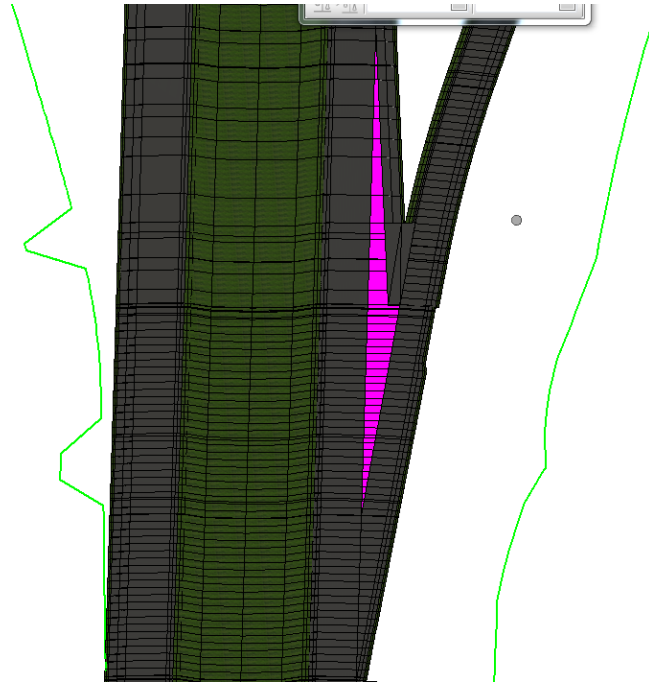


FDOTSS3 Design and 3D Modeling Ramp Terminal Details (Gore Areas)



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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.



[Gore \(road\) - Wikipedia, the free encyclopedia](https://en.wikipedia.org/wiki/Gore_(road))
en.wikipedia.org/wiki/Gore_(road) Wikipedia ▾

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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