FDOTSS3 Design and 3D Modeling
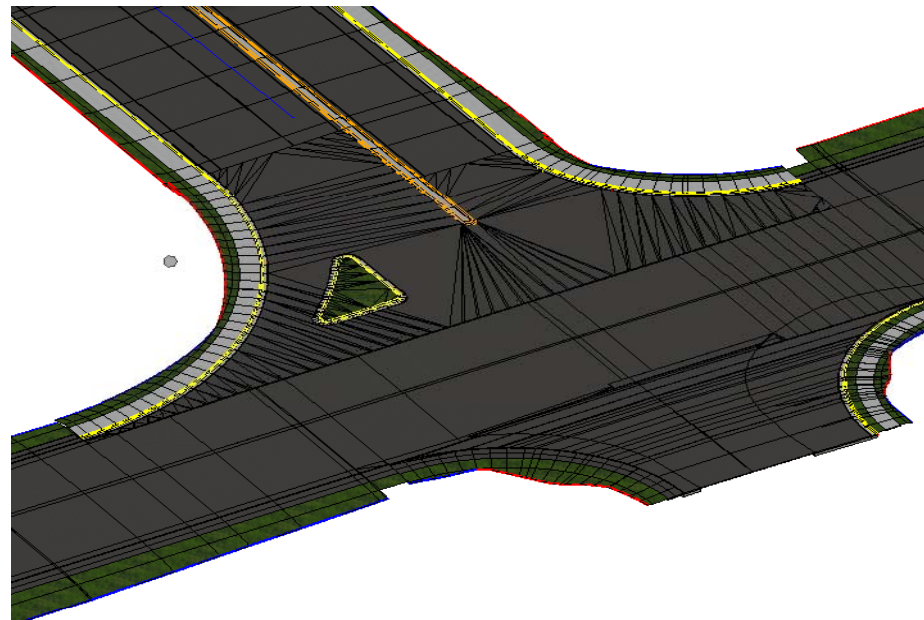# Chapter 9
Detail Modeling
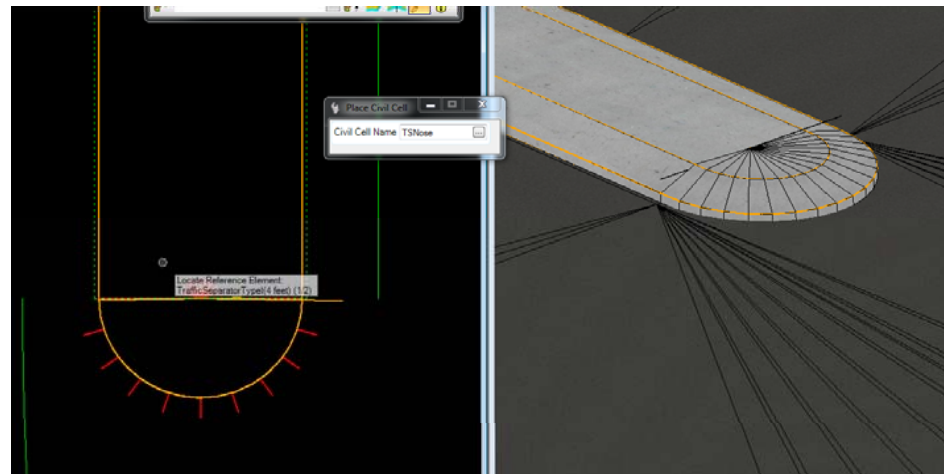

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Detailing the Corridor Design

- Intersections

- Traffic separator nose

- Median crossovers

- Turning Islands

- Driveway and sidewalk ramps

- Curb transitions

- Roundabouts

- MES slope transitions

- Median crown crossover

- Retention pond design

- Gore areas

- Restricted left turn islands

Detail(site) MODELING

Plan ahead – where to use templates, where to use detail modeling

- Linear Templates

- Terrains and Surface Templates

- Integrating with Corridor Clipping

- Leverage 3d Civil Cells(advanced)

Create corridor end condition gaps (optional)

- Template triggers

- Template switches

- End condition exceptions

Detail(site) MODELING

GENERAL WORKFLOW STEPS

1. Build 3D lines by Plan(2D) and profiles – This is the Key Concept!

2. Create Terrain from Elements

3. Apply a Surface Template to Terrain for depth

4. Apply a Linear Template on edges

5. Add Corridor Clipping References (as necessary)

Detail(site) MODELING

Vertical Geometry TOOLS - These are the Key Tools!

- ◆ Profile by 3D Element

- ◆ Quick Profile Transition

- ◆ Profile Intersection Point

- ◆ Quick Profile from Surface

- ◆ Profile Complex by Elements

- ◆ Profile By Slope from Element

QUESTIONS AND COMMENTS

Thank you for attending !

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