Please Note: If you're new to Revit, you may be interested in my " **Beginner's Guide to Revit Architecture** " **84 part video tutorial training course** . The course is 100% free with no catches or exclusions. You don't even need to sign-up. Just enjoy the course and drop me line if you found it useful. The full course itinerary can be viewed here

Revit Architecture is not just about buildings! It's also about the external environment that your building is part of. Revit provides many tools that allow you to model this environment , thus letting you show your design in context.

In this tutorial, we will use Revit's **Point tool** to create a **topographical surface**. Please note that there are various methods for creating topographical surfaces within Revit, depending on what level of information you have to start with, how accurate you need your surface to be, etc. We will look at some of the other methods in other tutorials.

So let's just dive in and create a basic topographical ("**topo**" for short) surface.

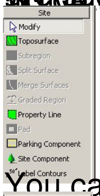
Start Revit with a new, blank Project File. For the purposes of this tutorial, I am going to be using millimetres for the Units. Depending on your regional settings, you may have to convert the dimensions shown here.

Your new Project File should contain default View called Site:-

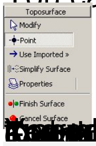
Make this View active by double-clicking on it. We are going to create our basic surface in this View. You can create topographical surfaces in any plan view- but by default Topography is NO T
displayed in any plan view except
Site
. For example, if we look at the
View Properties>Visibility / Graphics Overrides
for the default view “
Level 1
”:-

We see that Topography is not checked

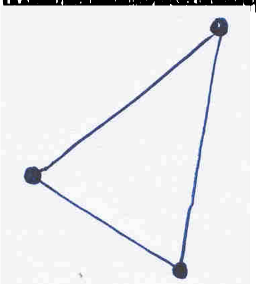
Now getting back on track, switch to the “Site” view, and make sure that the “Site” Design Bar is



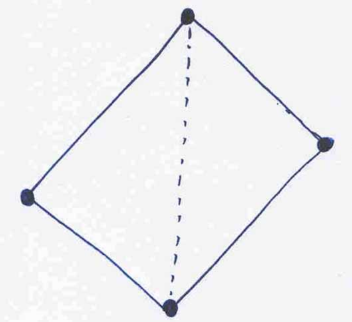
You can now select “Toposurface” which will take us into Sketch Mode:-



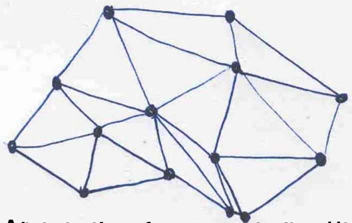
three points. Here is a face.



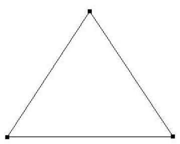
topographical surface in Revit would be a flat, square surface as would be formed by two

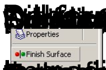


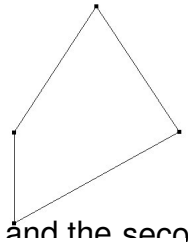
Now this is just 2 faces. What if we added more faces? And we varied the heights of the points



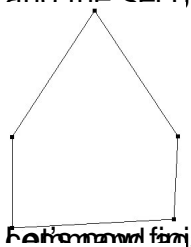
looks like this:

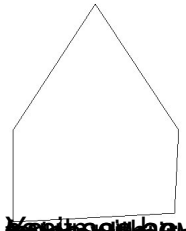


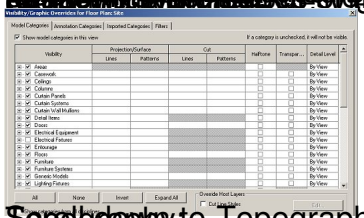


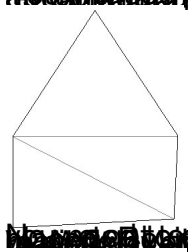


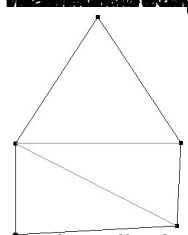
and the second point…..



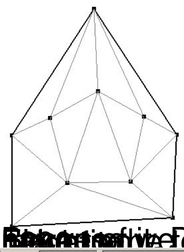






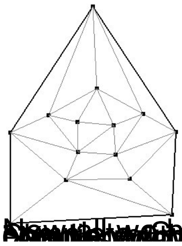


Now draw five points in the centre of the surface, in a rough pentagon shape. You should end

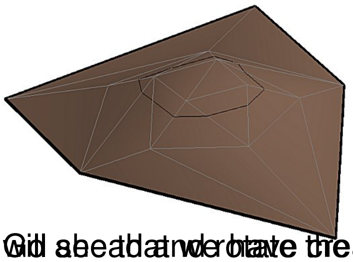


[illegible] But for now, let's add a little [illegible]

Now add four points (in a rough square shape) to the centre of our "hill". [illegible] should look like this:



[illegible] click on "Finish Surface" on the Site Design Bar and our surface is [illegible] 3D View, [illegible] similar to this one:



[illegible] underneath. You [illegible]