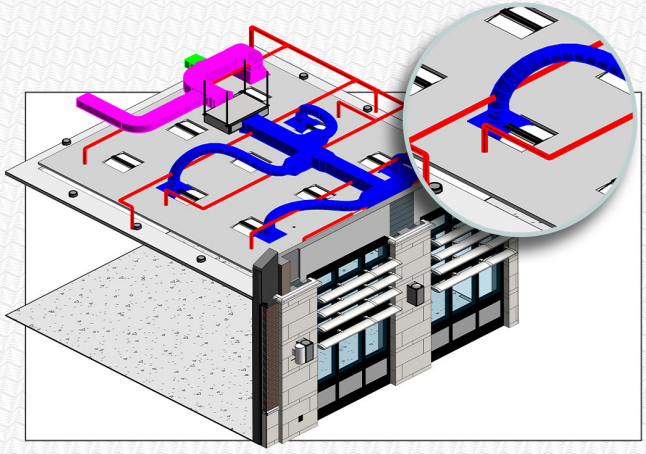
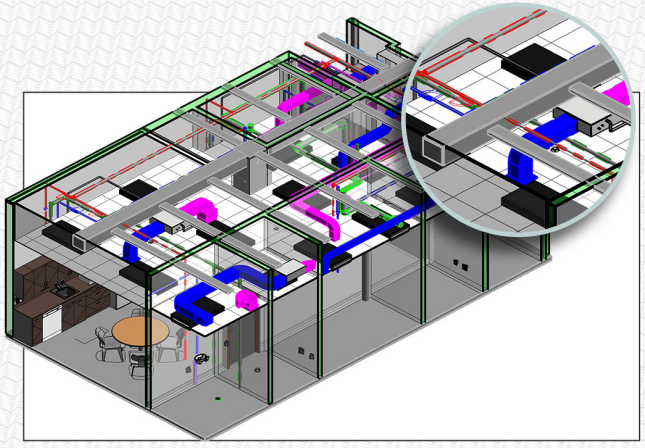
Top 10 Causes of Clashes Found During 3D Design Coordination



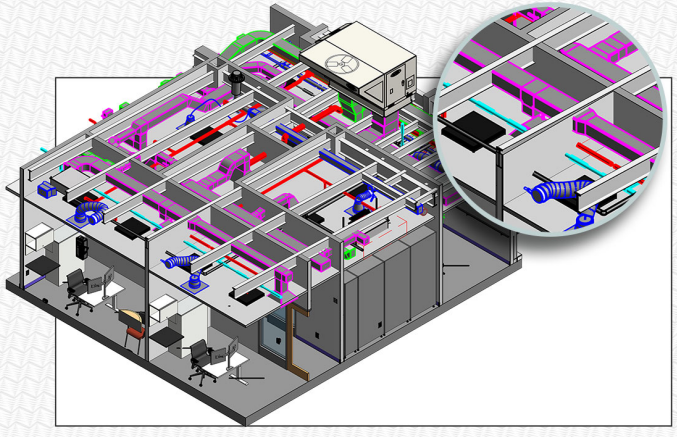
Mechanical to Plumbing



Electrical to Mechanical (HVAC)



Plumbing to Structural



Structural to Mechanical (HVAC)

TOP 10 CAUSES OF CLASHES

1. Designers working in **isolation** from each other
2. Inadequate **time** from design to construction
3. Professional **error** by designers
4. **Inconsistency** between design & actual fabrication
5. **Complexity** of buildings or their sub-systems
6. Use of **2D design** instead of 3D BIM models
7. Design **uncertainty** / Use of placeholder objects
8. Wrong or low **level of detail** (LOD)
9. 3D **model objects** exceeding allowable clearance
10. Designers working with different **file formats**

Reference: An article submitted by Anderson O. Akponeware and Zulfikar A. Adamu

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