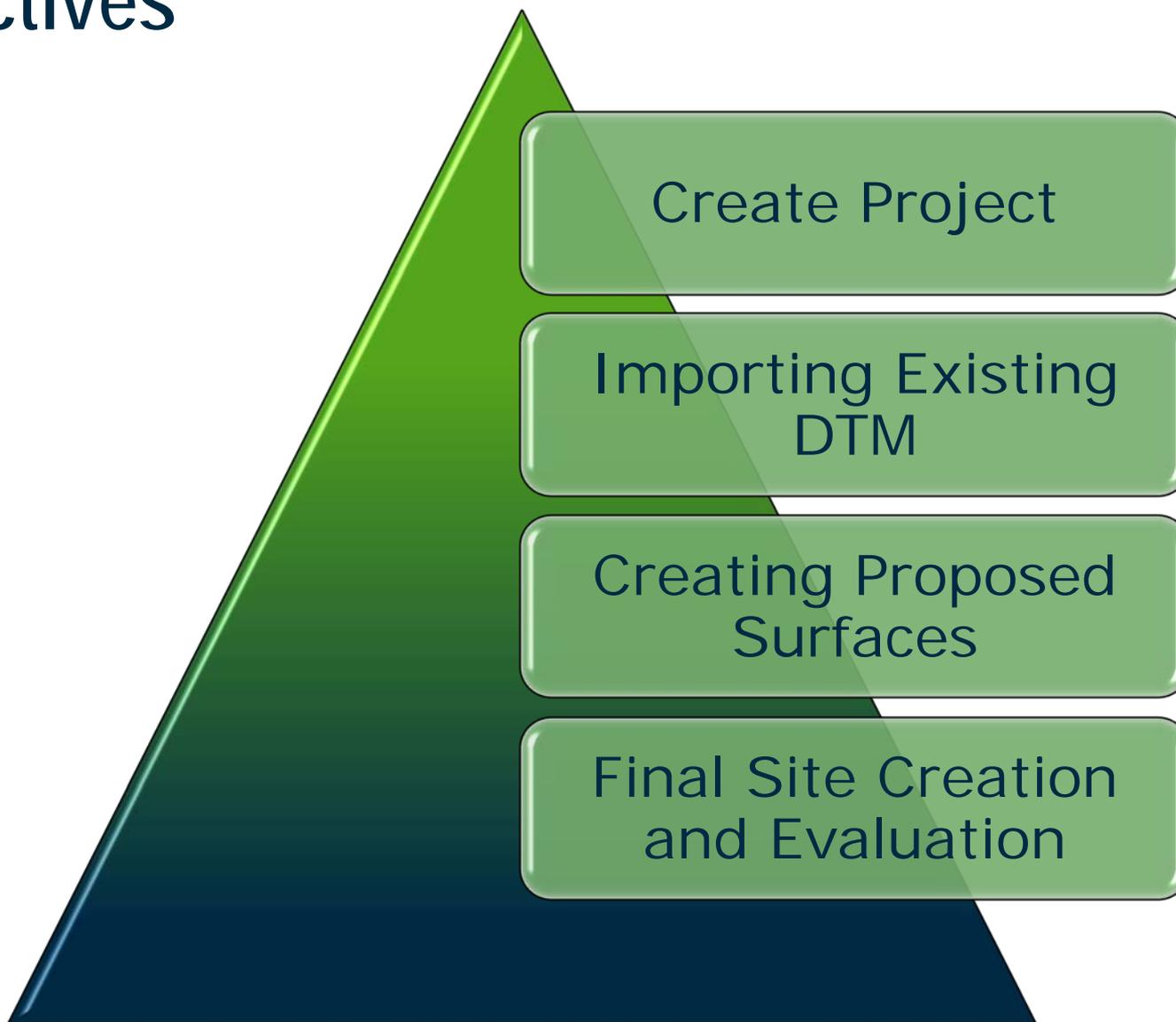
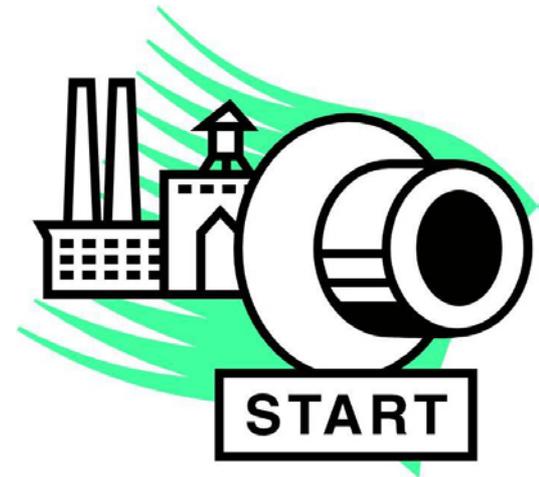


Objectives



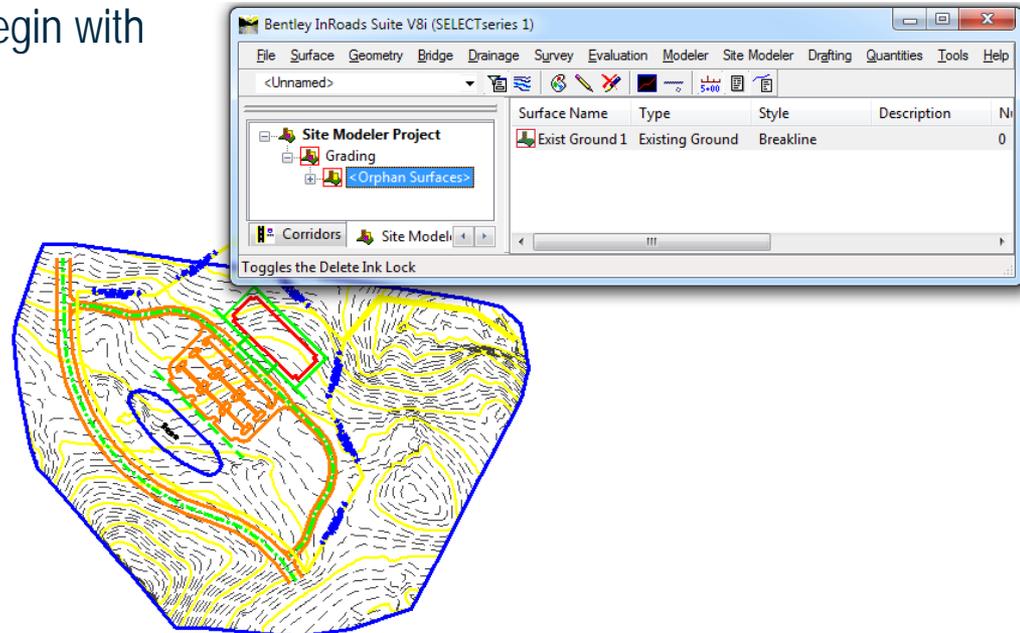
Starting Site Modeler for InRoads

- Start Site Modeler for InRoads
- Load the files for this Lesson



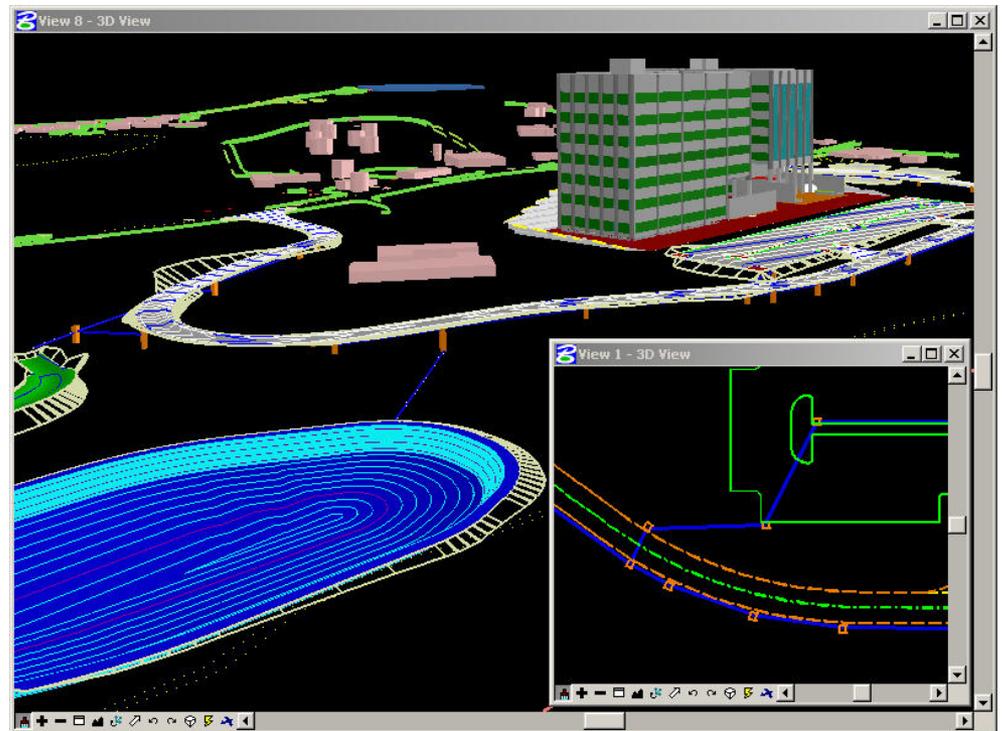
Creating a Project

- Start with the basics steps
 - Create plan design file of proposed layout
 - Have an “existing surface” available
 - Create Site Modeler Project
 - Load in “existing surface” to begin with
 - Save Project



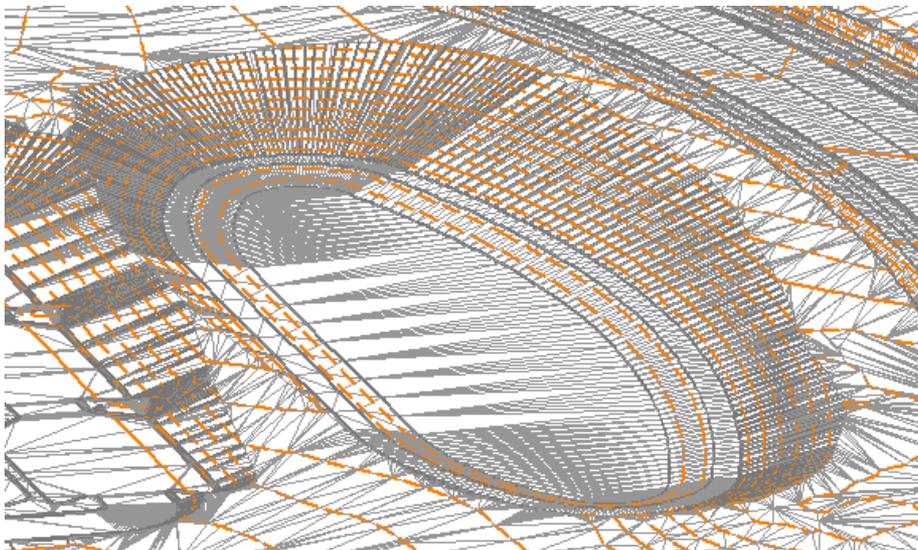
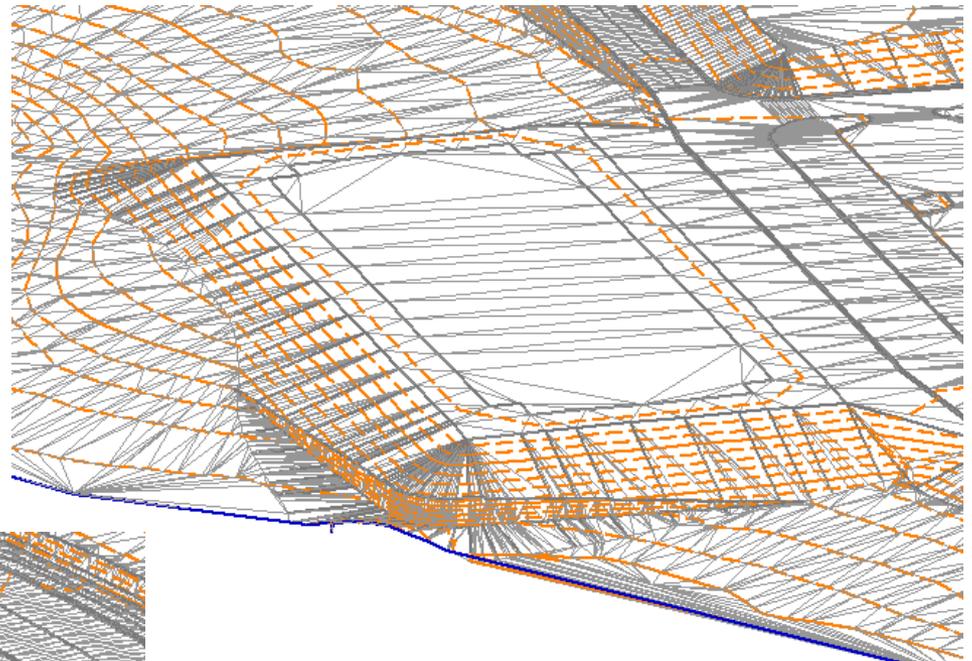
Terminology

- Basic Terminology
 - Elements
 - Surface
 - Site
 - Site Project
 - Visualization
 - Site Project Options
 - DTM Feature Types
 - Boundary
 - Breakline
 - Contour
 - Interior
 - Hole



Create Design Surfaces

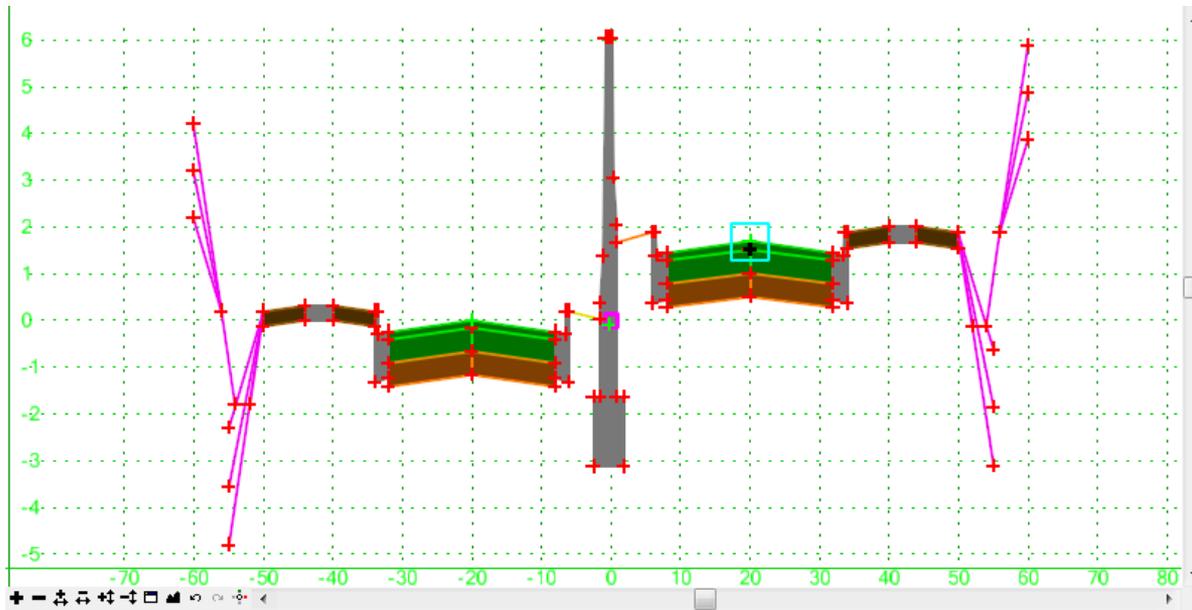
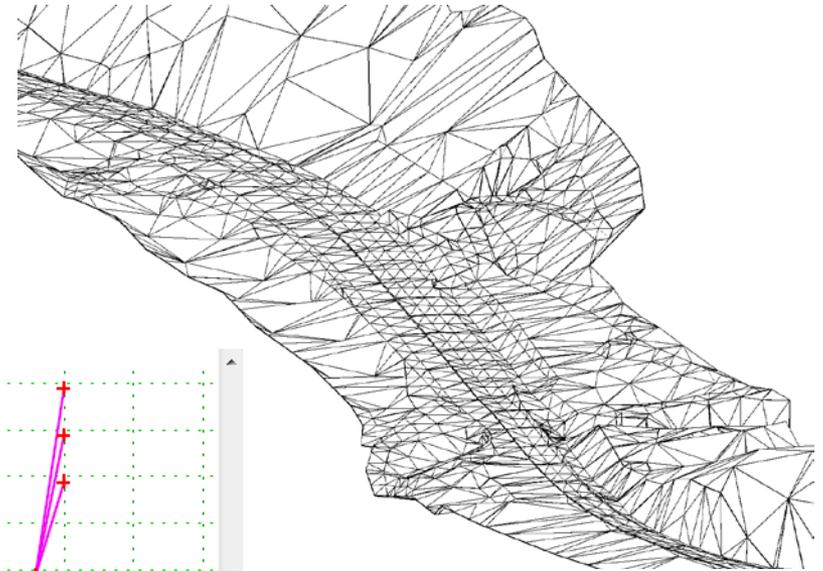
- Building Design
- Parking Lot Design



- Pond Design
- Roadway Design
- Retaining Walls

Express Modeler / Roadway Designer

- Dynamic Templates
- Quick Roadway Creation

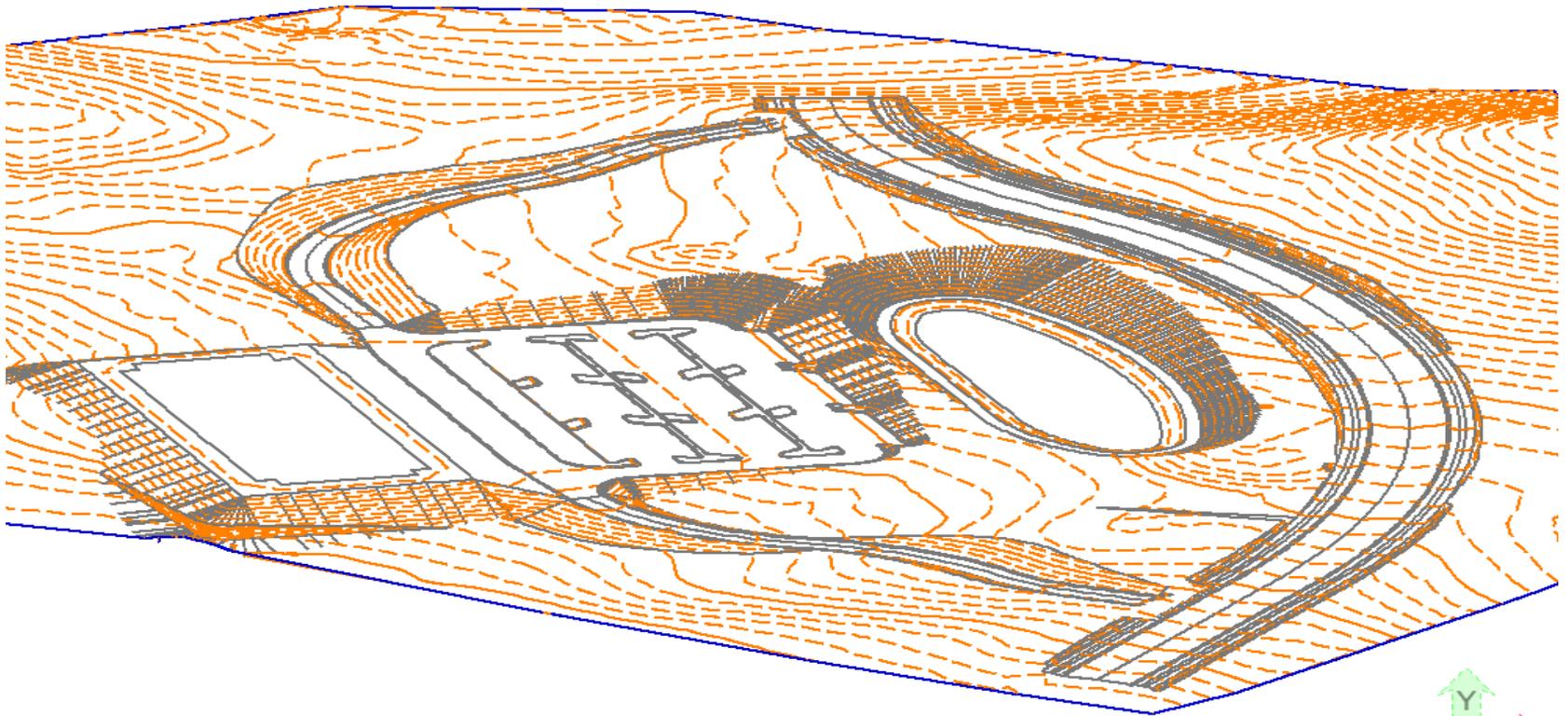


Site Design - Creating a 3D Model, How?

- Keep the graphics simple
 - Keep survey information in different DGN or DGN Model
 - Have annotation in different DGN or DGN Model
 - Have a fully developed XIN file
- Keep the graphics clean
 - Join ends coincidently
 - Use the design tools as they are designed
 - Trim, extend to intersection, intersect 2 elements...
 - Do not have duplicate elements (at least not on the same level)

Create the Finished Surface

- Create One Site from Multiple Surfaces



- Review the Results



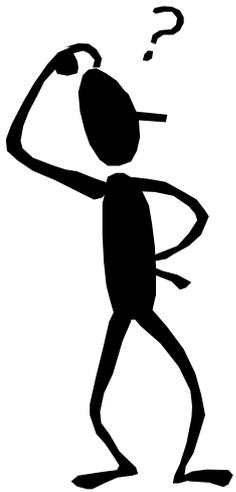
Other Techniques for Designing Surfaces

- Changing FIFO
- Associations
- Temporary Surfaces
- Importing of InRoads Roadway Designer surfaces
- Importing 3D graphics
- Removing Surfaces from Site



Summary and Review

You are now able to...



Before continuing let's
reinforce what
you have learned!

