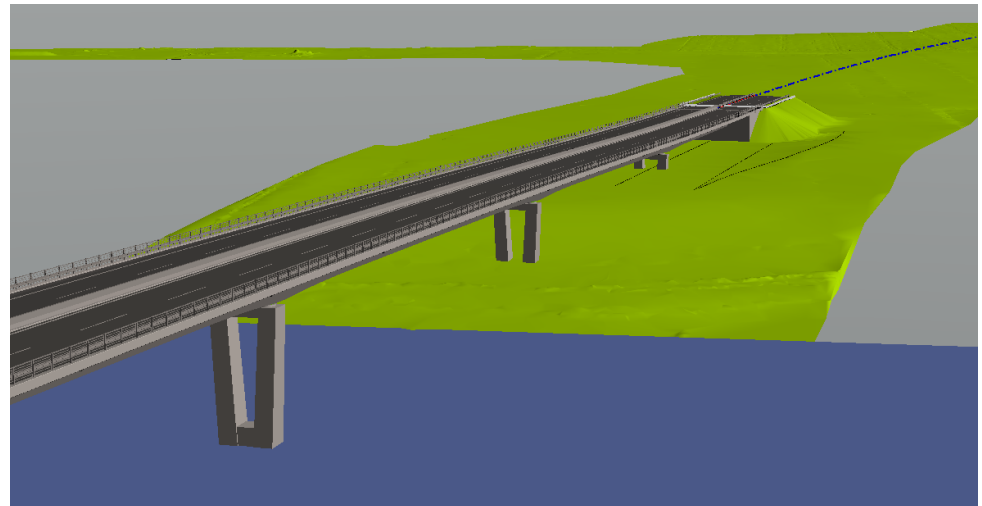


# HOW SS4 AND CIVIL CELLS BENEFIT OUR PROJECTS

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# Agenda

- Projects done in SS4
- Benefits and new challenges
- Why civil cells?
- Our civil cells at the moment
- Our approach to civil cells
- Live-action presentation
- Wishes for future software releases



## Projects done in SS4

- Tvis – Aulum motorway (partly)
- Erhvervsområde Winthersminde, Ishøj
- Torshøjvej T-junction, Aarhus
- Dravedvej T-junction, Tønder
- Kongevej T-junction, Tønder
- August Schade Kvarteret (partly), Ørestad
- Adgangsvej til CIS (partly), Nordhavn
- Stampmølle Bæk tunnel elements, Odder
- Abelonelunden ground preparation, Middelfart
- Access to Videbæk Biogas
- Vassingerød Energipark T-junction, Allerød
- Mullerupvej traffic island, Kalundborg
- Seden Strand dike
- Fjordforbindelsen Frederikssund tender design
- Fjordforbindelsen Frederikssund detailed design



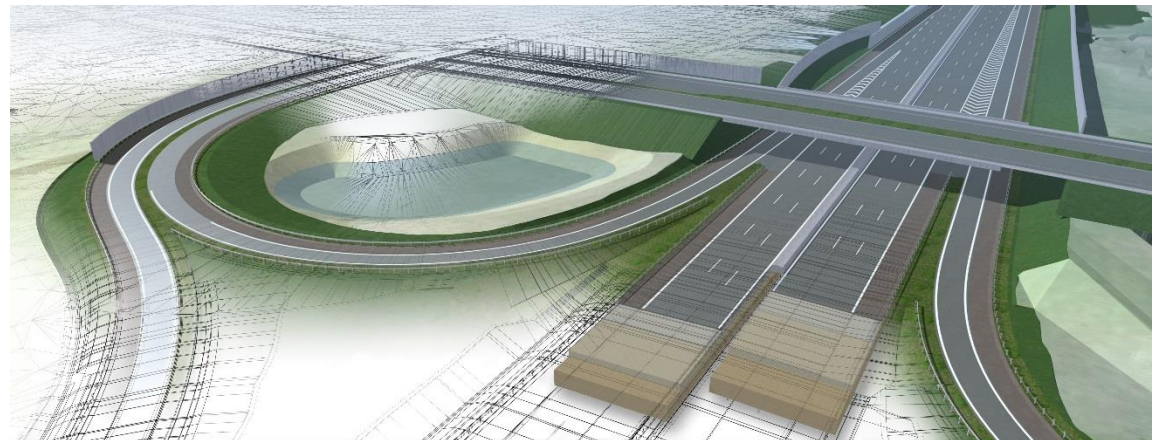
## Benefits

- Fast multiple purpose use of models
- Rule-fixed geometry
- Process time
- Automatic (uncontrolled) processing
- Simple terrain creation tools
- Dynamic cross sections
- Integration with other 3D objects
- Element information
- Civil cells

## and disadvantages/new challenges

*(room for improvements)*

- Big data not suitable
- Vertical geometry
- Automatic (uncontrolled) processing
- Uncontrolled loading of references
- Time consuming workflow creating output models
- Polishing of end product



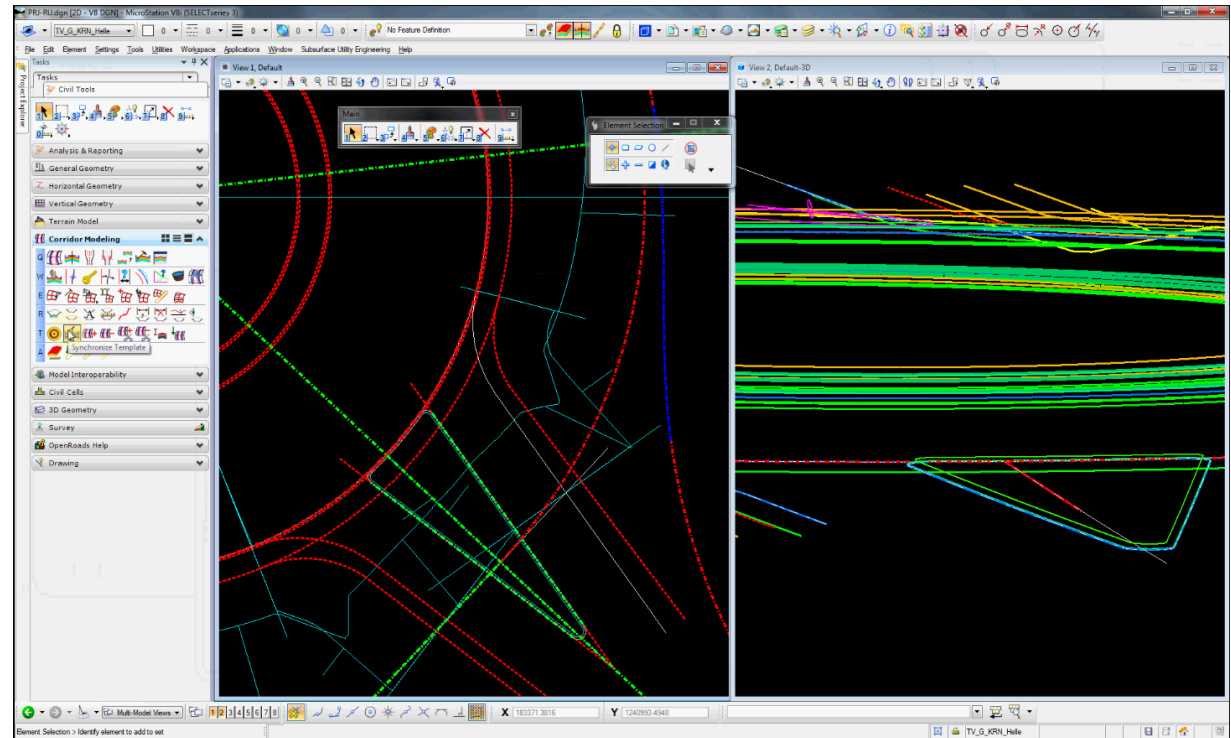
## Why civil cells?

- Because they save time – for you and for your client
- Time efficiency – less CAD, more engineering
- Ongoing benefits from an early investment
- High level of details at an early project stage  
– Helps your client minimize quantity risks
- Reusable on multiple projects



# Our civil cells at the moment

- Roundabout
- T-junction
- Traffic island
- Ramp gore (*slips*)



## Our approach to civil cells

- User friendly
- Usable for multiple cross sections
  - Rule-fixed elements
  - Parametric control
- Suited for multiple cross sections
- Sufficient level of detail
- One cell does one thing
  - No "frankencells"
- And now for a live action demonstration...



## Wishes for future software releases

- Even faster processing
- Usability of clipped models
- Improvement of top and bottom mesh
- Output function for not-Inroads use ("easy publishing")





**SWECO**

