

The Secret to Landscape Modeling with Revit

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Landscape Architect, Populous.

Class summary

- Learn the basics of modeling Landscape designs with Revit. Discover how to build the most common hard and soft landscape elements and topography.

Key learning objectives

At the end of this class, you will be able to:

- Identify the difficulties of modelling landscape designs with Revit and how to remedy them
- Use Revit to build hard landscape elements
- Discover ways to model soft landscape elements
- Learn the basics of how to work with topography in Revit

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REVIT MODEL
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Introduction

\$30 BILLION

Total **construction value** of Populous projects

2000

Number of Populous **projects** completed globally

520 MILLION

Number of **people** who have attended a Populous facility in the last 10 years

34 countries where Populous has worked

18 MILLION

Number of **seats** in Populous-designed stadia

351,000

Number of **club seats** Populous has designed

3 main Olympic stadia designed

Involvement in **10 Olympic Games**

Over 50 **soccer and rugby** team clients

Involvement in 6 **FIFA World Cups**

31 Super Bowls

8 national stadium clients

29 equestrian facilities designed

85 professional and civic arena clients

15,500

Number of **suites** Populous has designed

26 Major League Baseball franchise clients

40 convention centre clients

5000

Number of Populous **employees** globally





**TOTTENHAM
HOTSPUR STADIUM**
London, UK | 2018



BRISTOL ARENA

Bristol, UK | 2019

BIM for Landscape? Really?

1. Architects and Engineers working in BIM environments

2. Clients requesting BIM

3....

3. Mandatory in the United Kingdom

Betting on BIM: Inside the UK's new construction technology mandate

By Kim Slawer | April 7, 2016 [print](#)



It's been nearly five years since Paul Morrell, then the United Kingdom's chief construction advisor, [announced](#) the plan to require all government contractors to be compliant with Level 2 Building Information Modeling (BIM), and the April 4, 2016 deadline arrived this week.

After years of preparation and a [growing need](#) to implement BIM on projects across the globe, experts in the U.S. and abroad weigh in about the possible ramifications of the new requirement. How is the mandate affecting the U.K. construction industry? And is the U.S. headed toward a similar path?

BIM Level 2: Final Countdown for the UK Government Mandate

Ireland

General

21-03-2016

The April 2016 deadline set by the UK government for all centrally procured public sector projects in the UK to be constructed using BIM Level 2 is fast approaching, with BIM Level 3 closely following on the horizon. It is widely regarded as the 'new era' for the construction industry providing for a fully collaborative forum throughout the building life cycle; from initial design to operation and even deconstruction.

The benefits of BIM are well documented and include improved cost efficiencies, client outcomes, co-ordination and improved delivery times. Its adoption in the UK has acted as a catalyst for improved change in the way the industry approaches and operates a building project. It is clear that the benefits of adopting BIM are also felt in the wider industry with no less than 92% of organisations in the UK expecting to be using BIM within three years' time according to the 2015 NBS National BIM Survey published in April 2015.

Government Construction Strategy Level 2 BIM delivers on four-year deadline

Posted by: Sarah OBeirne in Building services, Facilities Management, Industry, IT & Software, News April 4, 2016
233 Views

The successful delivery of the Government Construction Strategy (GCS) Level 2 BIM (Building Information Modelling) objectives represents *"an internationally unparalleled achievement on the journey towards the digitalisation of the built environment sector"* according to BIM Task Group chairman Mark Bew MBE.

Published by the Cabinet Office on 31 May 2011, the GCS – as well as the Low Carbon Construction Innovation & Growth Team: Final Report – outlined the key target of reducing the cost of Government construction projects by 15-20%.

Critical to reaching these targets ahead of the 4 April 2016 deadline was that all central Government departments achieved the milestone and now require tendering suppliers to demonstrate collaborative 3D Level 2 BIM maturity through defined and compliant information and data on projects.

Budget 2016: Government to push ahead on Level 3 BIM

March 2016

While the Chancellor's plans for a tax on sugary drinks may have grabbed most headlines, there was much for the construction industry to digest in the 2016 Budget - not least an explicit statement of intent when it comes to developing Level 3 BIM.

The [budget 2016 policy paper](#) contains a number of action points on digital (7.49) including:

"The government will develop the next digital standard for the construction sector - Building Information Modelling 3 - to save owners of built assets billions of pounds a year in unnecessary costs, and maintain the UK's global leadership in digital construction."

(B)IMM

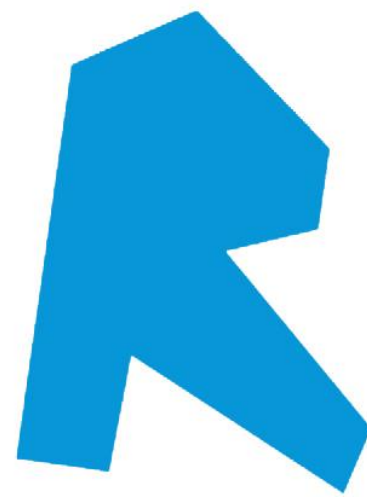
BUILDING

INFORMATION

MODELING



COLLABORATION

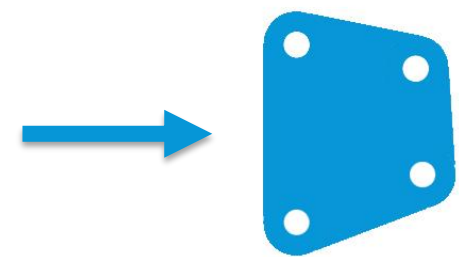


BENEFITS

- Company experience working with Revit
- Team background based on Autocad software
- Used by most Architects and Engineers
- Parametric design
- Unified software that allows to have views, sheets, 3D model and schedules in the same file
- Render and visualization capabilities

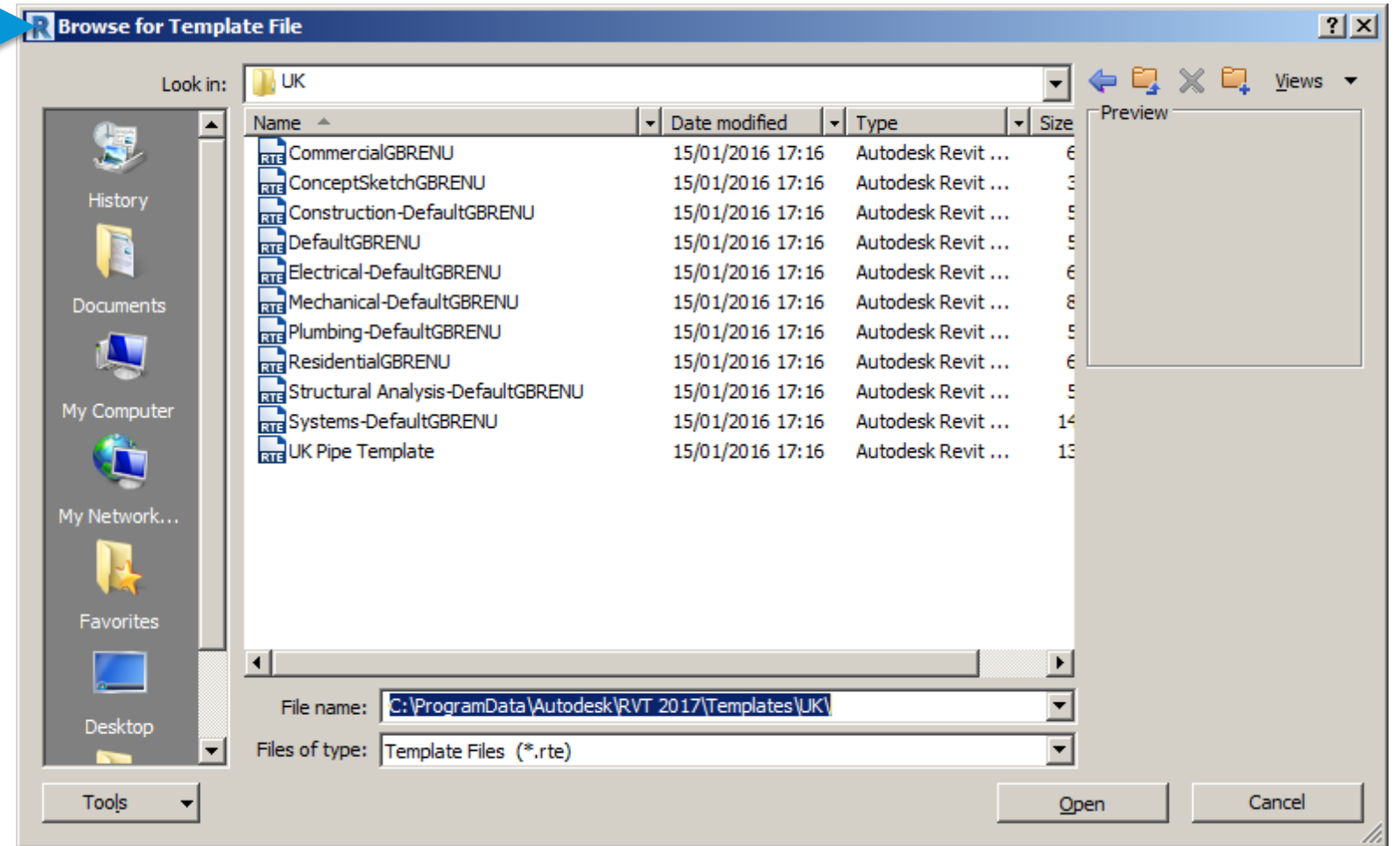
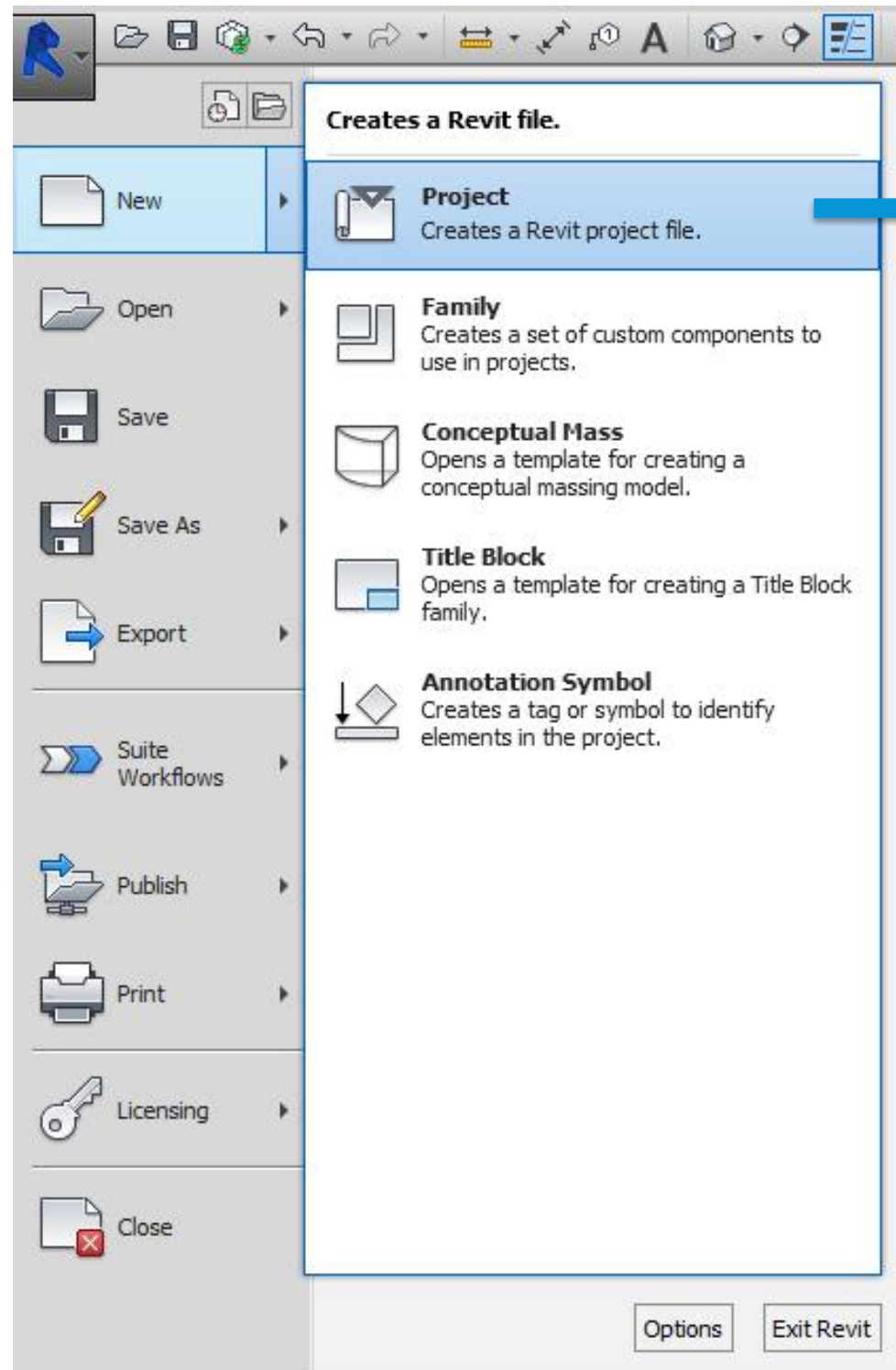
CHALLENGES

- No Landscape-specific build-in tools or workflows
- No interoperability with Autocad Civil 3D
- Difficulties working with Topography
- Many sub consultants still working on 2D information (i.e. Irrigation, Water Features)



Setting out a Landscape Revit Model

NEW PROJECT



VIEWS

Floorplans (per level):

- General Arrangement
- Grading and Levels
- Hard Landscape and Furniture
- Soft Landscape

Sections:

- Site wide sections
- Detail sections

WORKSETS

Site

- S-01 Components
- S-02 Existing Topography
- S-03 Proposed Topography
- S-04 Existing Planting
- S-05 Entourage
- S-06 Masses

Hard Landscape

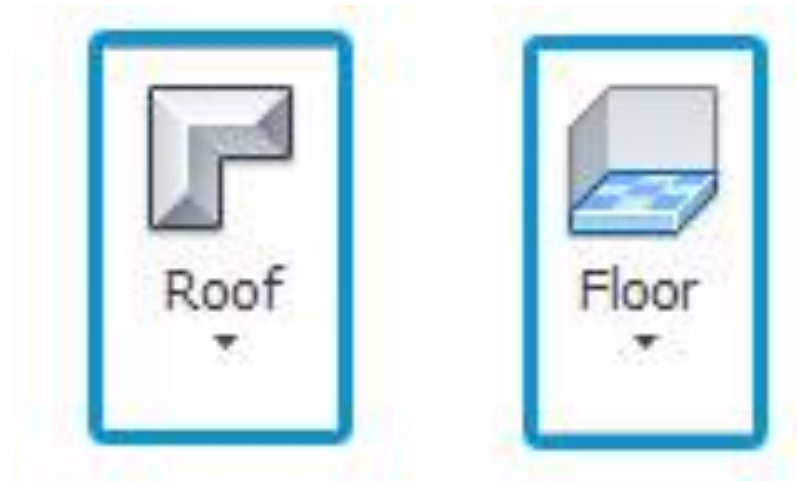
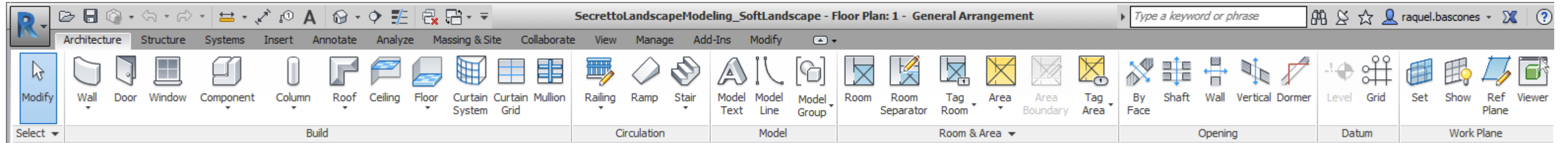
- HL-01 Paving
- HL-02 Stairs, Ramps and Railings
- HL-03 Walls and Fences
- HL-04 Furniture

Soft Landscape

- SL-01 Trees
- SL-02 Planting

Hard Landscape Elements

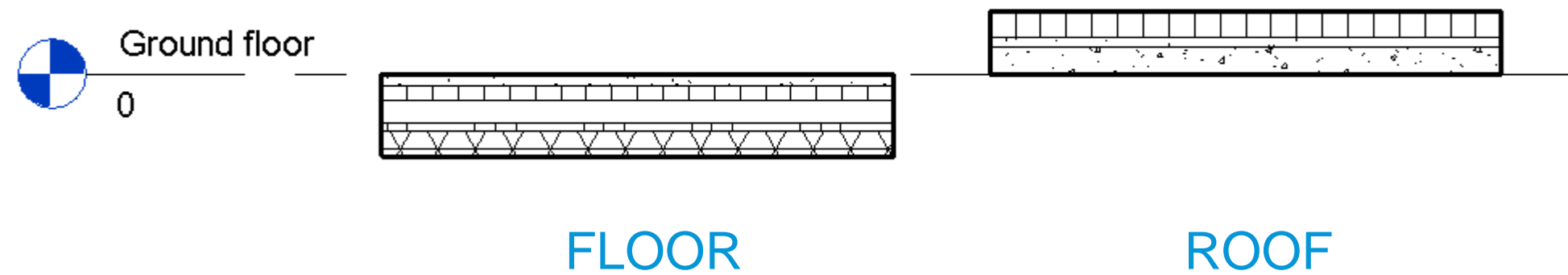
PAVING



PAVING

Floor vs Roof

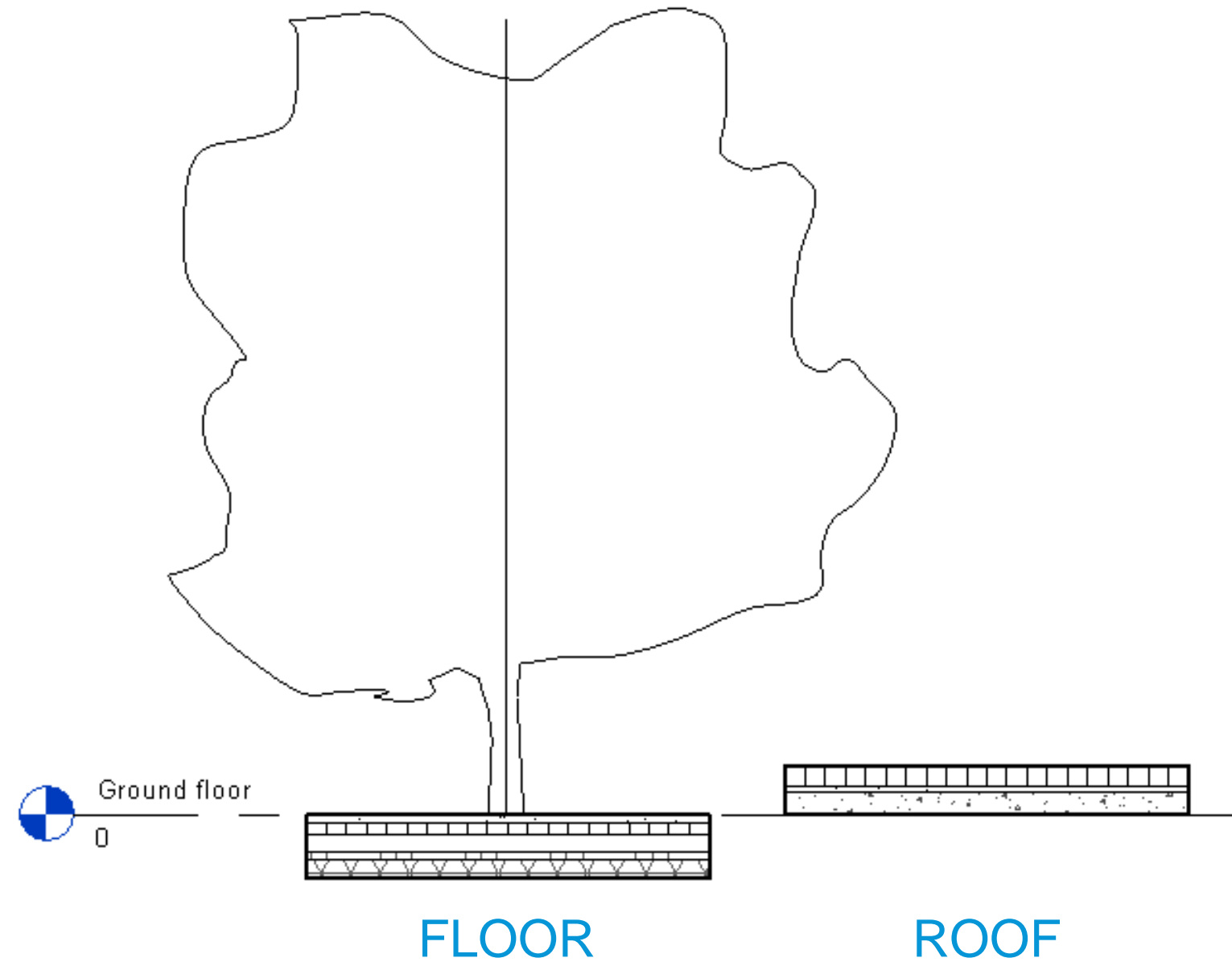
- Level alignment



PAVING

- Family hosting

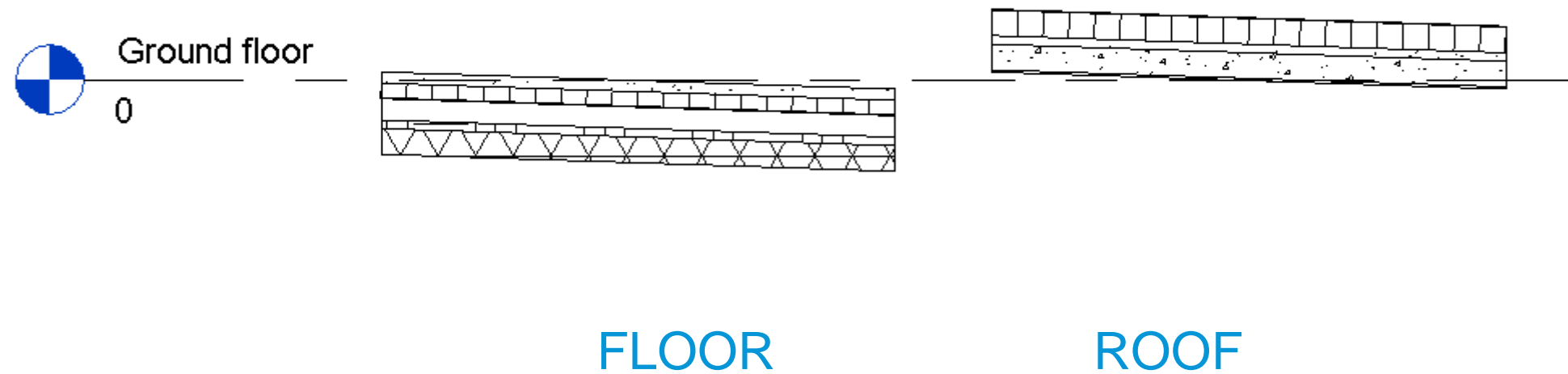
Floor vs Roof



PAVING

Floor vs Roof

- Editing shape



PAVING

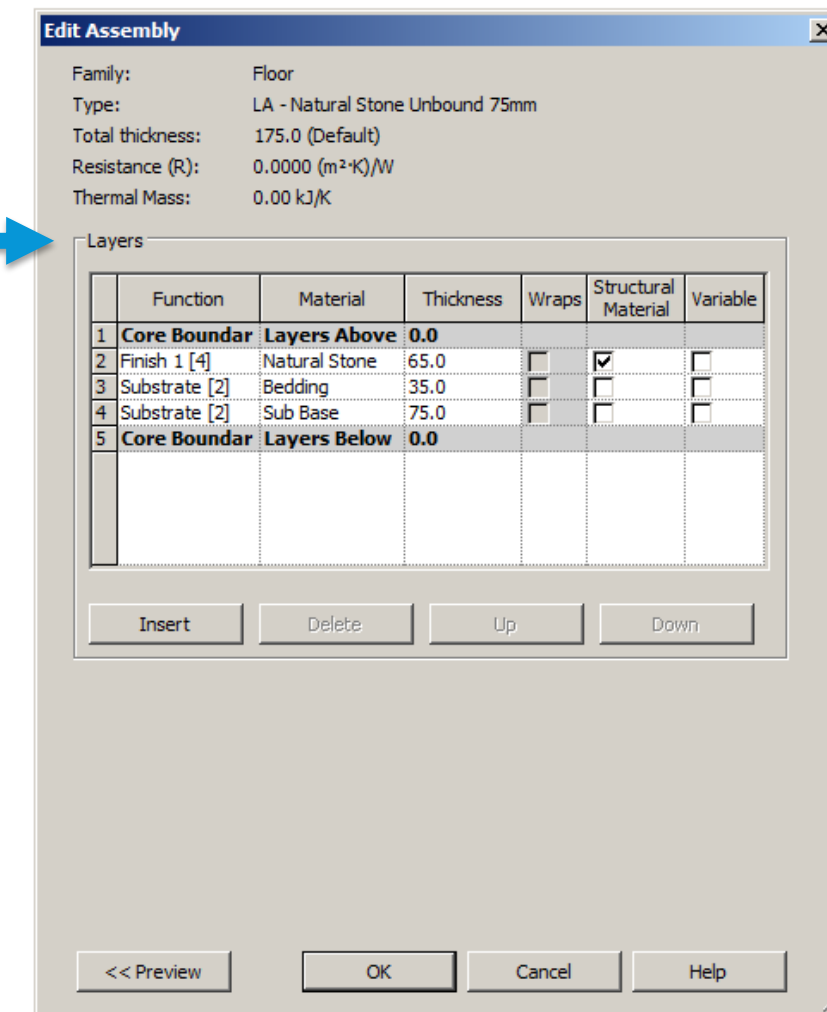
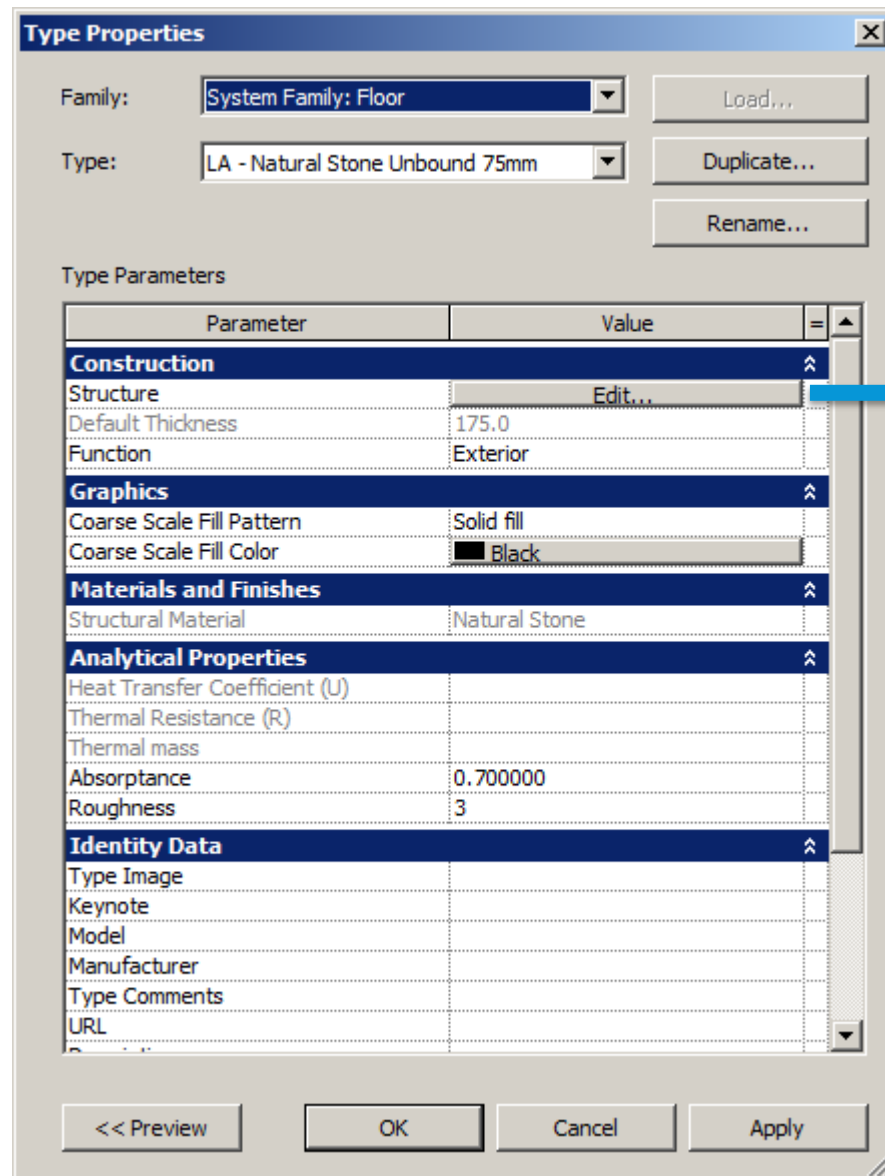
Floor vs Roof

- Coordination

EXTERNAL ↔ INTERNAL

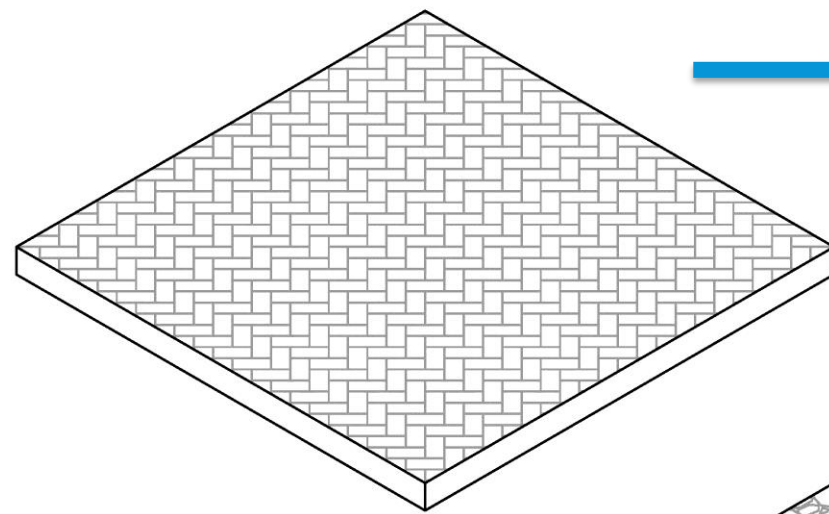
PAVING

Paving Floor Type

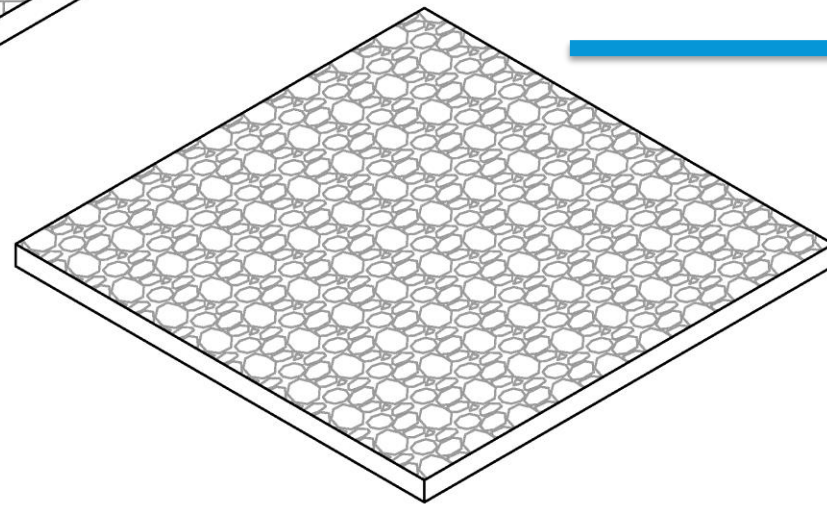
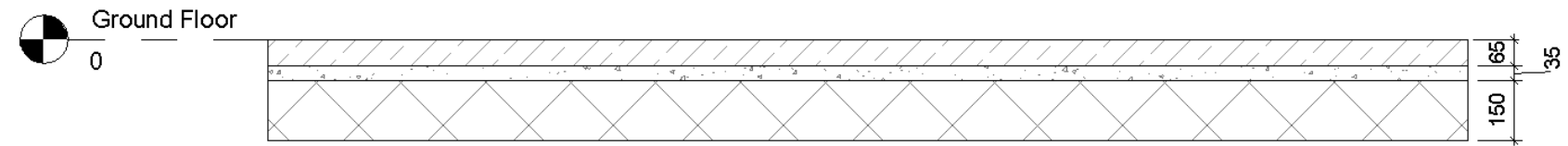


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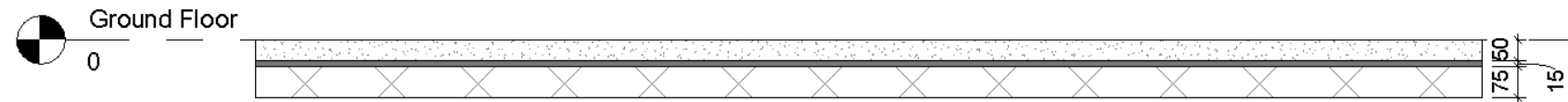
Paving Floor Type



Natural Stone Bound Paving

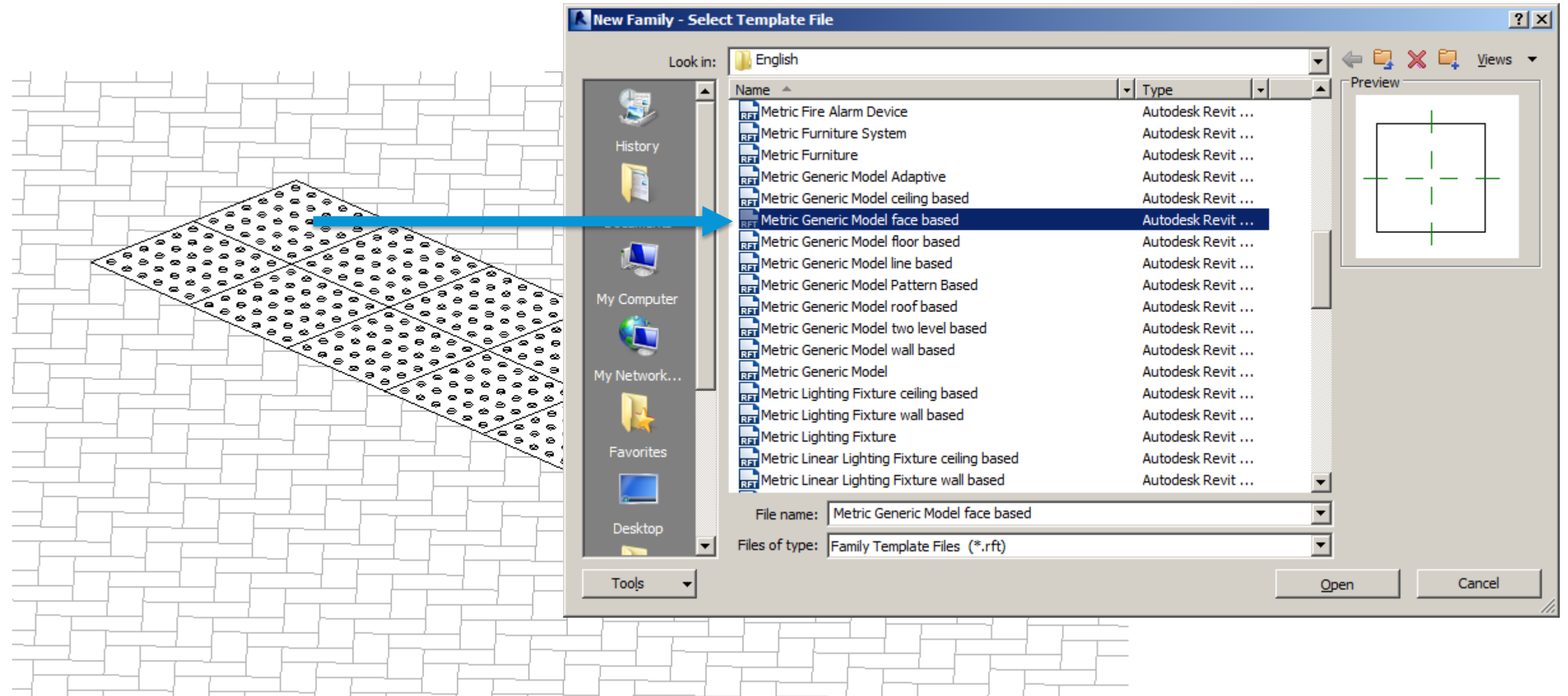


Self Binding Gravel



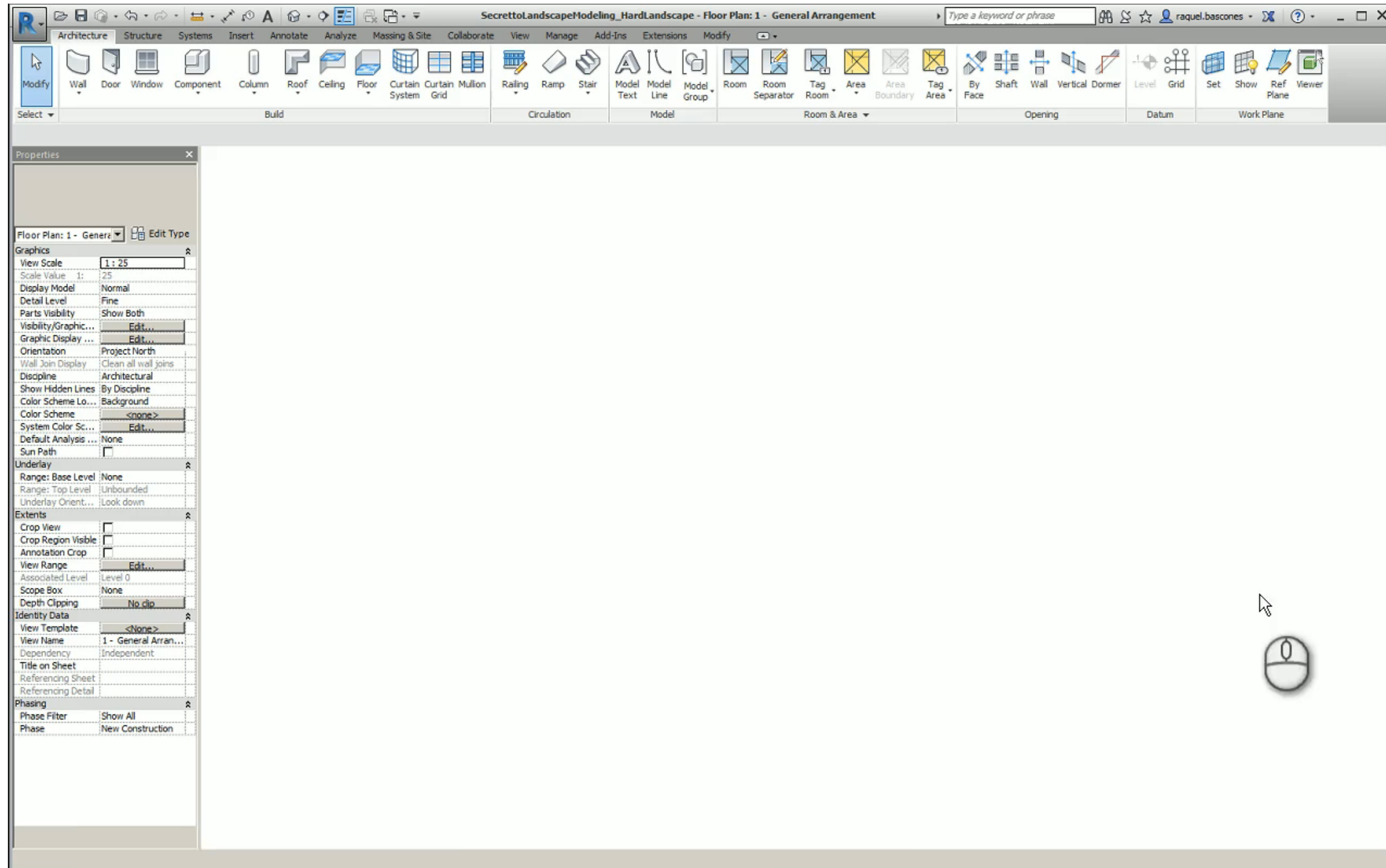
PAVING

Warning, Hazard or Tactile Paving



PAVING

Warning, Hazard or Tactile Paving



PAVING

Representing paving

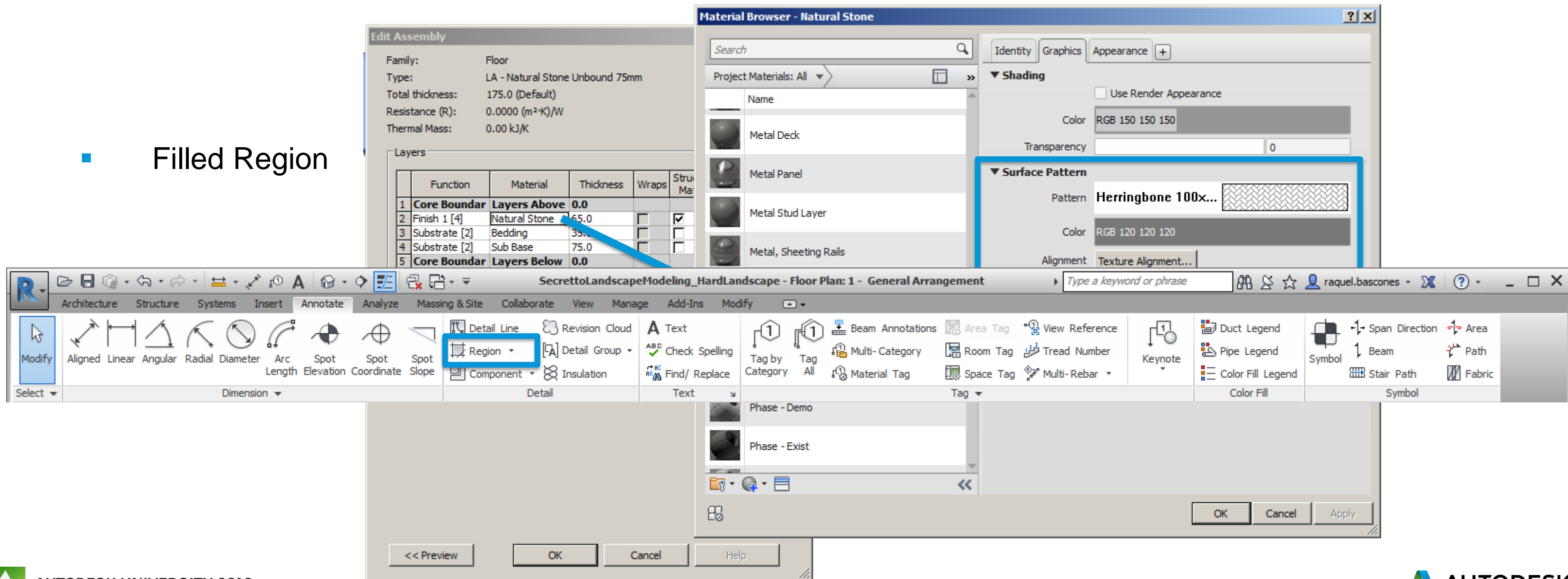


PAVING

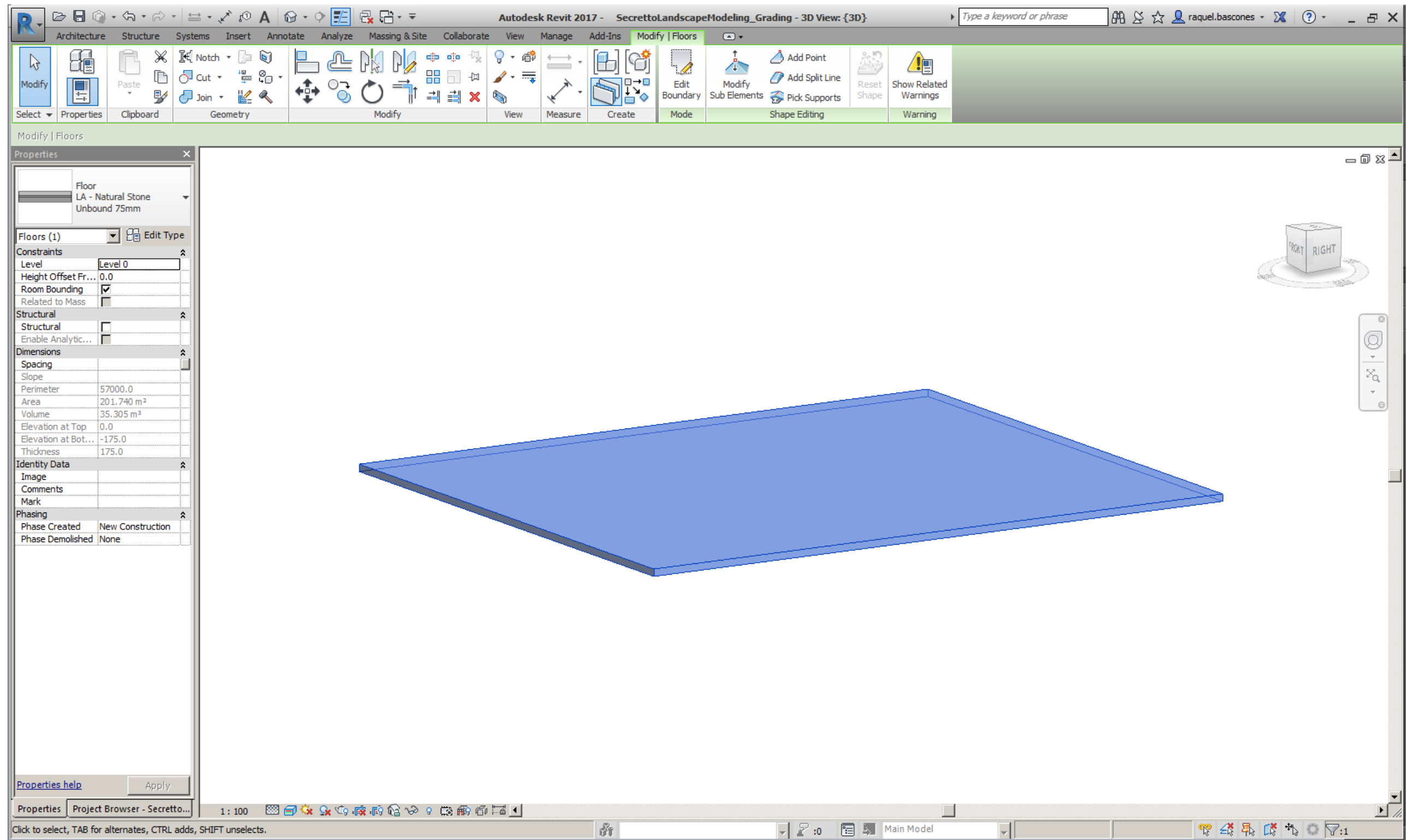
Representing paving

- Material Surface Pattern

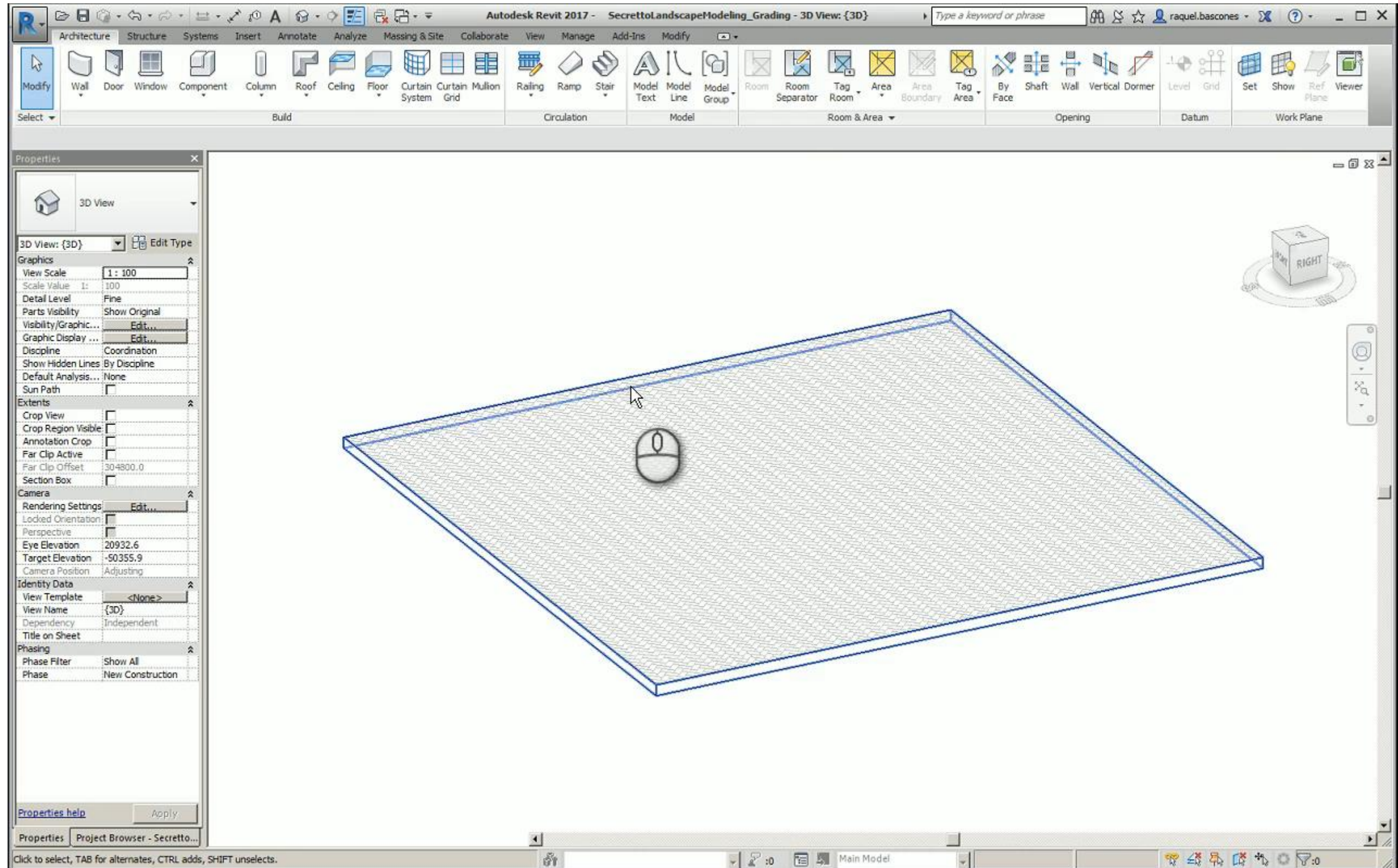
- Filled Region



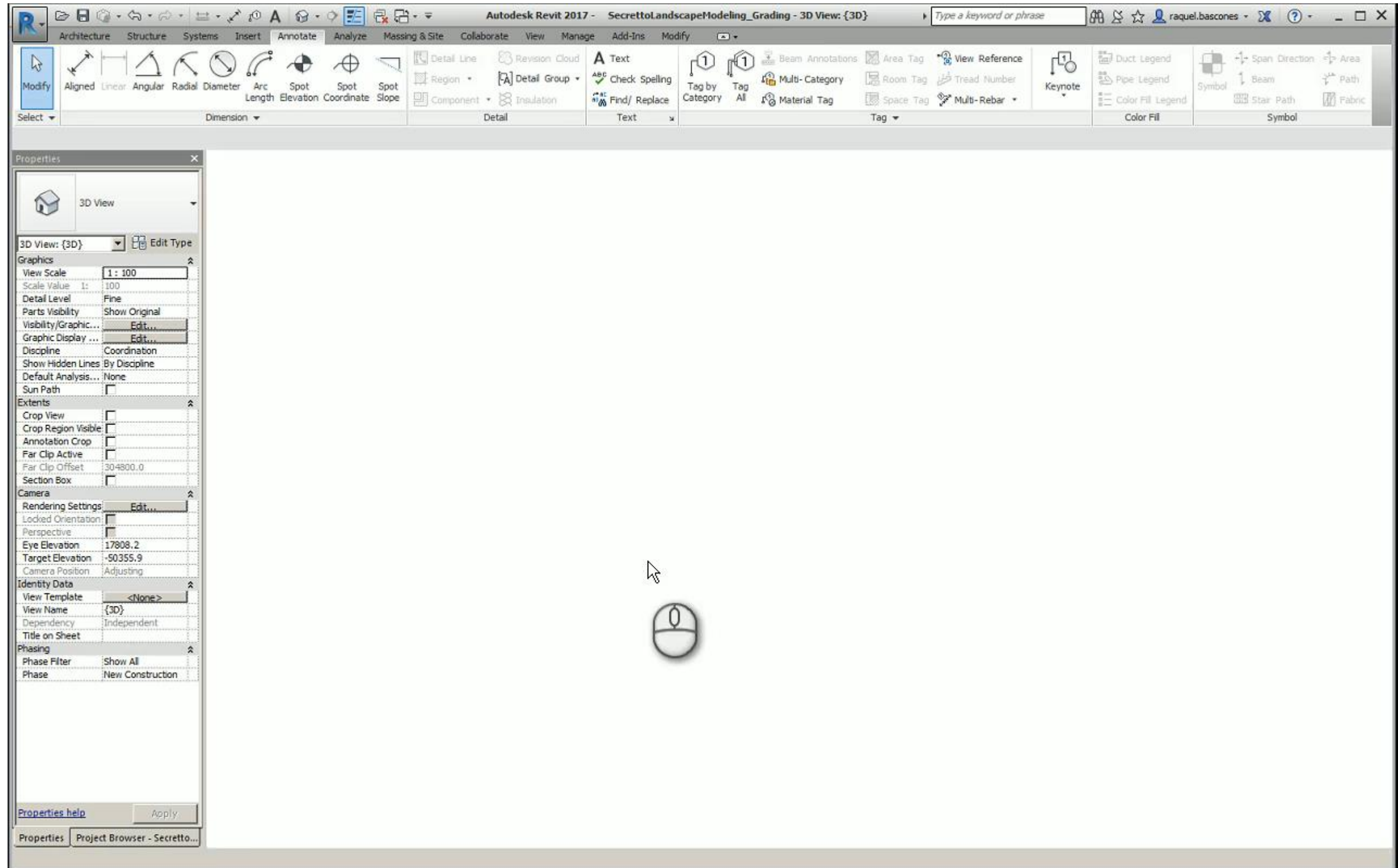
GRADING & LEVELS



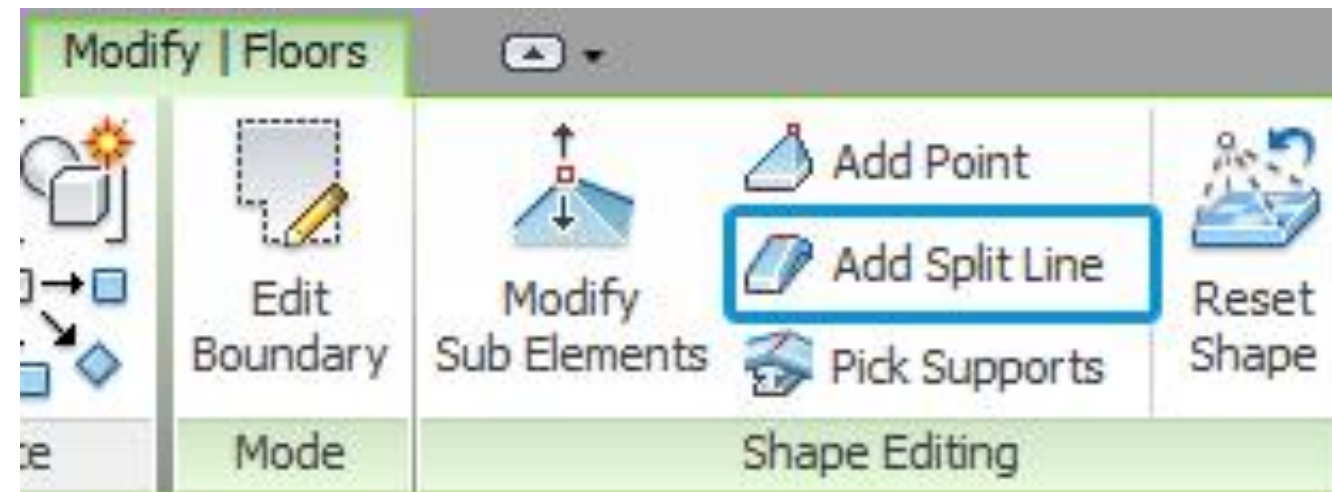
GRADING & LEVELS



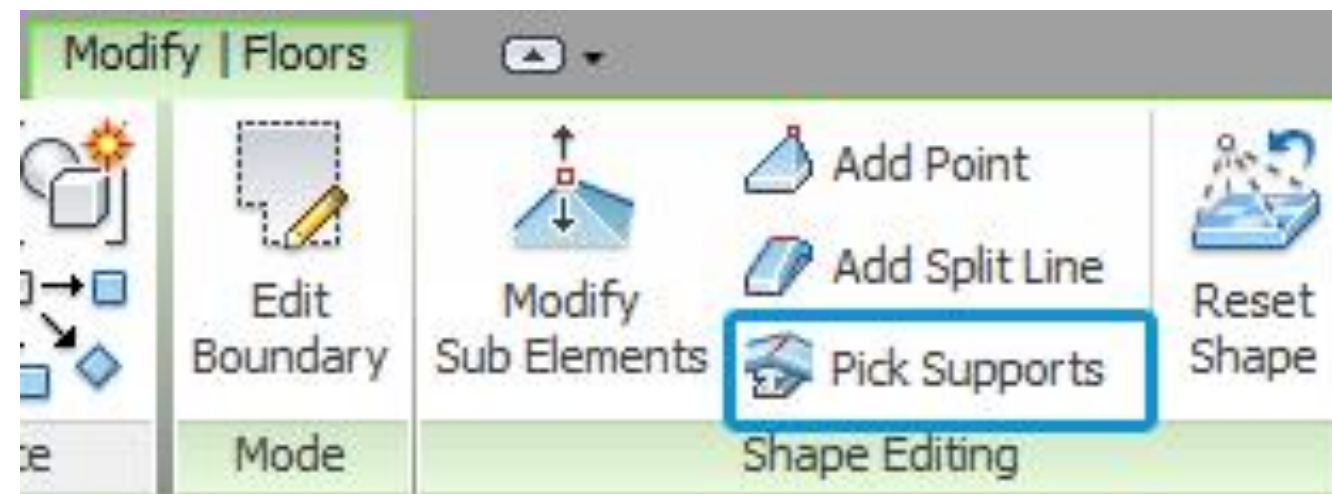
GRADING & LEVELS



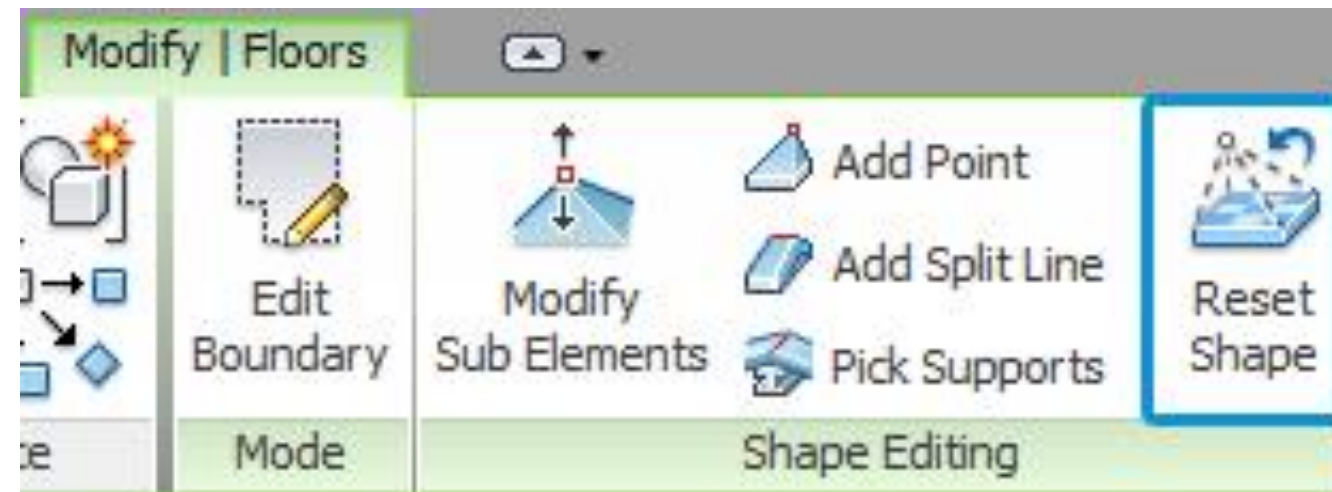
GRADING & LEVELS



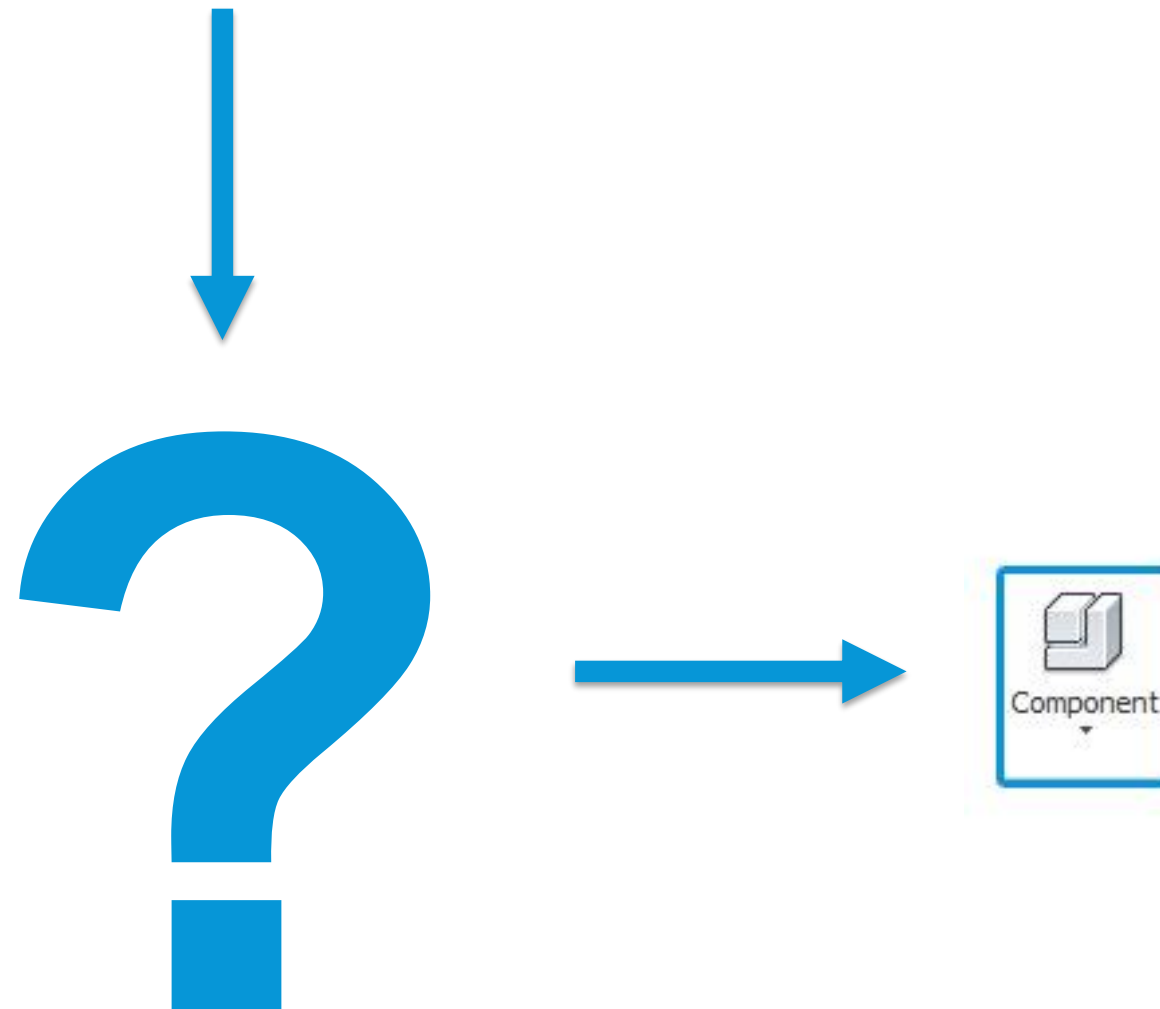
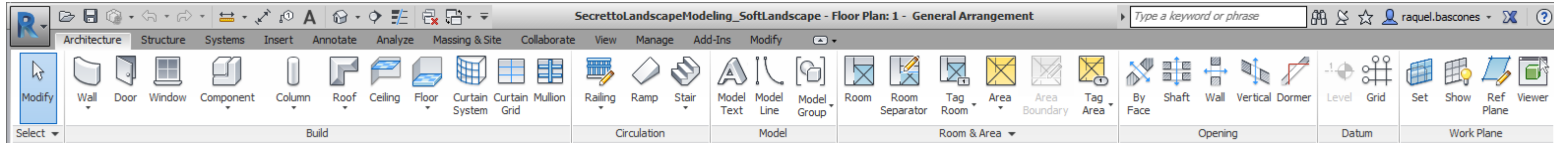
GRADING & LEVELS



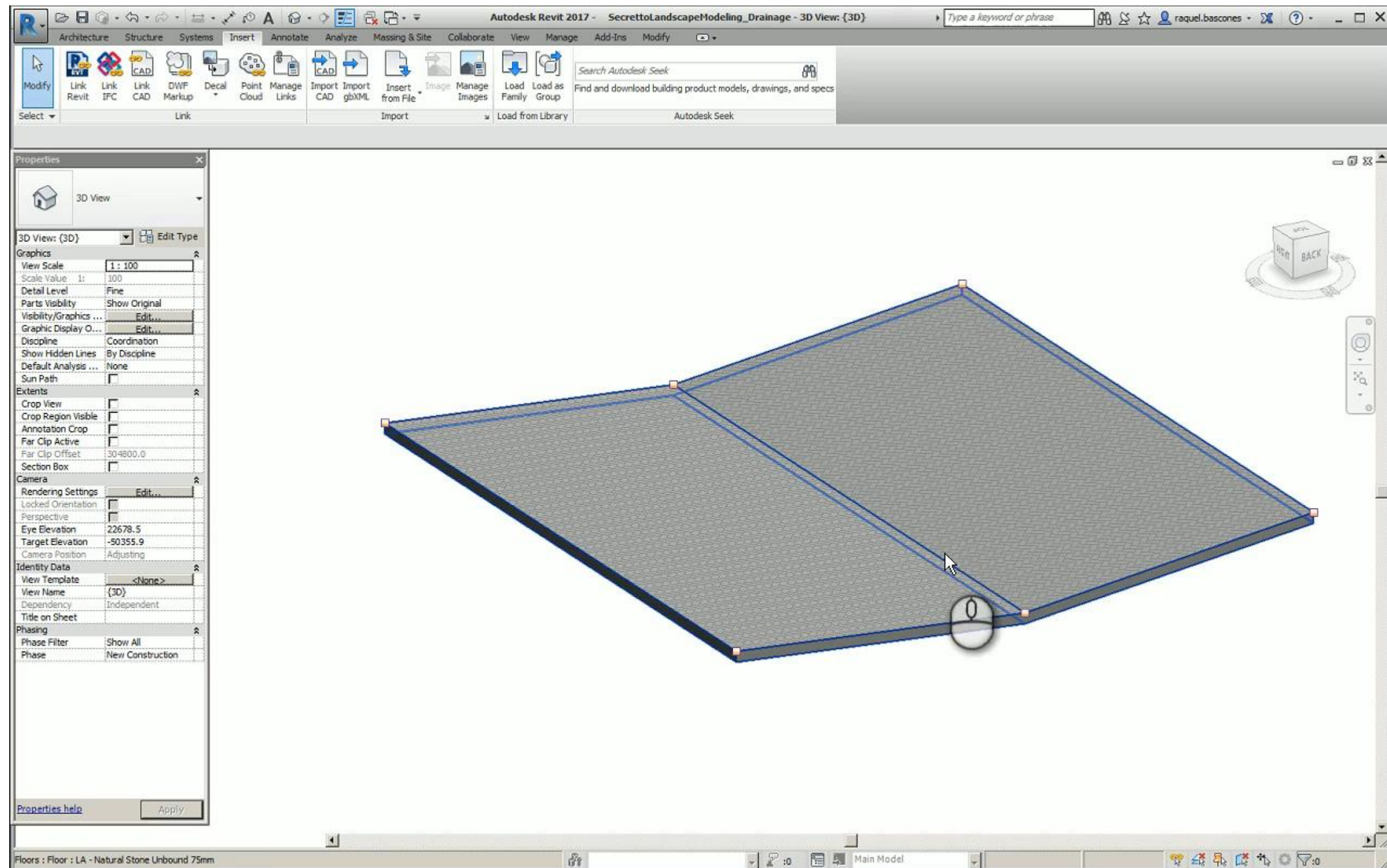
GRADING & LEVELS



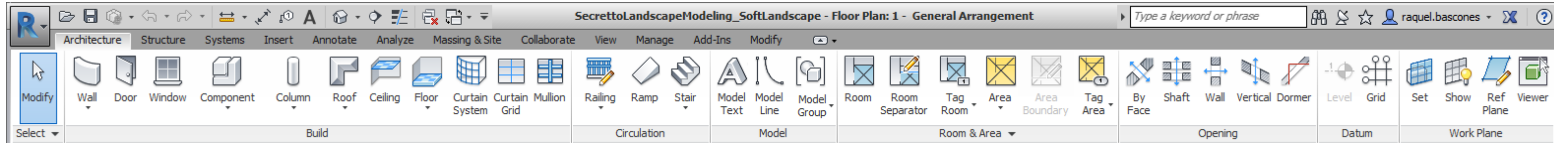
DRAINAGE



DRAINAGE

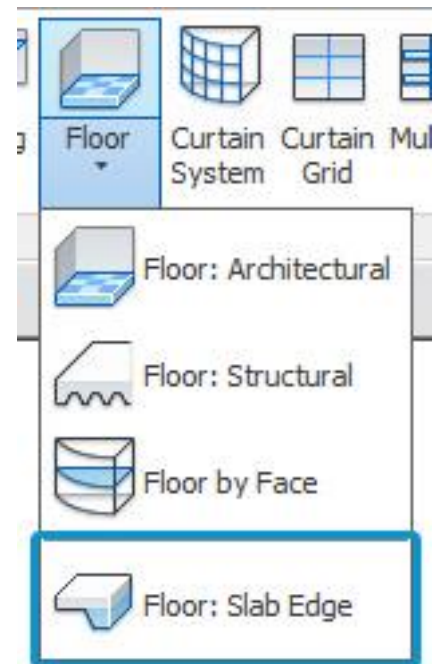


KERBS (CURBS)

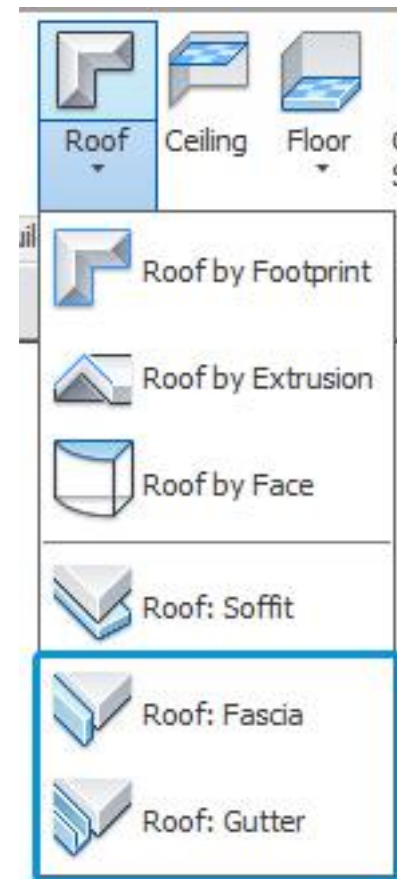


KERBS (CURBS)

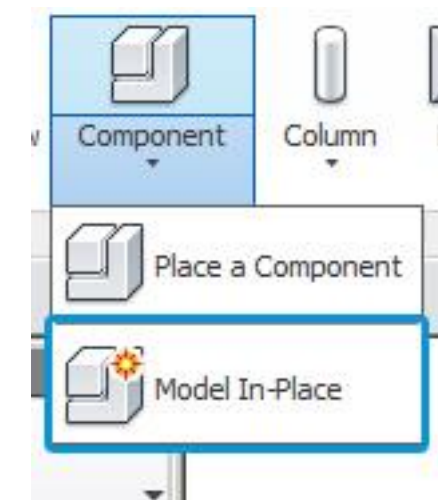
Floors



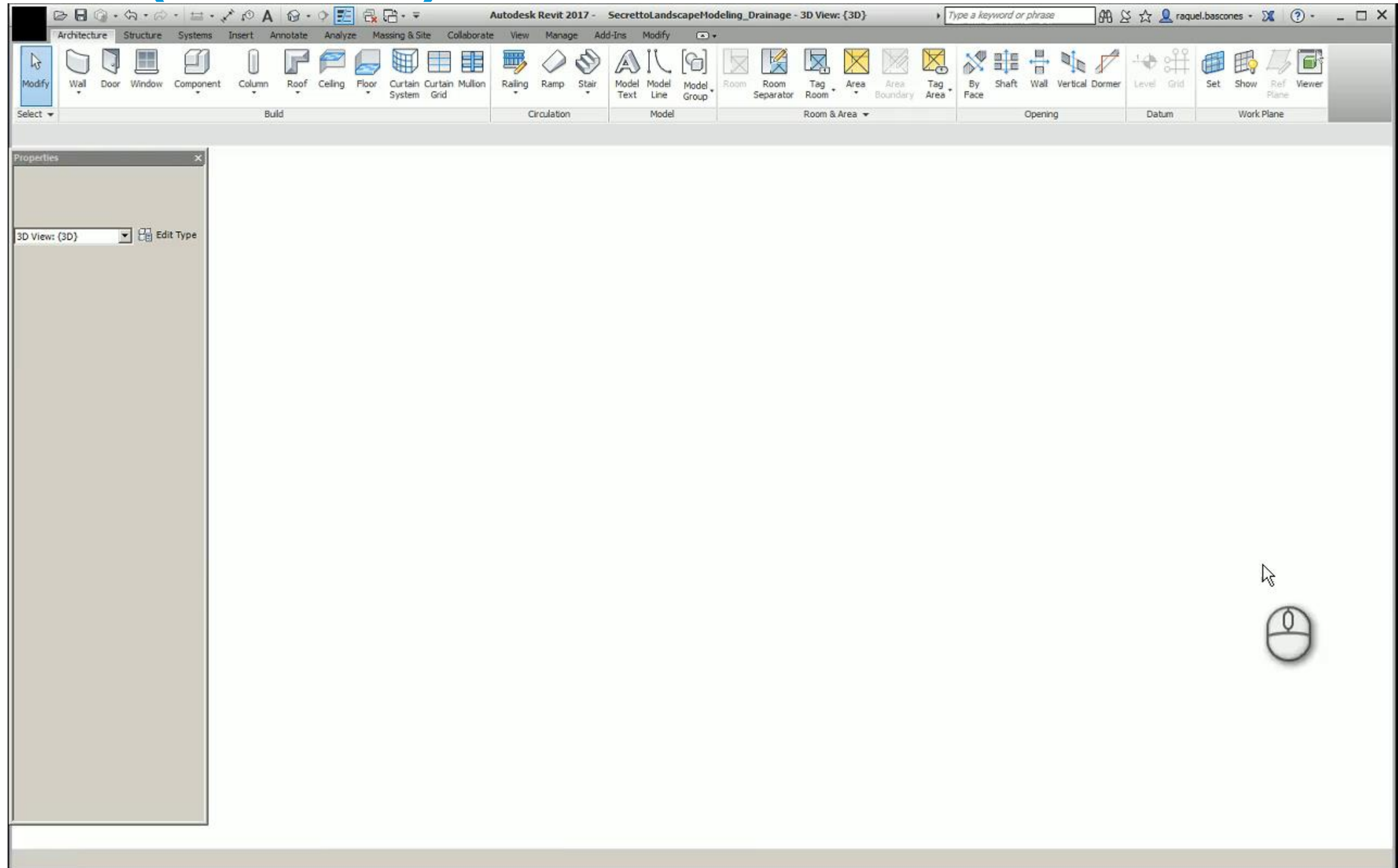
Roofs



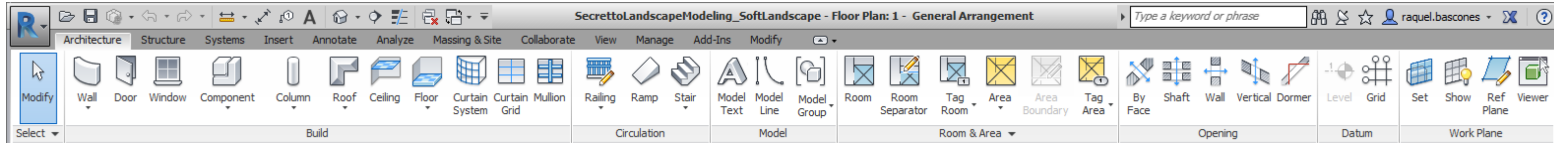
Both



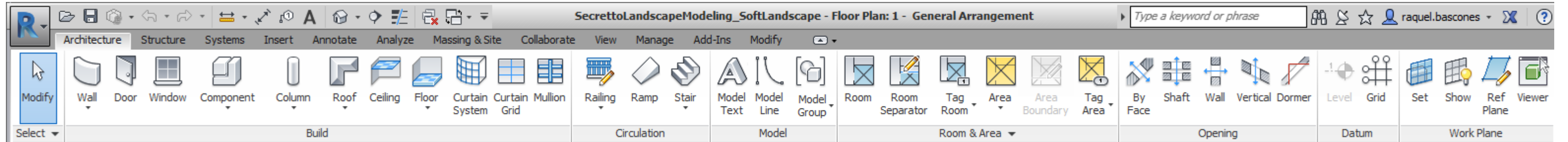
KERBS (CURBS)



STAIRS

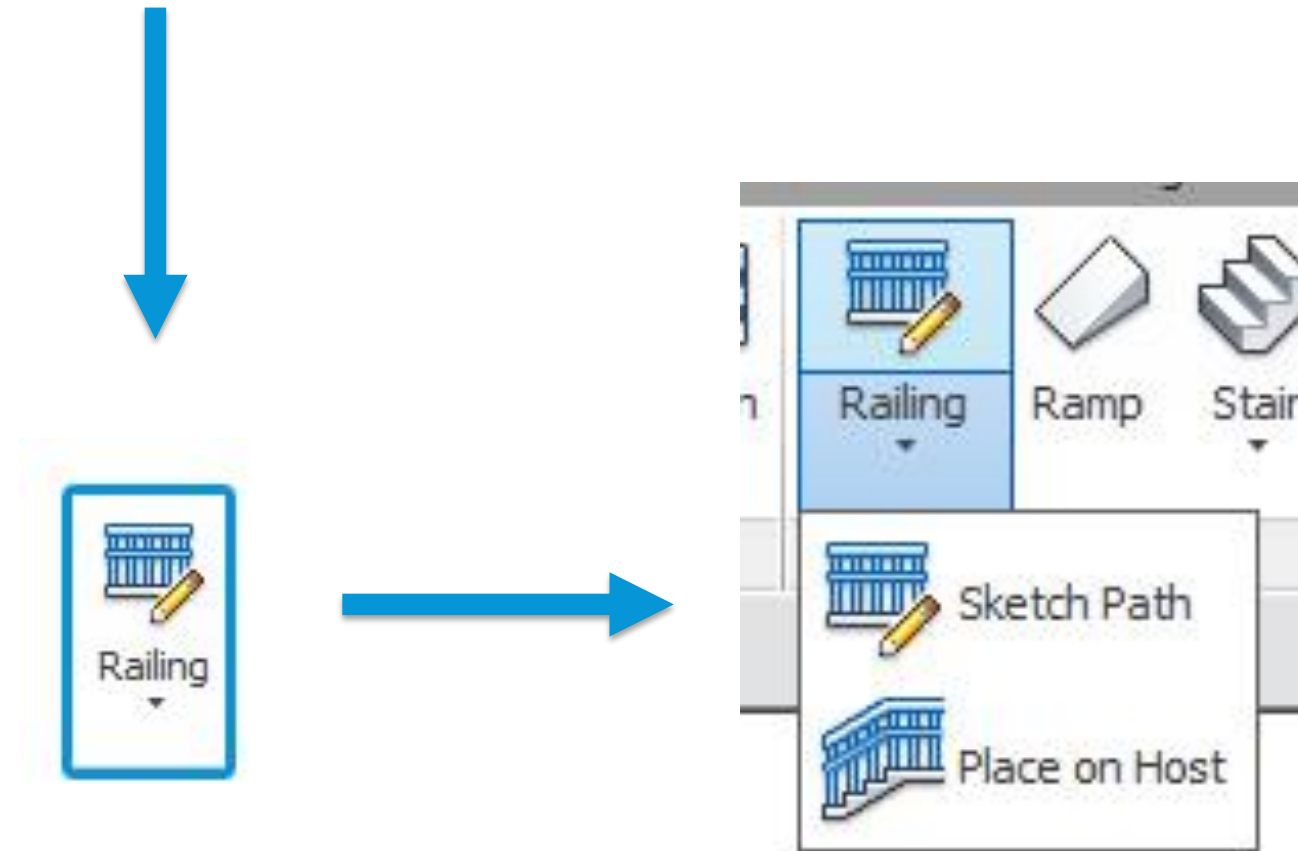
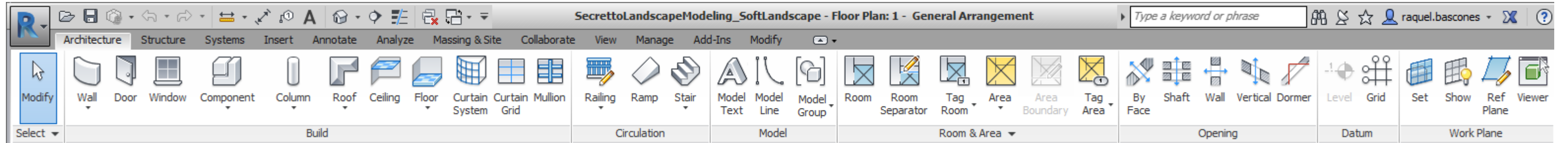


RAMPS

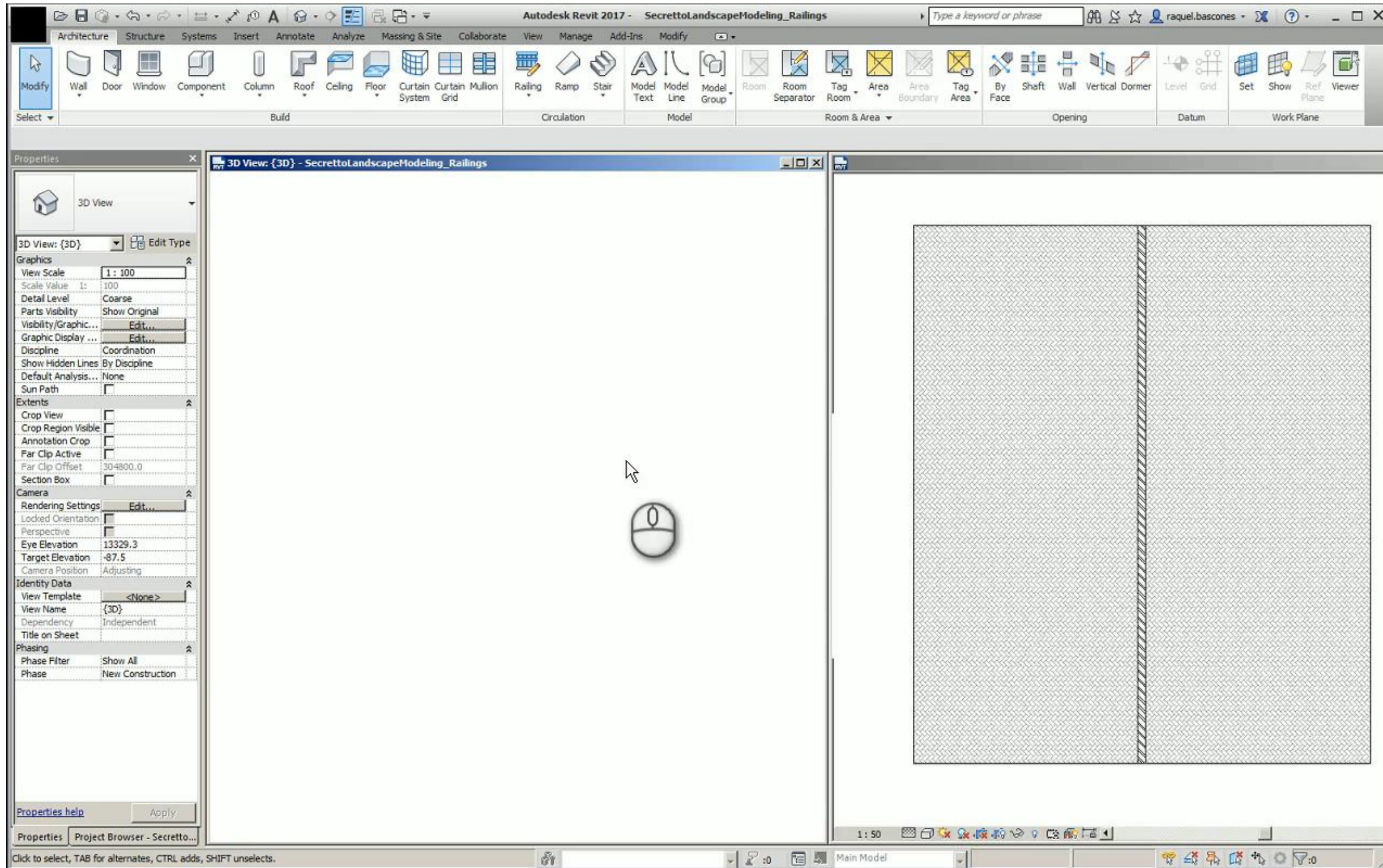


- Ramp cannot have two slopes

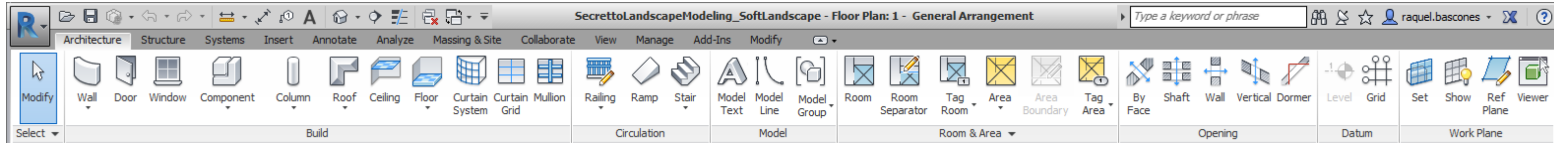
RAILINGS



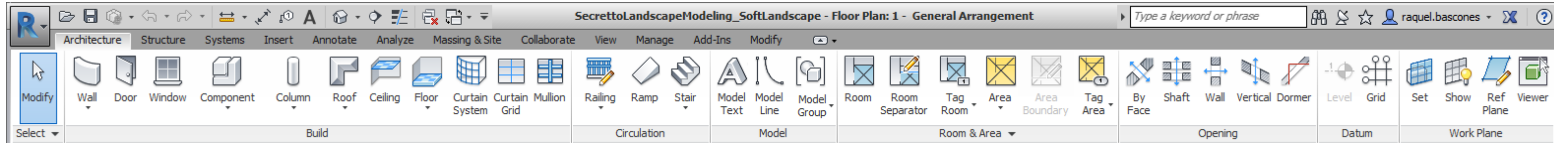
RAILINGS



WALLS

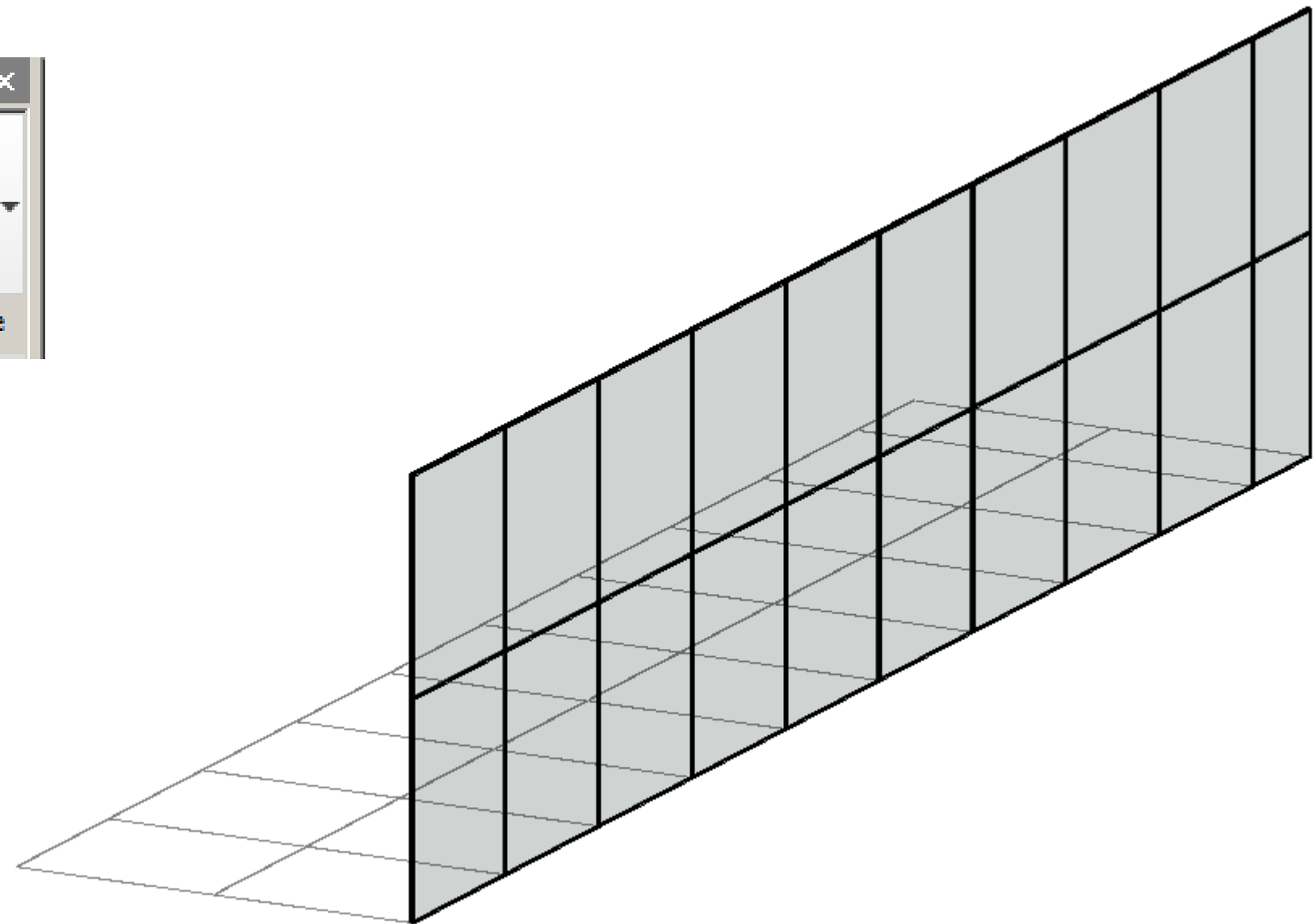
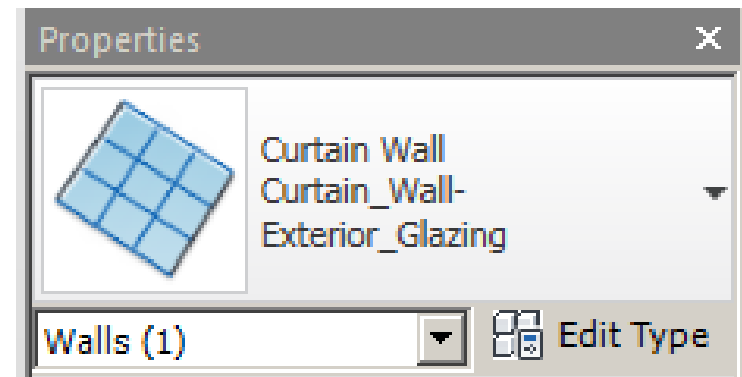


FENCES



FENCES

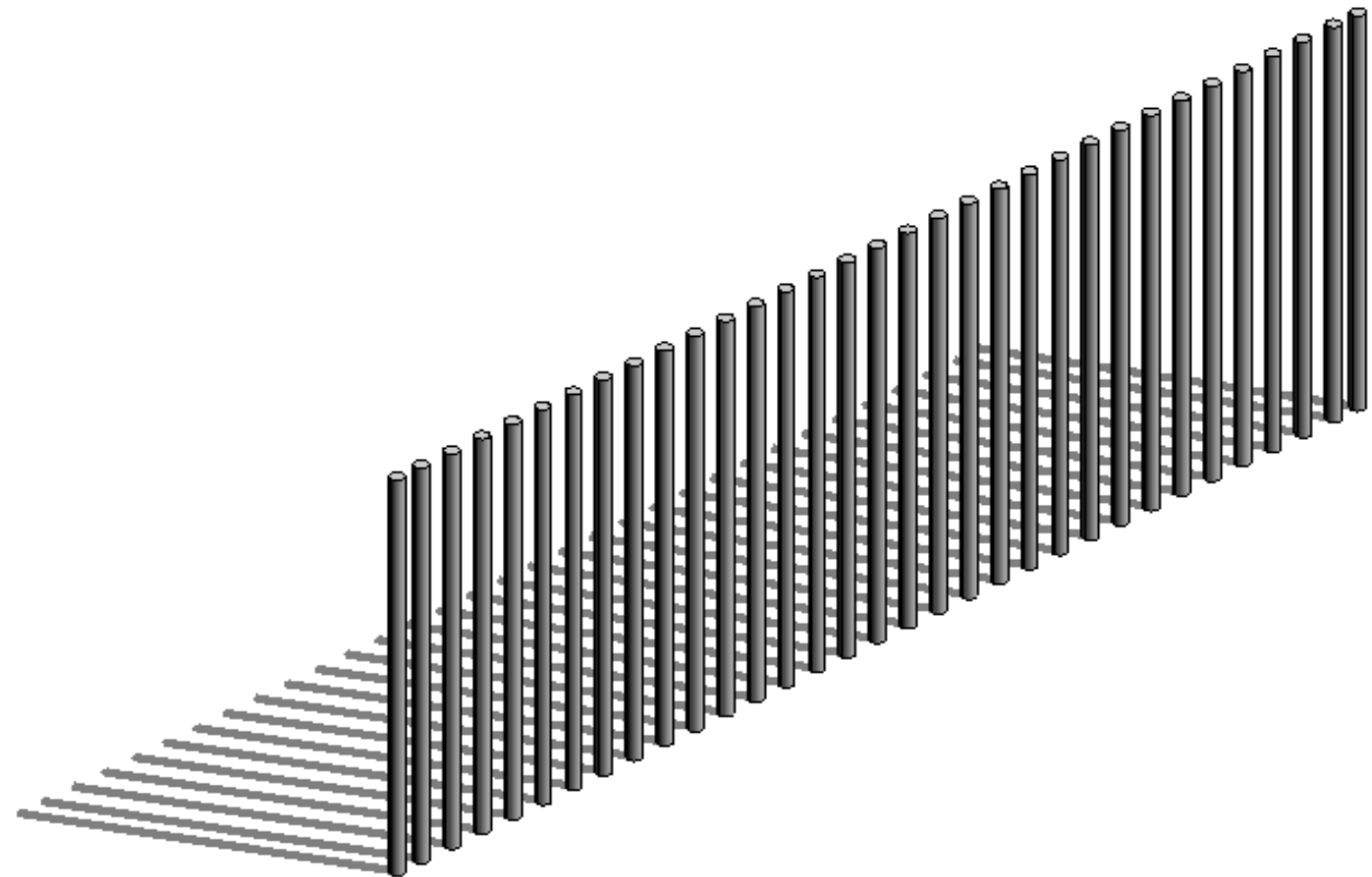
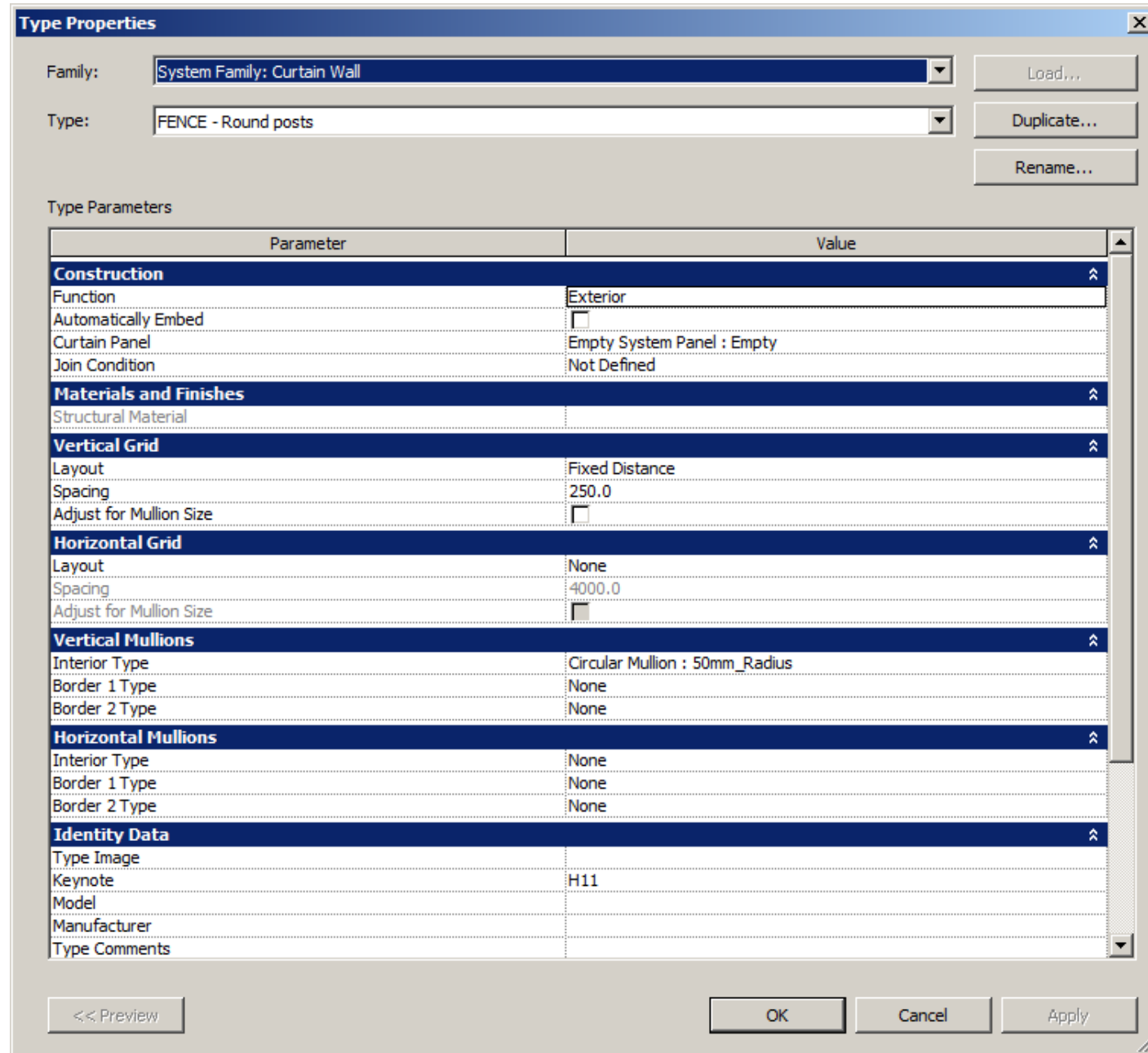
Using curtain walls as fences



- Horizontal and vertical mullions: Any profile
- Panels: Any wall type or Empty panel

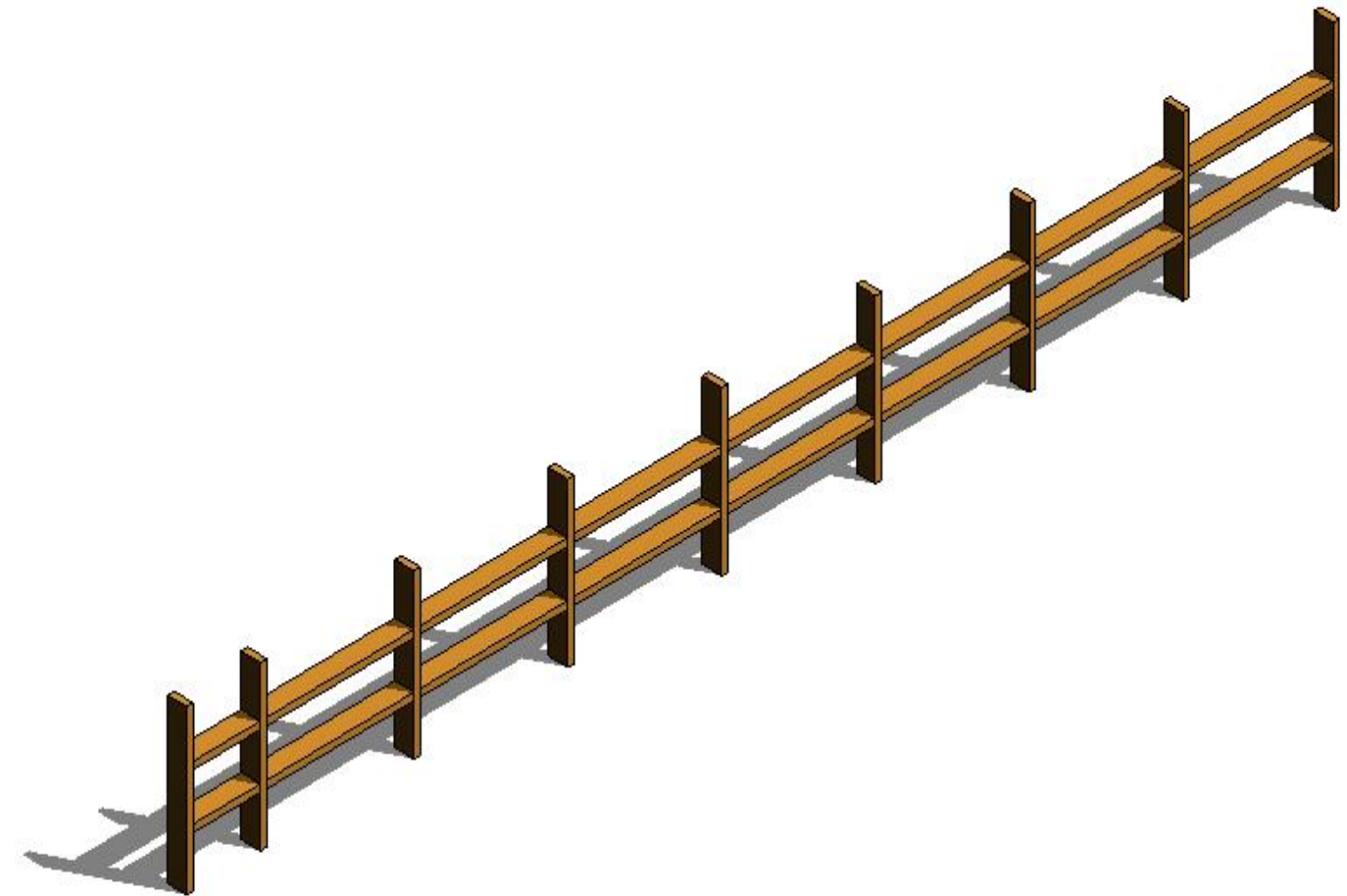
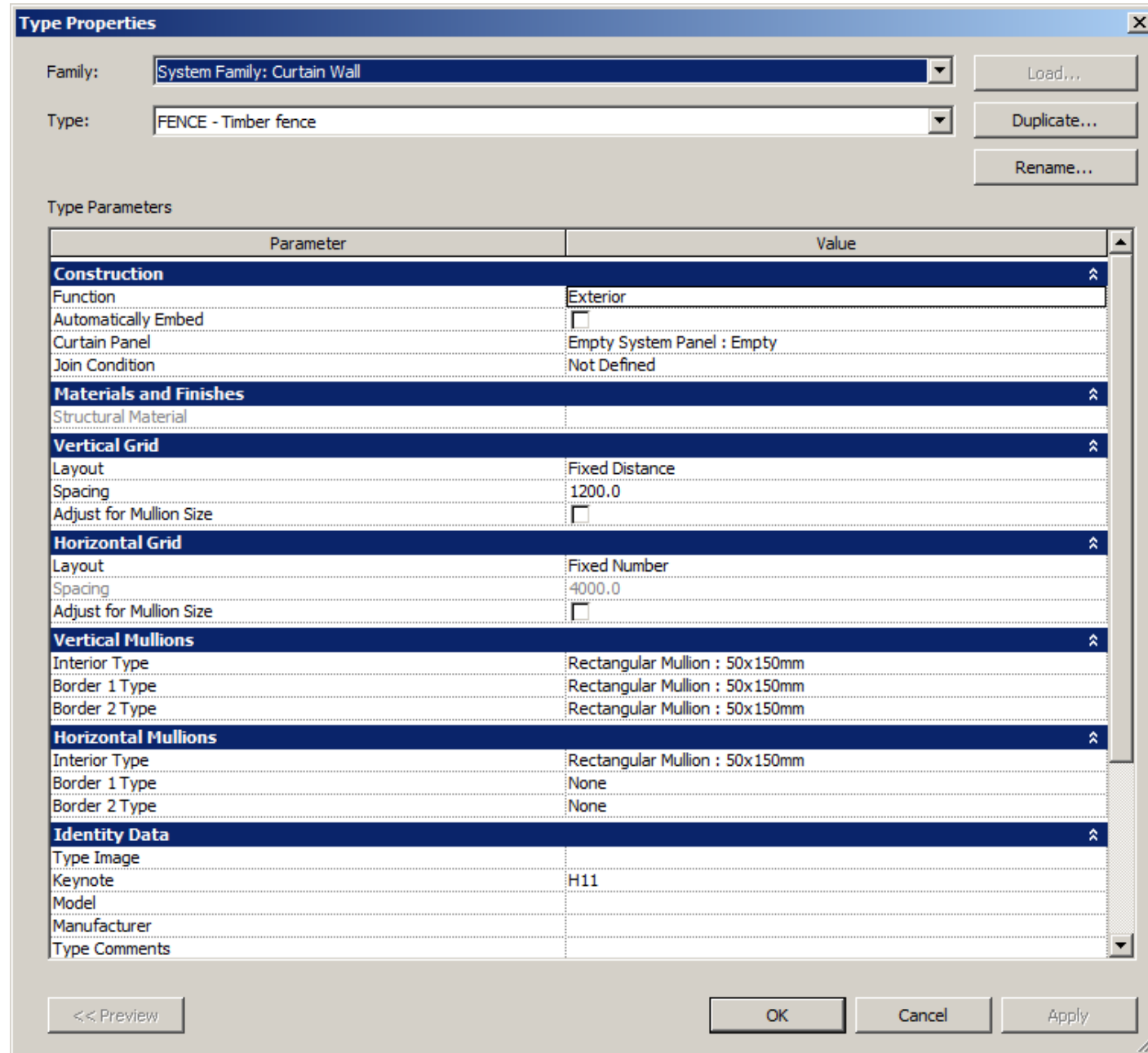
FENCES

Using curtain walls as fences



FENCES

Using curtain walls as fences



FENCES

Using curtain walls as fences

Type Properties

Family: System Family: Curtain Wall
Type: FENCE - Wired

Type Parameters

| Parameter | Value |
|-------------------------------|--------------------------------|
| Construction | |
| Function | Exterior |
| Automatically Embed | <input type="checkbox"/> |
| Curtain Panel | Basic Wall : WALL - Wired mesh |
| Join Condition | Not Defined |
| Materials and Finishes | |
| Structural Material | |
| Vertical Grid | |
| Layout | None |
| Spacing | 250.0 |
| Adjust for Mullion Size | <input type="checkbox"/> |
| Horizontal Grid | |
| Layout | None |
| Spacing | 4000.0 |
| Adjust for Mullion Size | <input type="checkbox"/> |
| Vertical Mullions | |
| Interior Type | None |
| Border 1 Type | Circular Mullion : 25mm_Radius |
| Border 2 Type | Circular Mullion : 25mm_Radius |
| Horizontal Mullions | |
| Interior Type | None |
| Border 1 Type | Circular Mullion : 25mm_Radius |
| Border 2 Type | Circular Mullion : 25mm_Radius |
| Identity Data | |
| Type Image | |
| Keynote | H11 |
| Model | |
| Manufacturer | |
| Type Comments | |

Edit Assembly

Family: Basic Wall
Type: WALL - Wired mesh
Total thickness: 30.0
Resistance (R): 0.0000 (m²*K)/W
Thermal Mass: 0.00 kJ/K
Sample Height: 6096.0

Layers

| Function | Material | Thickness | Wraps | Structural Material |
|-----------------|-------------------|-----------|--------------------------|-------------------------------------|
| 1 Core Boundary | Layers Above Wrap | 0.0 | | |
| 2 Structure [1] | Wired mesh | 30.0 | <input type="checkbox"/> | <input checked="" type="checkbox"/> |
| 3 Core Boundary | Layers Below Wrap | 0.0 | | |

Material Browser - Wired mesh

Project Materials: All

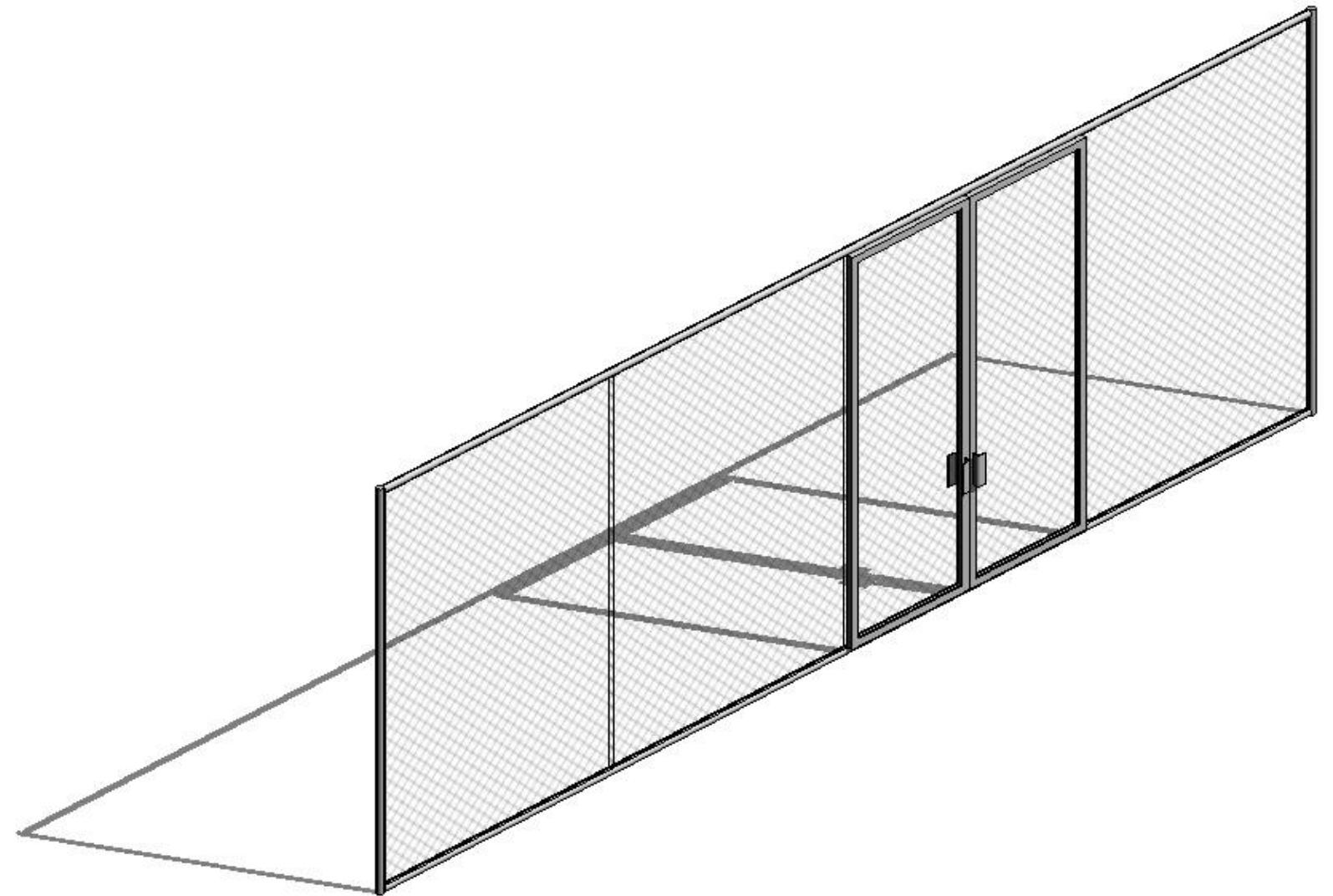
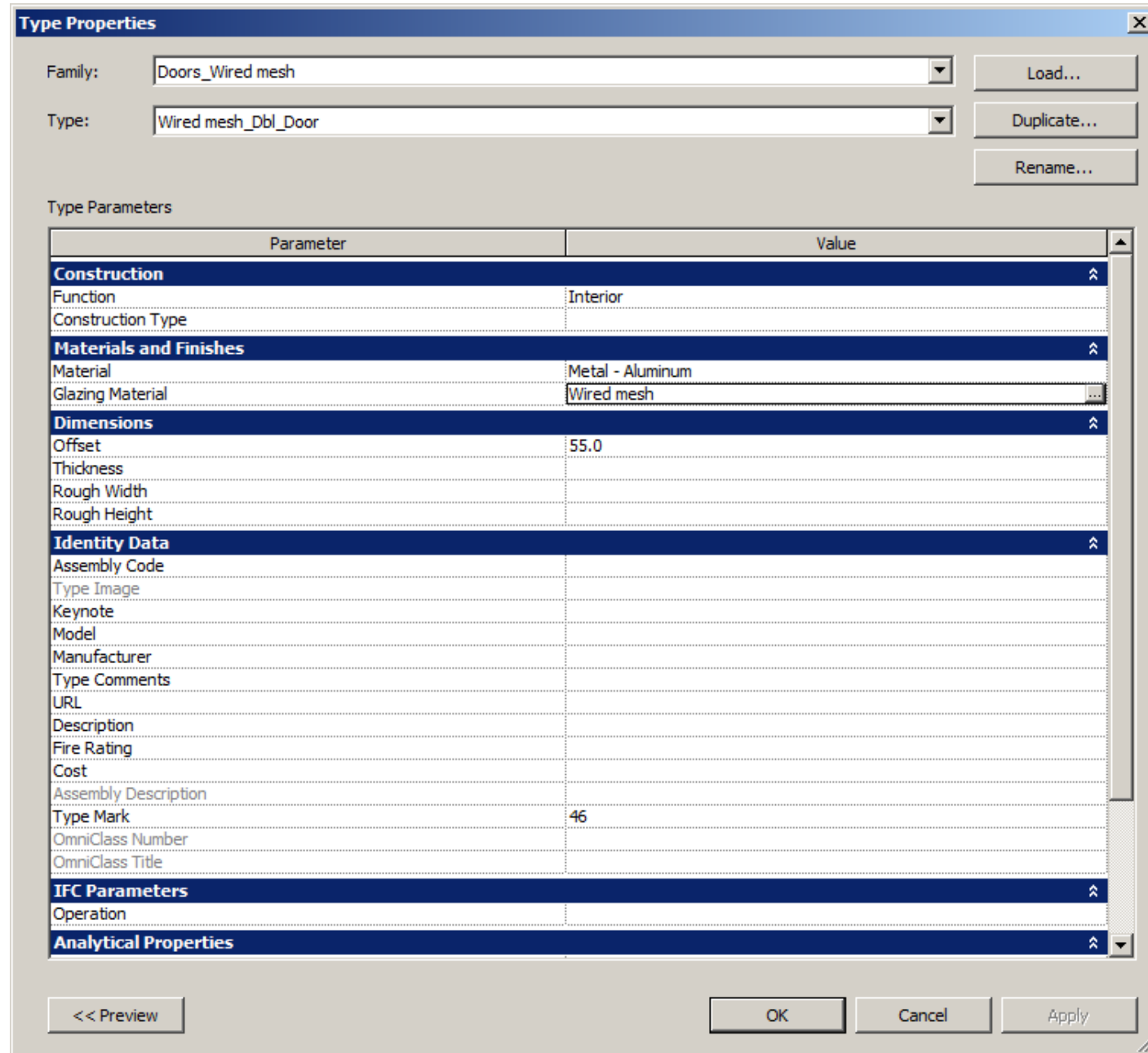
- Steel, Paint Finish, Dark Gray, Matte
- Structure, Timber Joist/Rafter Layer
- Structure, Timber Truss Joist/Rafter Layer
- Terracotta - Rainscreen
- Vapor Retarder
- Window Frame
- Wired mesh
- Wood
- Wood Sheathing, Chipboard

Texture Editor

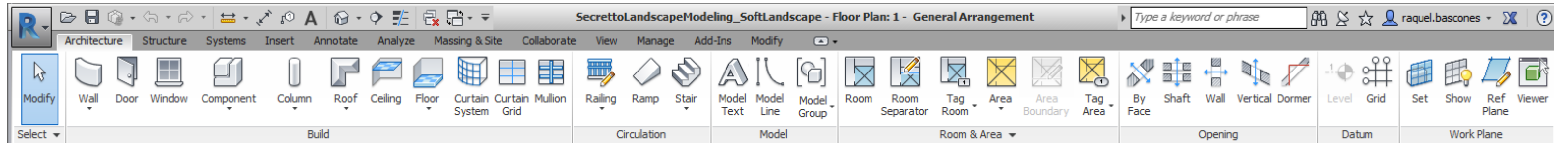
Image: Fence cut out.jpg
Brightness: 100
Invert Image: | **Transforms** | |
| Link texture transforms: | |
| **Position** | |

GATES

Using curtain walls doors as gates



WATER FEATURES



WATER FEATURES



Edit Assembly

Family: Floor
Type: FLOOR - Water
Total thickness: 400.0 (Default)
Resistance (R): 0.0000 (m²·K)/W
Thermal Mass: 0.00 kJ/K

Layers

| | Function | Material | Thickness | Wraps | Structural Material | Variable |
|---|---------------|-------------------|-----------|--------------------------|-------------------------------------|--------------------------|
| 1 | Core Boundary | Layers Above Wrap | 0.0 | | | |
| 2 | Structure [1] | Water | 400.0 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| 3 | Core Boundary | Layers Below Wrap | 0.0 | | | |

Material Browser - Water

Project Materials: All

- Steel, Chrome Plated
- Steel, Paint Finish, Dark Gray, Matte
- Structure, Timber Joist/Rafter Layer
- Structure, Timber Truss Joist/Rafter Layer
- Terracotta - Rainscreen
- Vapor Retarder
- Water**
- Window Frame
- Wood

Shading

Use Render Appearance

Color: RGB 0 128 192

Transparency: 0

Surface Pattern

Pattern: <none>

Color: RGB 0 128 192

Alignment: Texture Alignment...

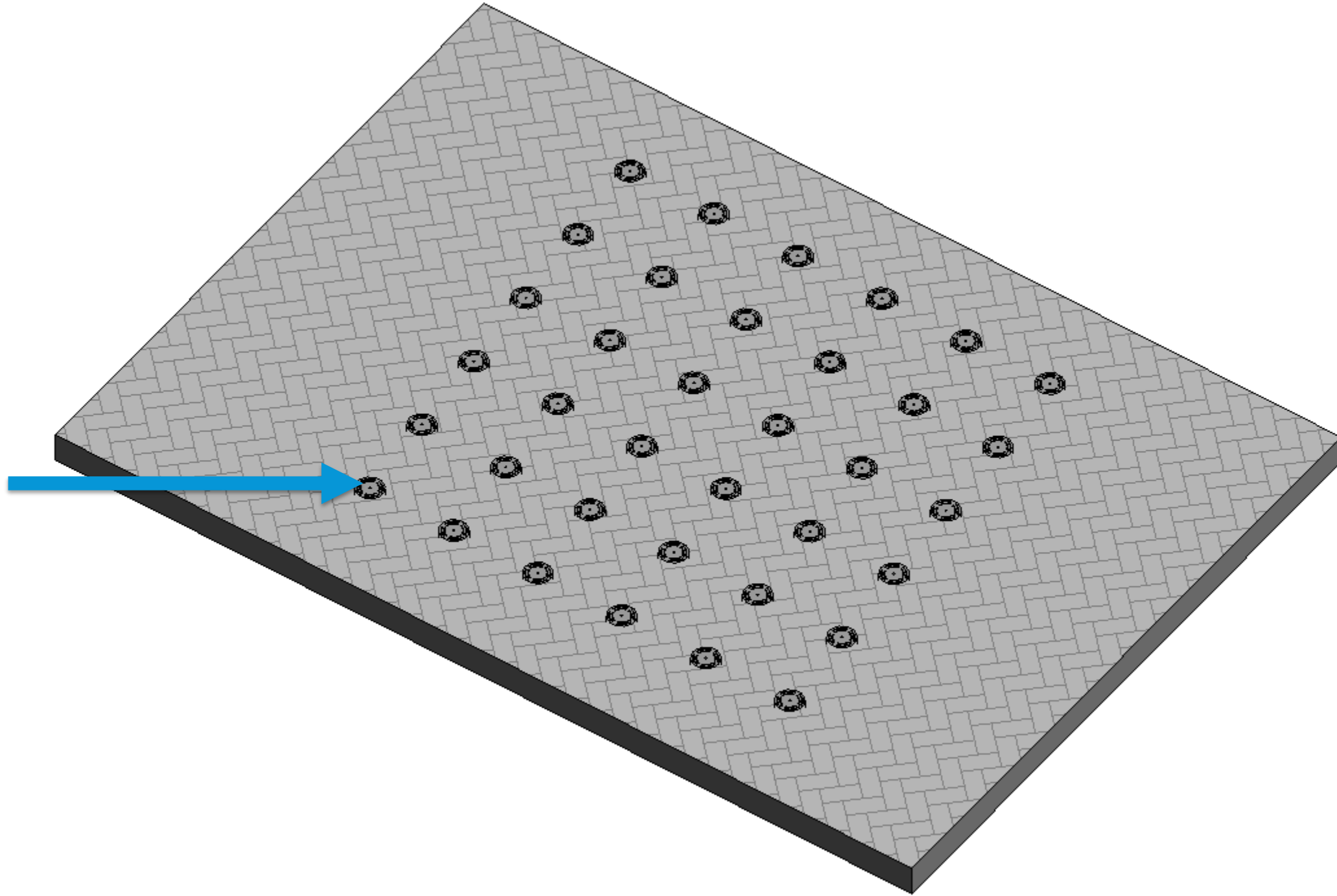
Cut Pattern

Pattern: Dash

Color: RGB 0 128 192

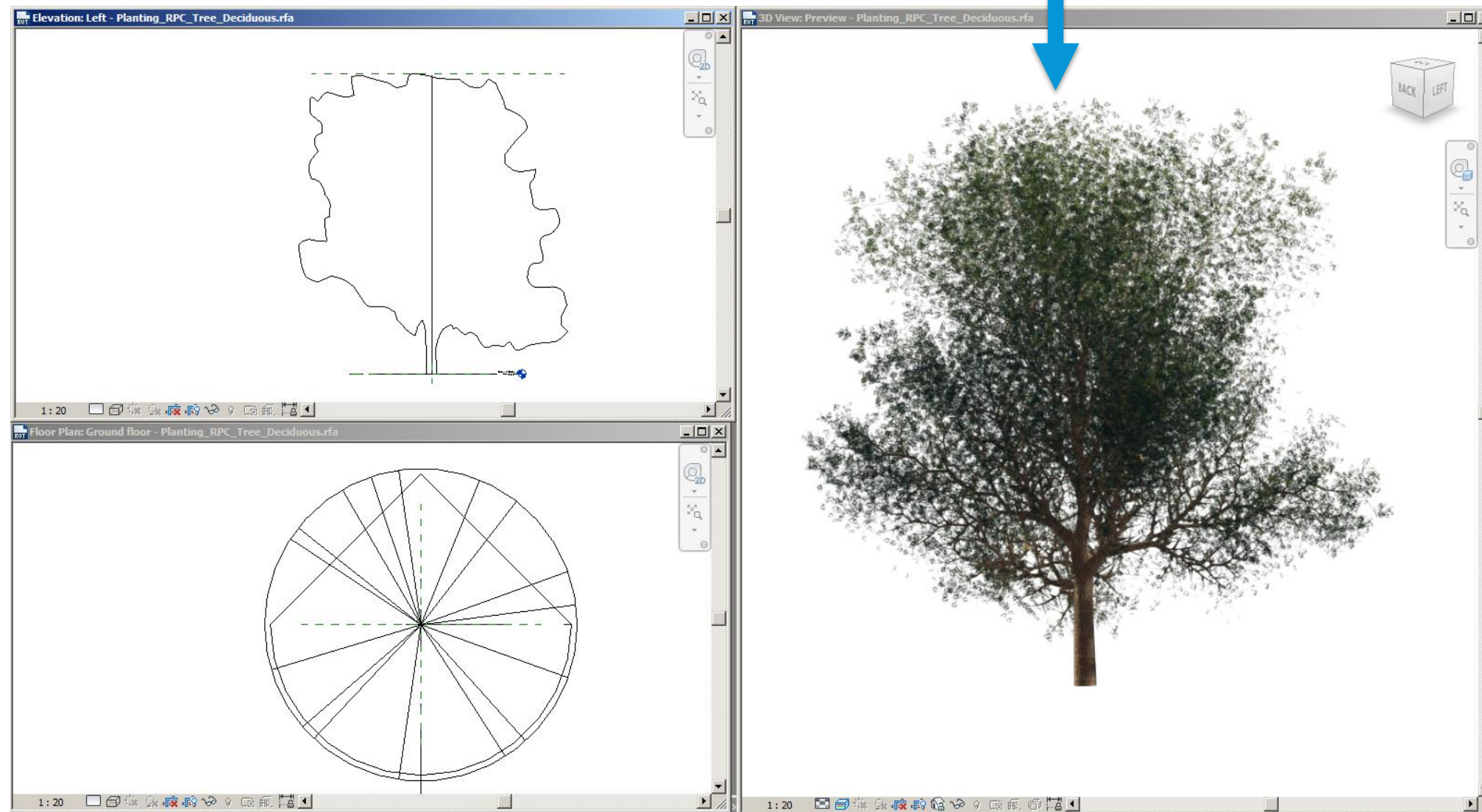
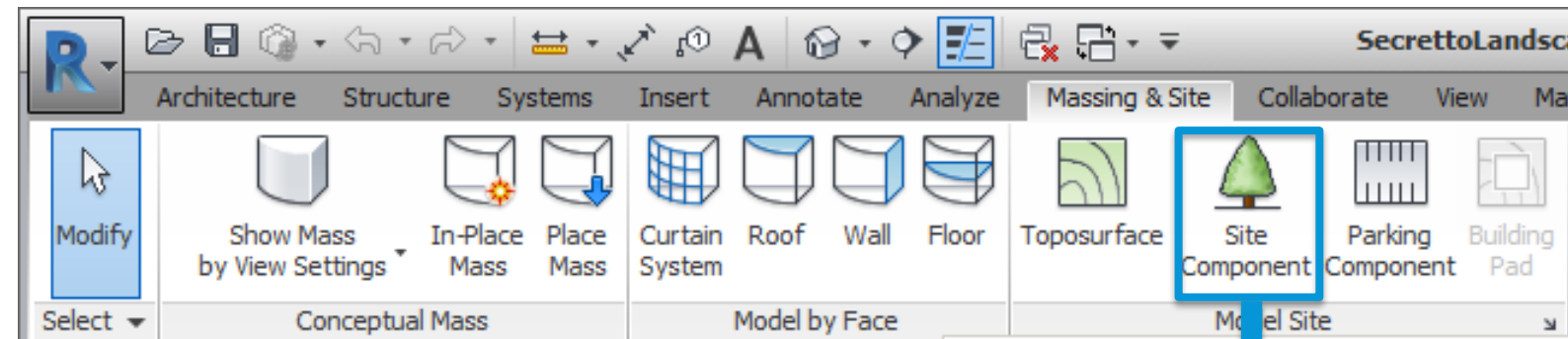
View: Section: Modify type Preview >>

WATER FEATURES



Soft Landscape Elements

MODEL AND REPRESENTATION



TREE PLANTING

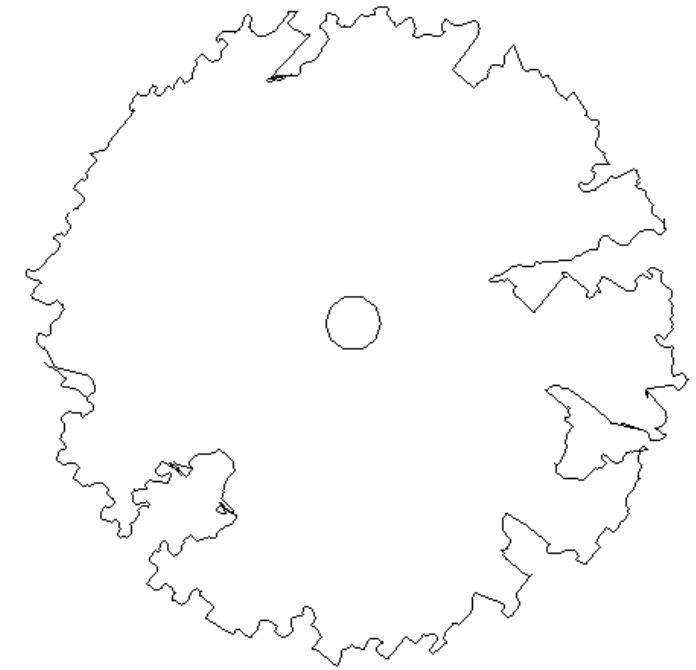
RPC



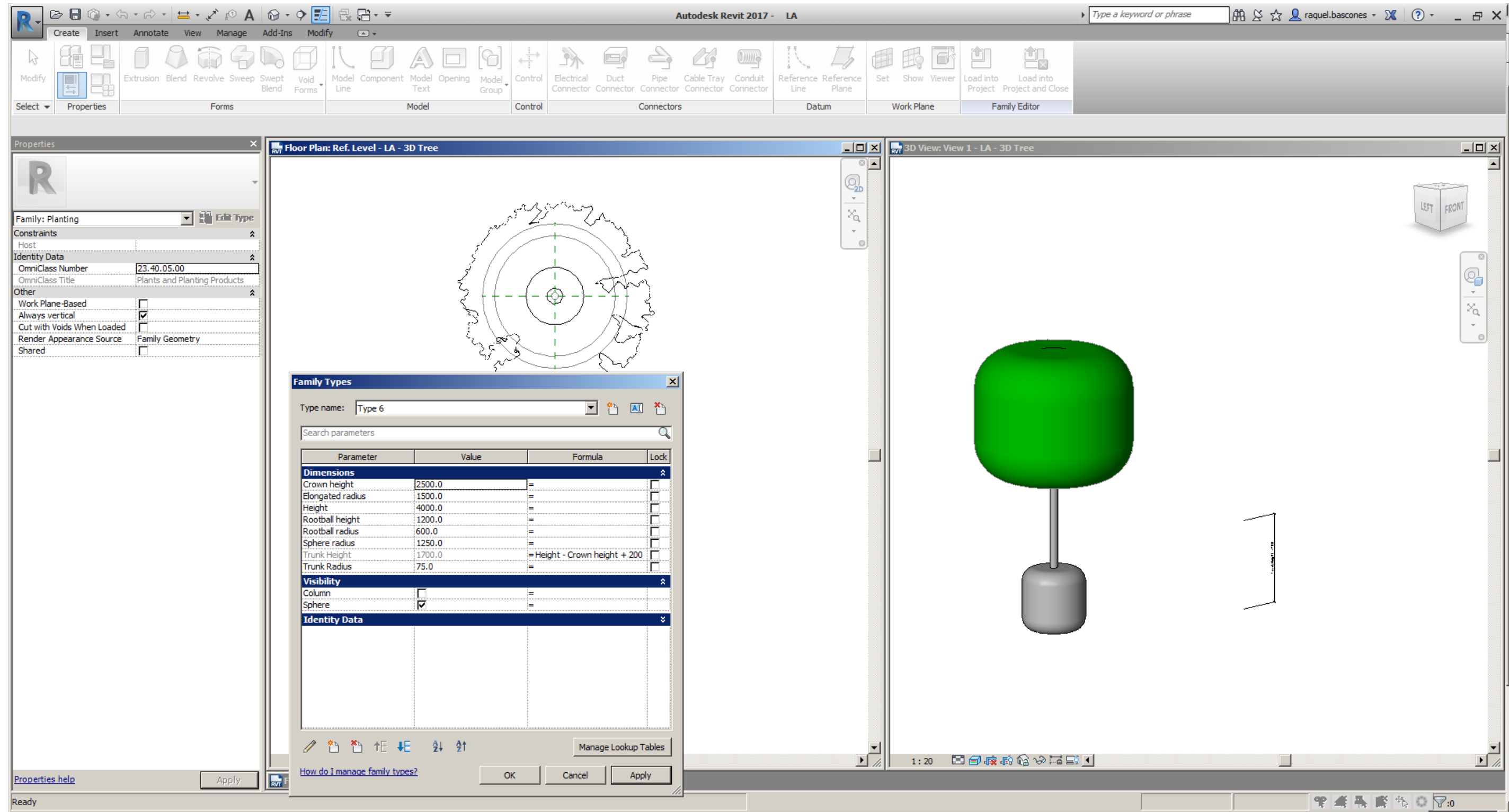
3D Trees



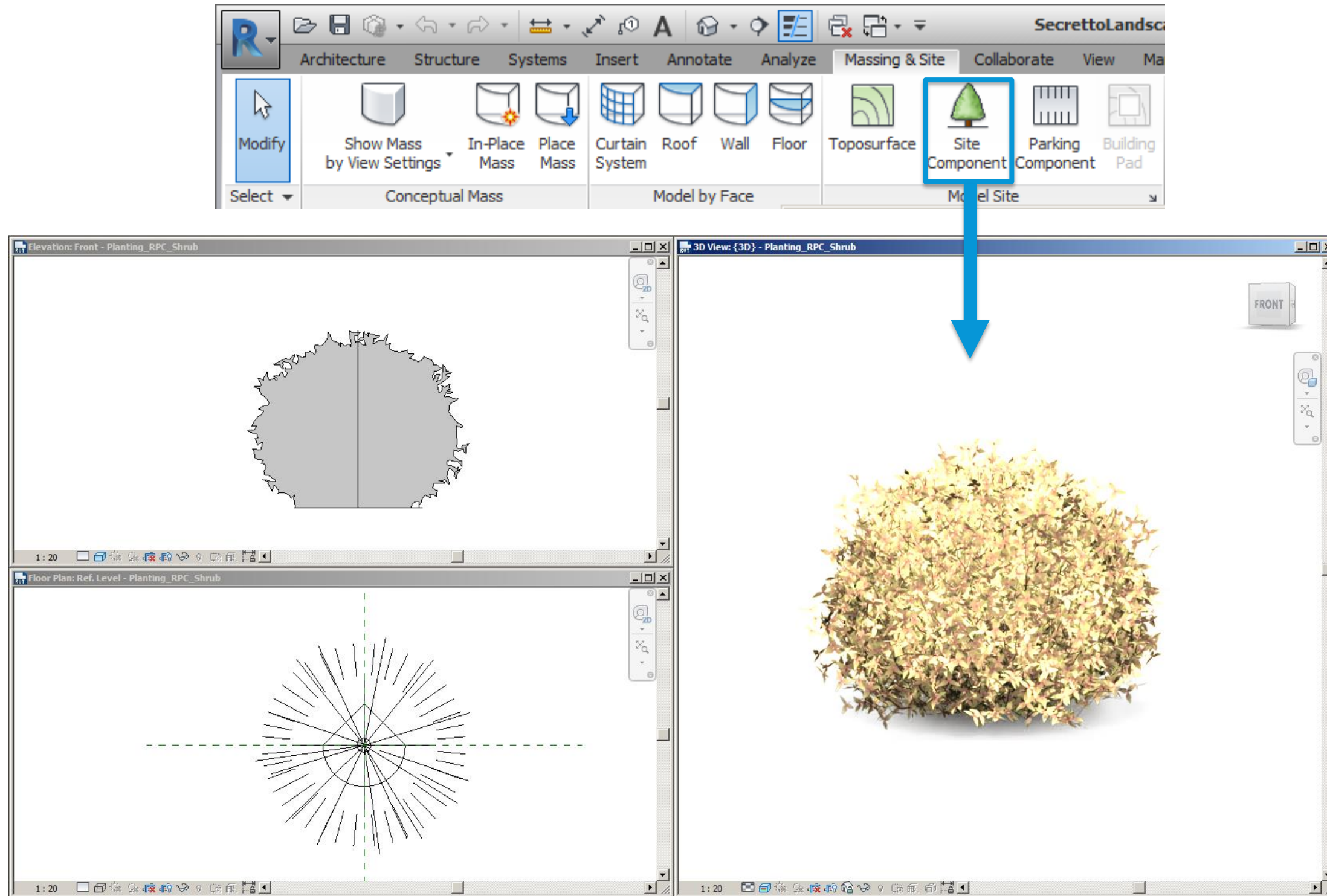
2D Trees



TREE PLANTING

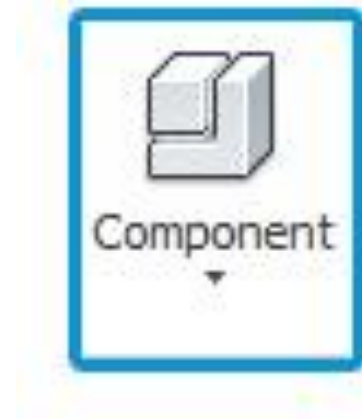


UNDERSTORY PLANTING

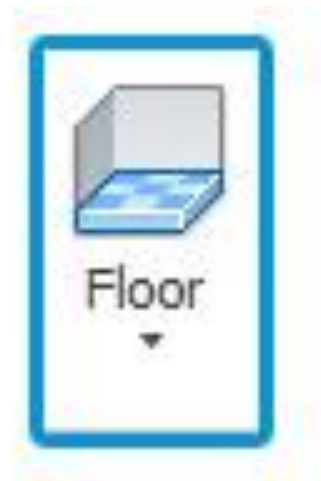


PLANTING

Specimen Shrubs



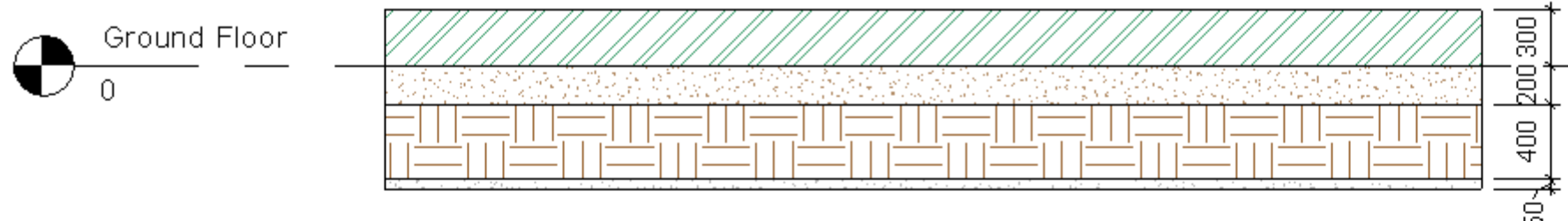
Understory planting



Data

- Height
- Layers
- Soil depth
- Area

UNDERSTOREY PLANTING



Properties

Floor
Buxus sempervirens

Floors (1) Edit Type

Constraints

Level: Ground Floor

Height Offset From Level: 300.0

Edit Assembly

Family: Floor
Type: Buxus sempervirens
Total thickness: 950.0 (Default)
Resistance (R): 0.0000 (m²·K)/W
Thermal Mass: 0.00 kJ/K

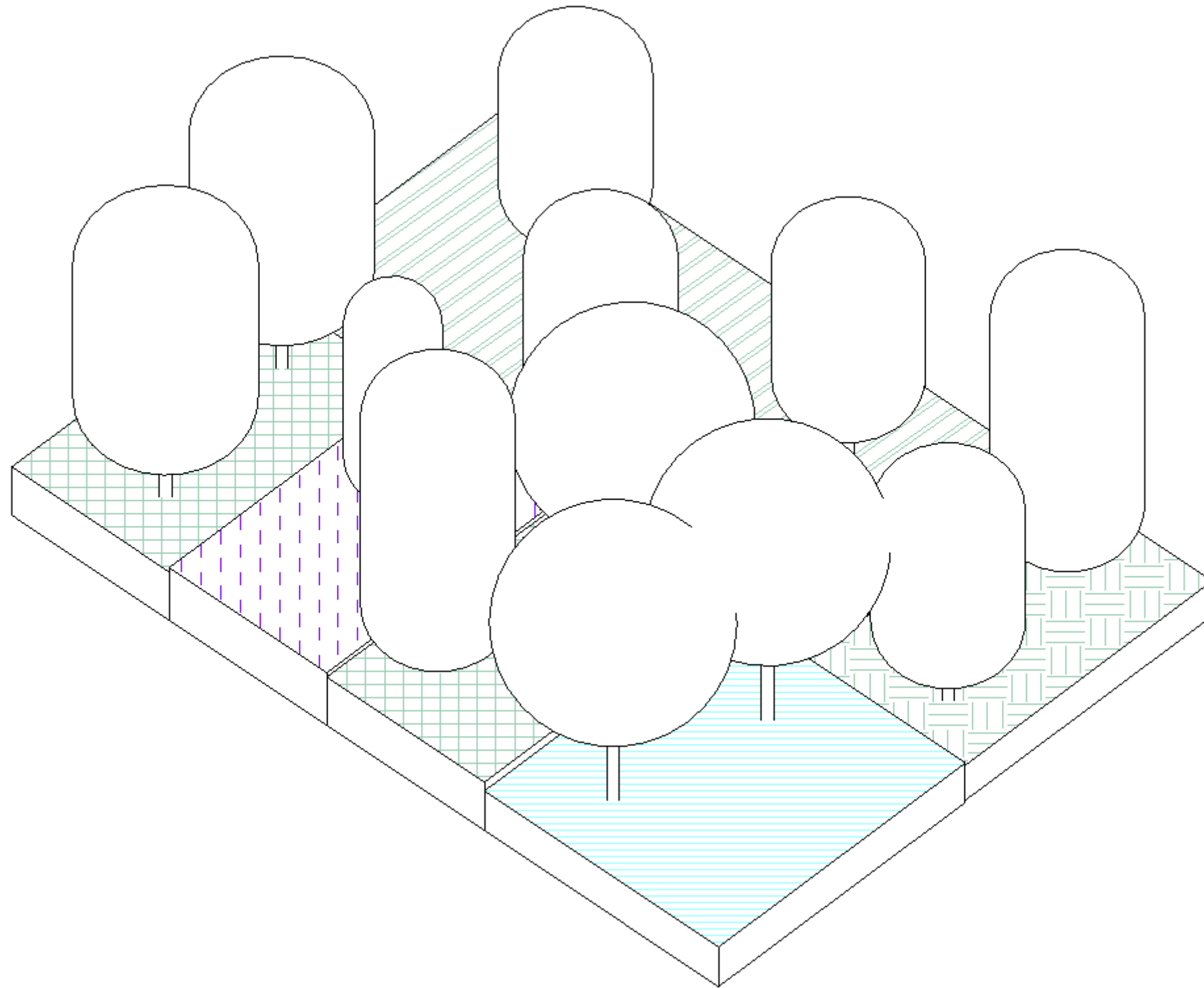
Layers

| | Function | Material | Thickness | Wraps | Structural Material | Variable |
|---|----------------------|---------------------|------------|--------------------------|-------------------------------------|--------------------------|
| 1 | Core Boundary | Layers Above | 0.0 | | | |
| 2 | Finish 1 [4] | Planting | 300.0 | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> |
| 3 | Substrate [2] | Top Soil | 200.0 | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 4 | Substrate [2] | Sub Soil | 400.0 | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 5 | Substrate [2] | Drainage layer | 50.0 | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 6 | Core Boundary | Layers Below | 0.0 | | | |

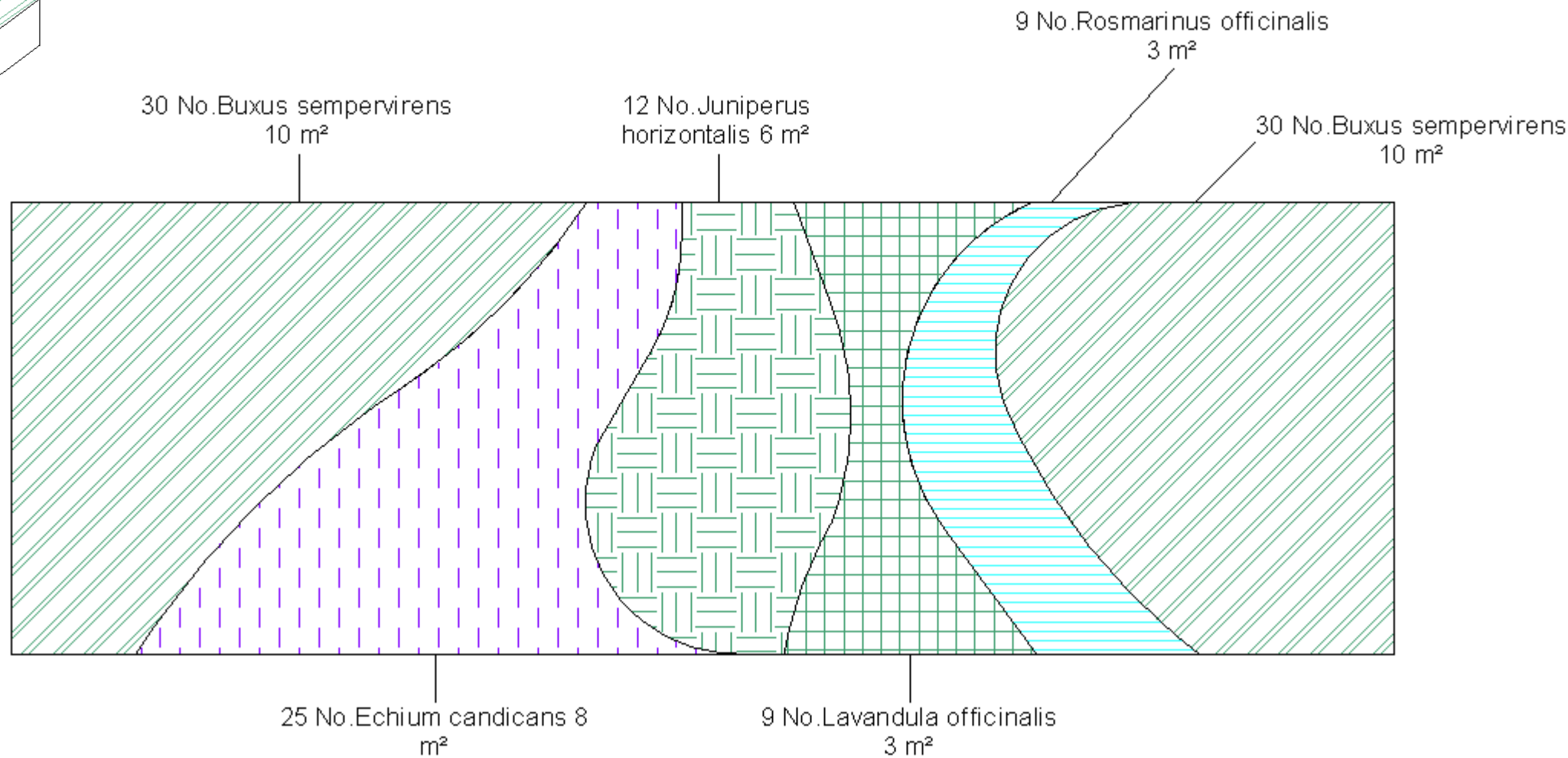
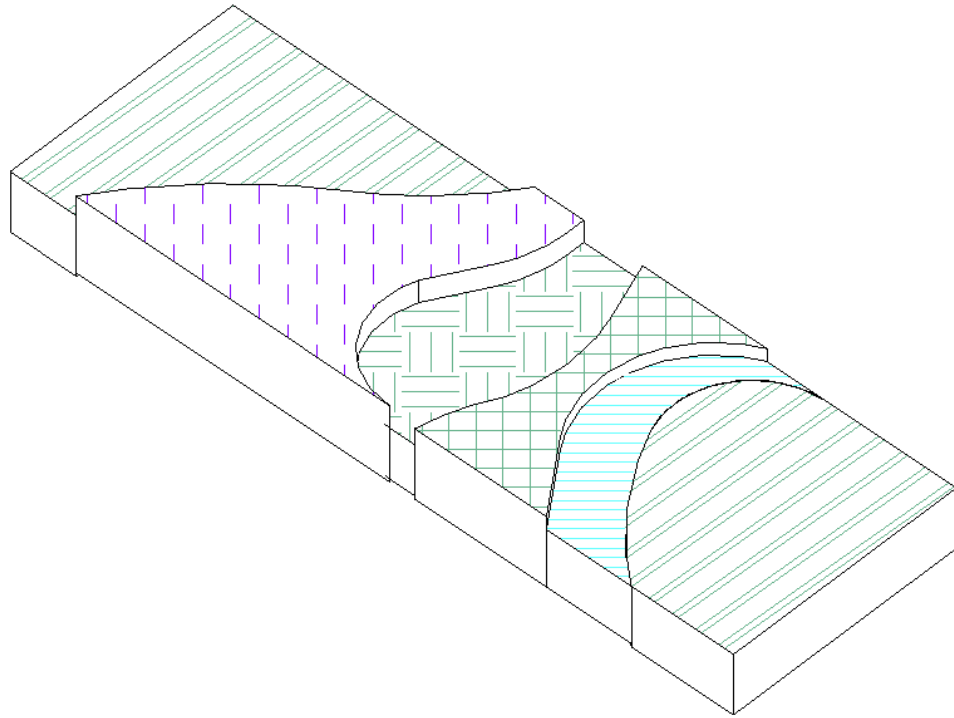
Insert Delete Up Down

<< Preview OK Cancel Help

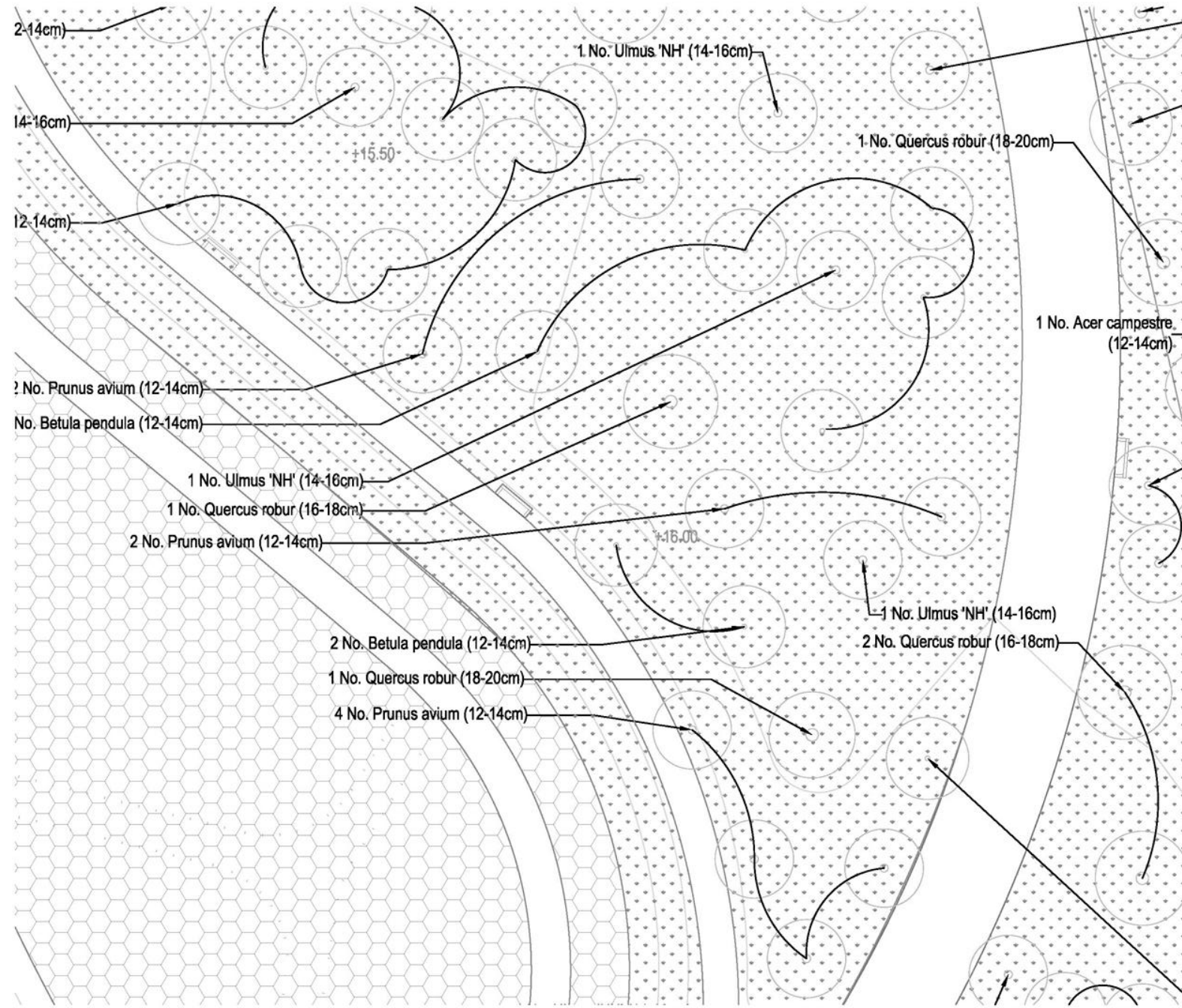
UNDERSTOREY PLANTING



UNDERSTOREY PLANTING



PLANTING PLANS

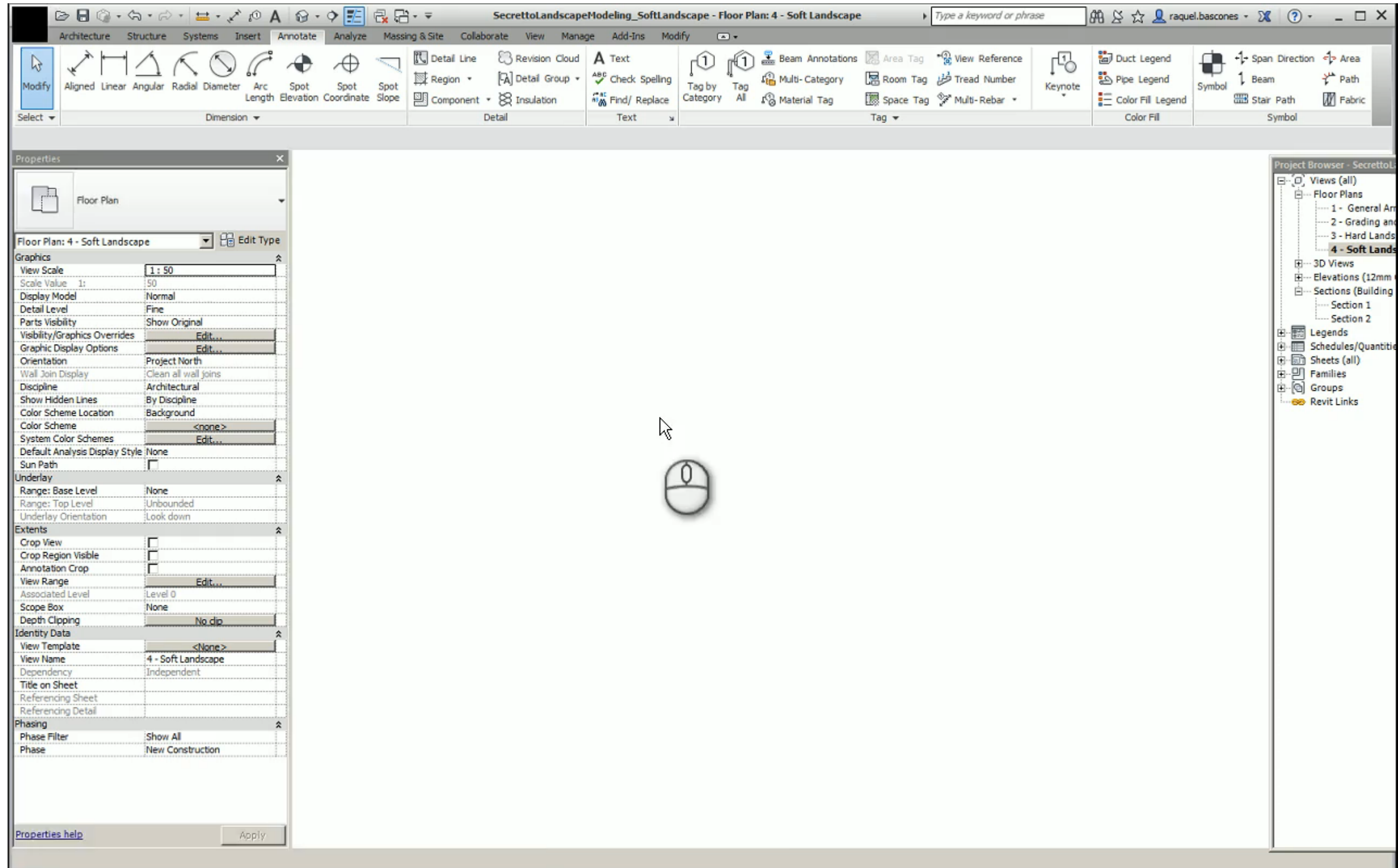


PLANTING PLANS

Representing understory planting

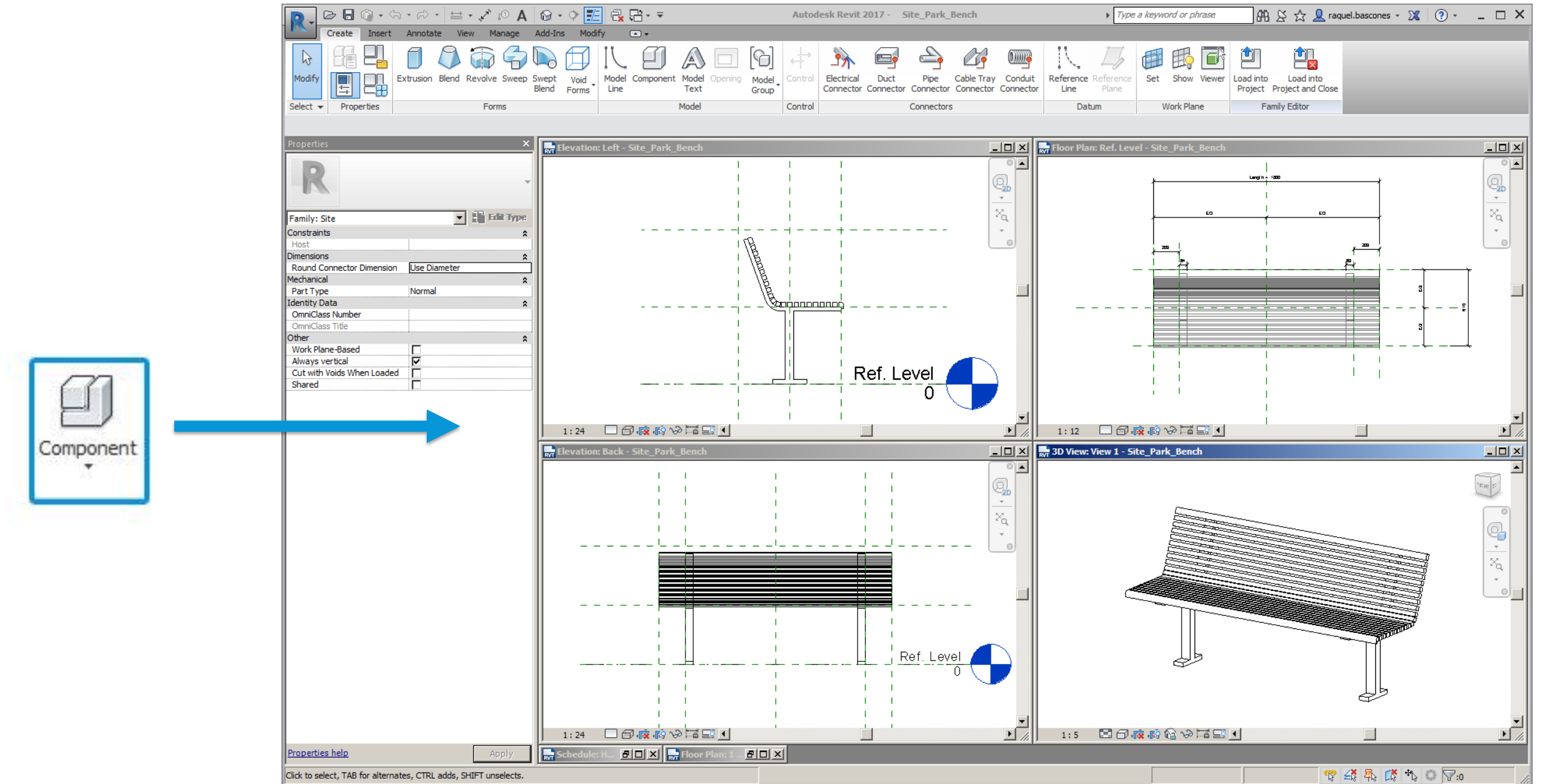
- Material Surface Pattern
- Filled Region

PLANTING PLANS



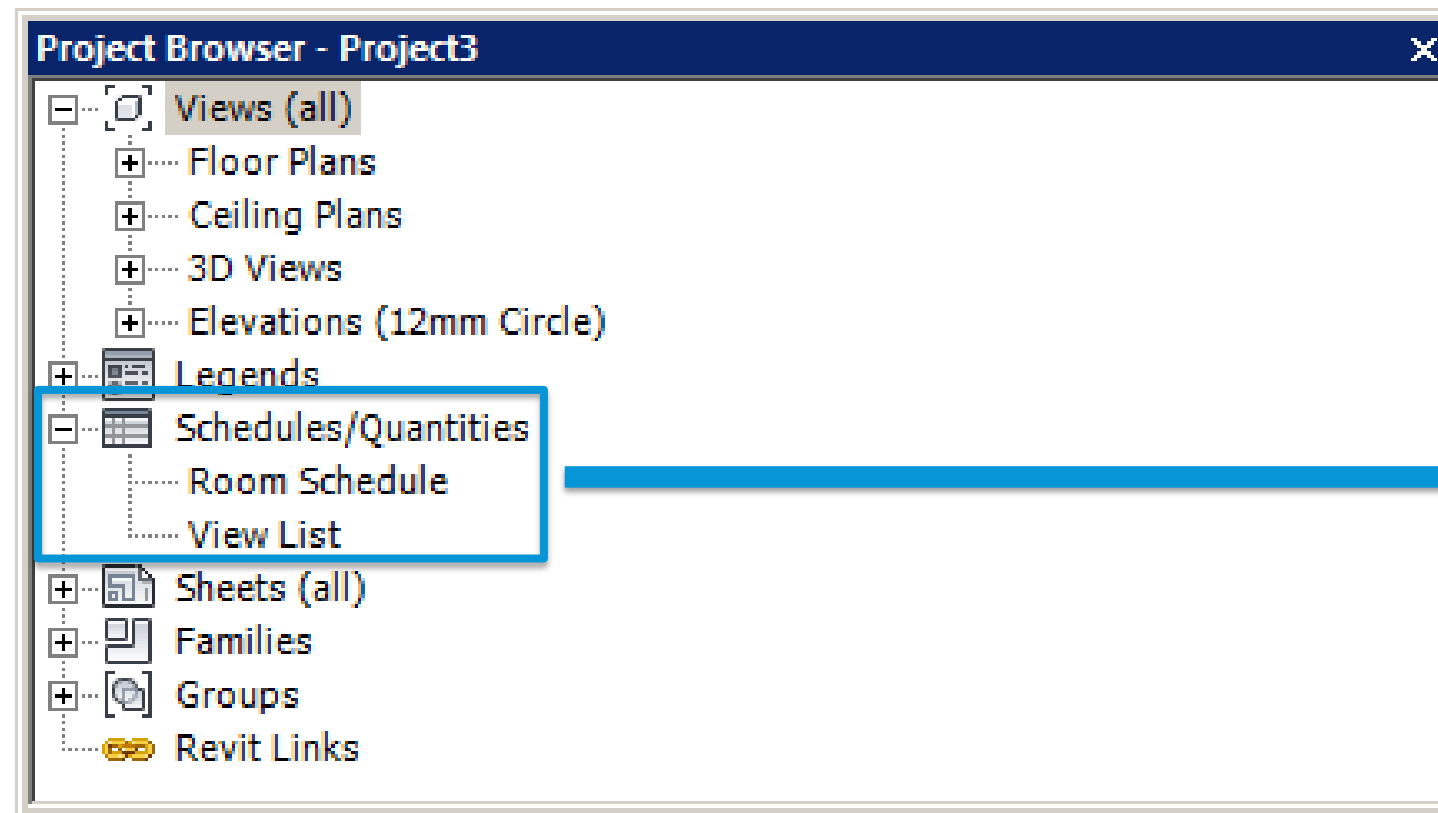
Urban Furniture

URBAN FURNITURE



Schedules

SCHEDULES



Hard Landscape

Soft Landscape

Furniture

HARD LANDSCAPE SCHEDULE

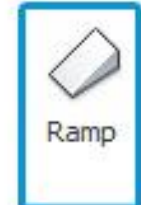
Paving



Stairs



Ramps



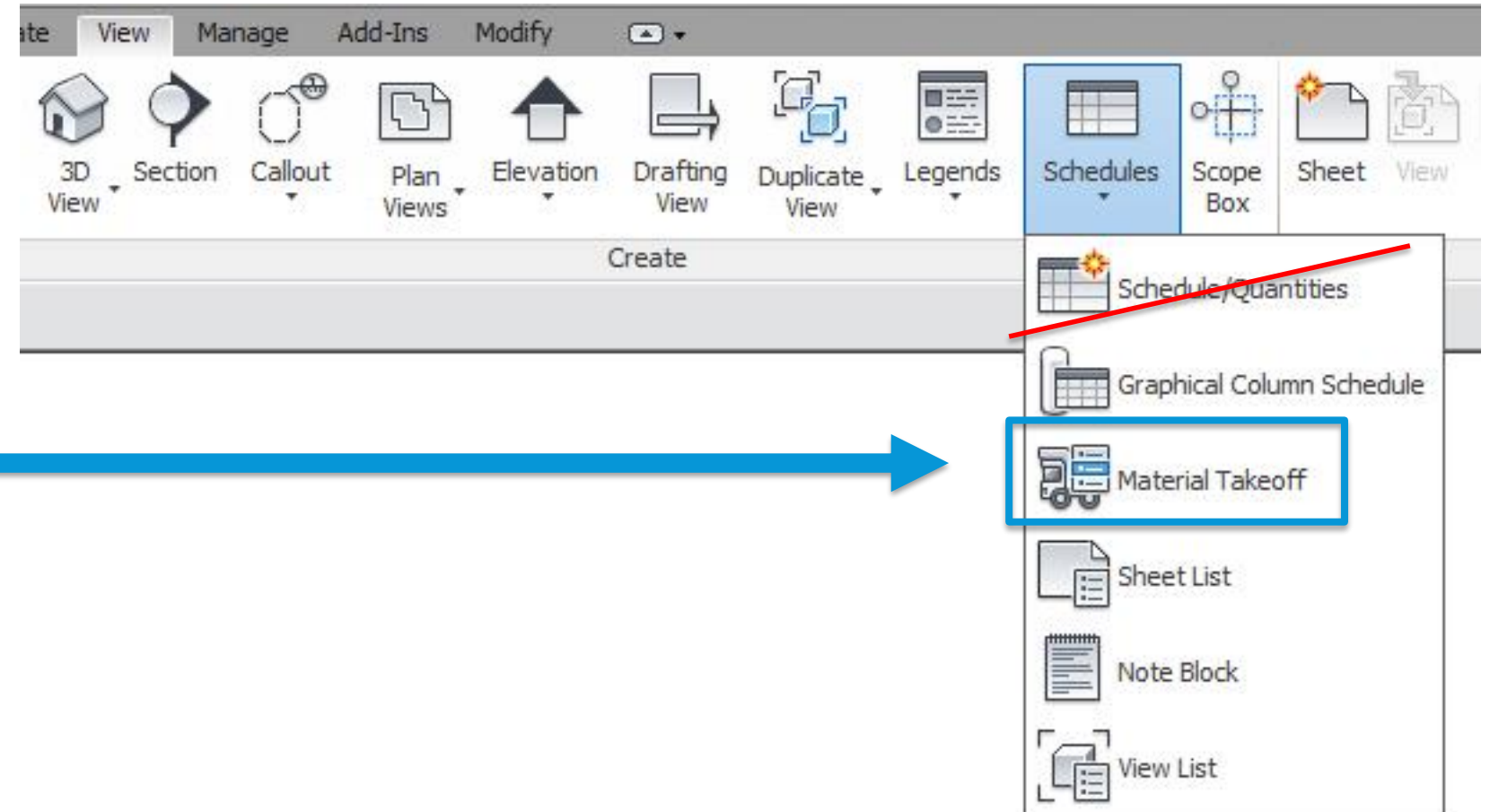
Railings



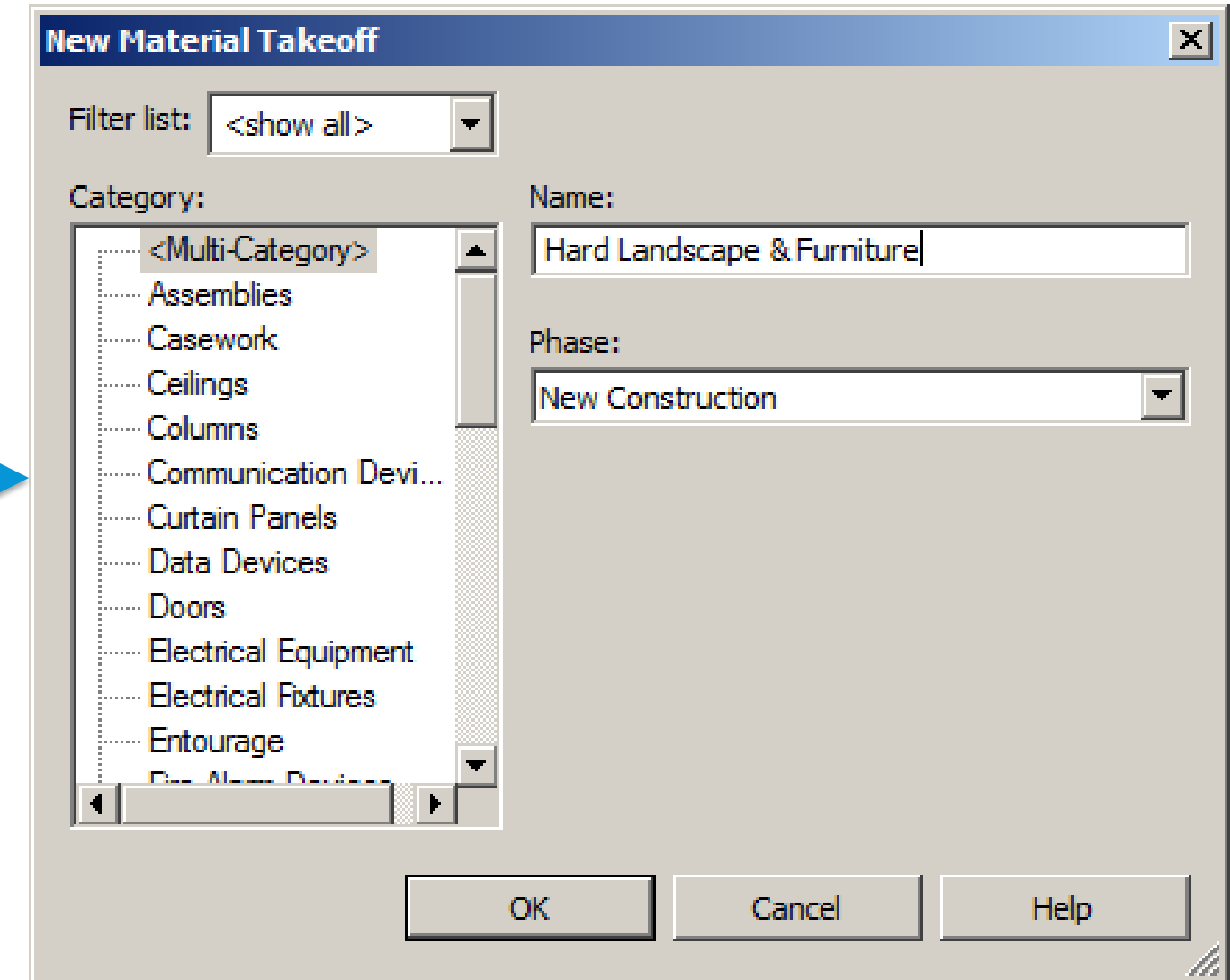
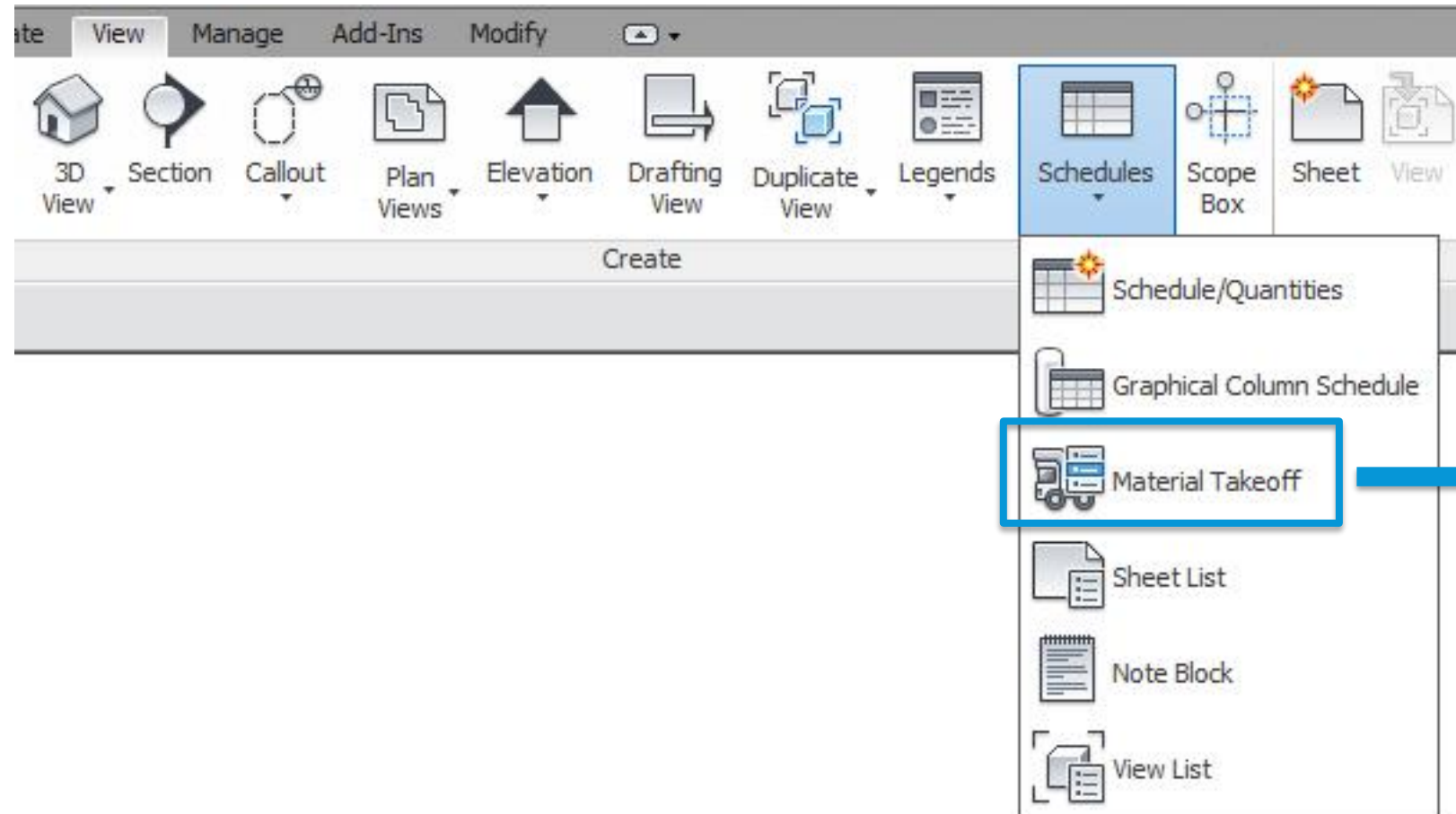
Walls



Fences & Gates



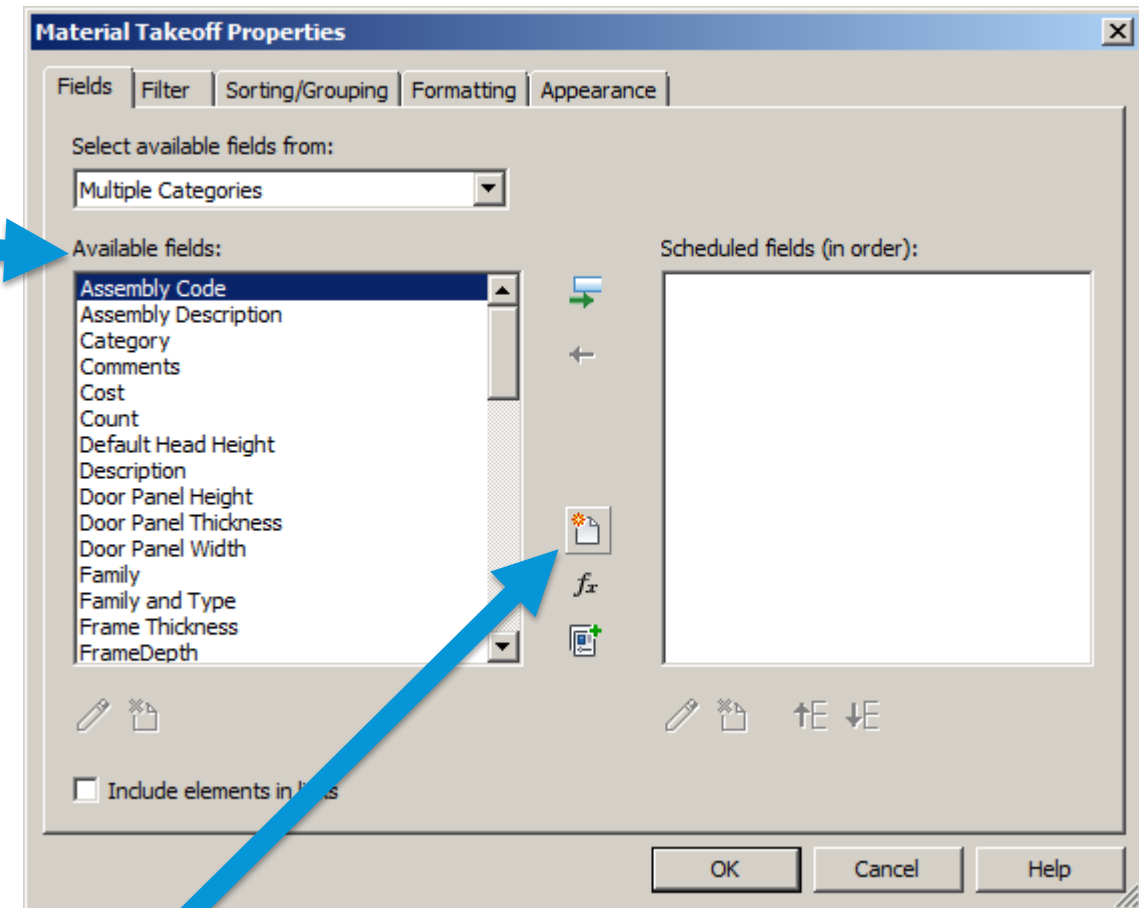
HARD LANDSCAPE SCHEDULE



HARD LANDSCAPE SCHEDULE

Data

- Material
- Size
- Joints (if applicable)
- Colour
- Finish
- Quantities/Area
- Model
- Manufacturer



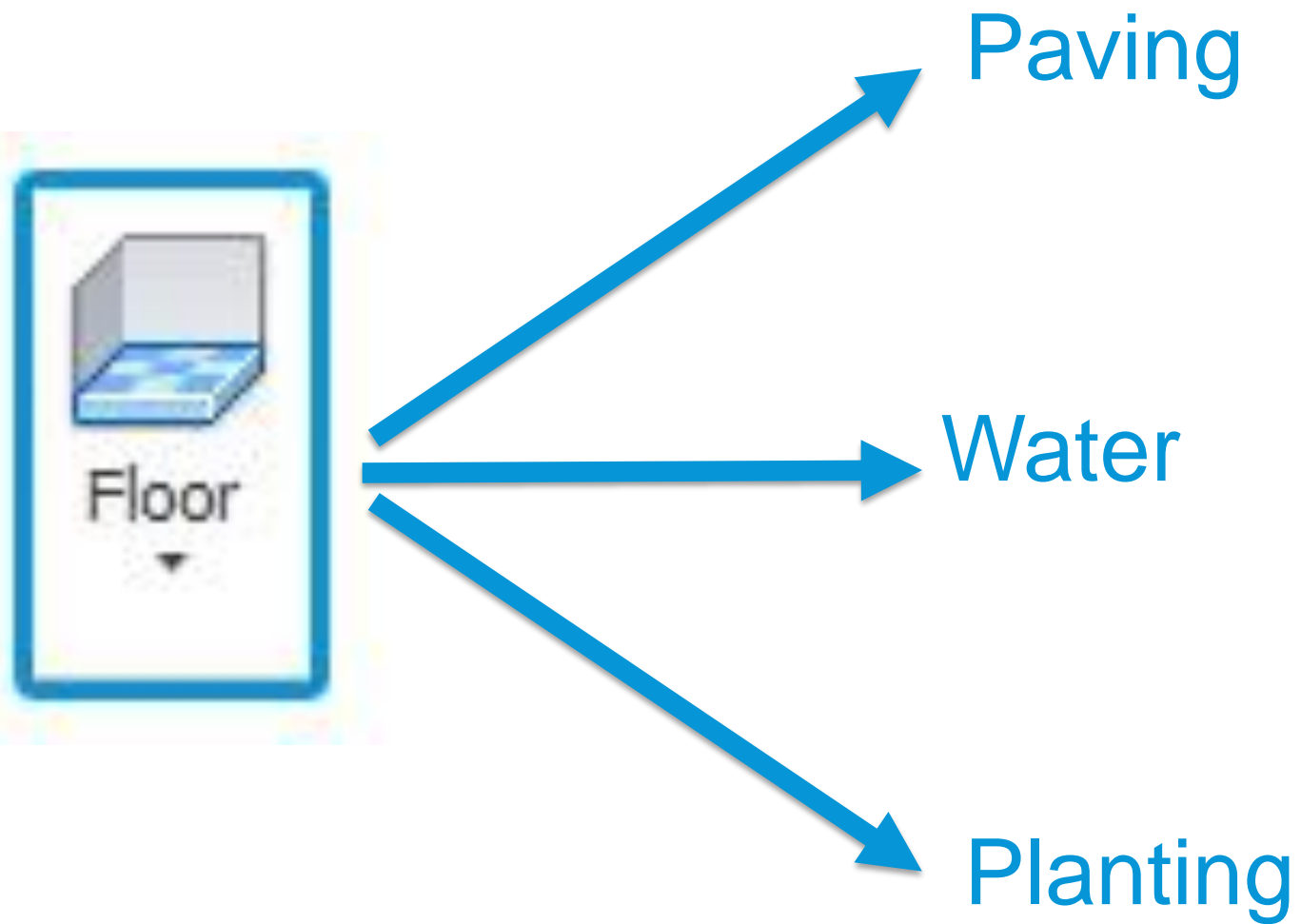
OPTIONS

- Create new parameter
- Rename existing parameter

HARD LANDSCAPE SCHEDULE

| <Hard Landscape> | | | | | | | | | |
|---------------------|------|--------------|-------------------|-------|---------------------|-----------------|---------------|------------|-----------|
| A | B | C | D | E | F | G | H | I | J |
| Comments | Cost | Manufacturer | Material: Area | Model | Type | Frame Thickness | Type Comments | Type Image | Type Mark |
| | | | 71 m ² | | Buxus sempervire | | | | |
| | | | 71 m ² | | Buxus sempervire | | | | |
| | | | 71 m ² | | Buxus sempervire | | | | |
| | | | 71 m ² | | Buxus sempervire | | | | |
| | | | 20 m ² | | Lavandula officinal | | | | |
| | | | 20 m ² | | Lavandula officinal | | | | |
| | | | 20 m ² | | Lavandula officinal | | | | |
| | | | 20 m ² | | Echium candicans | | | | |
| | | | 20 m ² | | Echium candicans | | | | |
| | | | 20 m ² | | Echium candicans | | | | |
| | | | 20 m ² | | Lavandula officinal | | | | |
| | | | 20 m ² | | Lavandula officinal | | | | |
| | | | 20 m ² | | Lavandula officinal | | | | |
| | | | 30 m ² | | Rosmarinus officin | | | | |
| | | | 30 m ² | | Rosmarinus officin | | | | |
| | | | 30 m ² | | Rosmarinus officin | | | | |
| | | | 20 m ² | | Juniperus horizont | | | | |
| | | | 20 m ² | | Juniperus horizont | | | | |
| | | | 20 m ² | | Juniperus horizont | | | | |
| Grey Granite Unbo | | | 71 m ² | | Grey Granite Unbo | | | | |
| Grey Granite Unbo | | | 71 m ² | | Grey Granite Unbo | | | | |
| Grey Granite Unbo | | | 71 m ² | | Grey Granite Unbo | | | | |
| Self Binding Gravel | | | 20 m ² | | Self Binding Gravel | | | | |
| Self Binding Gravel | | | 20 m ² | | Self Binding Gravel | | | | |
| Self Binding Gravel | | | 20 m ² | | Self Binding Gravel | | | | |
| Ceramic Tile | | | 20 m ² | | Ceramic Tiles | | | | |
| Ceramic Tile | | | 20 m ² | | Ceramic Tiles | | | | |
| Ceramic Tile | | | 20 m ² | | Ceramic Tiles | | | | |
| Porous Concrete P | | | 20 m ² | | Porous Concrete P | | | | |
| Porous Concrete P | | | 20 m ² | | Porous Concrete P | | | | |
| Porous Concrete P | | | 20 m ² | | Porous Concrete P | | | | |
| Basalt | | | 30 m ² | | Basalt Bound 50m | | | | |
| Basalt | | | 30 m ² | | Basalt Bound 50m | | | | |
| Basalt | | | 30 m ² | | Basalt Bound 50m | | | | |
| Asphalt | | | 20 m ² | | Asphalt | | | | |
| Asphalt | | | 20 m ² | | Asphalt | | | | |
| Asphalt | | | 20 m ² | | Asphalt | | | | |
| Litter Bin | | | 2 m ² | | Plastic | | | | |
| Litter Bin | | | 2 m ² | | Plastic | | | | |
| Litter Bin | | | 2 m ² | | Plastic | | | | |
| Litter Bin | | | 2 m ² | | Plastic | | | | |
| Bench Type 1 | | | 1 m ² | | 1800mm_Length | | | | |
| Bench Type 1 | | | 4 m ² | | 1800mm_Length | | | | |
| Bench Type 1 | | | 1 m ² | | 1800mm_Length | | | | |
| Bench Type 1 | | | 4 m ² | | 1800mm_Length | | | | |
| Bench Type 2 | | | 1 m ² | | 2400mm_Length | | | | |

HARD LANDSCAPE SCHEDULE



PARAMETER!

Type Properties

Family: System Family: Floor Load...

Type: Buxus sempervirens Duplicate... Rename...

Type Parameters

| Parameter | Value | = | ▲ |
|-------------------------------|-----------------|---|---|
| Construction | | | |
| Structure | Edit... | | ▲ |
| Default Thickness | 950.0 | | |
| Function | Exterior | | |
| Graphics | | | |
| Coarse Scale Fill Pattern | Solid fill | | |
| Coarse Scale Fill Color | RGB 000-128-064 | | |
| Materials and Finishes | | | |
| Structural Material | Planting | | |
| Analytical Properties | | | |
| Heat Transfer Coefficient (U) | | | |
| Thermal Resistance (R) | | | |
| Thermal mass | | | |
| Absorptance | 0.700000 | | |
| Roughness | 3 | | |
| Identity Data | | | |
| Type Image | | | |
| Keynote | | | |
| Model | | | |
| Manufacturer | | | |
| Type Comments | | | |
| URL | | | |
| Description | Soft | | |
| Assembly Description | | | |
| Assembly Code | | | |
| Type Mark | | | |
| Cost | | | |

<< Preview OK Cancel Apply

HARD LANDSCAPE SCHEDULE

Material Takeoff Properties [X]

Fields | Filter | Sorting/Grouping | Formatting | Appearance

Filter by: Description | does not equal | Soft

And: (none) | | |

And: (none) | | |

And: (none) | | |

And: (none) | | |

And: (none) | | |

And: (none) | | |

And: (none) | | |

And: (none) | | |

OK | Cancel | Help

HARD LANDSCAPE & FURNITURE SCHEDULE

| <Hard Landscape & Furniture> | | | | | | | | |
|------------------------------|----------|------|-------------------|-------|--------------|-------|--------|----------|
| A | B | C | D | E | F | G | H | I |
| Name | Material | Size | Area | Joint | Manufacturer | Model | Colour | Comments |
| FENCE | | | | | | | | |
| Wired Fence | | | | | | | | |
| FURNITURE | | | | | | | | |
| Bench Type 1 | | | | | | | | |
| Bench Type 2 | | | | | | | | |
| Litter Bin | | | 2 m ² | | | | | |
| GATE | | | | | | | | |
| Wired Fence Double Gate | | | | | | | | |
| PAVING | | | | | | | | |
| Asphalt | | | 20 m ² | | | | | |
| Basalt | | | 30 m ² | | | | | |
| Ceramic Tile | | | 20 m ² | | | | | |
| Grey Granite Unbound | | | 71 m ² | | | | | |
| Porous Concrete Pavers | | | 20 m ² | | | | | |
| Self Binding Gravel | | | 20 m ² | | | | | |

SOFT LANDSCAPE SCHEDULE

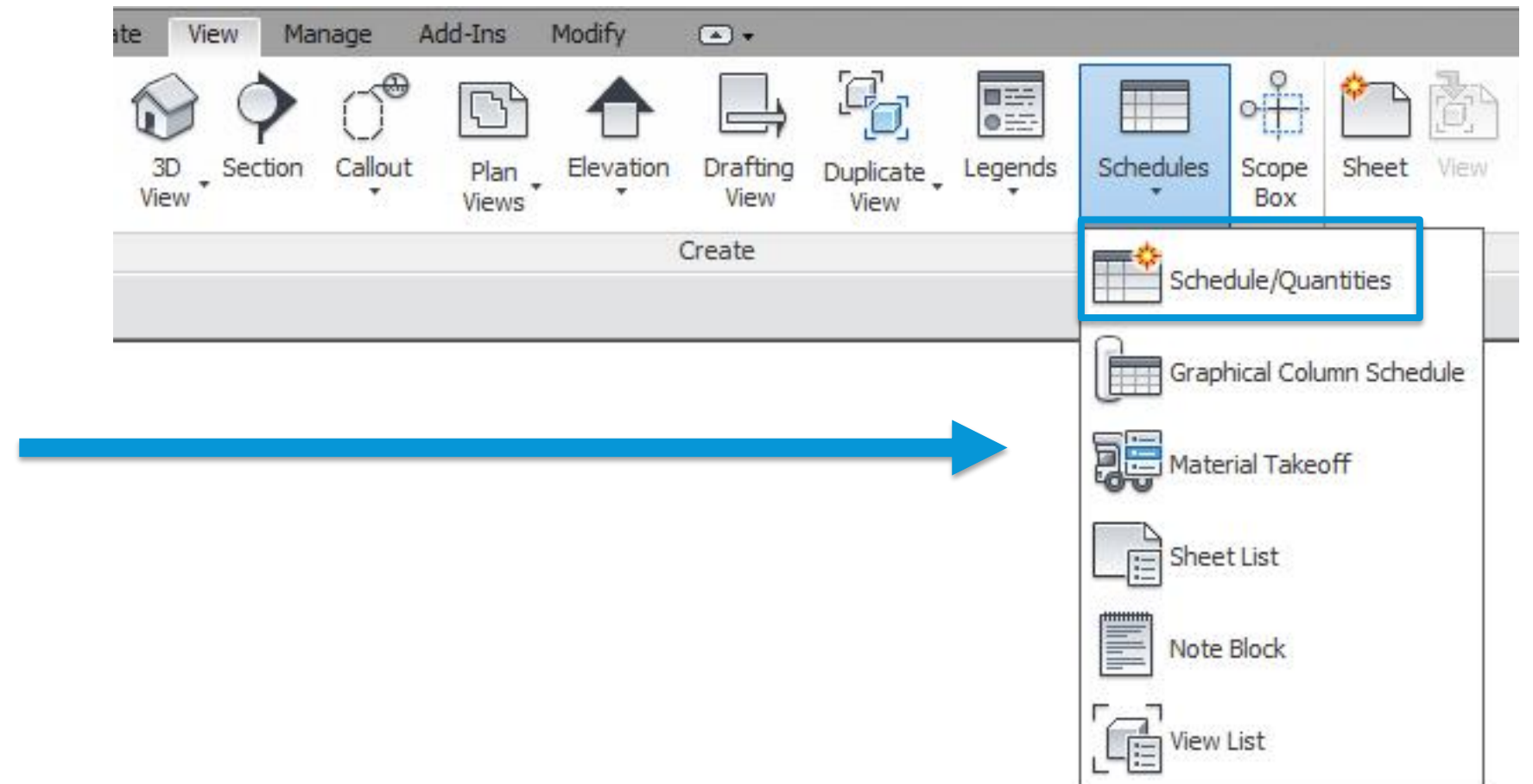
Trees



Specimen Shrubs



Understorey planting



SOFT LANDSCAPE SCHEDULE

Understorey planting



- Area
- Spacing → **NEW**
- Quantities

The screenshot shows the 'Schedule Properties' dialog box with the 'Fields' tab selected. The 'Available fields' list includes 'Absorptance', 'Assembly Code', 'Assembly Description', 'Assembly Name', 'Core Thickness', 'Cost', 'Count', 'Default Thickness', 'Elevation at Bottom', 'Elevation at Bottom Core', 'Elevation at Bottom Survey', 'Elevation at Top', 'Elevation at Top Core', 'Elevation at Top Survey', 'Estimated Reinforcement Volume', 'Family', 'Family and Type', 'Heat Transfer Coefficient', 'Height Offset From Level', 'IfcGUID', 'Image', and 'Level'. The 'Scheduled fields (in order)' list includes 'Type', 'Model', 'Manufacturer', 'Spacing', 'Description', 'Keynote', 'Area', 'Type Comments', 'Comments', and 'Quantities'. The 'Calculated Value' dialog box is open, showing the formula 'Area / (Spacing * Spacing * 0.866)' for the 'Quantities' field.

Triangular pattern: $\text{Area} / \text{Spacing} * \text{Spacing} * 0.866$
Square pattern: $\text{Area} / \text{Spacing} * \text{Spacing}$

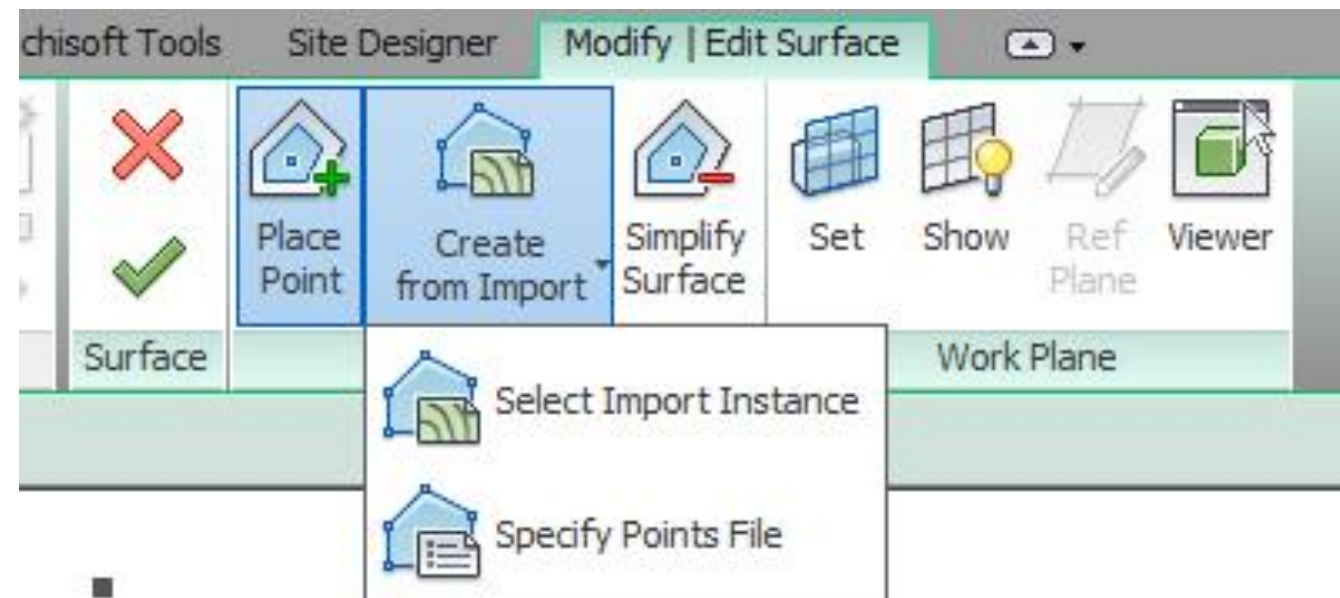
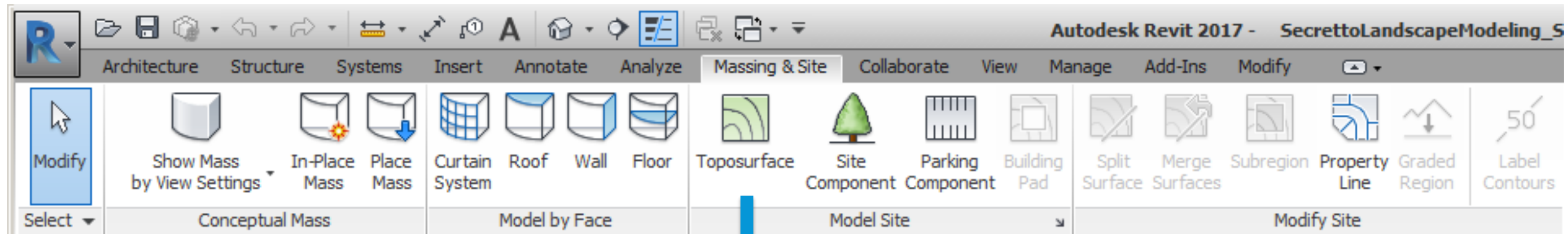
Topography

TOPOGRAPHY

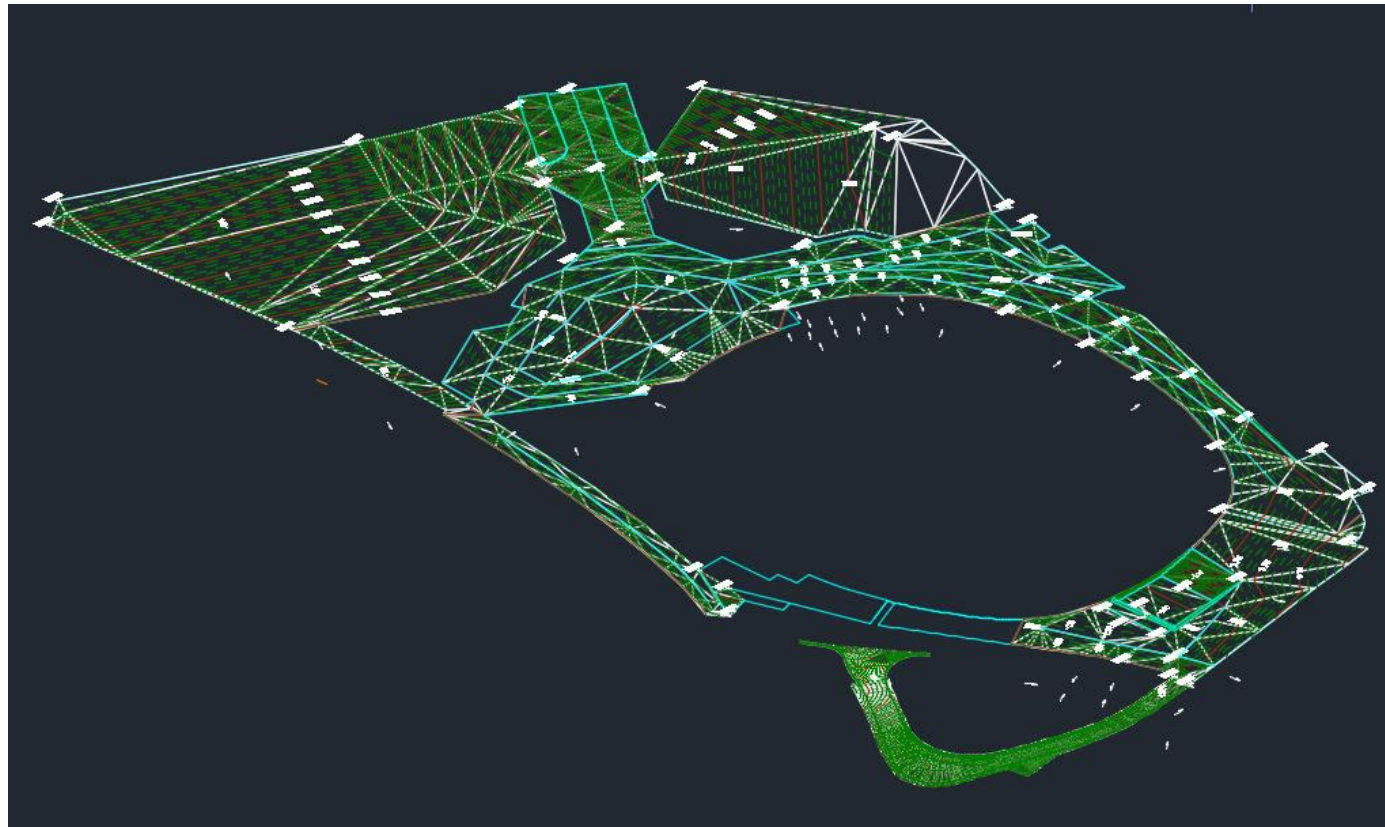
Challenges

- Toposurfaces are made with one **single material** that extends to infinite. There is no way to control layers, materials or depths. You can only change the colour at the top surface (material).
- Only few **families** (mostly entourage families) can be hosted by a Toposurface
- No **voids** can be opened
- No specific tools to model **water bodies**
- No interaction with hard landscape elements
- Revit creates Toposurface based on **triangles** not contours
- No **interoperability** between Revit and Civil 3D
- Toposurface can't be **smoothed**
- No **grading** tools

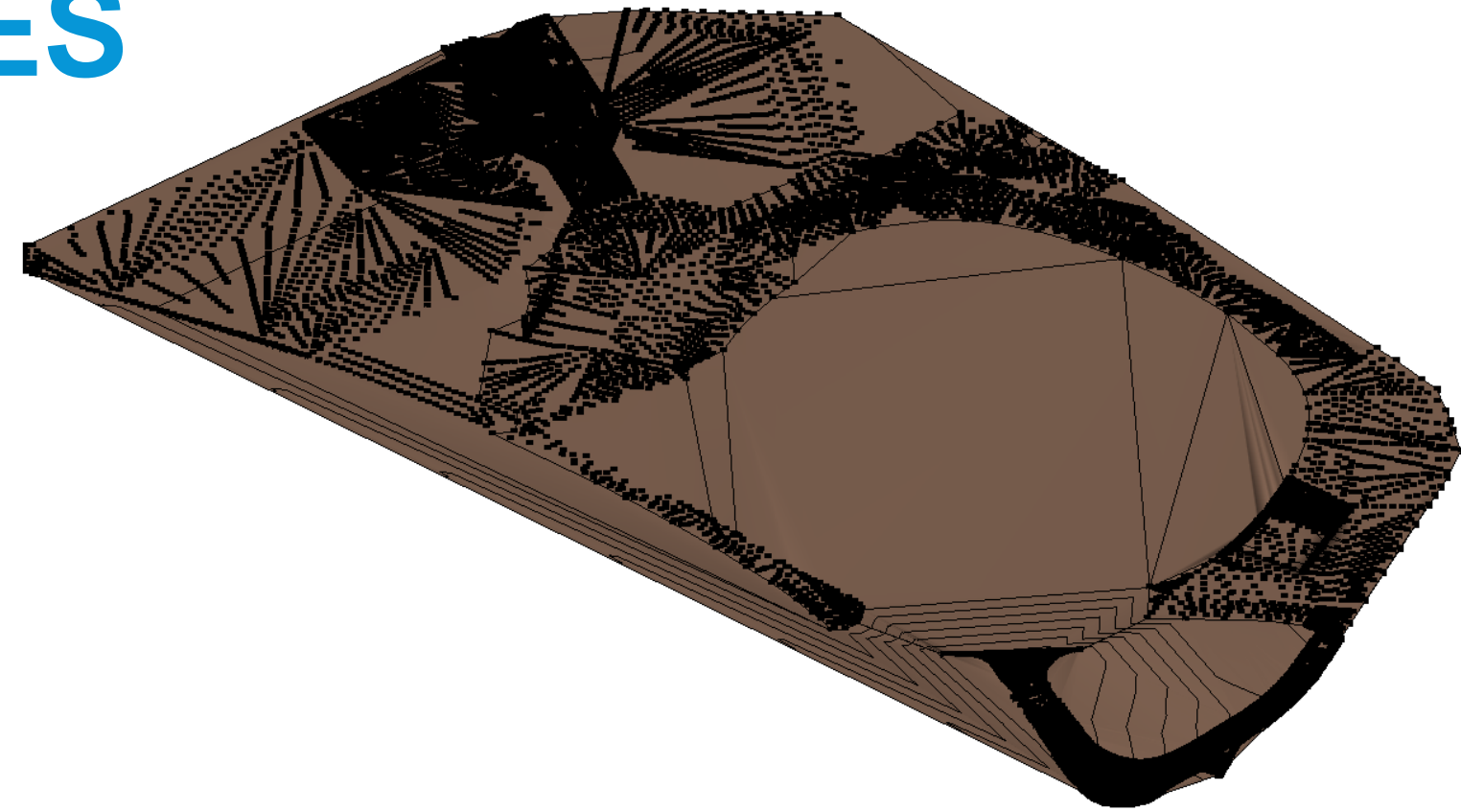
CREATING TOPOSURFACES



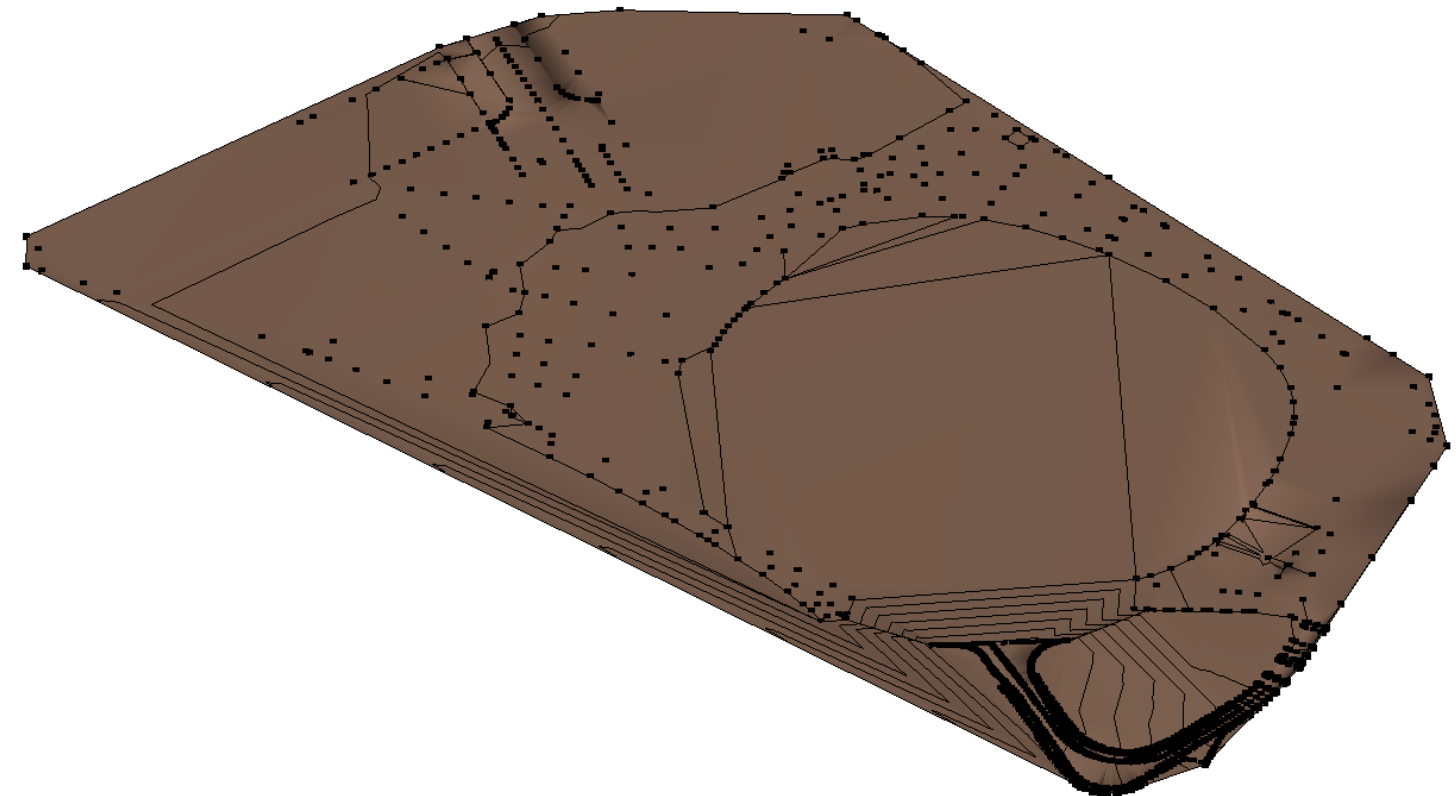
CREATING TOPOSURFACES



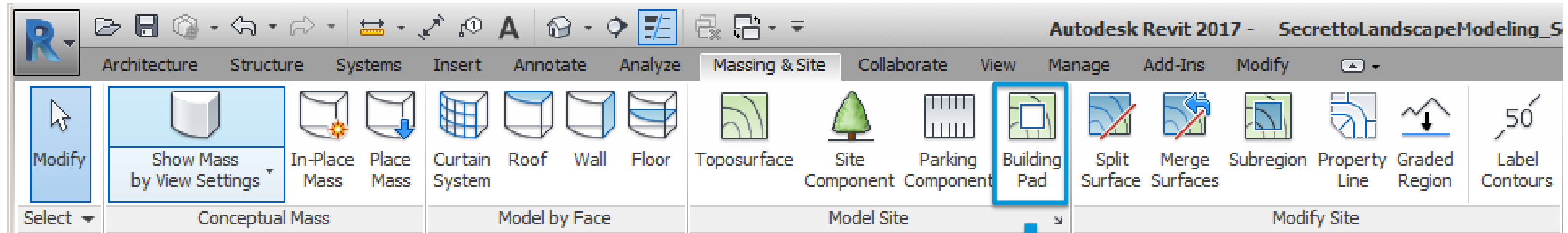
Contours



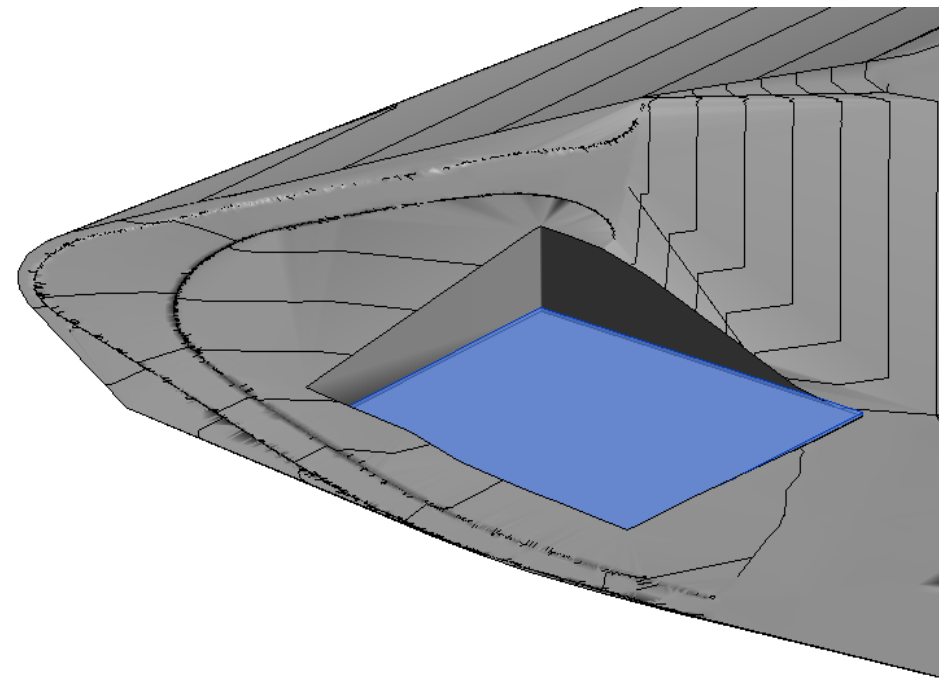
Triangles



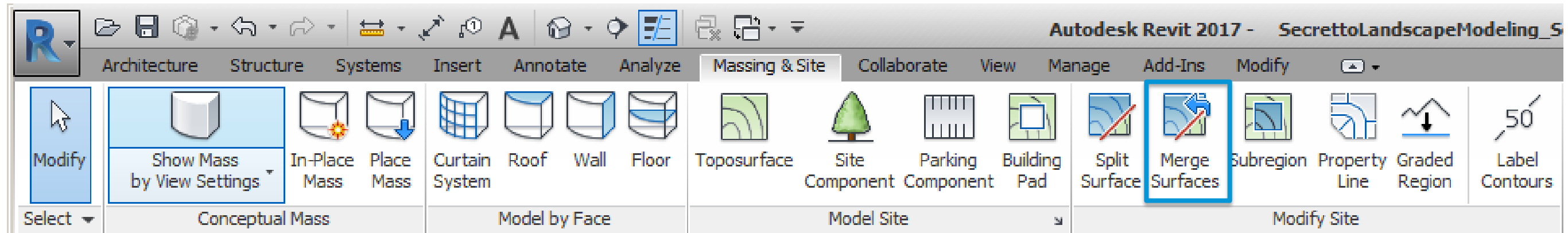
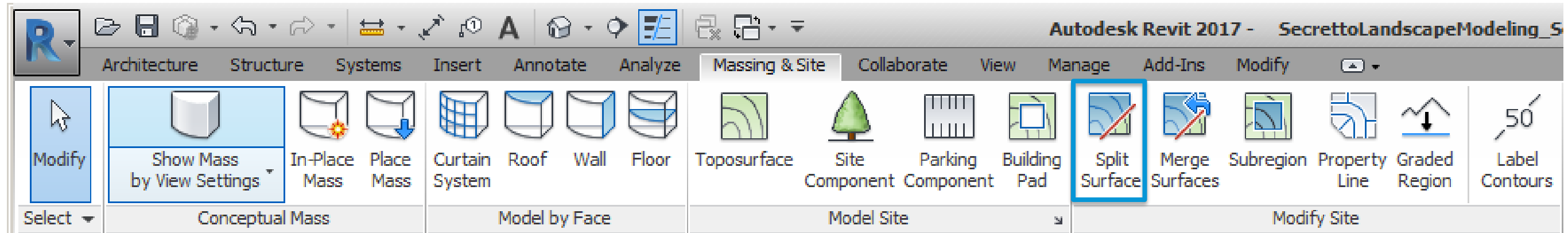
SITE TOOLS



- Only one direction sloping
- No control on borders (vertical walls)

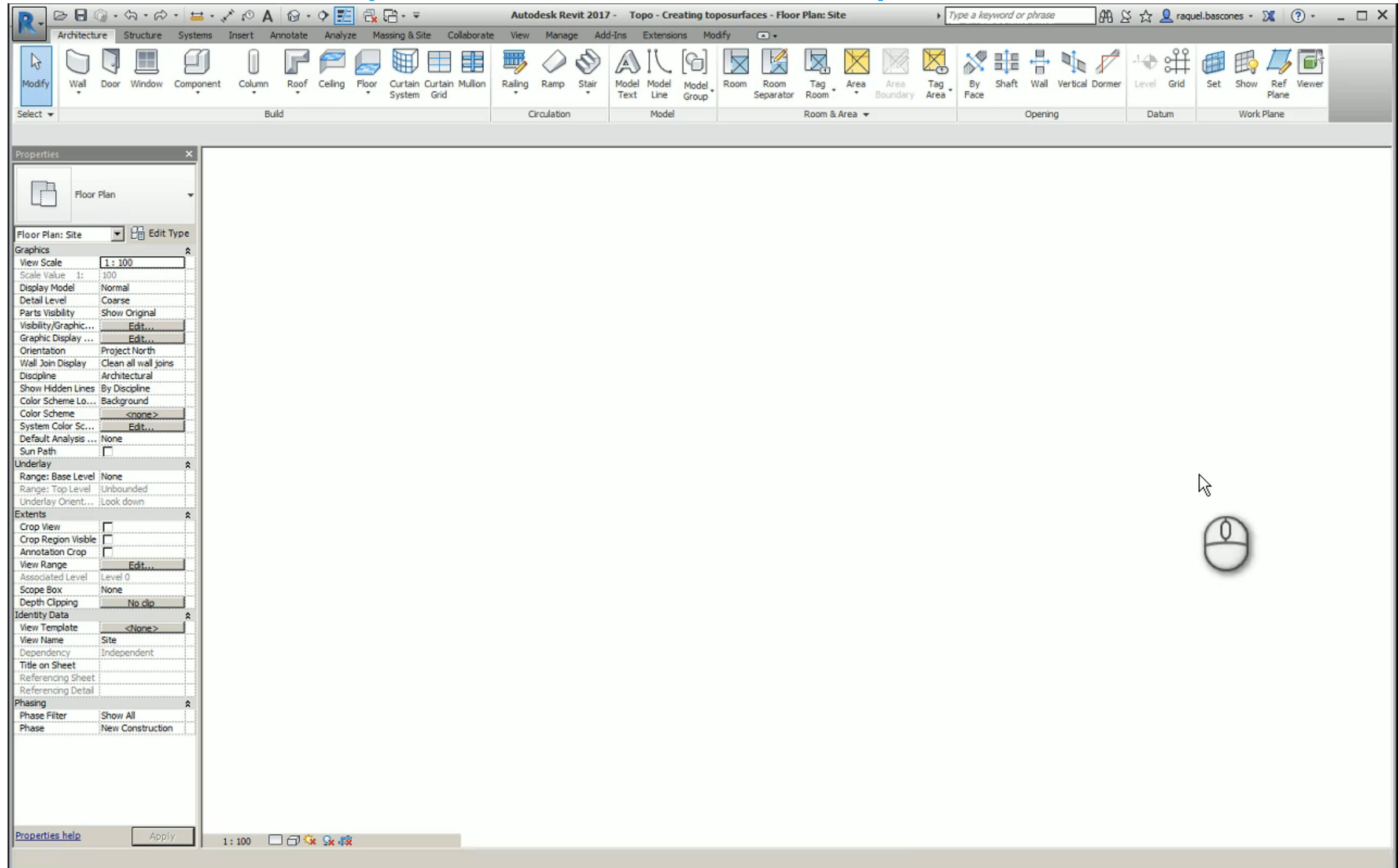


SITE TOOLS



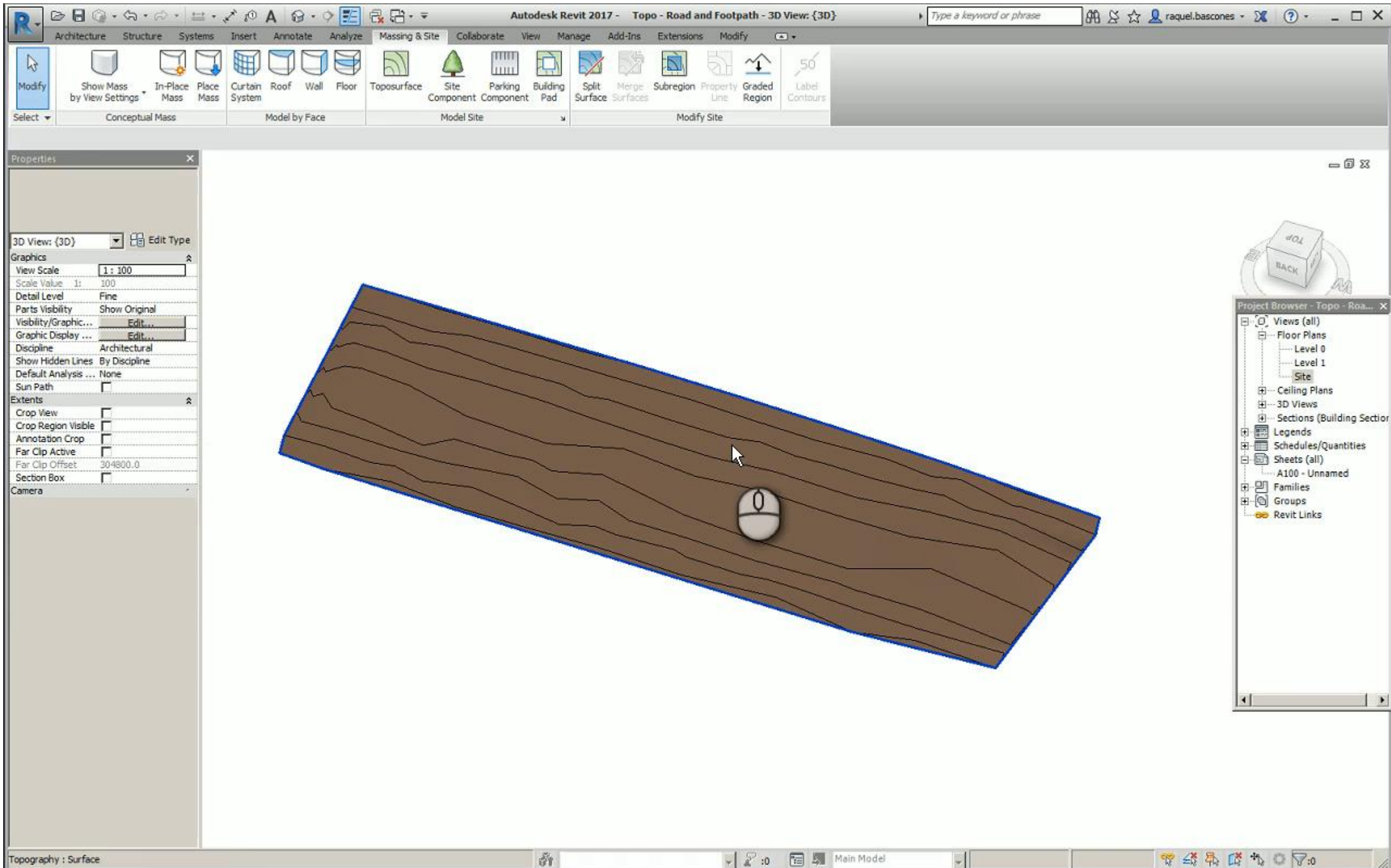
- Refine toposurfaces boundaries
- Create roads, kerbs and footpaths

SITE TOOLS Split Surface: Refine Toposurfaces' Boundaries

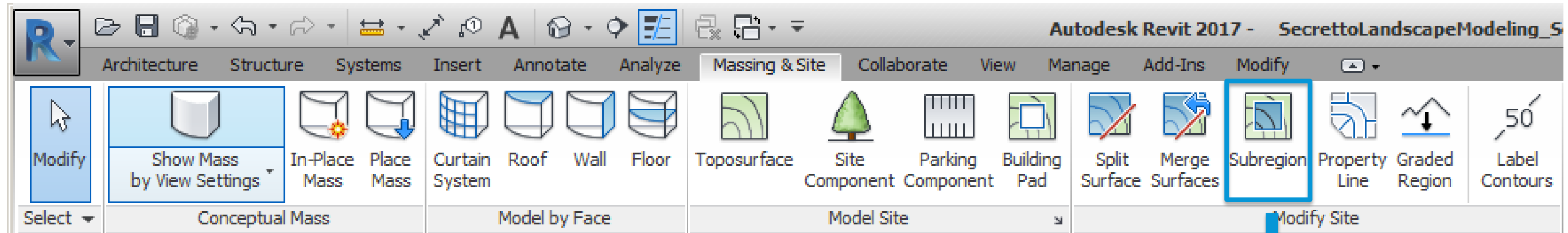


SITE TOOLS

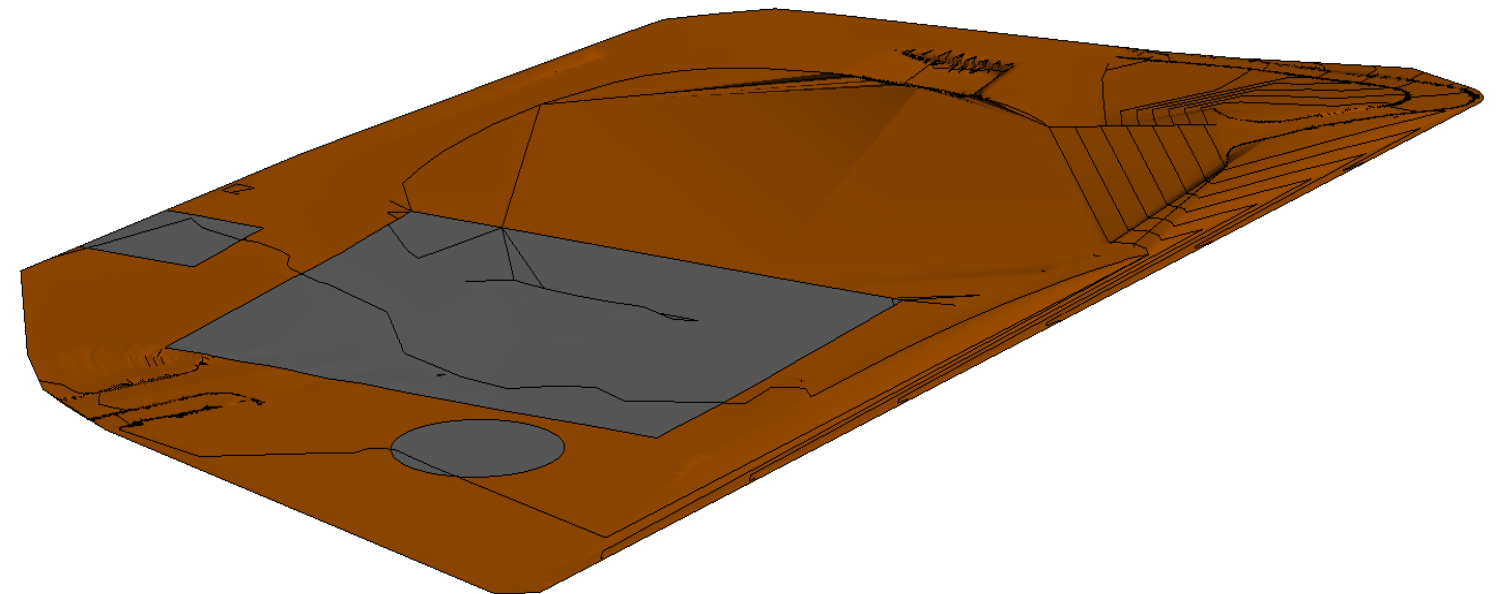
Split Surface: Create roads, kerbs and footpaths



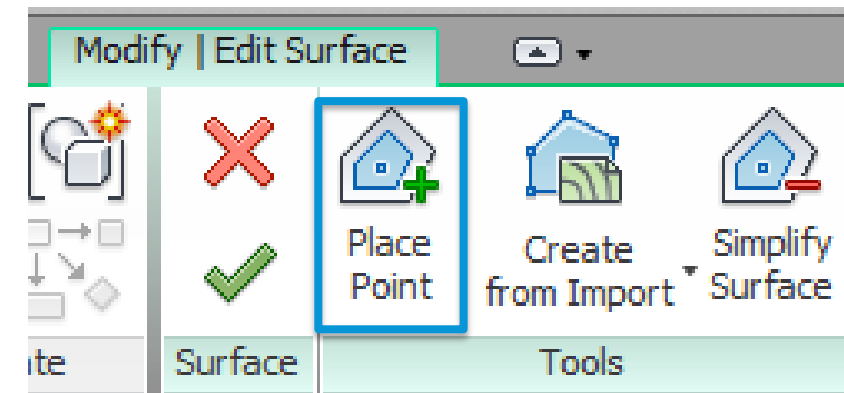
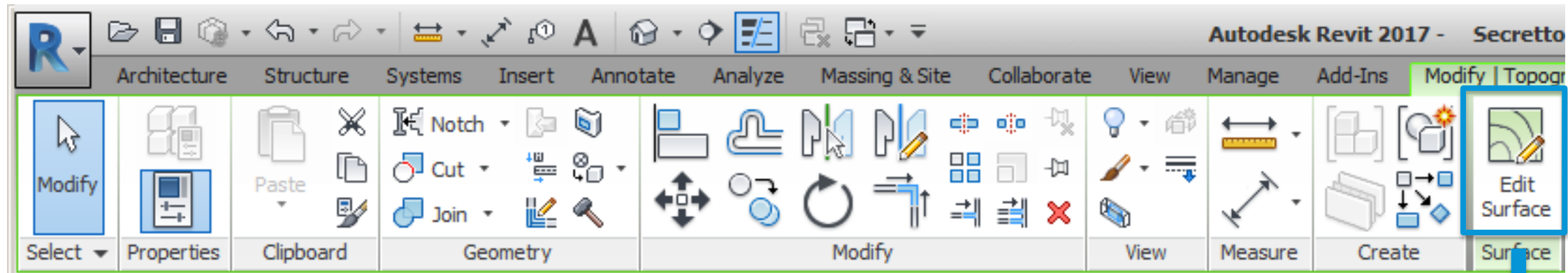
SITE TOOLS



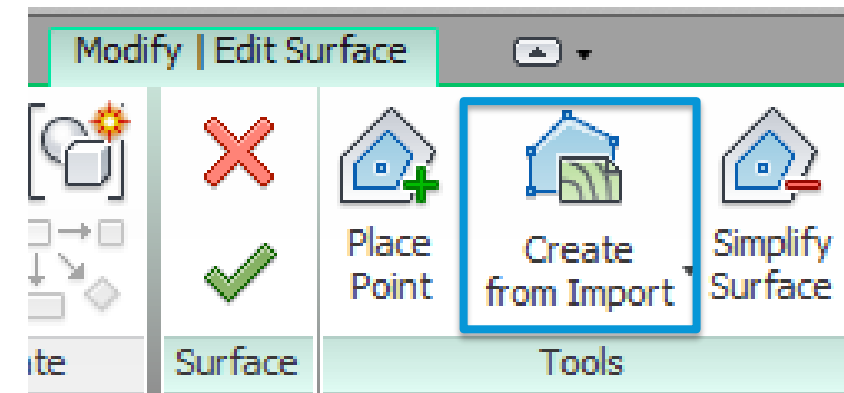
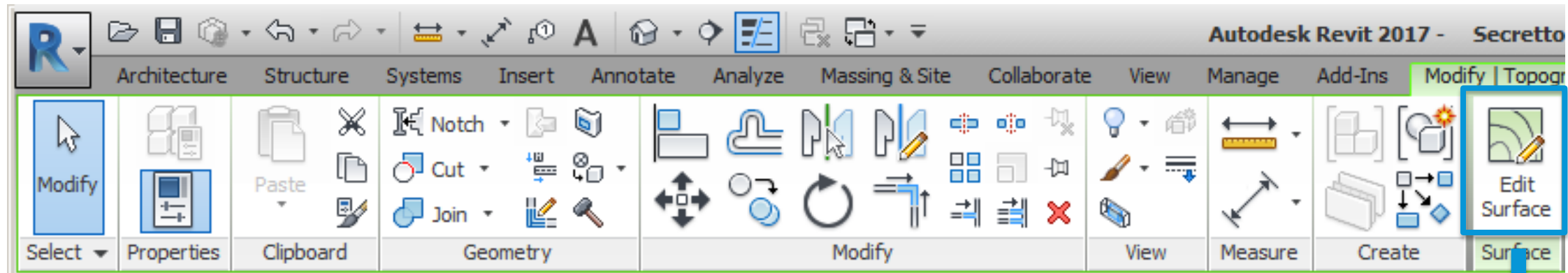
- Toposurface remains unique
- Availability to change the surface material



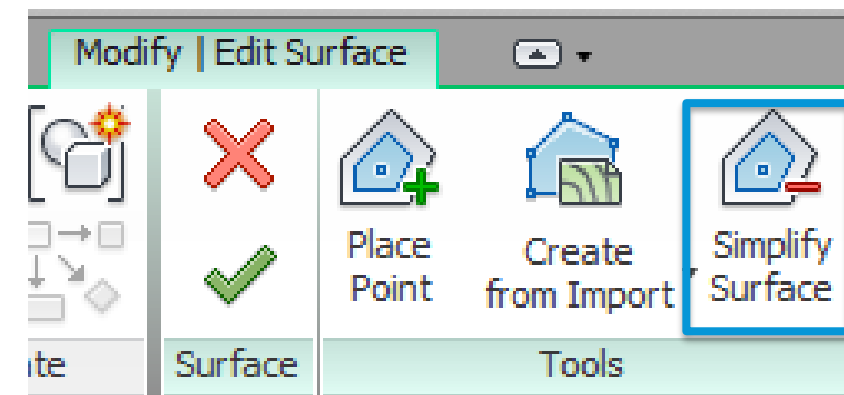
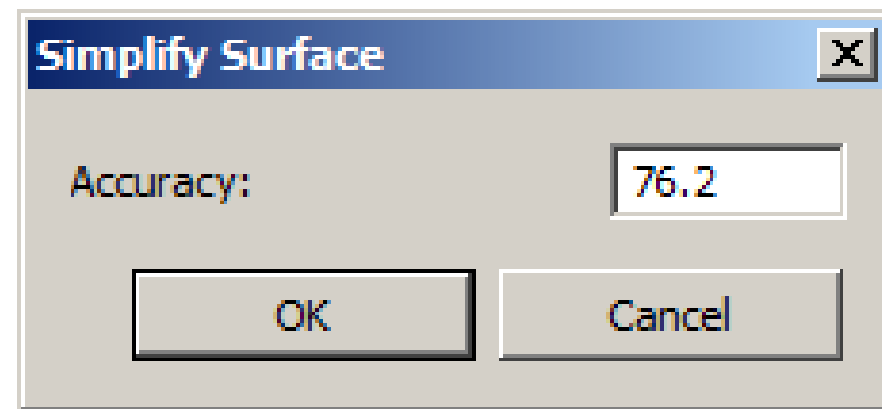
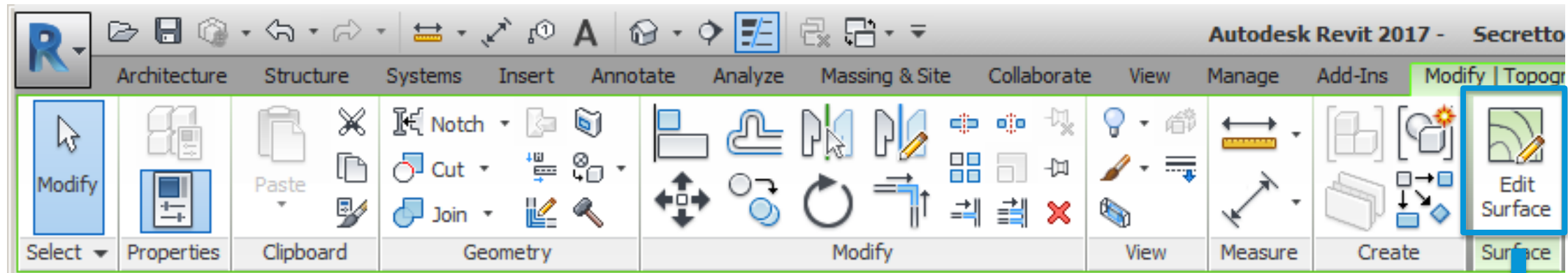
MODIFYING TOPOSURFACES



MODIFYING TOPOSURFACES

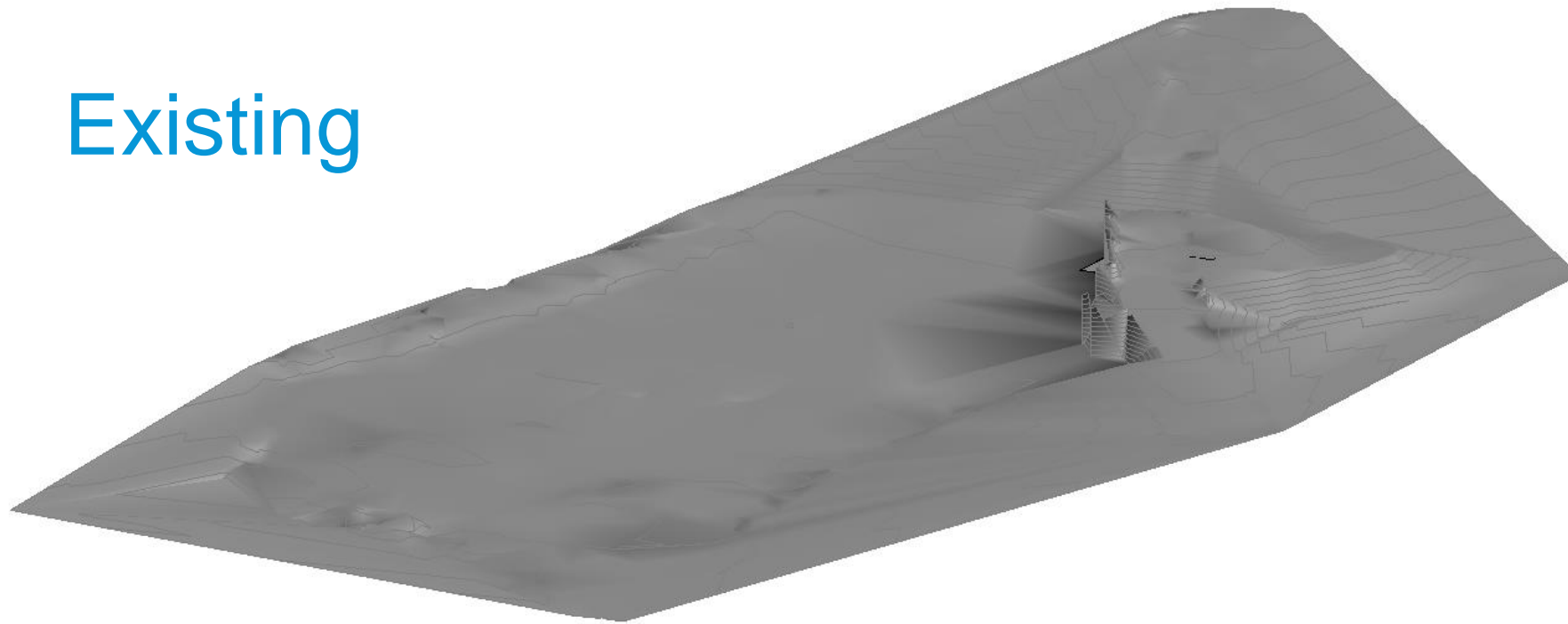


MODIFYING TOPOSURFACES

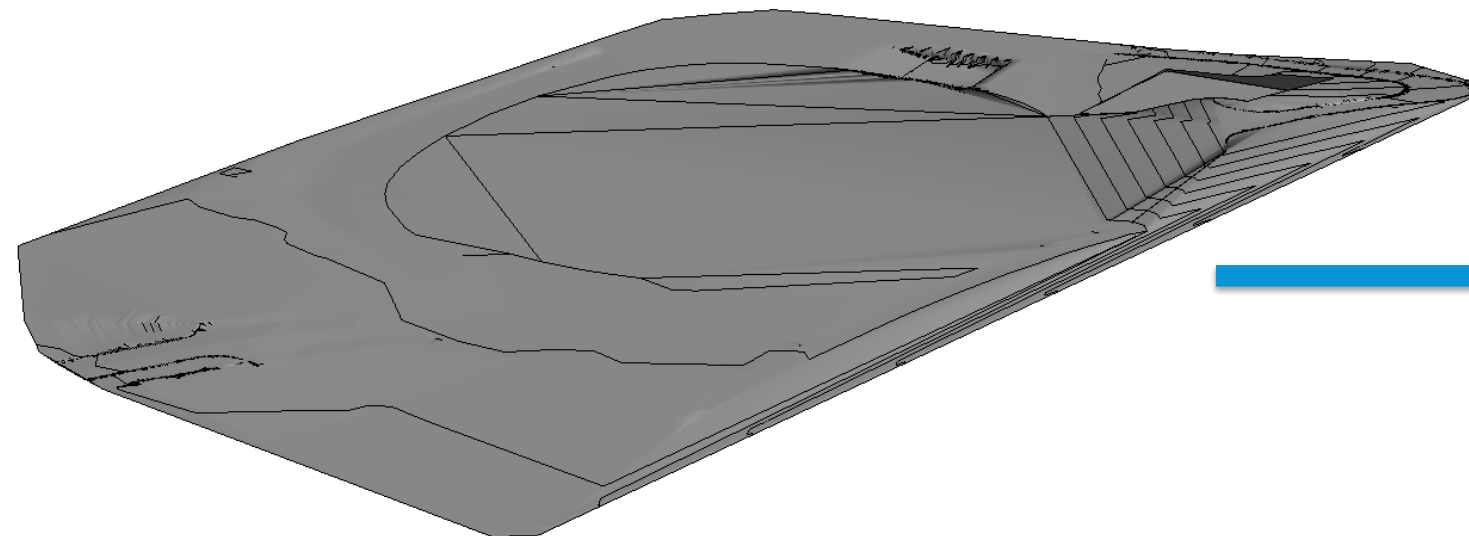


CUT & FILL

Existing



New construction



Properties

Topography (1) Edit Type

Materials and Finishes

Material <By Category>

Dimensions

| | |
|----------------|--------------------------|
| Projected Area | 38341.636 m ² |
| Surface Area | 38742.711 m ² |

Identity Data

| | |
|----------|--|
| Image | |
| Comments | |
| Name | |
| Mark | |

Phasing

| | |
|------------------|------------------|
| Phase Created | New Construction |
| Phase Demolished | None |

Other

| | |
|--------------|--------------------------|
| Net cut/fill | 18280.771 m ³ |
| Fill | 27868.331 m ³ |
| Cut | 9587.560 m ³ |

Add-ins

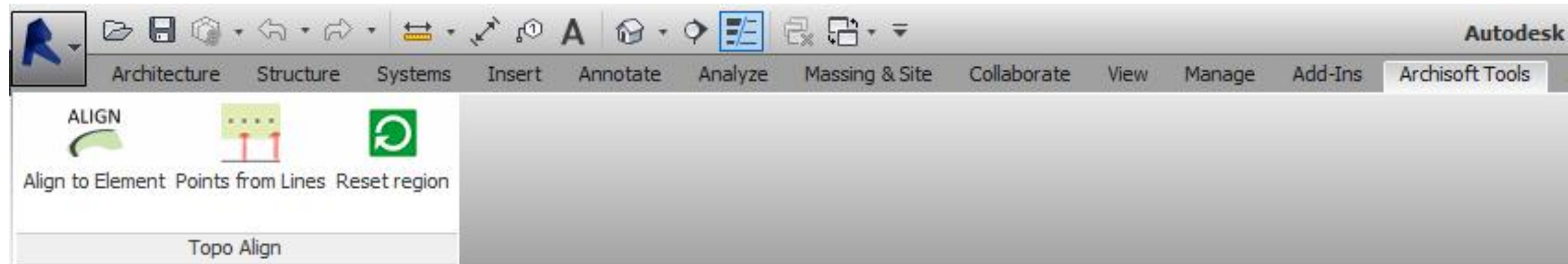
SITE DESIGNER

Autodesk Revit 2015 - Project1 - Floor Plan: Level 0

Architecture Structure Systems Insert Annotate Analyze Massing & Site Collaborate View Manage Add-Ins Site Designer Extensions Modify

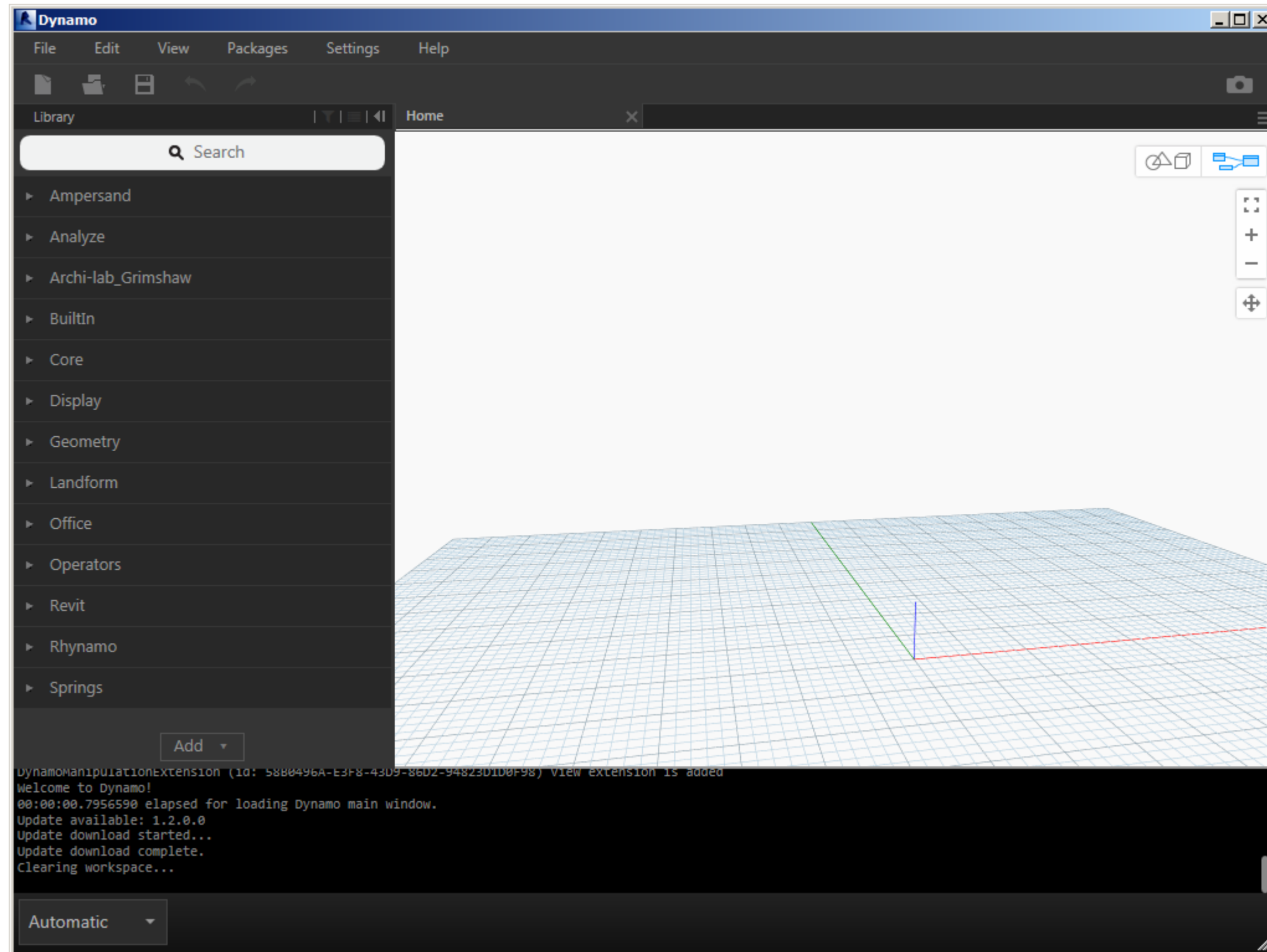
| | | | | | | | | | | |
|----------------------------------|--|---|--------------------------|---------------------------------|---|--------------------------|---------------------------------|---------------------|-----------------|-------------------|
| Import LandXML Export LandXML | Set Base Toposurface Toposurface Conversion | Soft Terrain Feature Line Point Wipeout | Street Retaining Wall | Sidewalk Parking Lot Curb | Soft Terrain Feature Line Point Wipeout | Street Retaining Wall | Sidewalk Parking Lot Curb | Annotate Reports | Family Managers | Settings About |
| Import/Export | Convert | Locate | | | Modify | | | Reports | Family Managers | Settings |

TOPO ALIGN



- **Align to Element:** Adjust toposurface to edge or floor geometry
- **Points from Lines:** Add points on toposurface along model lines

DYNAMO BIM



- **Hardscape (Floors) that follows topography**
- **Automatic creation of planting lines**
- **Parametric placement of families**
- **Topography from Rhino elements**
- **Fence follows toposurface**
- **Sheet and View management**

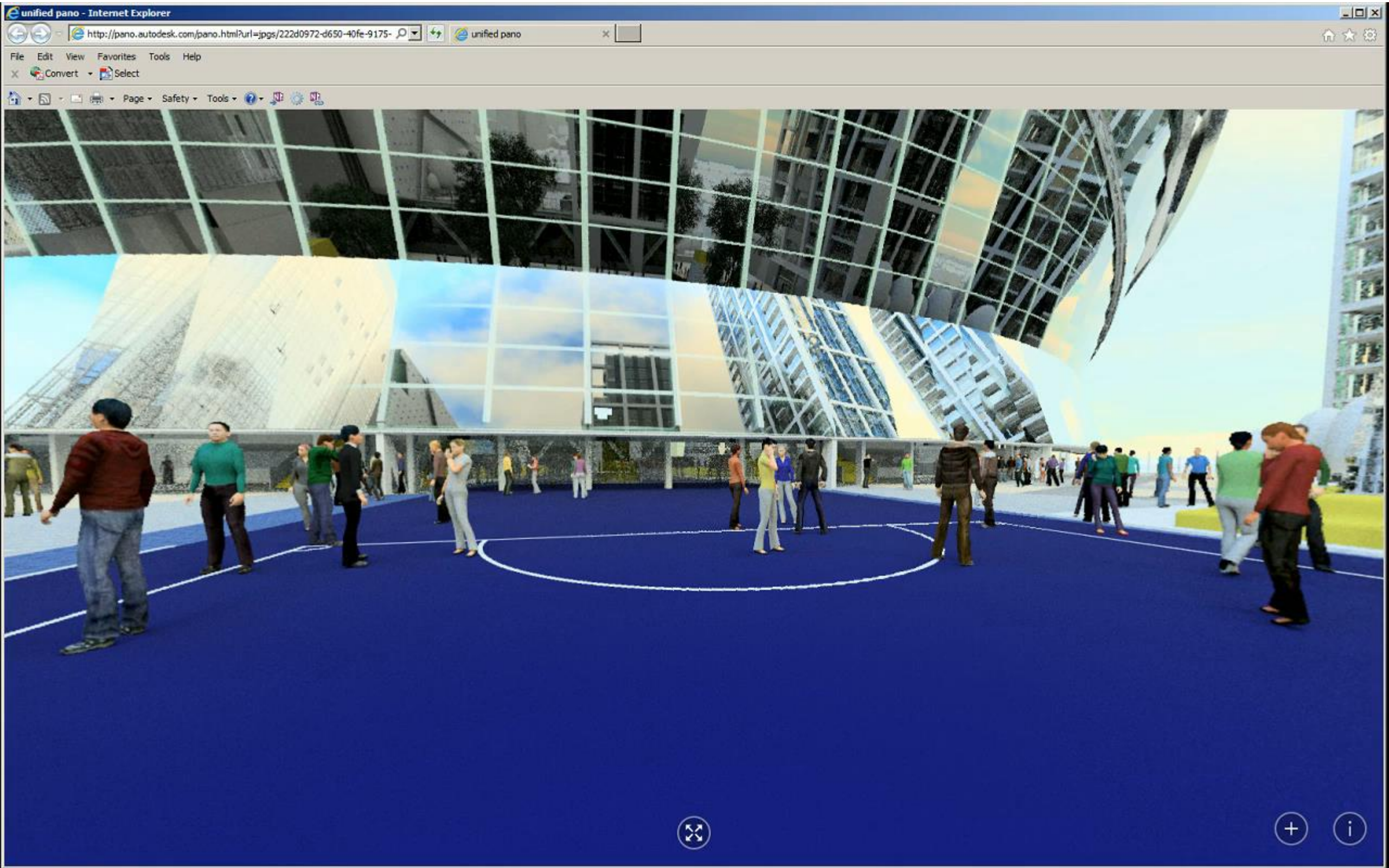
Render & Visualization

VIRTUAL REALITY

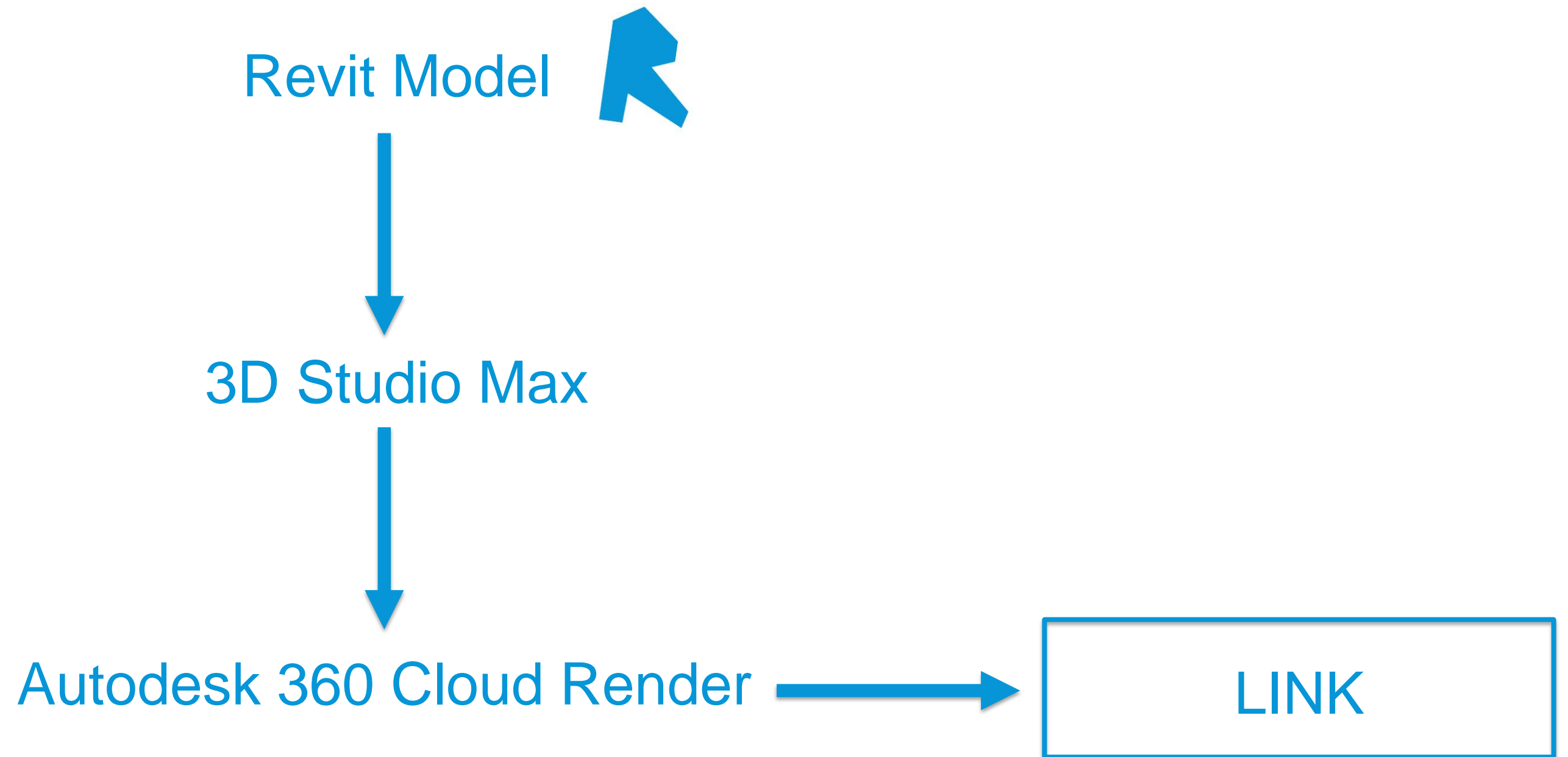


VIRTUAL REALITY





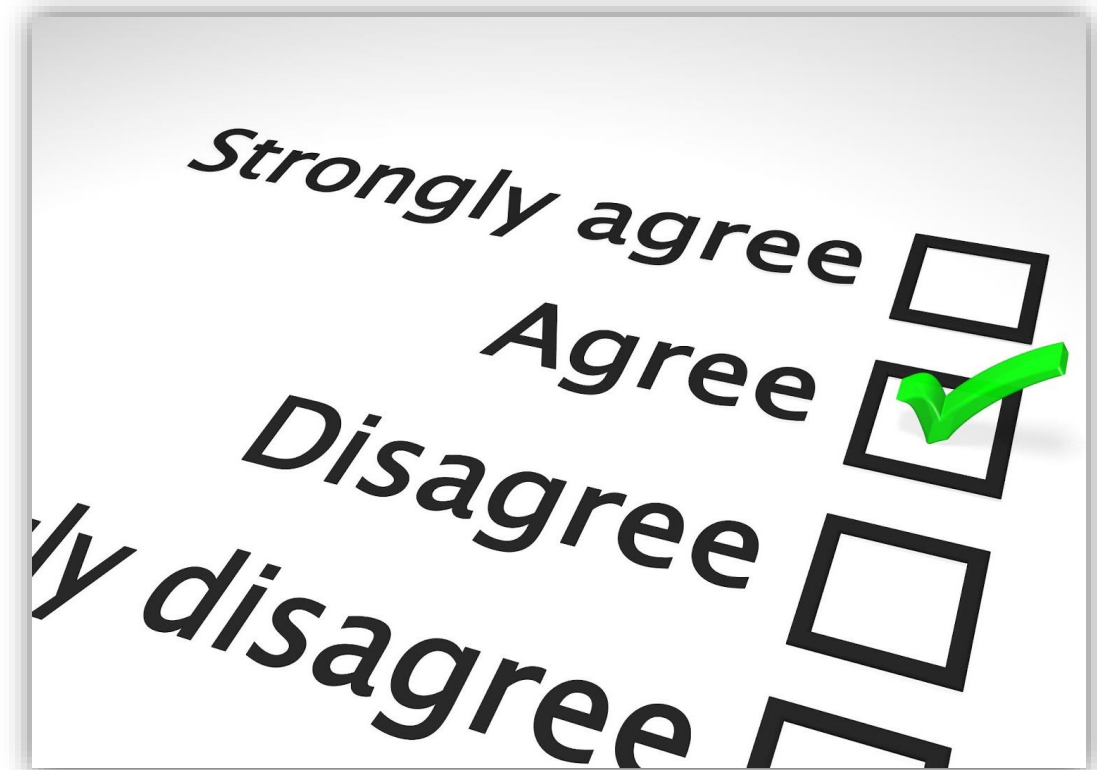
VIRTUAL REALITY



Q&A

How did I do?

- Your class feedback is critical. Fill out a **class survey** now.
- Use the AU mobile app or fill out a class survey online.
- Give feedback after each session.
- AU speakers will get feedback in real-time.
- **Your feedback results in better classes and a better AU experience.**



Thanks!

raquel.bascones@populous.com

POPULOUS™

