# Level of Development: Information vs. Graphical Accuracy

When it comes to creating models of existing buildings from scans, LOD can get somewhat confusing. It is important to understand that AIA LOD stands for Level of Development and takes into account the building element and ***information***about its such as; manufacturer, model or make. We can create a highly detailed 3D model of a building element based on the point cloud and still know next to nothing about its manufacturer, model and make. Therefore, although our Revit models can be highly graphically detailed, they still technically fall under the AIA LOD 200 classification.

A simple example of this concept is a wall.

* AIA LOD 100: The location of walls are represented. Nothing else about the wall is shown.
* AIA LOD 200: The Model Element is graphically represented within the Model as a generic system or object with approximate quantities, size, shape, location, and orientation. For a wall; width, height and length.
  + *With only point cloud data available, this is as high in AIA LOD as we can go.*
* AIA LOD 300: The Model Element is graphically represented within the Model as a specific system. For a wall, this requires knowledge of items inside the wall, such as vapor barrier location, insulation type and thickness. This information cannot be gathered from the point cloud.
* AIA LOD 400: The wall assembly is shown to the level of construction details or shop drawings. This requires knowing specifics about each material (specification information) and how they connect to each other.

If a client needs an above LOD 200 model, additional information to supplement the scans must be to be provided by the client. 