

3D Terrain Feature Definitions

	Feature Definition Name	Feature Definition ItemType	Surface Feature Symbology	Volume Option	Element Templates		Base Element Symbology						
					Element Template Path	Element Template Name	Level Name	Color Type	Color	Color Range	Line Style	Line Weight	Class
	DCDrape		Surface\Terrain Display\DCDrape	Existing	\TerrainModels\	DCDrape	DTM_ex	ByLevel	ByLevel	[0,0,0]	ByLevel	ByLevel	
3D	DtmBottomMesh		Surface\Terrain Display\DtmBottomMesh	Design	\TerrainModels\	Derived	XSExtendGrdLine_ex	ByLevel	ByLevel	[0,0,0]	ByLevel	ByLevel	
3D	DtmClipping		Surface\Terrain Display\DtmProposed	None	\TerrainModels\	Proposed	DTM_px	ByLevel	ByLevel	[0,0,0]	ByLevel	ByLevel	
3D	DtmDerivedExtended		Surface\Terrain Display\DtmDerivedExtended	Design	\TerrainModels\	DTMBotMesh	DTMBotMesh	ByLevel	ByLevel	[0,0,0]	ByLevel	ByLevel	
3D	DtmDrainageEvaluation		Surface\Terrain Display\DtmDrainageEvaluation	None	\TerrainModels\	DrainageEvaluation	DTM_ex	ByLevel	ByLevel	[0,0,0]	ByLevel	ByLevel	0
3D	DtmExisting		Surface\Terrain Display\DtmExisting	Existing	\TerrainModels\	DTMSeasonalHighWater	SeasonalHighWater_px	ByLevel	ByLevel	[0,0,0]	ByLevel	ByLevel	0
3D	DtmExistingBelowStructure		Surface\Terrain Display\DtmExistingBelowStructure	Existing	\TerrainModels\	DTMTopMesh	DTMTopMesh	ByLevel	ByLevel	[0,0,0]	ByLevel	ByLevel	
3D	DtmExistingConcrete		Surface\Terrain Display\DtmExistingConc	Existing	\TerrainModels\	ExistingConcrete	DTM_ex	ColorTable	7	[0,0,0]	ByLevel	ByLevel	0
3D	DtmExistingDriveway		Surface\Terrain Display\DtmExistingDriveway	Existing	\TerrainModels\	Existing	DTM_ex	ByLevel	ByLevel	[0,0,0]	ByLevel	ByLevel	
3D	DtmExistingFeature		Surface\Terrain Display\DtmExistingFeature	Existing	\TerrainModels\	ExistingBelowStructure	DTM_ex	ByLevel	0	[0,100,0]	ByLevel	ByLevel	
3D	DtmExistingOnStructure		Surface\Terrain Display\DtmExistingOnStructure	Existing	\TerrainModels\	ExistingDriveway	DTM_ex	ColorTable	7	[0,0,0]	ByLevel	ByLevel	
3D	DtmExistingPavedShldr		Surface\Terrain Display\DtmExistingPavedShldr	Existing	\TerrainModels\	ExistingFeature	DTM_ex	ColorTable	64	[0,0,0]	ByLevel	ByLevel	
3D	DtmExistingPavement		Surface\Terrain Display\DtmExistingPavement	Existing	\TerrainModels\	ExistingOnStructure	DTM_ex	ByLevel	0	[255,215,0]	ByLevel	ByLevel	
3D	DtmExistingPavementMisc		Surface\Terrain Display\DtmExistingPavementMisc	Existing	\TerrainModels\	ExistingPavementMisc	DTM_ex	ColorTable	3	[0,0,0]	ByLevel	ByLevel	0
3D	DtmExistingSidewalk		Surface\Terrain Display\DtmExistingSidewalk	Existing	\TerrainModels\	ExistingPavedShldr	DTM_ex	ColorTable	3	[0,0,0]	ByLevel	ByLevel	
3D	DtmExistingSubGrade		Surface\Terrain Display\DtmExistingSubGrade	Subgrade	\TerrainModels\	DTMExistingSubGrade	SubGrade_ex	ByLevel	ByLevel	[0,0,0]	ByLevel	ByLevel	2
3D	DtmExistingTraffSep		Surface\Terrain Display\DtmExistingTraffSep	Existing	\TerrainModels\	ExistingPavement	DTM_ex	ColorTable	3	[0,0,0]	ByLevel	ByLevel	
3D	DtmExistingWater		Surface\Terrain Display\DtmExistingWater	Existing	\TerrainModels\	ExistingSidewalk	DTM_ex	ColorTable	64	[0,0,0]	ByLevel	ByLevel	
3D	DtmProposed		Surface\Terrain Display\DtmProposed	Design	\TerrainModels\	ExistingTrafficSep	DTM_ex	ColorTable	6	[0,0,0]	ByLevel	ByLevel	
3D	DtmProposedPond		Surface\Terrain Display\DtmProposedPond	Design	\TerrainModels\	ExistingWater	DTM_ex	ByLevel	0	[30,144,255]	ByLevel	ByLevel	
3D	DtmProposedSlopes	RoadwayQuantities\PerformanceTurf	Surface\Terrain Display\DTMSlopes	Design	\TerrainModels\	DTMSlopes	Slopes_px	ByLevel	ByLevel	[0,0,0]	ByLevel	ByLevel	0
3D	DtmProposedSubGrade		Surface\Terrain Display\DtmProposedSubGrade	Subgrade	\TerrainModels\	DTMProposedSubGrade	SubGrade_px	ByLevel	ByLevel	[0,0,0]	ByLevel	ByLevel	2
3D	DtmSeasonalHighWater		Surface\Terrain Display\DtmSeasonalHighWater	Design	\TerrainModels\	Proposed	DTM_px	ByLevel	ByLevel	[0,0,0]	ByLevel	ByLevel	2
3D	DtmTemp		Surface\Terrain Display\DtmProposed	None	\TerrainModels\	Proposed	DTM_px	ByLevel	ByLevel	[0,0,0]	ByLevel	ByLevel	
3D	DtmTopMesh		Surface\Terrain Display\DtmTopMesh	Design	\TerrainModels\	ProposedPond	Pond_px	ByLevel	ByLevel	[0,0,0]	ByLevel	ByLevel	0