FDOTSS3 Design and 3D Modeling
Ramp Terminal Details
(Gore Areas)

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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
- Ramp Terminals (Gore areas)
- Restricted left turn islands

**Gore (road)** A gore, gore point, or gore zone is a triangular piece of land found where roads or rivers merge or split. When two roads merge, the area is sometimes referred to as a merge nose.

[en.wikipedia.org/wiki/Gore_(road)](en.wikipedia.org/wiki/Gore_(road))
Detail(site) MODELING

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

- Templates Drop Locations
- Leverage 2d Civil Cells(advanced)
**Detail(site) MODELING**

**GENERAL WORKFLOW STEPS**

1. Layout the Baseline Horizontal Geometry
2. Use the Ramp Terminal Civil Cell or build planimetrics
3. Drop Templates
   1. Main
   2. Main w/ Ramp, add Corridor References for Horizontal Control
   3. Main2
   4. Ramp
4. Define Ramp Superelevation
5. Use profile from 3D element to establish a spline profile on the beginning of Ramp
Detail(site) MODELING

GENERAL WORKFLOW STEPS

6. Design a new Ramp Profile, Set Active

7. Associate the Profile and Superelevation to the Ramp Corridor

8. Assign Vertical Point Controls to Main w/ Ramp Corridor

9. Use Cross Section Viewer to verify design
QUESTIONS AND COMMENTS

Thank you for attending!

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