



FREEDOM OF DESIGN

How to Integrate Metal Walls & Rainscreens into Your Projects

Provider: Berridge Manufacturing

Course #: BER24A

Learning Units: 1 AIA LU/HSW



Approved
Continuing
Education



Description:

For many years, preformed metal wall panels have been a top choice for building owners and architects, offering an excellent blend of cost effectiveness, functionality, and aesthetic appeal, particularly in rainscreen and screenwalls. This course examines the different materials, profiles, and finish options for these panels and dives into applications and best practices for design and installation.

Learning Objectives - At the end of this program, participants will be able to:

- Select the appropriate materials for preformed metal panel designs, considering factors such as sustainability, cost-effectiveness, and maintenance requirements.
- Differentiate rainscreen wall systems from other wall types, focusing on their role in water management and overall performance.
- Recognize various metal wall panel profiles and finishing options, evaluating their durability, color retention, longevity, and solar reflectance properties.
- Apply best practices in the design and installation of preformed metal wall panels to maximize durability, weather resistance, and long-term performance.

To schedule this AIA presentation please email
berridge@schwabgroup.net or [fill out this online form](#).

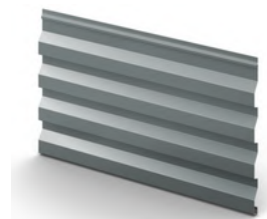
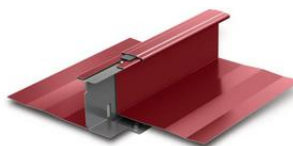


For over 50 years, Berridge has set the standard in designing, developing and manufacturing the highest quality metal roofing and wall panel products in the industry.

Berridge offers over 30 products, including Standing Seam, Alternative Seam, Simulated Tile, Shingle, Wall Panel, Exposed Fastener, Specialty Application, and Fencing Systems. Berridge products are available in Kynar 500® or Hylar 5000® PVDF resin-based color finishes.

Berridge material is available in 24 Gauge and 22 Gauge Galvalume and 0.032 and 0.040 Aluminum.

Architectural Metal Systems



San Antonio, TX