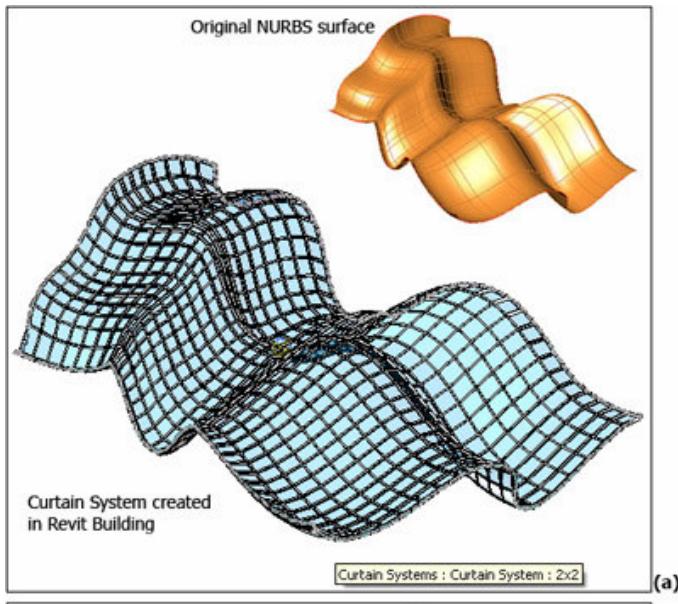
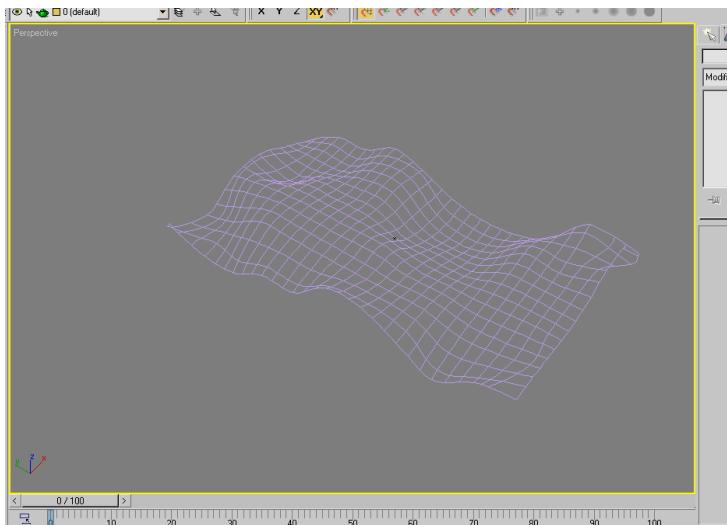


Hello revit users. I understand that building maker in revit 7 and 8/8.1 have the ability to convert NURBS surfaces to revit objects (i.e. curtain walls, roofs, walls etc) as is shown from an article I got on an AEC website.



Now I generated this particular surface in Autodesk 3dsmax using a plane, with FFD box to deform it and then adding a mesh smooth. After taking it to revit the results I had trying to turn the surface to a curtain wall were undesirable.



I later tried using a NURBS CV surface generator and then deforming it, I still got the same results.

Is there any special way of getting the same results as in fig 1? I am open to any suggestions.