



Models, Models, Models. Now What?

Models, Models, Models. Now What?

- We have models from a variety of sources
- All authored with a variety of applications
- Authored by a variety of designers
- Authored by a variety of design firms
- Bottom line, project contents come from a number of disparate resources
- So how can we review the content?
- Let's take a discuss and take a look...

Business Trends



- It's all about project delivery
- Design-Build and Design-Build-Maintain
- Subcontracting is the norm today
- Multi-location teams engaged in project phases
- Find it in the office, not the field!
- Machine Control
- Shrinking timeframe for building new infrastructure
- Aging infrastructure can't be ignored

Technology Trends

- Inevitable shift to Machine Control and Construction Automation
- Traditional Design-Bid-Build linear paper-based workflows are quickly being superseded by dynamic, real-time digitally-based best practices
- Interoperability among technology platforms



Traditional Project Workflow



Challenges

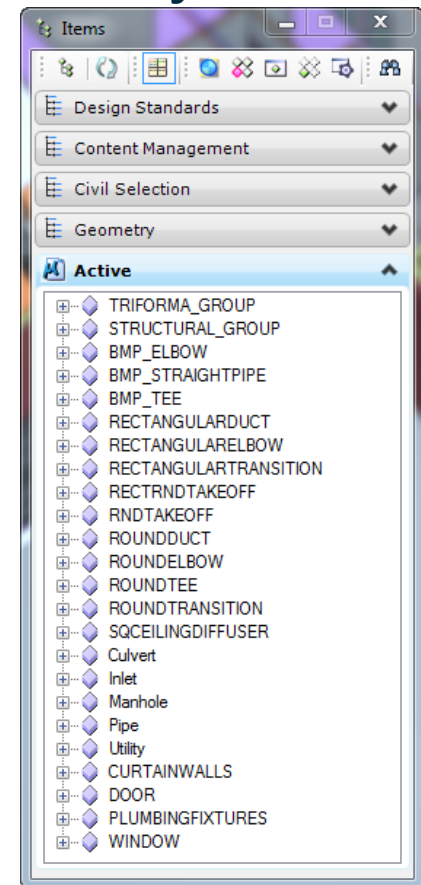
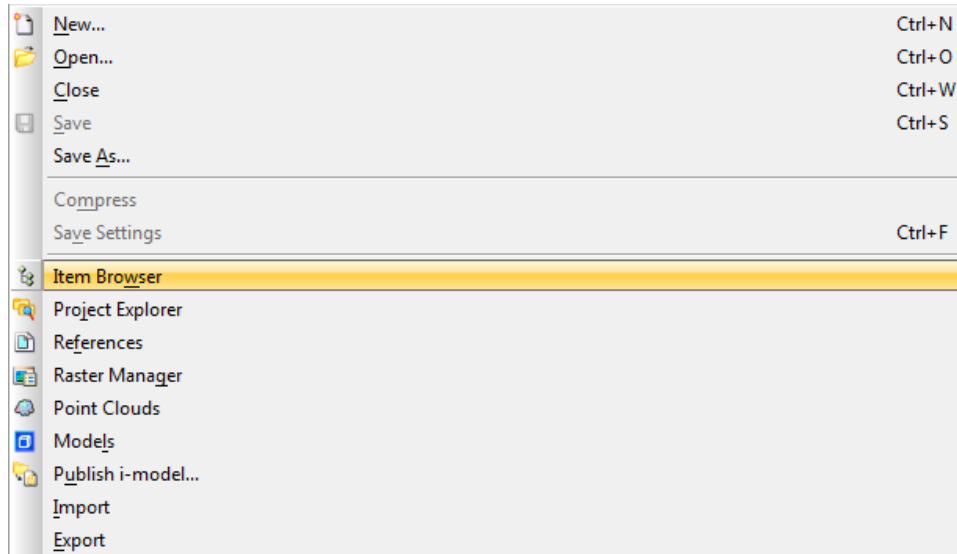
- Federated Information workflows
- Finding and merging project data from multiple sources in disparate formats
- Managing project revisions in real-time
- Communicating just-in-time decisions to project stakeholders
- Supplying project deliverables to diverse stakeholder personas
- Judging the constructability and long-term sustainability of the infrastructure

Tools to help...

- Let's look at a couple items available today within MicroStation that can help us with our issues

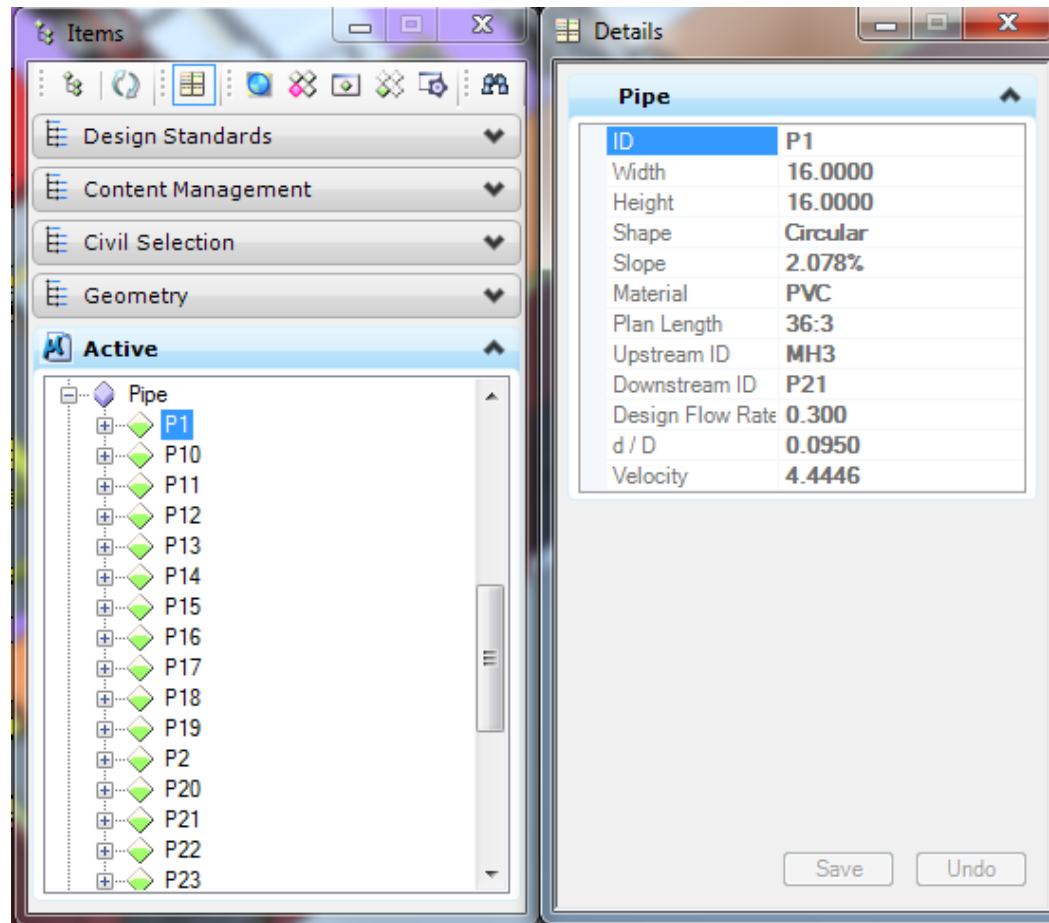
Items Browser

- Provides access to “real” 3D engineering data
 - produced by Roadway Designer, Storm & Sanitary
 - and others...
- Ability to Isolate/Locate/Highlight/Search



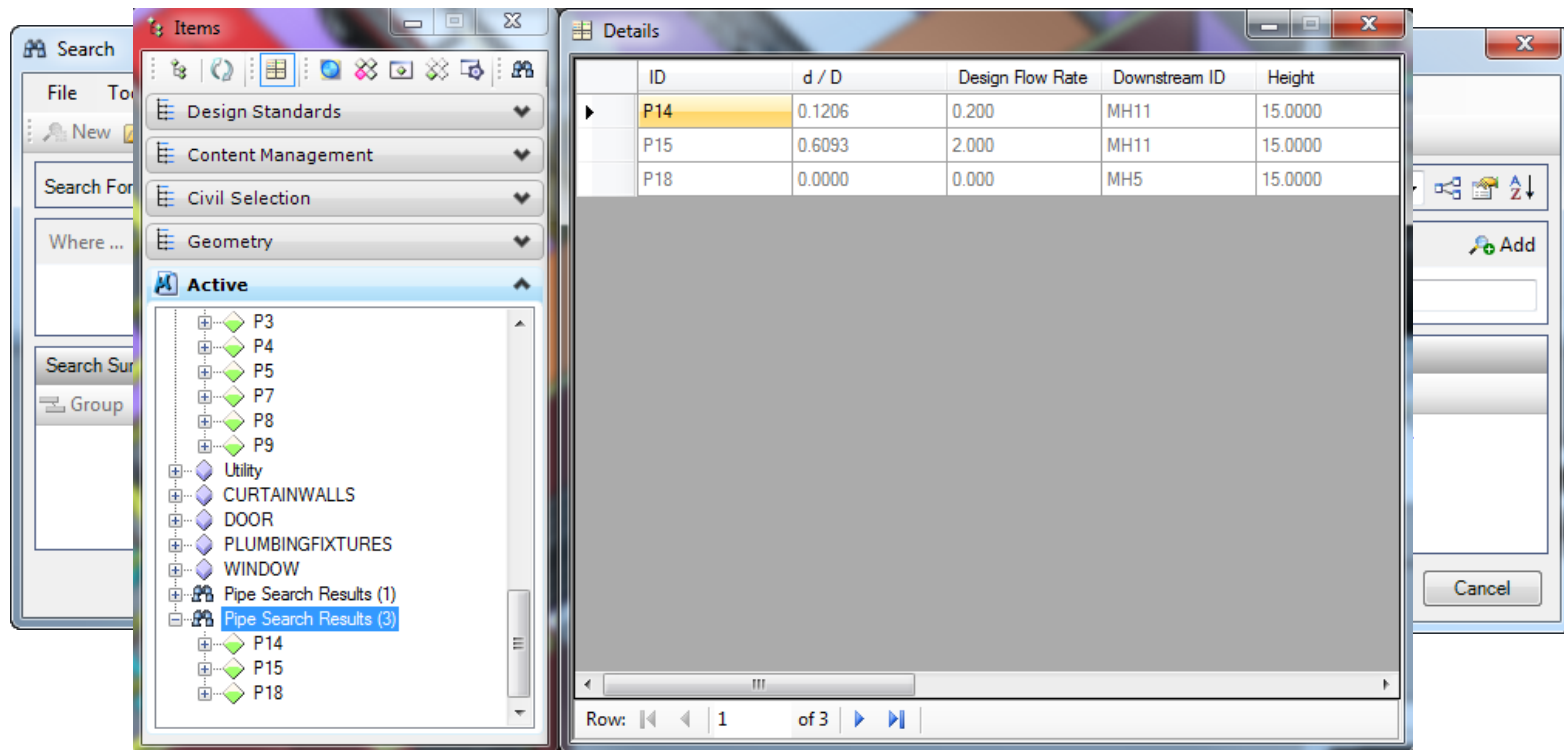
Items Browser

- Example: Locate P1 and highlight it in the model



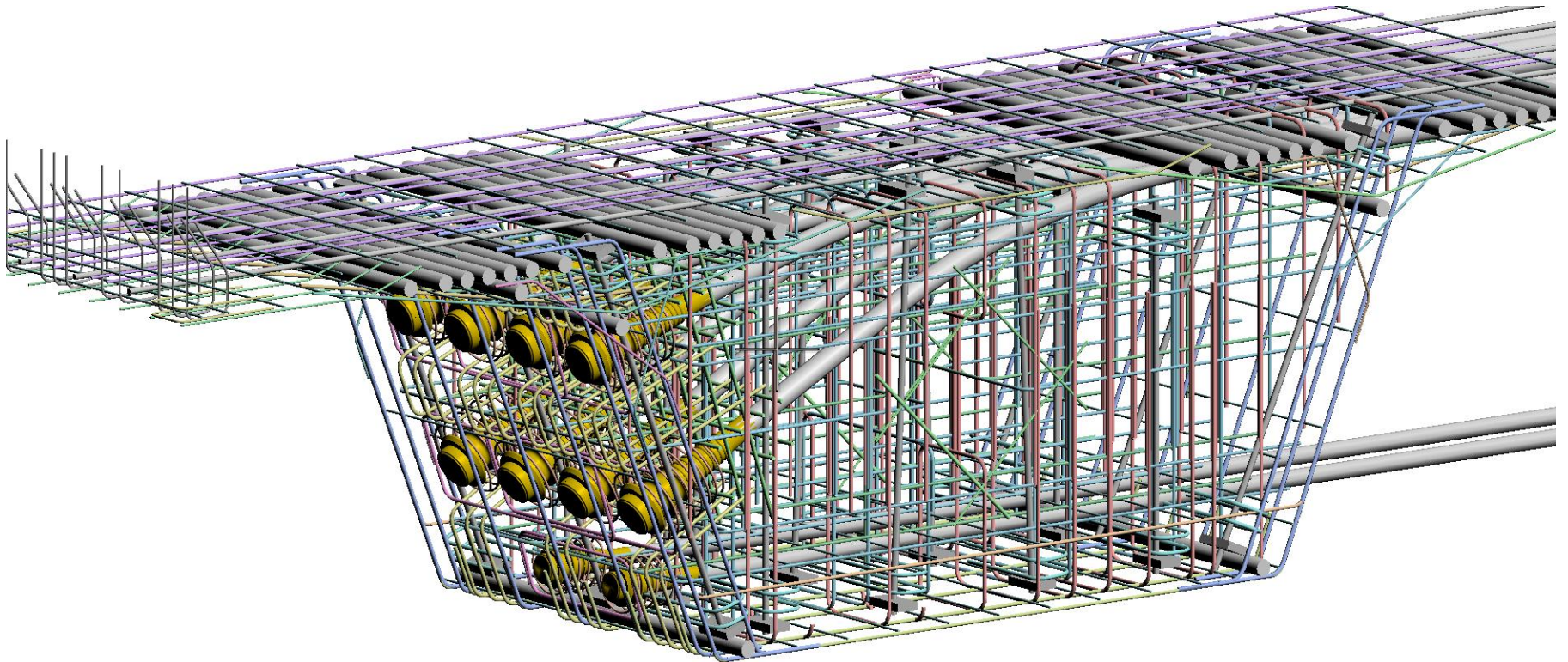
Items Browser and Searches

- Search Items
- Ability to search for specific Engineering items in DGN
 - Example: Search for all 15” RCP Pipes



Clash Detection

- How many conflicts are here?

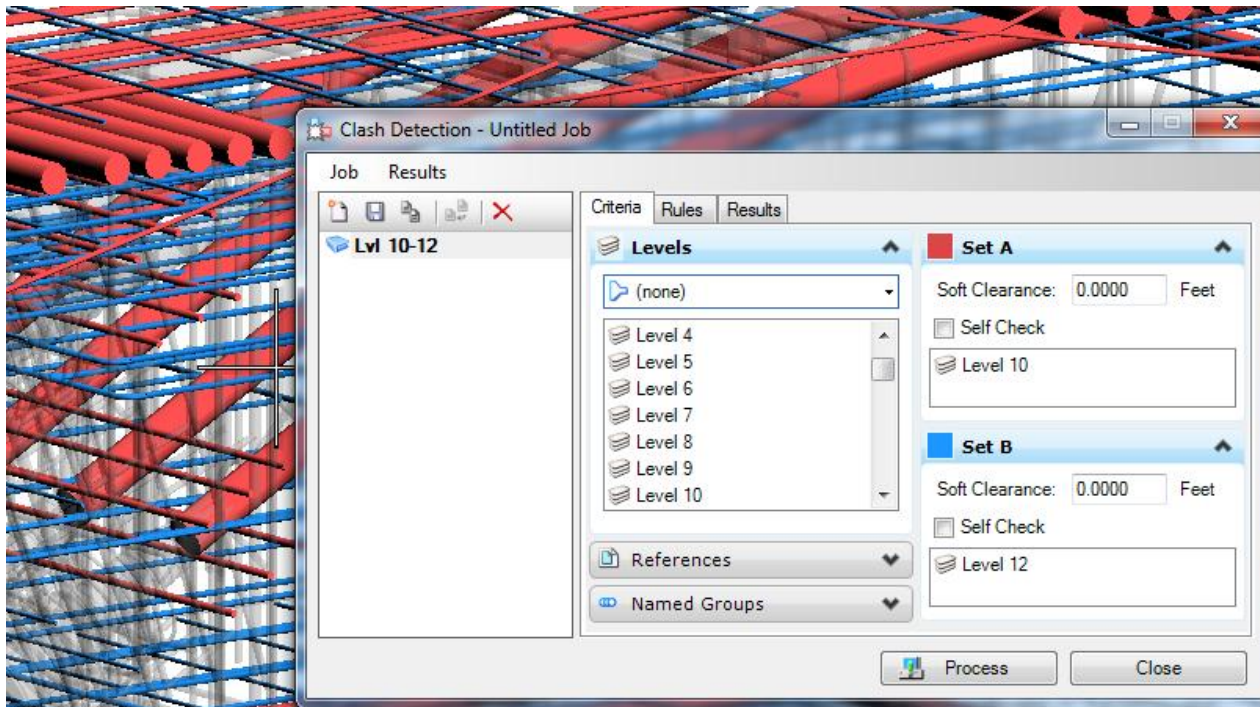


Clash Detection

- The real power of ProjectWise Navigator / MicroStation
- The clash detection tool allows you to identify sets of 3D graphical elements and to detect clashes between these 3D object element sets.
- Ability to interactively and graphically review these clashes, annotate or markup particular clashes, and assign them for follow-up.

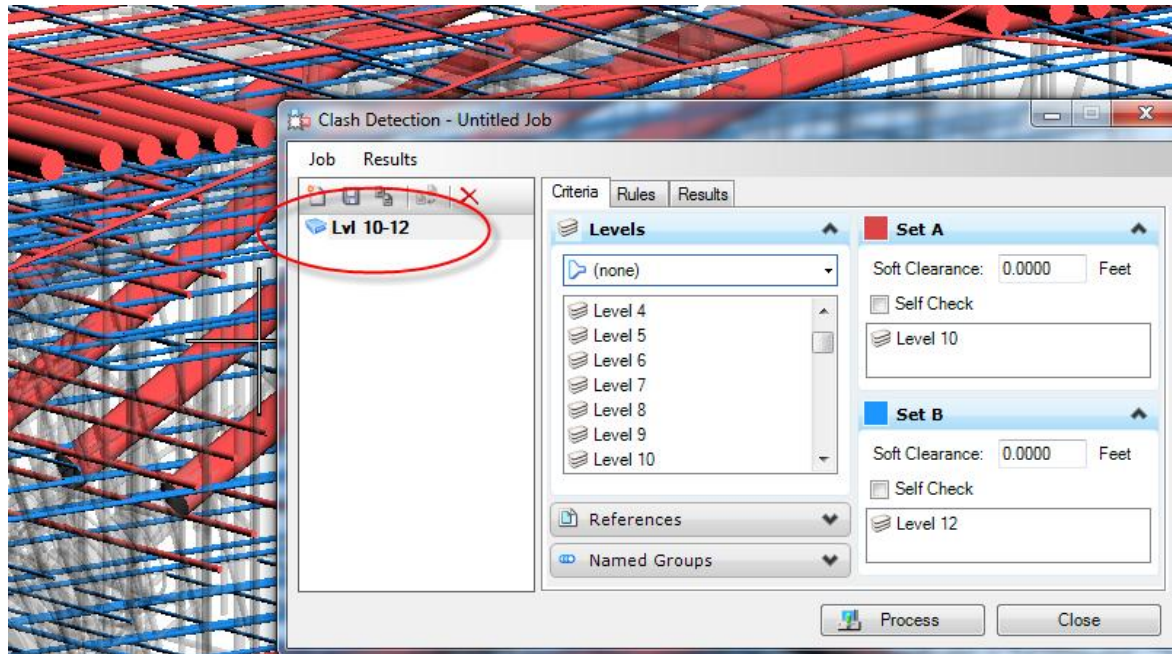
Clash Detection

- Clash Detection works by examining 2 separate groups of 3D data (i.e. Set A and Set B) to be used for the detection of physical clashes and clearance problems between the elements.



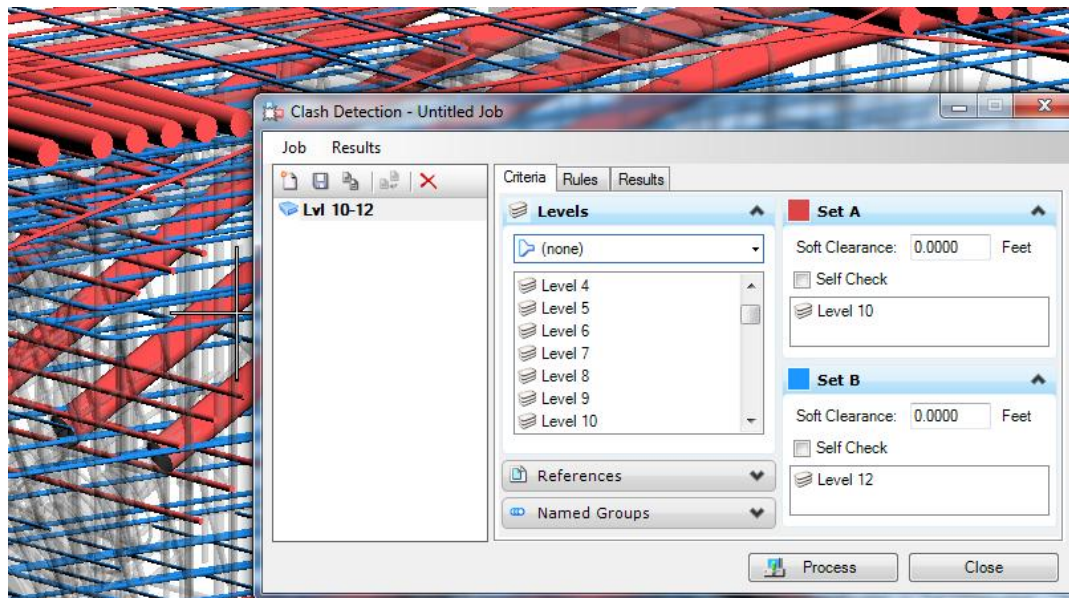
Clash Detection

- Each Clash analysis must be created as its own unique job.
- Each job will have a Set A group of elements and Set B group of elements



Clash Detection – Criteria Tab

- The Criteria tab is used to select Levels, References or Named Groups to be included in the clash detection job.
- Elements in Set A and Set B can be specified by dragging and dropping Levels, References or Named Groups into the appropriate set

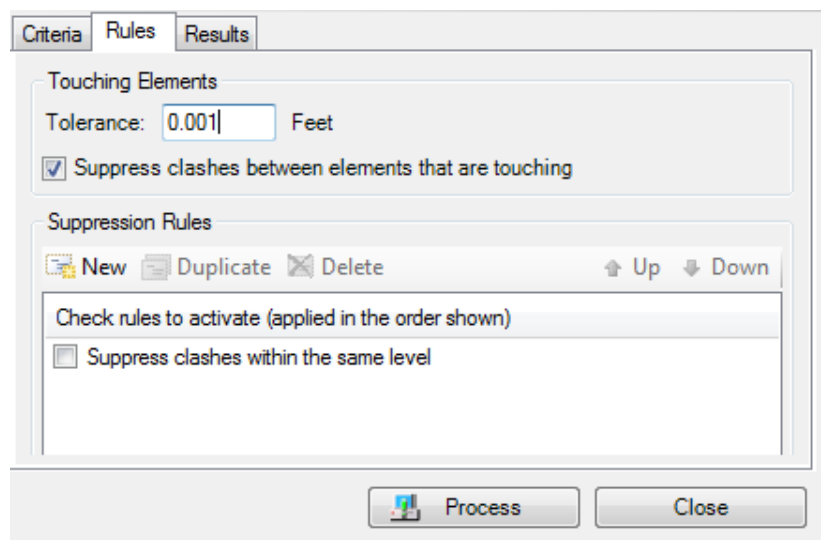


Clash Detection – Criteria Tab

- Soft Clearance specifies a “clearance window” around the 3D elements in Set A or Set B
- Example, if the elements in Set B get closer than the 1’ soft clearance value set for Set A then a clash will be reported, this is considered a “clearance clash”
- If elements in Set B physically touch elements in Set A the clash is considered a “hard clash”

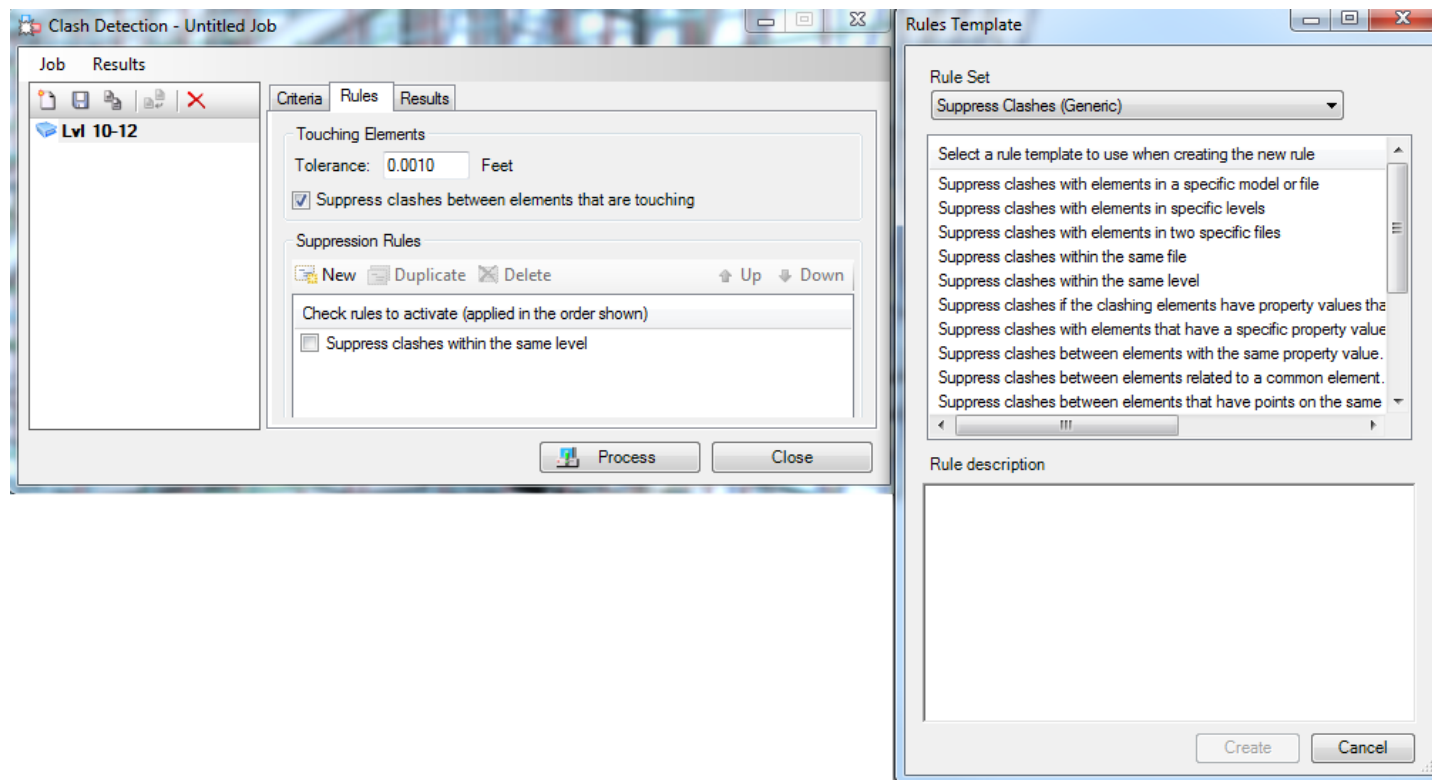
Clash Detection – Rules

- Tolerance -Sets the allowable distance used to eliminate interferences between components that only touch.
- Suppress Clashes between elements that are touching
If on, ignores elements that are within the tolerance, such as when a bolt is connected to nut.



Clash Detection – Rules

- Suppression Rules -Used when a high number of clashes are found and more sophisticated analysis is needed to reduce the number of clashes.



Clash Detection - Results

- Any clash that is found is reported in the Results tab
- Each clash is named and classified by type, Clearance clash or Hard clash

The screenshot displays the 'Clash Detection - pipes (4 clashes)' window. The 'Results' tab is active, showing a table with the following data:

Name	Status	Type	Clearance	Assigned To	Found By	Found On	Accept
Clash1	New	Hard	Less Than...		Corey Johnson	2010-10-1...	
Clash2	New	Hard	Less Than...		Corey Johnson	2010-10-1...	
Clash3	New	Hard	Less Than...		Corey Johnson	2010-10-1...	
Clash4	New	Hard	Less Than...		Corey Johnson	2010-10-1...	

Below the table, the 'Element Info' section is visible, showing details for two elements:

Element Info A

PointEntity2d	
ID	P5
Width	16.0000
Height	16.0000
Shape	Circular
Slope	2.116%

Element Info B

PointEntity2d	
ID	Wat offsite
Utility Name	Proposed Water
X Dimension	12.0000
Y Dimension	12.0000
Shape	Circle

Buttons for 'Process' and 'Close' are located at the bottom right of the window.

Clash Detection - Results

- Detailed information for conflicting elements is shown in the bottom portion of the dialog
- Notice, in this case a 16" storm sewer pipe is clashing with an 12" water line

Clash Detection - pipes (4 clashes)

Job Results

Criteria Rules Results

Name	Status	Type	Clearance	Assigned To	Found By	Found On	Accept
Clash1	New	Hard	Less Than...		Corey.Johnson	2010-10-1...	
Clash2	New	Hard	Less Than...		Corey.Johnson	2010-10-1...	
Clash3	New	Hard	Less Than...		Corey.Johnson	2010-10-1...	
Clash4	New	Hard	Less Than...		Corey.Johnson	2010-10-1...	

Element Info

Element Info A

PointEntity2d

ID	P5
Width	16.0000
Height	16.0000
Shape	Circular
Slope	2.116%

Element Info B

PointEntity2d

ID	Wat offsite
Utility Name	Proposed Water
X Dimension	12.0000
Y Dimension	12.0000
Shape	Circle

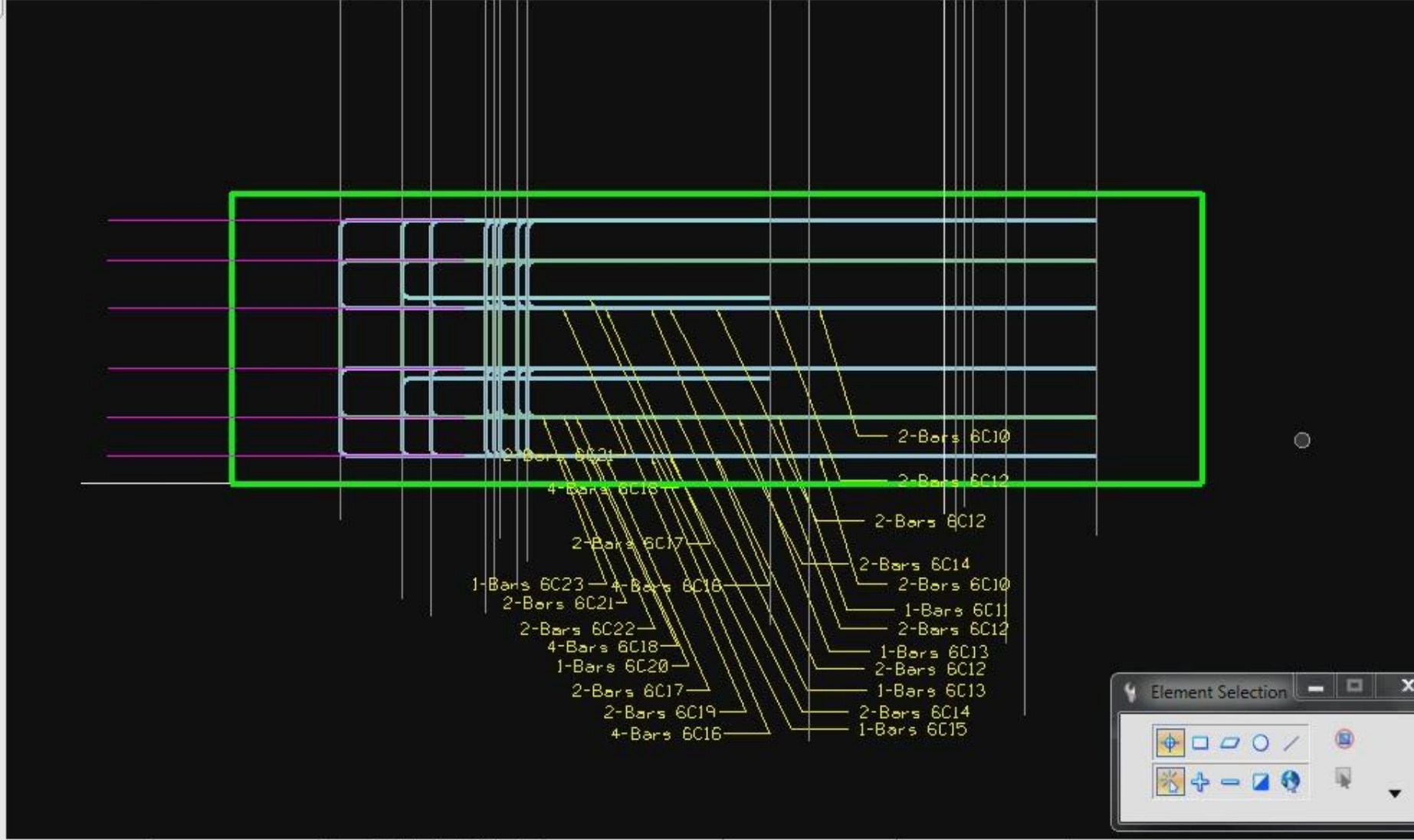
Process Close

EC

- Stands for Engineering Content
- You hear all sorts of buzzwords like ECObjects, ECFramework, ECRepository, ECSchemas, ECServices, ECClassEditor, etc...
- ECXAttributes
 - A mechanism to associate data to a DGN Element
 - The data is the necessary business data for the business objects
 - It's the holder of the intelligence in the DGN file

Models, Models, Models

- Let's take a look at several models to better explain...
- This first model will shown how clash detection helps in reviewing the model



Element Selection

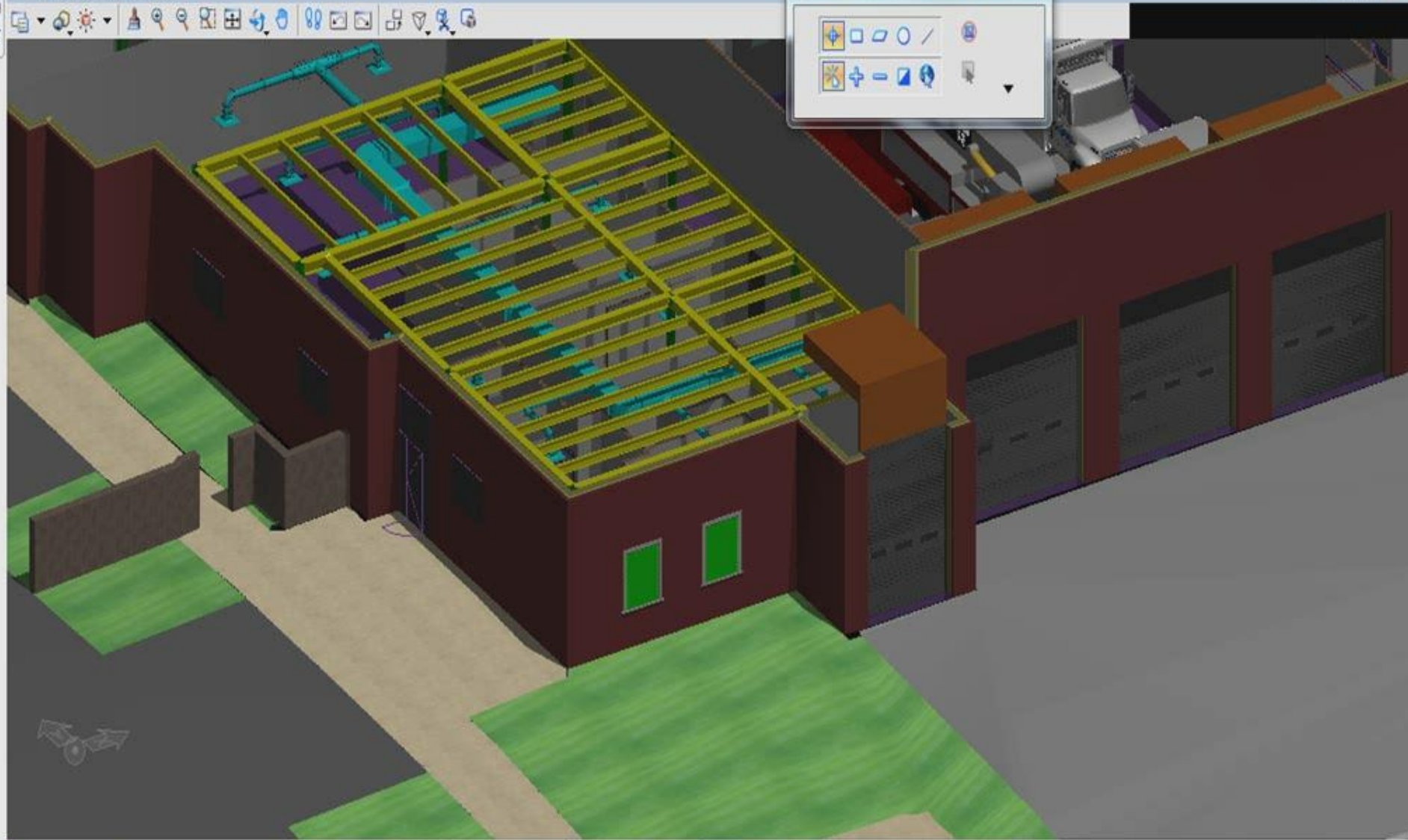
The Element Selection tool palette contains several icons for selecting and manipulating elements in the 3D model, including a selection tool, a move tool, a copy tool, and a delete tool.

The Next Model...

- The next example contains design data from several Bentley applications
 - Building application for a firehouse
 - HVAC application
 - And Civil to layout the drainage network

- Let's take a look...

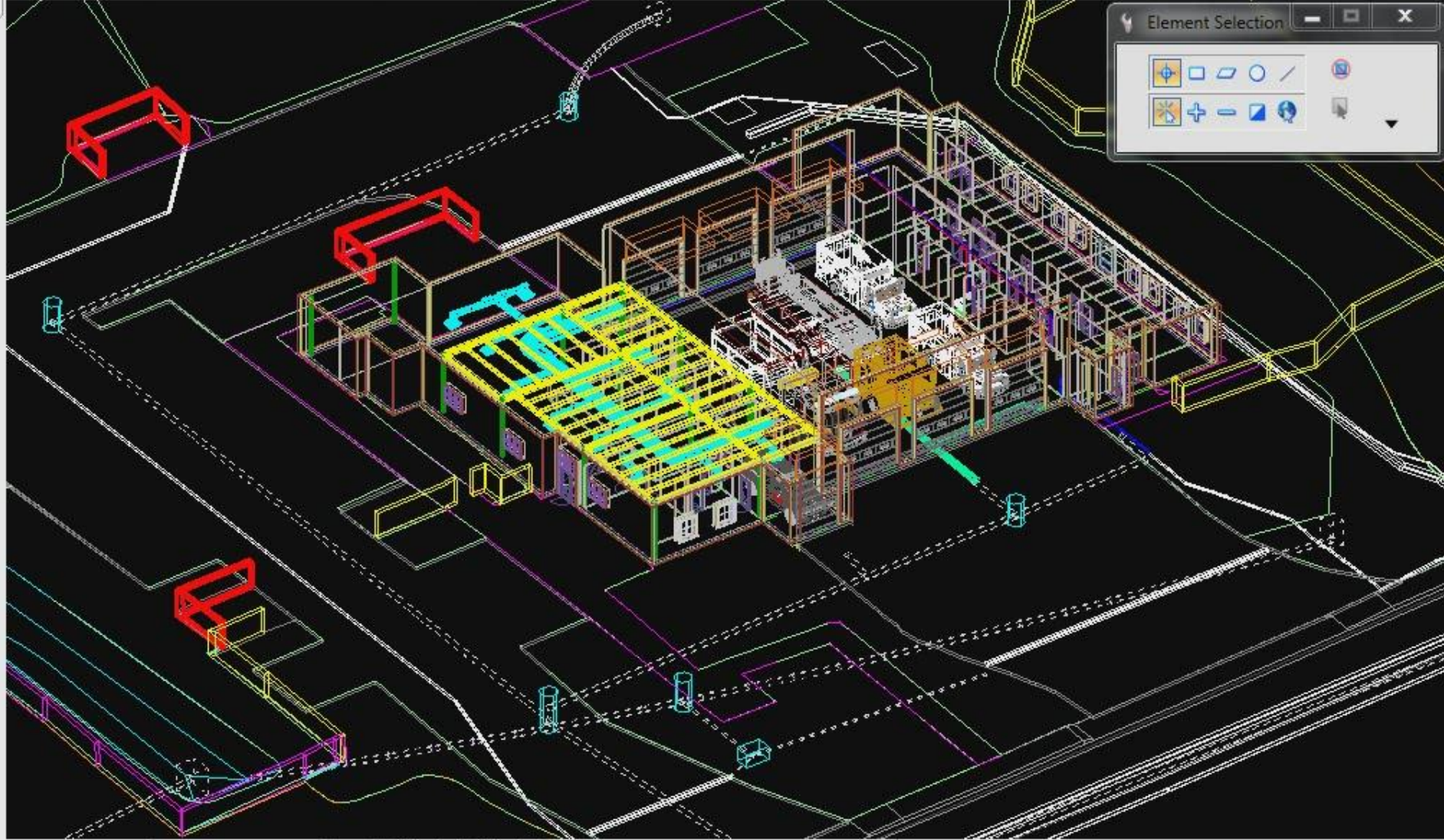
Element Selection [Icons]



The Next Model...

- This next example will show a variety of ways to “visualize” your model.

- Let’s take a look...



Element Selection [Icons]

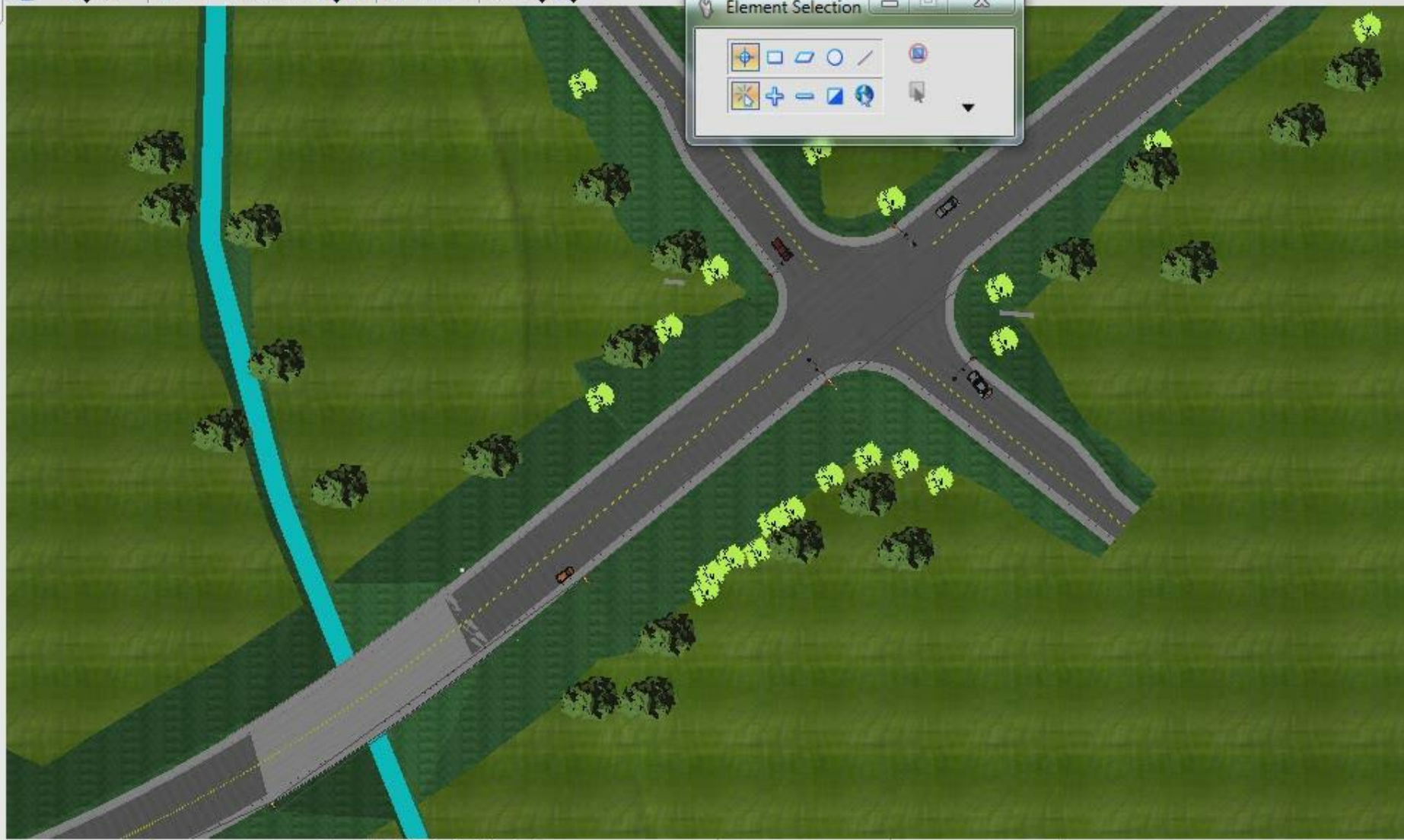
The Final Model...

- This model was created using Roadway Designer
- Look for
 - the Engineering Content options
 - MicroStation Walk
 - Using 3D Warehouse

Element Selection



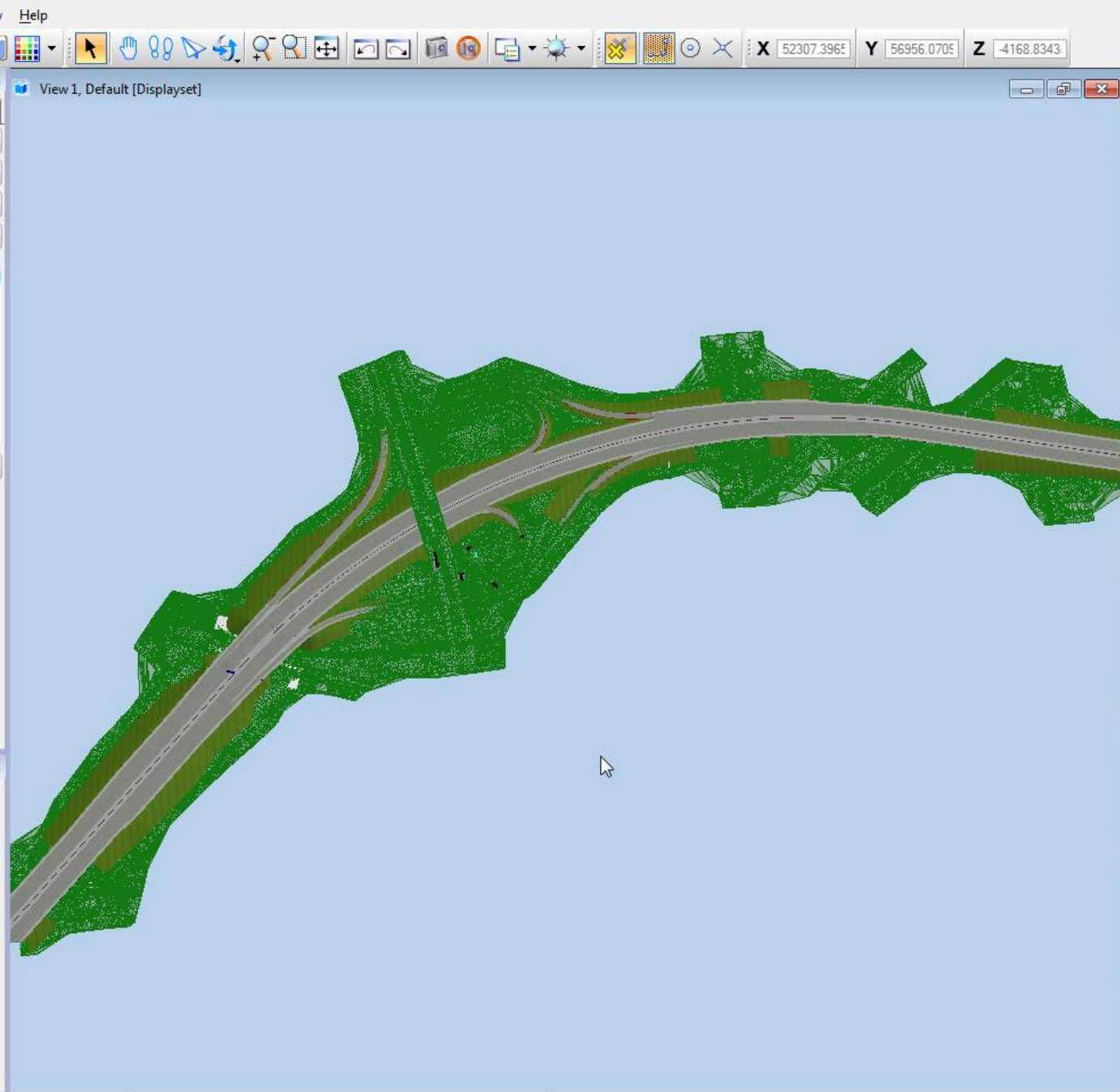
The Element Selection tool palette contains various icons for selecting and manipulating elements in the 3D model. It includes icons for selecting by name, by layer, by color, and by material, as well as icons for selecting by bounding box, by area, and by volume. There are also icons for selecting by type and by group.



A last minute model...

- This one is interesting since it uses Google Earth
- Let's take a quick look

- Review
- Examine
- Draw
- Visualize
- Animate
- Clash Detection**
 - Clash Detection
 - Previous Clash
 - Next Clash
 - Create Clash Markup
 - Measure Distance
- Schedule Simulation



Models, Models, Models – Now What?

- Well that's just a little peek into the power of the Engineering Content contained within the MicroStation design file and the power of MicroStation
- All the examples shown were only using the capabilities/functionality of MicroStation
- Give it a try.



Thanks!