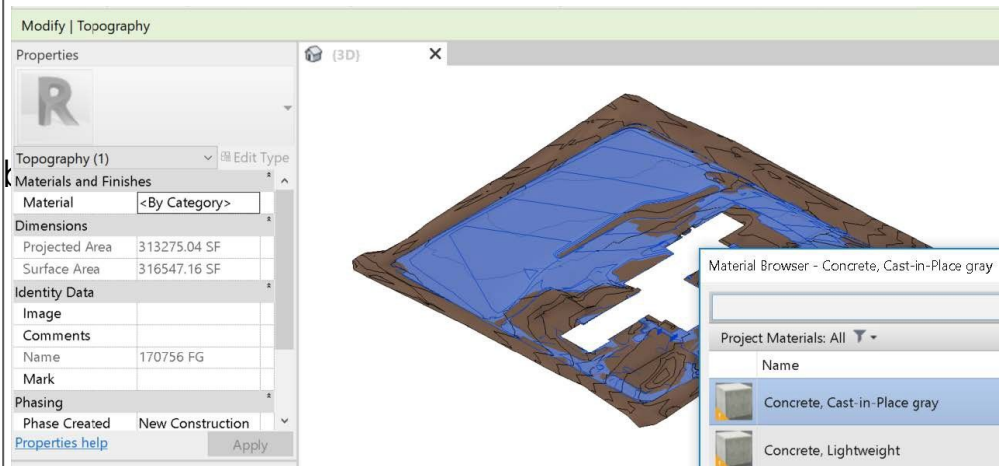
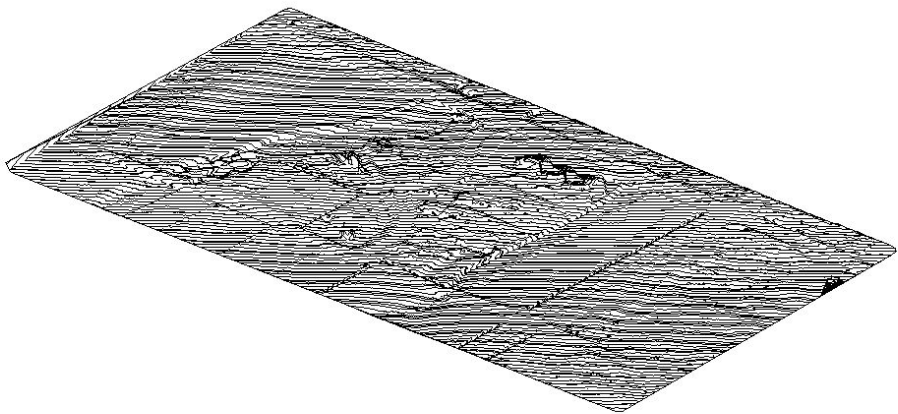


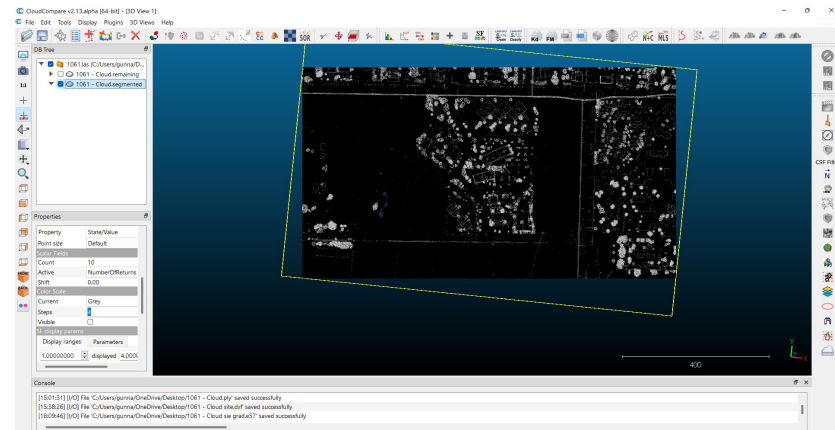
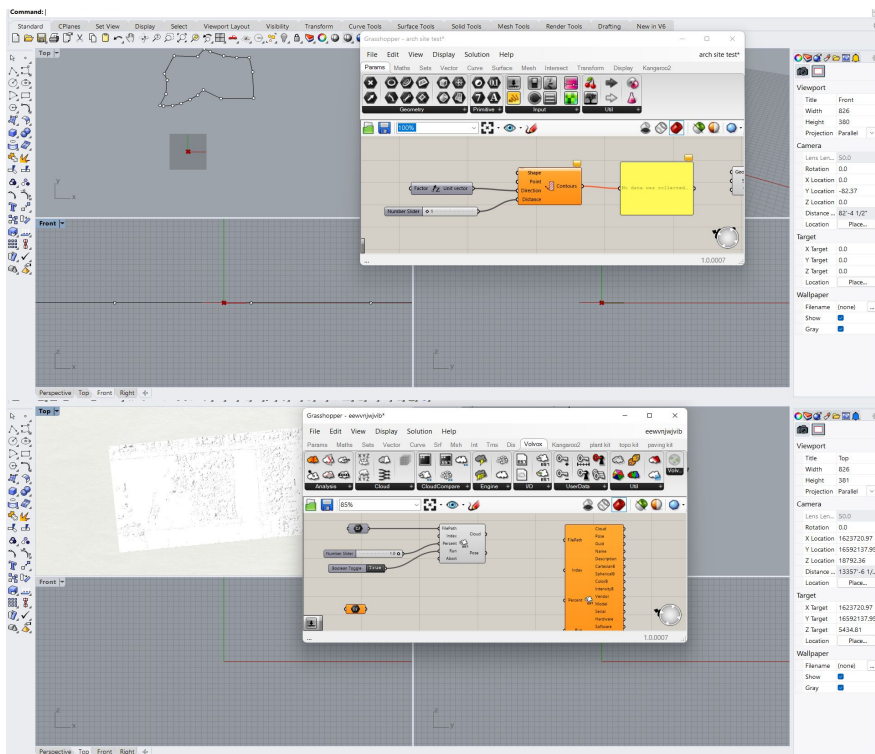
Revit topography

- Import polysurface as CAD import
- Make sure the measurements matchup (millimeters possibility)
- Then Toposurface the mass under the site take



- Go to site then split surface
- This is for multiple materials on your landscape

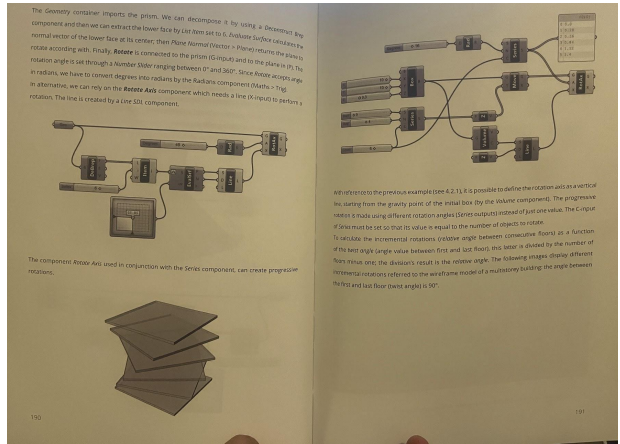
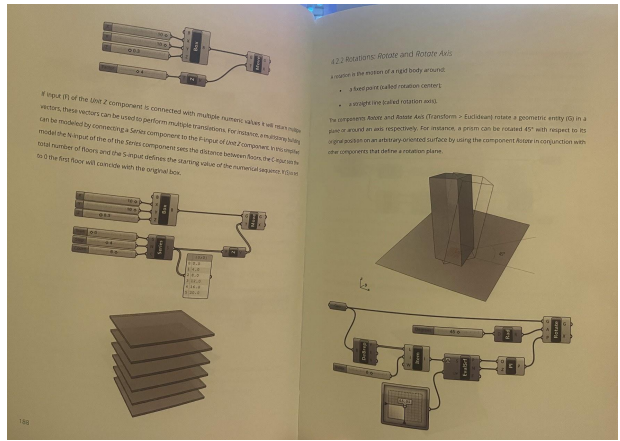
Problems in code



- Downloaded as E47 file
- Did Not work with code

https://www.youtube.com/watch?v=A_8lfc1z-M&t=1361s

Cool Code Unused



- Would love this to note for future models

Cited from Algorithms Aided Design
By: Fulvio Wirz

