

**Input:**

All points from the voxelized footprint of the building plot (list of points)

The remaining voxels as breps (list of breps)

**Pseudocode:**

*Takes the original voxelated bounding box around the footprint of the building and uses the remaining meshes to find all the points that have been removed. Assigns indices to them*  
*Input:*

**Algorithm:**

For every point in All points:

- Set a counter to 0
- Take point [i]
  - o For every brep:
    - § Check if the point is inside the brep.
    - § If the point is in the brep:
      - append the point to the remaining point list
      - append the index to the remaining index list
      - add 1 to the counter
  - o if the counter is still at 0:
    - § append the point to the removed point list
    - § append the index to the removed index list
  - o Append the index to a list for all indices

**output:**

(All points from the voxelized footprint of the building plot)

Points that have been removed (list of points)

Indices that have been removed (list of integers)