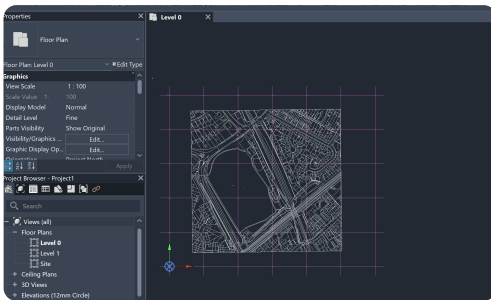
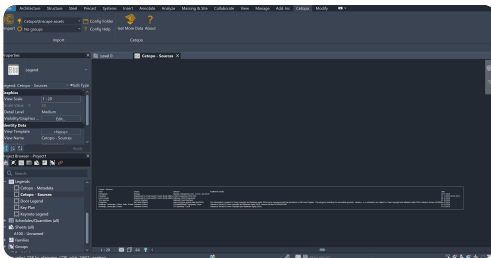


## A Guide to Working with Cetopo's imported 2D model data

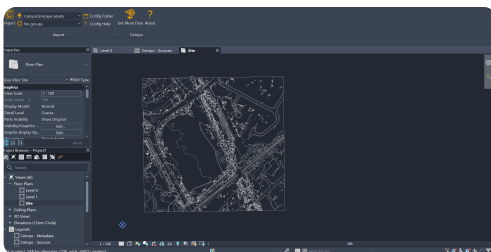
When working with Cetopo's imported 2D data in Revit, you'll find everything organized and ready to use, from terrain details to building outlines, ensuring you can quickly begin your design process with accurate, real-world information.



- **Level 0:** 2D data
- When you import a Cetopo model into Revit, all your 2D data becomes immediately accessible in the **'Level 0' view**, ready for use in your project.
- By making the **project base point** and **internal origin** visible through **'Visibility/Graphics'** in the 'Properties' window, you'll see that both are positioned accurately on a grid point near your imported data.



- **Legends:** Sources and metadata
- In the **Project Browser**, you'll find two important legend views:
  - A **data source legend** listing all included sources, including the OS license number required for permitting.
  - A **metadata legend** containing details such as the data purchase date.
- These legends can be dragged directly onto any sheet view and edited within Revit to fit your documentation needs.



- **Site view:** Projected site view
- In the **'Site' view**, you can see the projected view of your Cetopo model. Ensure that massing is turned on to display your imported 3D buildings. Since the imported model is correctly positioned with real-world location and elevation data, you can immediately start using tools like 'Spot Coordinate' and 'Spot Elevation' under the 'Annotate' tab to plan and analyze your site.