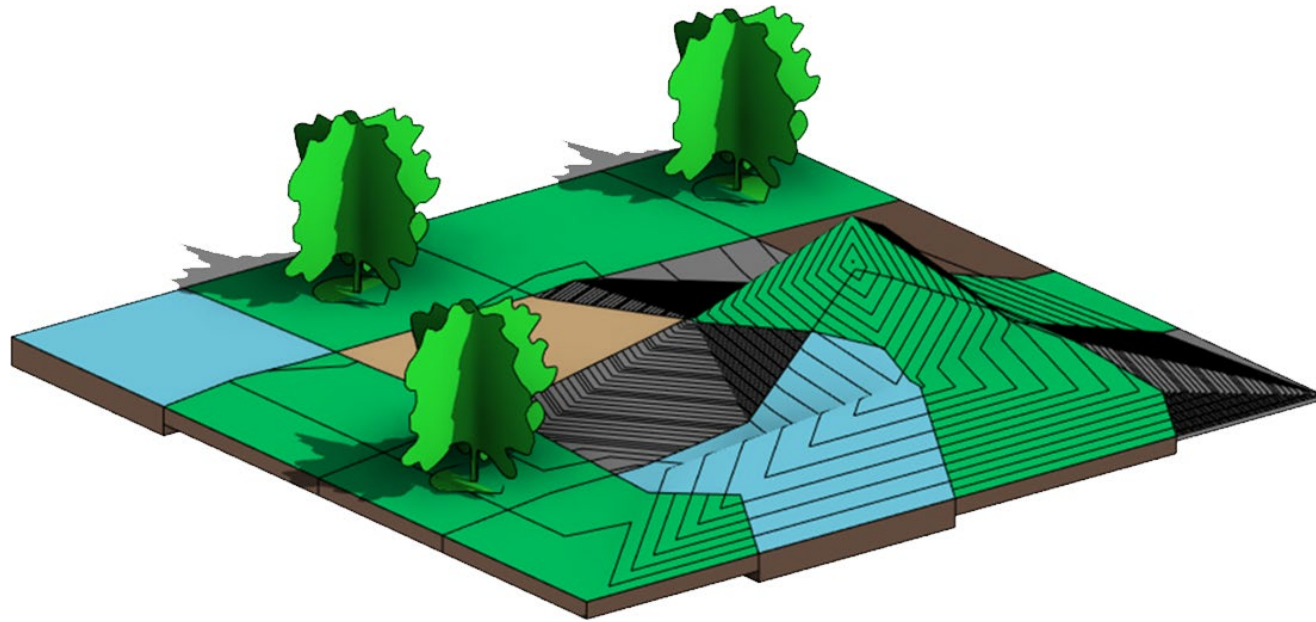
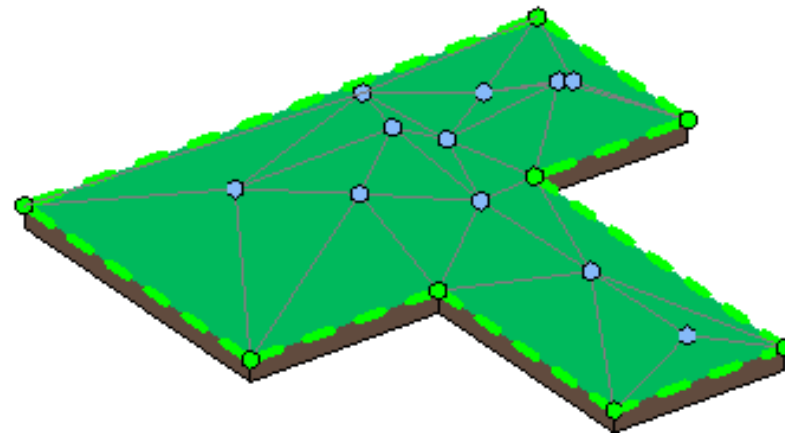
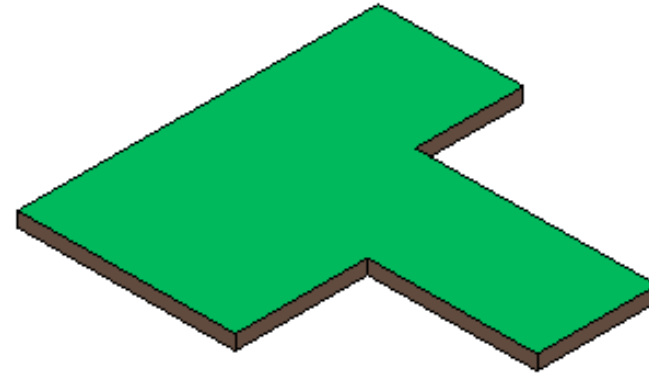
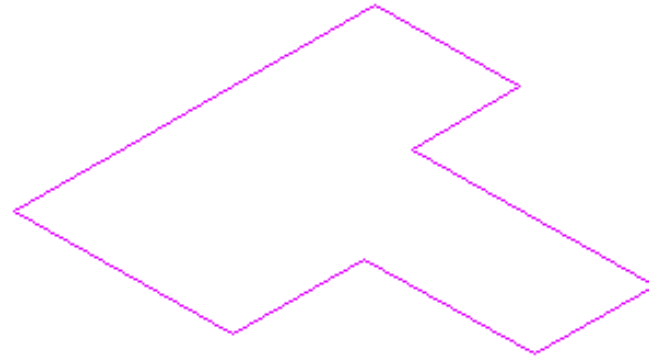


# REVIT PURE LIVE #052

## Exploring Toposolids



# Goodbye Toposurfaces, hello Toposolids!



# Toposolids are similar to floors



Function	Material	Thickness
Finish 1 [4]	Grass	50.0
Core Bounda	Layers Above	0.0
Substrate [2]	Sand	150.0
Structure [1]	Earth	1000.0

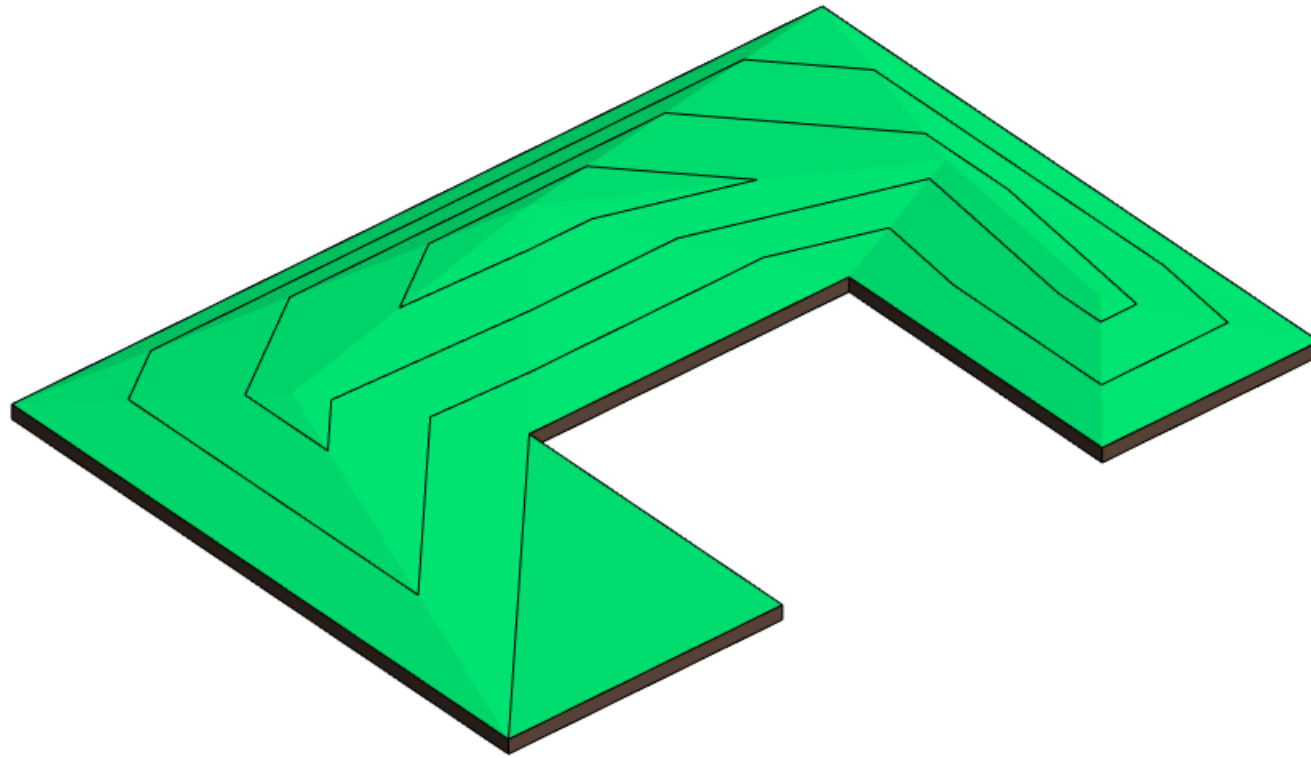


Function	Material	Thickness
Finish 1 [4]	Water	1500.0
Core Bounda	Layers Above	0.0
Structure [1]	Earth	500.0

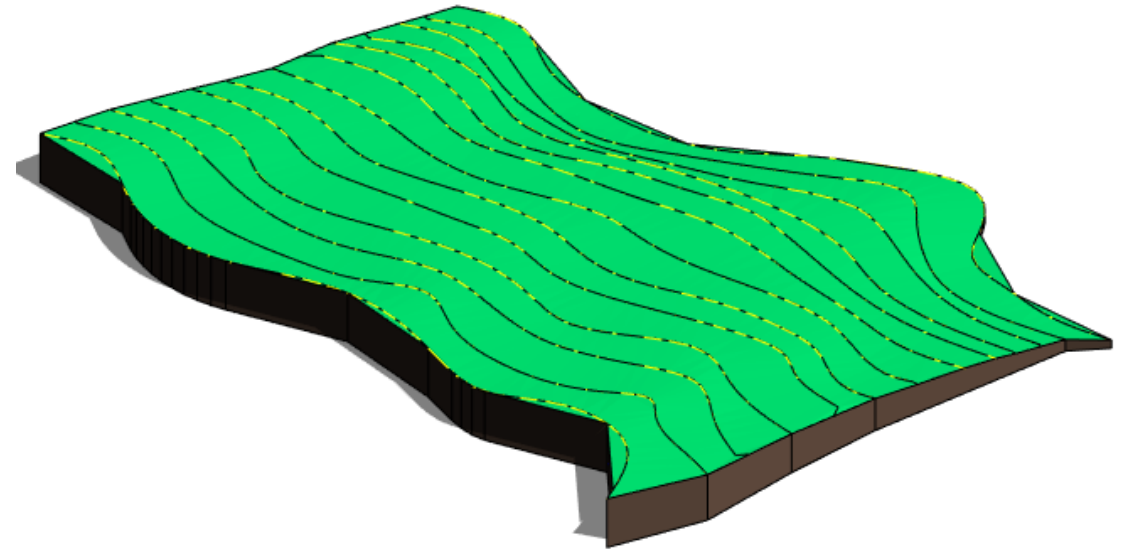
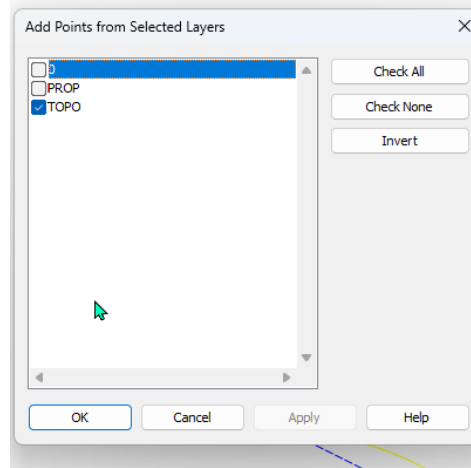
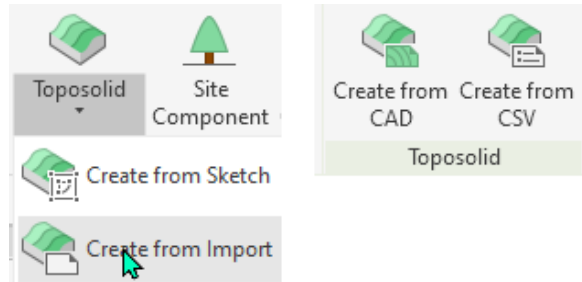


Function	Material	Thickness
Finish 1 [4]	Concrete, C	100.0
Core Bounda	Layers Above	0.0
Substrate [2]	Gravel	250.0

# Draw a concave shape

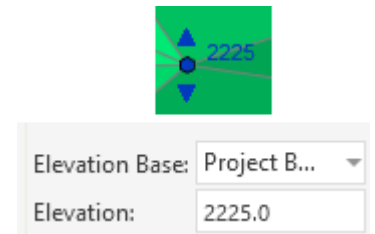
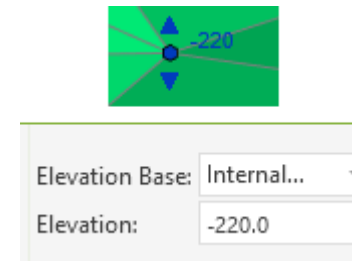
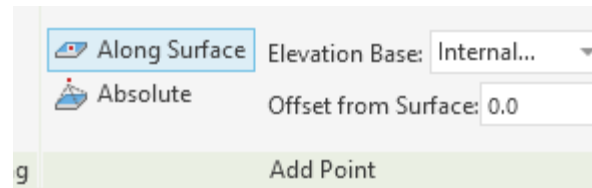
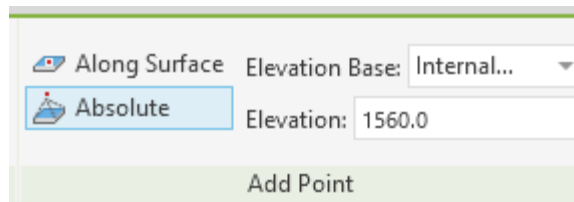


# Generate from CAD file



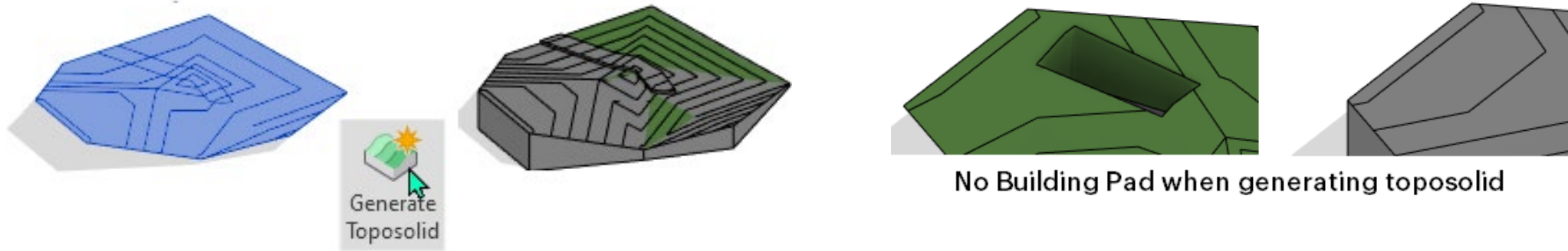
# Set points Along Surface vs Absolute

- Along Surface will add the current height of a location to the value you are adding.
- Absolute refers to the origin points of the project.
- When you change the “Elevation Base,” the height on each point is updated.



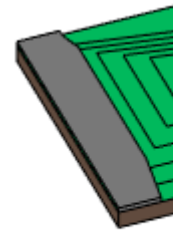
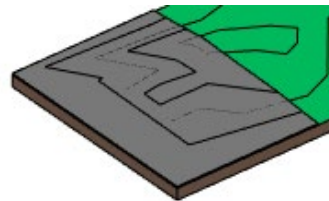
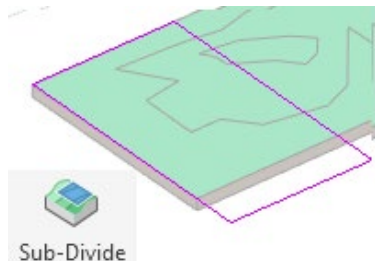
# Create Toposolid from Toposurface

- Building pads are ignored
- Subregions are converted to subdivisions

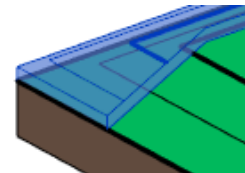


# Subdivision on toposolid

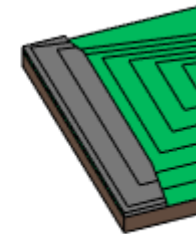
- Subregions are gone!
- Subdivisions: mandatory thickness, can't be negative.
- Can inherit contours or not



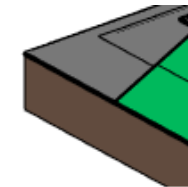
Inherit Contours ☐



Sub-Division  
Material Asphalt,  
Sub-divide Height 305.0



Inherit Contours ☒



Sub-divide Height 50.0



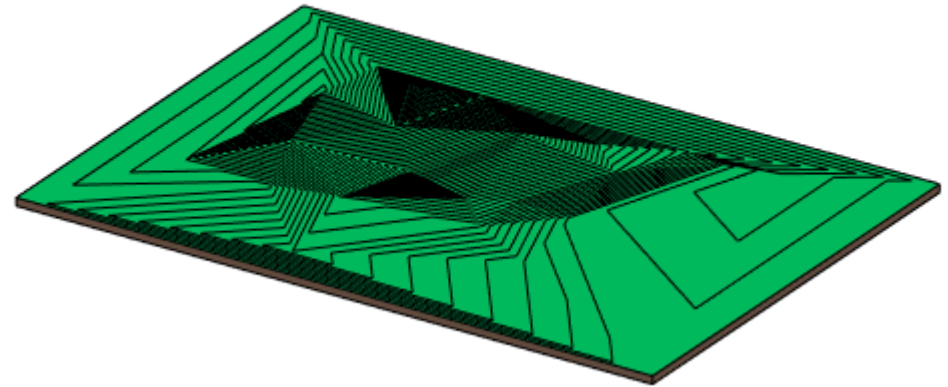
# Contours

- By type instead of project wide settings.

Parameter	Value
<b>Construction</b>	
Structure	Edit...
Default Thickness	1200.0
<b>Graphics</b>	
Coarse Scale Fill Pattern	
Coarse Scale Fill Color	Black
Contour Display	Edit...

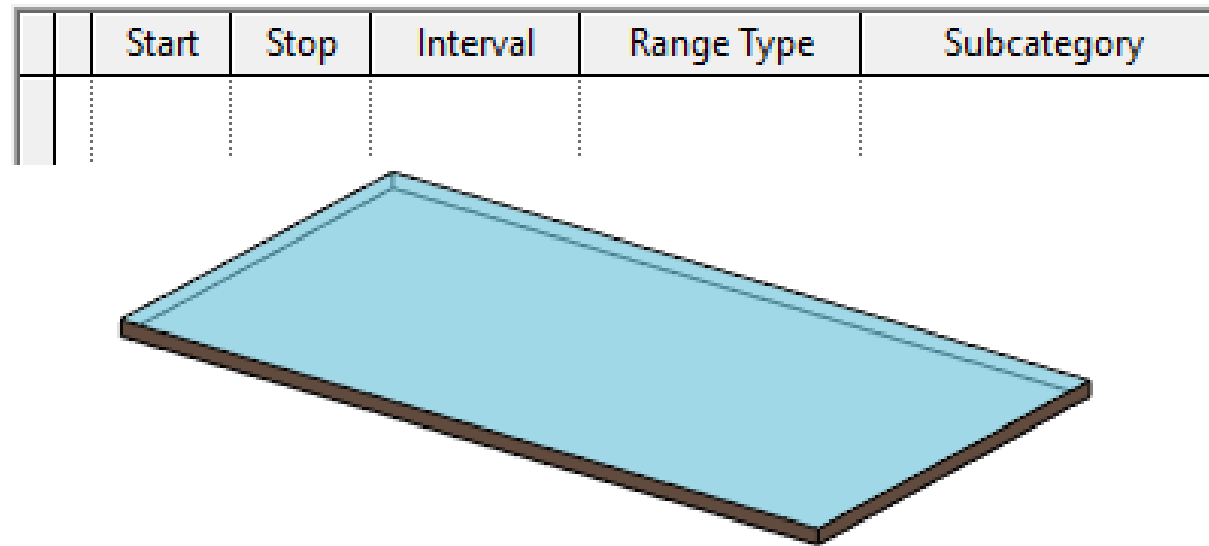
		Start	Stop	Interval	Range Type	Subcategory
1	<input checked="" type="checkbox"/>	-30000.	3000000.0	1000.0	Multiple Values	Primary Contours
2	<input checked="" type="checkbox"/>	-30000.	3000000.0	500.0	Multiple Values	Secondary Contours

		Start	Stop	Interval	Range Type	Subcategory
1	<input checked="" type="checkbox"/>	-30000.	3000000.	200.0	Multiple Values	Primary Contours
2	<input checked="" type="checkbox"/>	-30000.	3000000.	50.0	Multiple Values	Secondary Contours



# Contours

- Possible to have no contours at all.



# Special unique contour value

- Maybe you want to track an important height.
- Create a new Toposolid subcategory in the Object Style.
- Make it a special color or line pattern if you want.

Toposolid	1	6	Black	Solid
<Hidden Lines>	1	1	Black	Solid
Common Edges	2	2	Black	Solid
Critical Level	4	6	RGB 243-090-232	Dash 3mm

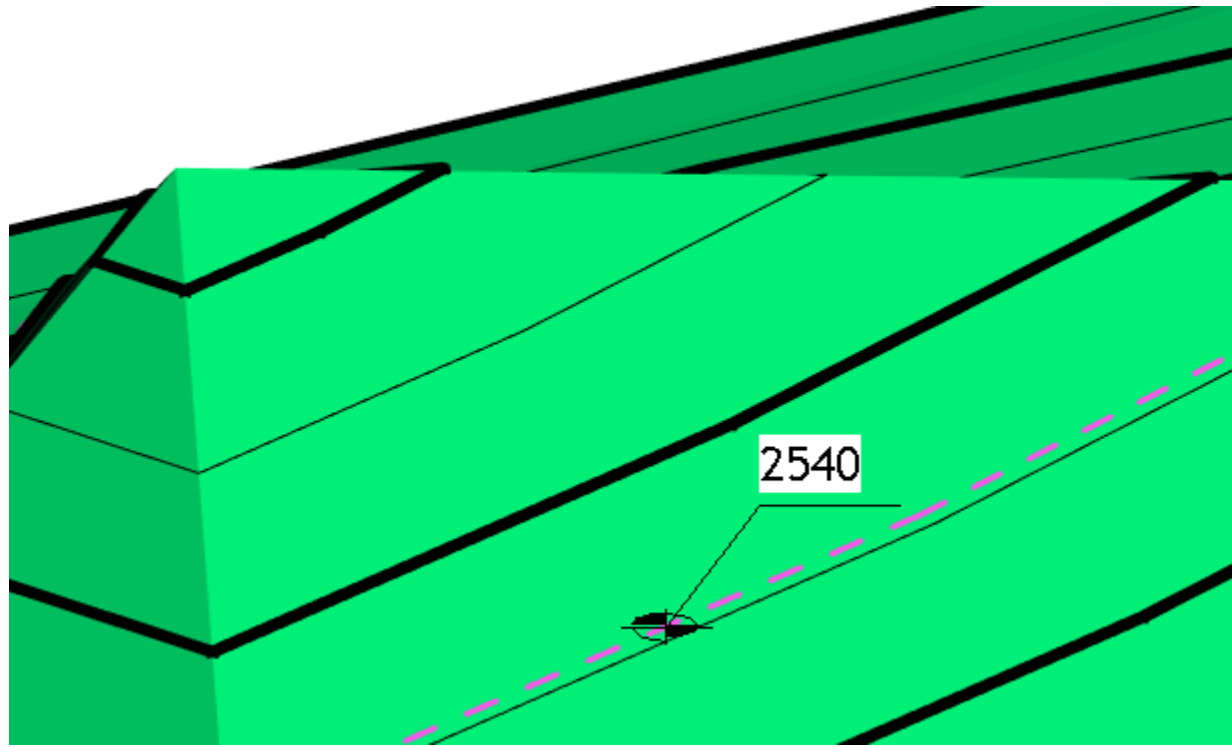
# Special unique contour value

- In the toposolid contour type, create a new contour and set it to Single Value in the range type.
- Select the subcategory you have just created.
- In “Start”, set the specific height you need.
- **Stop** and **Interval** are grayed out and useless for this.

Contour Display						
		Start	Stop	Interval	Range Type	Subcategory
1	<input checked="" type="checkbox"/>	-30000.0	3000000.0	1000.0	Multiple Values	Primary Contours
2	<input checked="" type="checkbox"/>	-30000.0	3000000.0	500.0	Multiple Values	Secondary Contours
3	<input checked="" type="checkbox"/>	2540.0	3000000.0	1000.0	Single Value	Critical Level

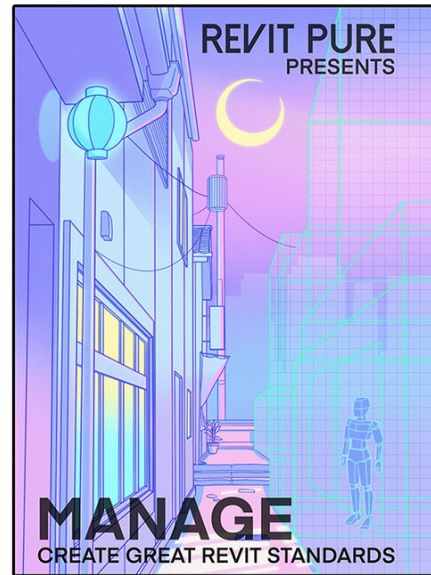
# Special unique contour value

- This specific height has a contour in the style you have set.



# MEGA BUNDLE DEAL

- Get our 3-courses and the PRO Template.
- <https://revitpure.com/bundle>



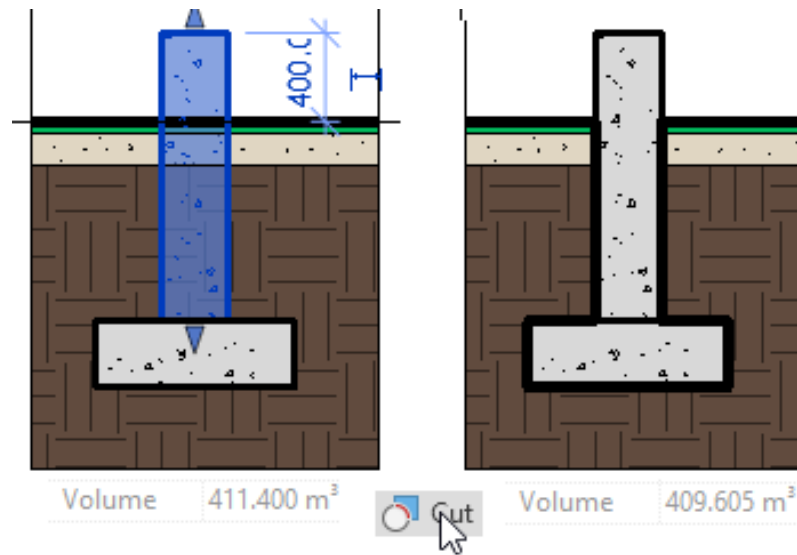
**3-COURSES +  
PRO TEMPLATE  
BUNDLE**

Isometric diagram of a building with dimensions: 3750 (width), 3400 (depth), 3000 (height), and 1000 (roof height). The diagram includes labels W1 and W2 for windows.

**~~\$697~~ \$349.30**  
offers ends april 14th 2023

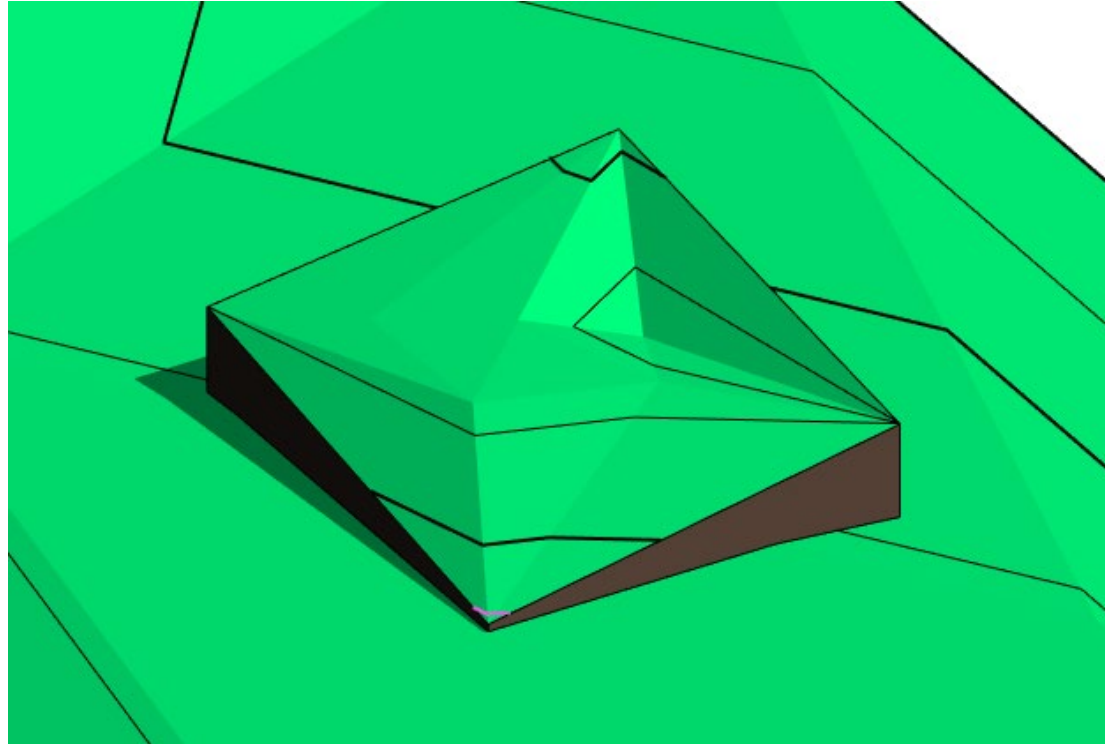
# Cut toposolid

- You can cut the toposolid with most categories, such as walls and structural foundations.
- Volumes will be accurately calculated.



# Cut toposolid with toposolid

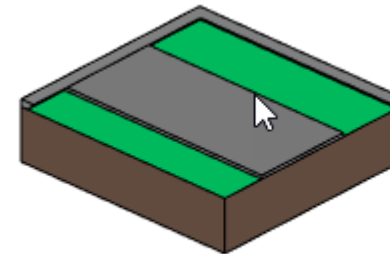
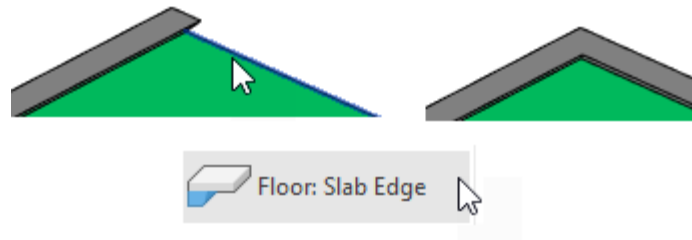
- You can cut a toposolid with another toposolid.





# Slab edges

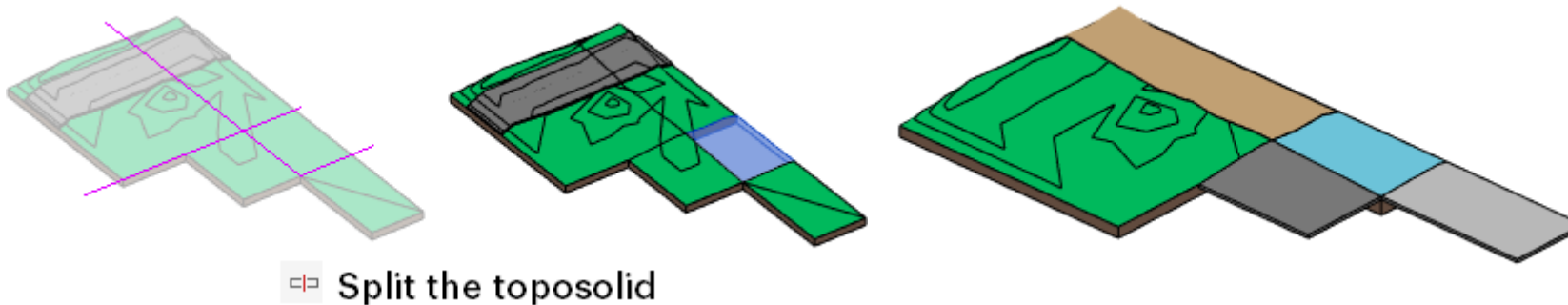
- Slab edges can be created on toposolids.
- ...but not on subdivision... which makes it not helpful.
- Use railings instead



Can't place on sub-division

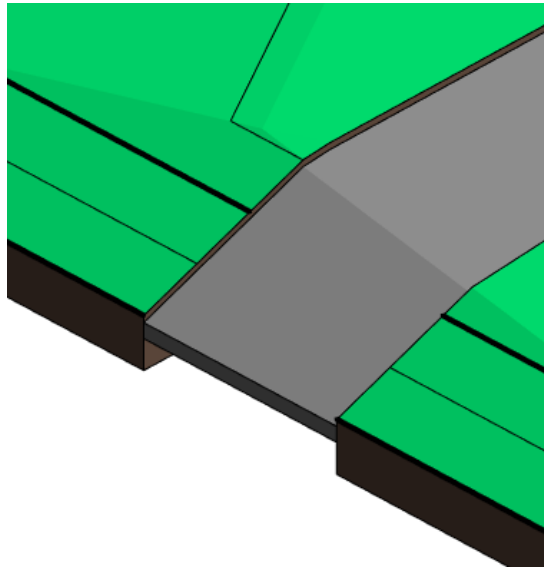
# Split toposolid

- You can use the SPLIT tool on the toposolid. Draw the division lines. They don't need to form a closed loop.
- Change the toposolid type and change the height offset if you want.
- They cannot be merged after split.



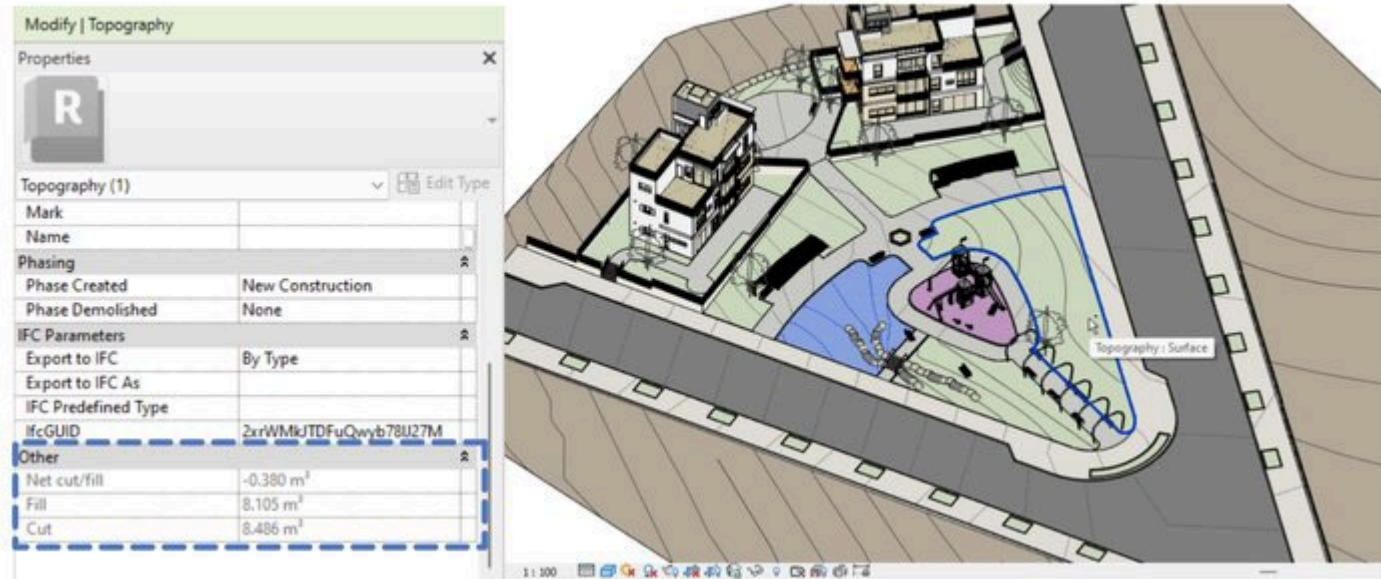
# Split toposolid

- Can be helpful to create roads, since subdivisions aren't great.
- This way, you can set negative offset.



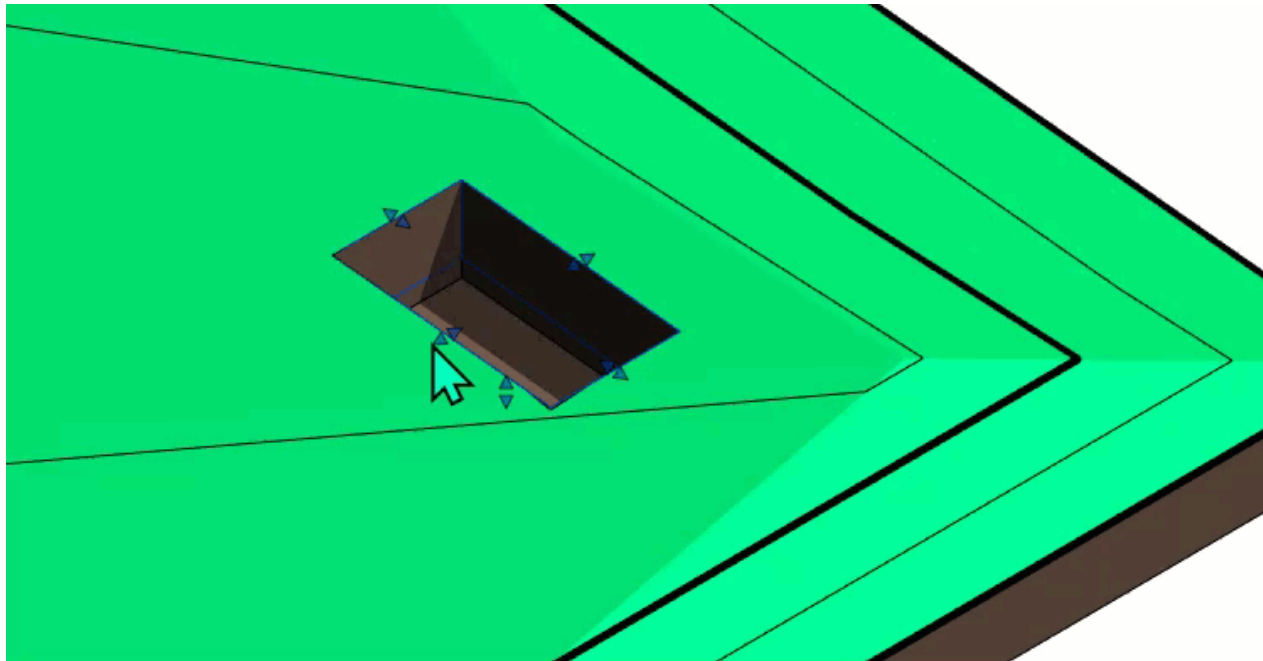
# Net/Fill calculations are wrong

- Ba careful! The net cut/fill info is not reliable at the moment.



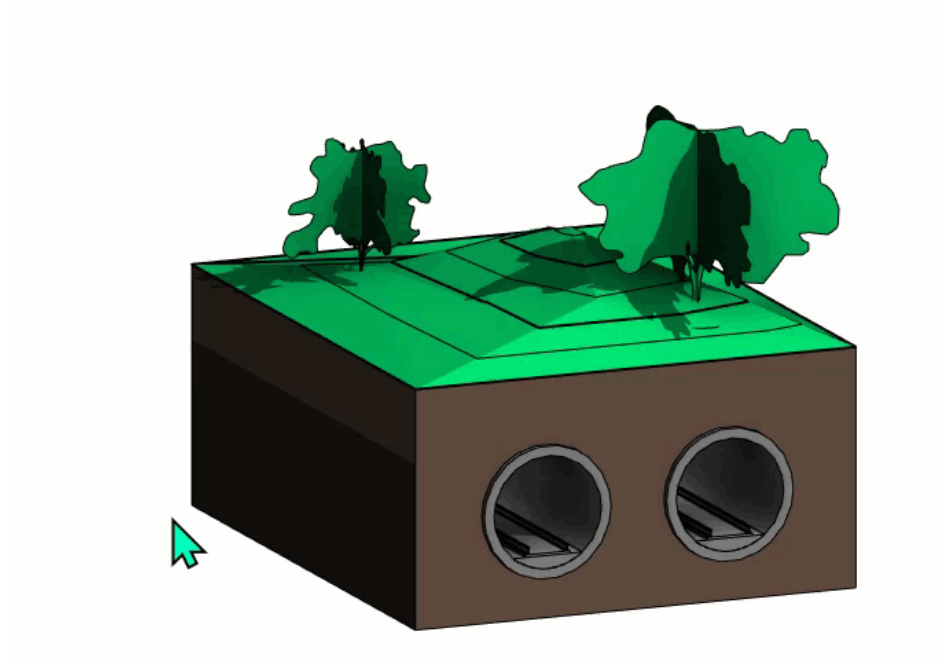
# Building pads replacement

- What about a subway tunnel?
- This is a face-based family with a void.



# Tunnels!

- Since you can cut the toposolid, using tunnels is easy.



# Thank you! 🙌

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