## CIVIL 3D 2018

## Maryland Training Session #4 Surfaces

## Surfaces

A surface is a three-dimensional geometric representation of an area of land, or, in the case of volume surfaces, is a difference or composite between two surface areas

Surfaces are made up of triangles or grids, which are created when AutoCAD Civil 3D connects the points that make up the surface data

To use a surface in your drawing, you can create an empty surface and then add data to it. You can also import existing files containing surface information, such as LandXML, TIN, or DEM files

Points or contours are usually a primary part of the original surface information and are supplemented with breaklines and boundaries

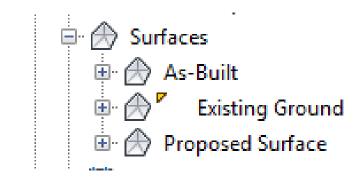
Boundaries define the visible area of a surface. Only the area within the boundary is included in calculations, such as for total area and volume. You can also define masks to hide or show parts of a surface for editing or presentation purposes, while still including that area in calculations

Breaklines are used on TIN surfaces to define linear features that triangles cannot cross, such as retaining walls or streams. Breaklines affect triangulation of the surface

## Creating and Adding Data to a Surface

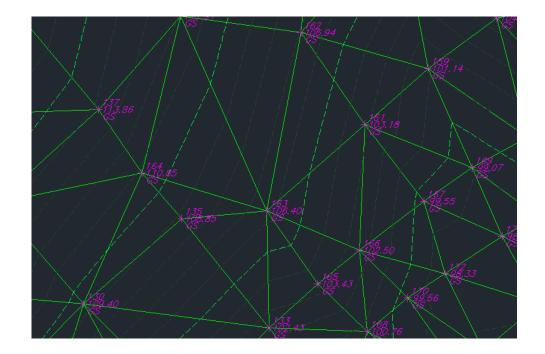
#### Creating and Adding Data to a Surface

- When you create a surface, its name is displayed in the Surfaces collection in Toolspace on the Prospector tab. From this location, you can perform other operations, such as adding data and editing the surface. When first created, the surface is empty, so it is not visible in the drawing.
- The MD Templates have been setup with 3 Surfaces:
  - Existing Ground used for existing ground
  - Proposed used for the proposed ground
  - As-Built used for completed designs
- After data has been added to a surface, it becomes visible in the drawing in accordance with the display settings specified in the referenced surface style



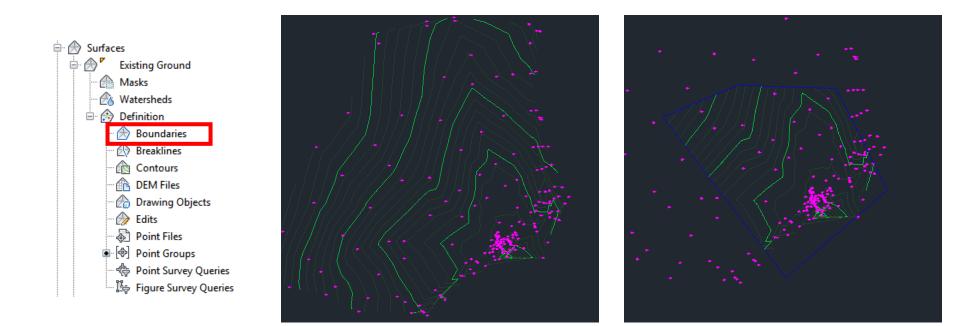
### **TIN Surfaces**

- A TIN surface is composed of the triangles that form a triangulated irregular network. A TIN line is one of the lines that makes up the surface triangulation.
- To create TIN lines, AutoCAD Civil 3D connects the surveyed points that are closest together. The TIN lines form triangles. The elevation at any point in the surface is defined by interpolating the elevations of the vertices of the triangles that the point lies in.



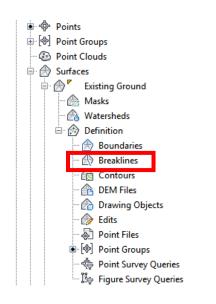
#### Boundaries

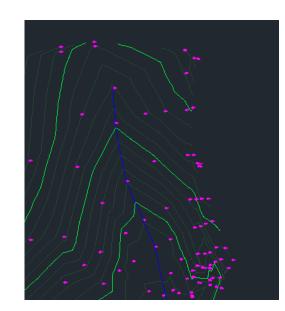
- Boundaries are closed polylines that affect the visibility of the triangles either inside or outside the polylines. An outer boundary defines the extents of the surface. All triangles inside the boundary are visible, and all triangles that are outside the boundary are invisible. Areas hidden by boundaries are not included in calculations, such as total area and volume.
- Surface boundaries are defined by selecting existing polygons in the drawing. The surface definition displays the numerical ID and a list of vertices for each boundary.



### Breaklines

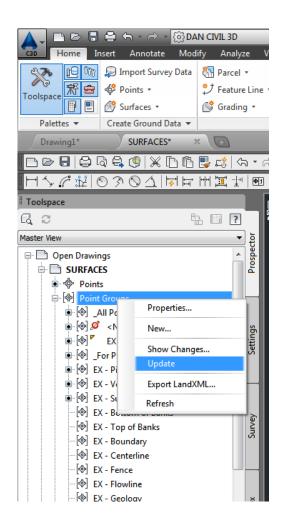
- Breaklines define linear surface features, such as retaining walls, curbs, tops of ridges, and streams. Breaklines force surface triangulation to run along the breakline; triangles do not cross a breakline.
- Breaklines are critical to creating an accurate surface model. Breaklines are important because it is the interpolation of the data, not just the data itself, that determines the shape of the model.
- You can use 3D lines or 3D polylines as breaklines. Each vertex on the polyline is converted to a TIN point with the same XYZ coordinates. For 3D lines, each line that you select is defined as a two-point breakline.



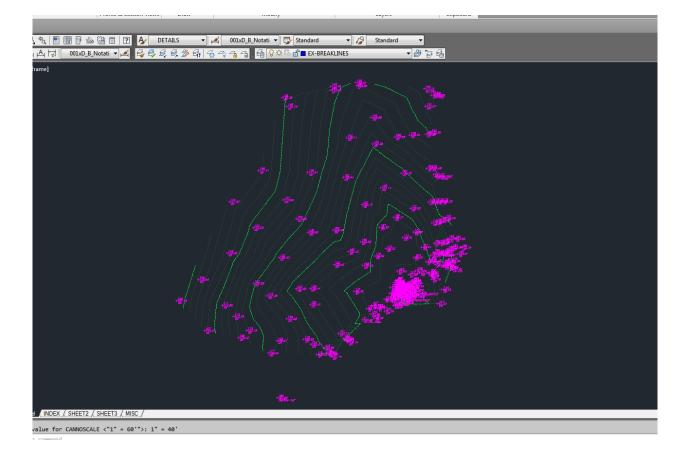


# Creating a Surface

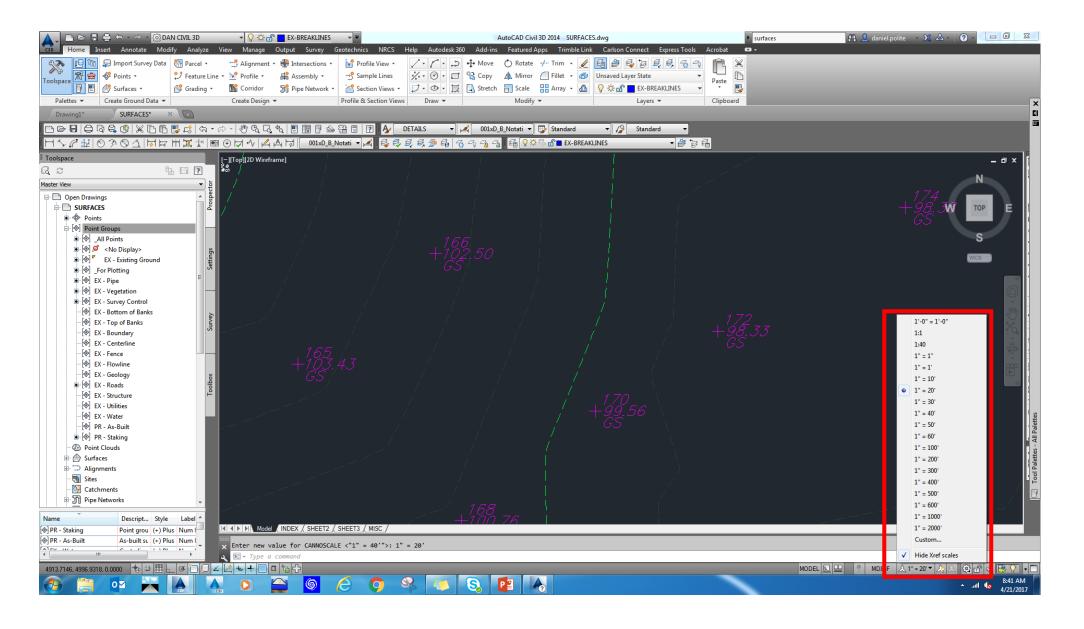
Once you add your points into the drawing, you will have to update all the points in order for the surface to show



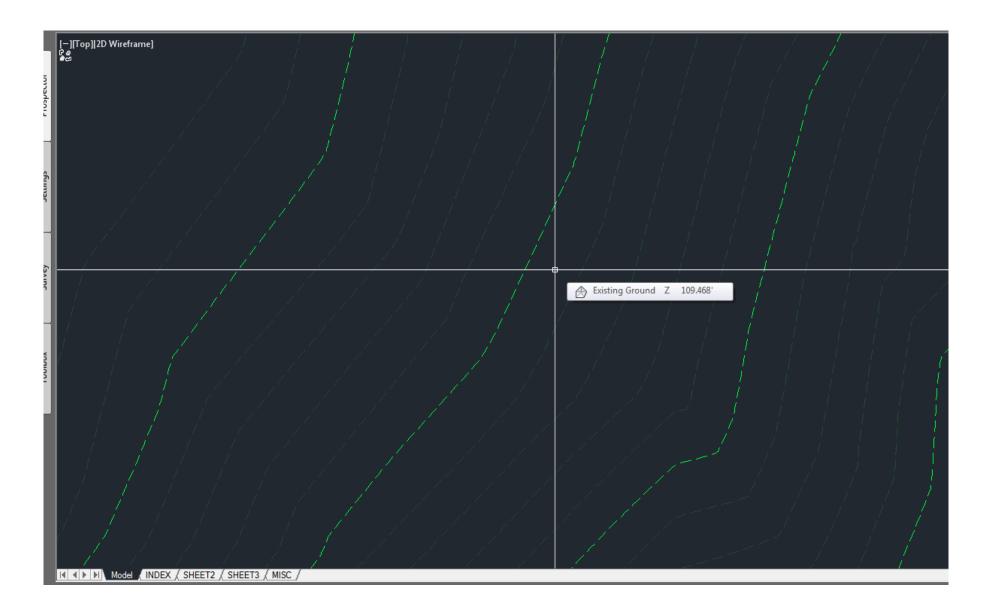
If you don't see anything on your screen...in the command line type ZE



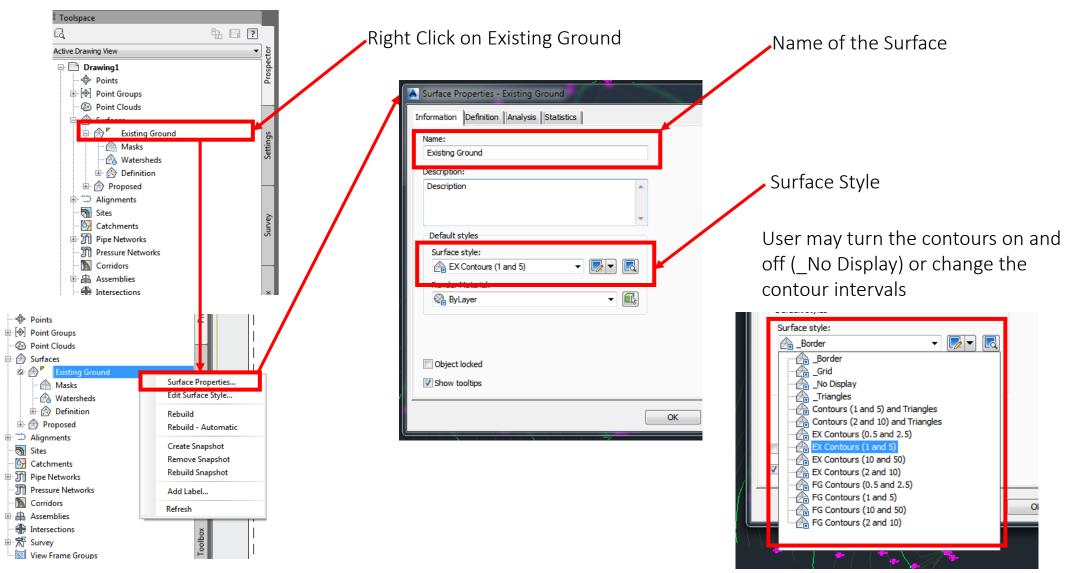
#### > You can change the scale of the points so you can see them



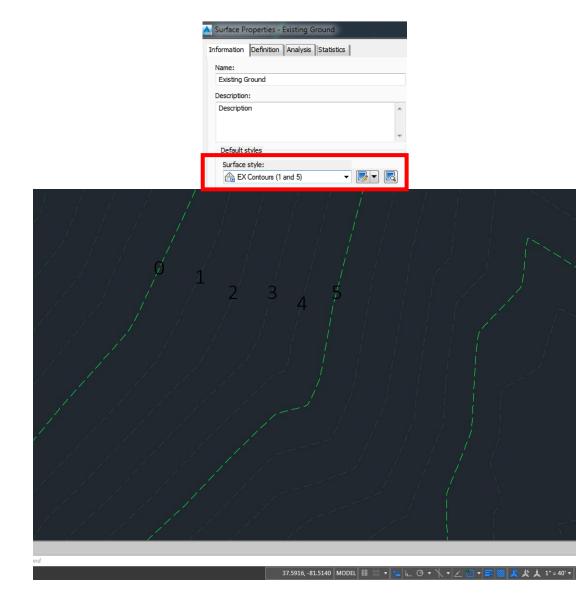
> You can see any elevation in the surface that you created by just holding the mouse over a location



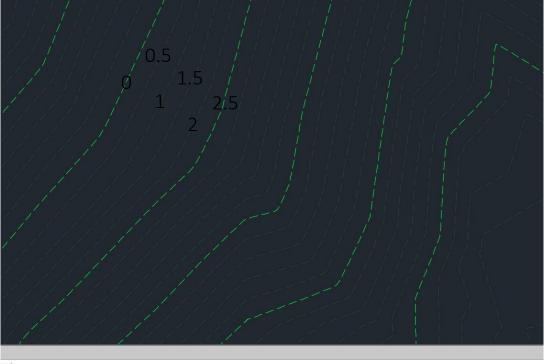
### Surface Properties



#### Contour Intervals



Information Definition Analysis Statistics	
Name:	
Existing Ground	
Description:	
Description	
Default styles	
Default styles Surface style:	



37.5916, -81.5140 MODEL 🏢 🏢 🔻 🖕 🗠 🗸 🔨 🕶 🔀 🗾 🖛 📰 🧏 🗶 🙏 1" = 40' 🕶

#### Contour Labels

#### • Single Contour Labels

Use specified contour label to add single contour labels to a surface

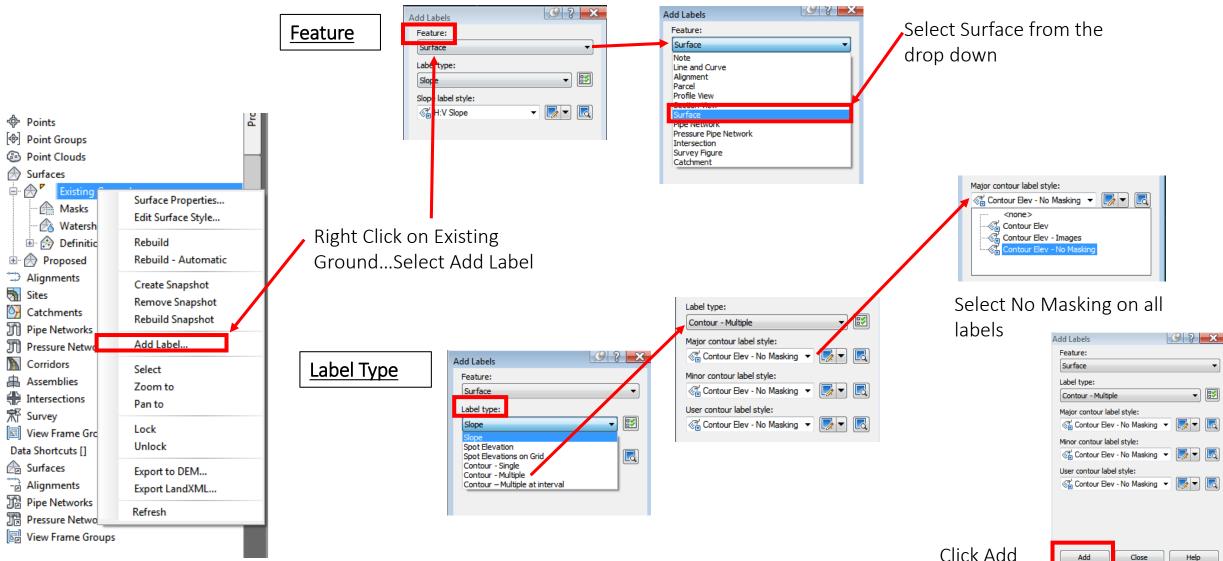
#### • Multiple Contour Labels

You can create contour labels by specifying line segments that cross contour lines of a surface. Use a line or polyline of an existing object as a label line or draw label lines on the fly for single or multiple contours.

#### • Multiple Contour Labels at an Interval

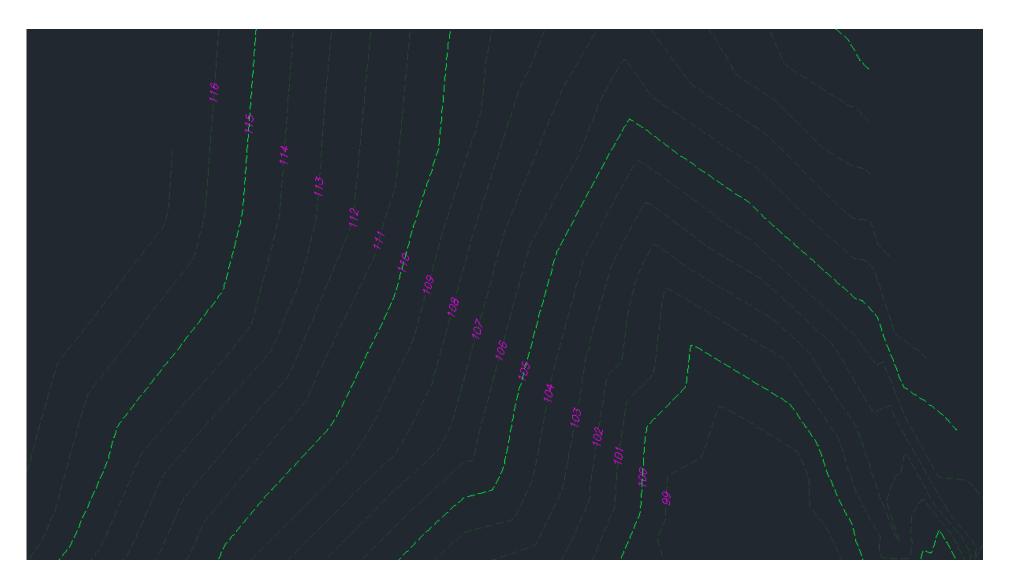
You can use specified contour labels to add multiple contour labels to a surface at a specified interval. Create contour labels by drawing a contour label line that crosses surface contours and specify the interval between the labels

### Multiple Contour Labels



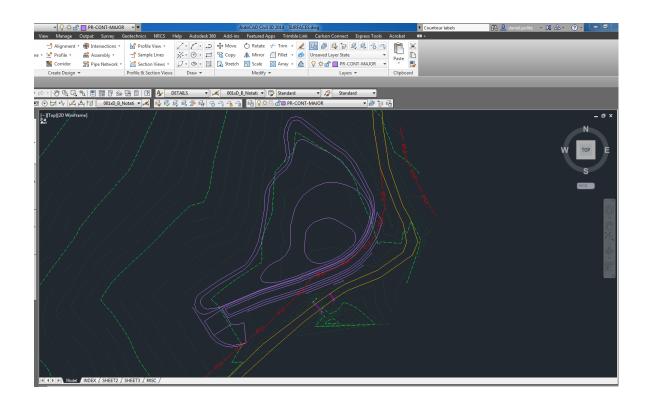
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- Once you click Add....Select the Surface you want to add the labels to
- Select the first point and second point, contours will be labeled between the 2 points that you selected



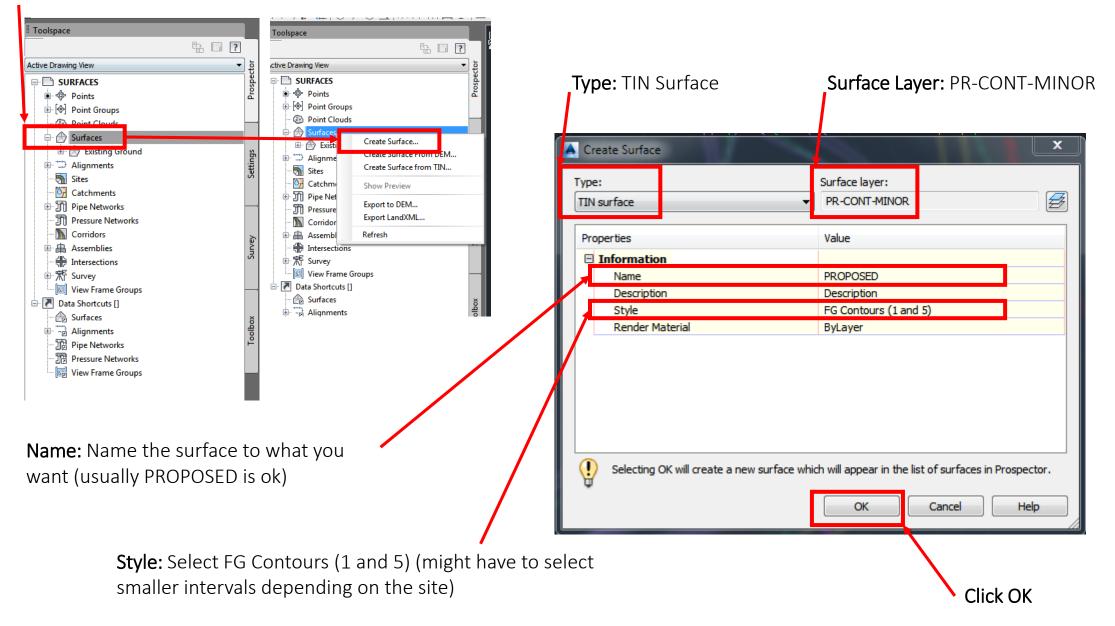
## Creating a Proposed Surface

- The proposed surface is created by drawing polylines and assigning elevations to them (the same way that we have done in Carlson). Another way of doing this is by creating Feature Lines. We will learn about Feature Lines at a later date.
- The proposed surface will be used for Profiles and Cross Sections and also to calculate Cut/Fill amounts

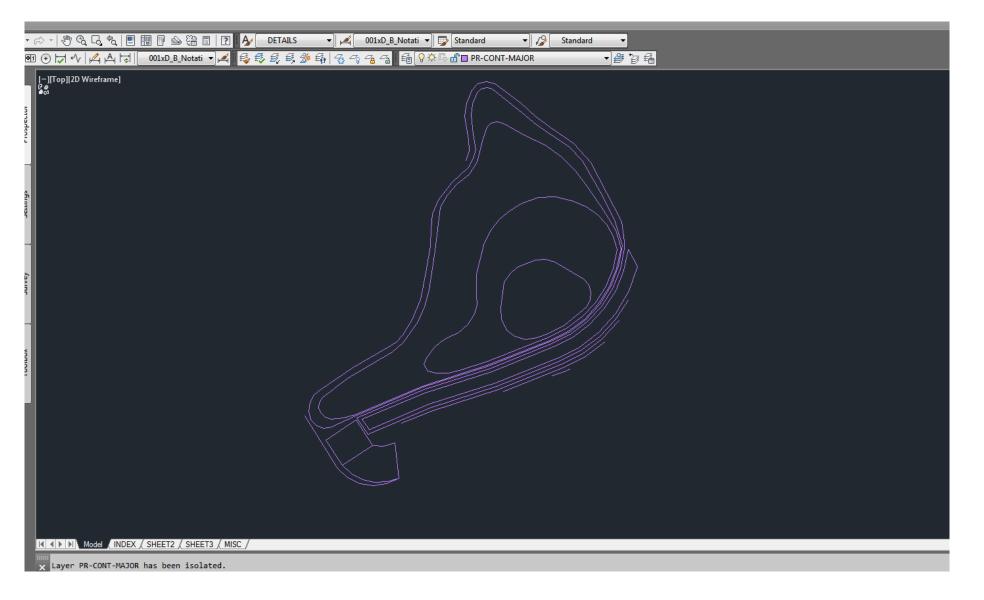


#### Creating a Surface(not on a Template)

Toolspace>Surfaces>Right Click>Create Surface

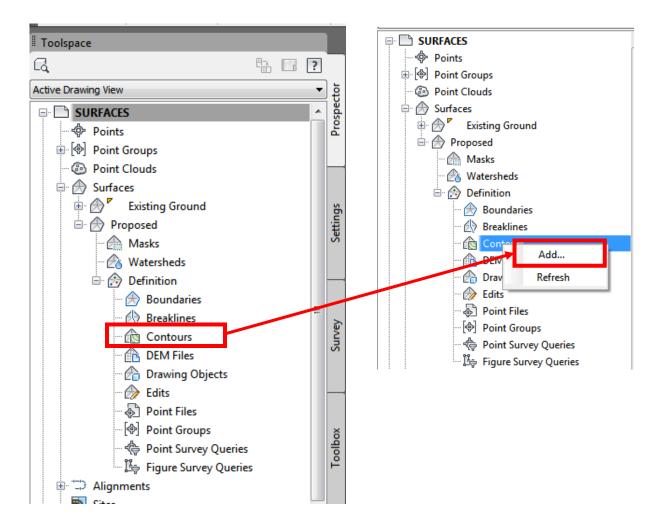


Isolate the proposed contours....Command Line>LAYISO>select the proposed contours

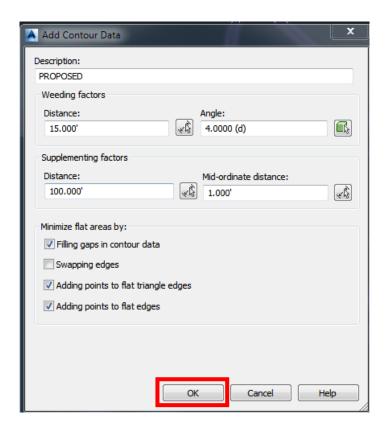


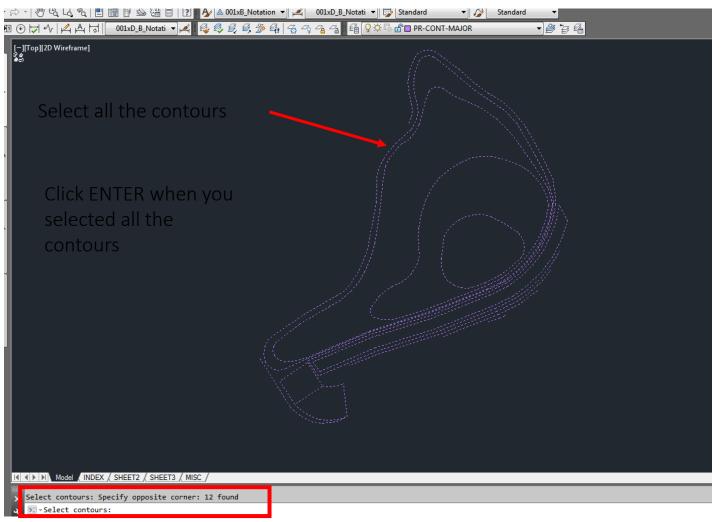
• Now you need to add the polylines that you created into the surface

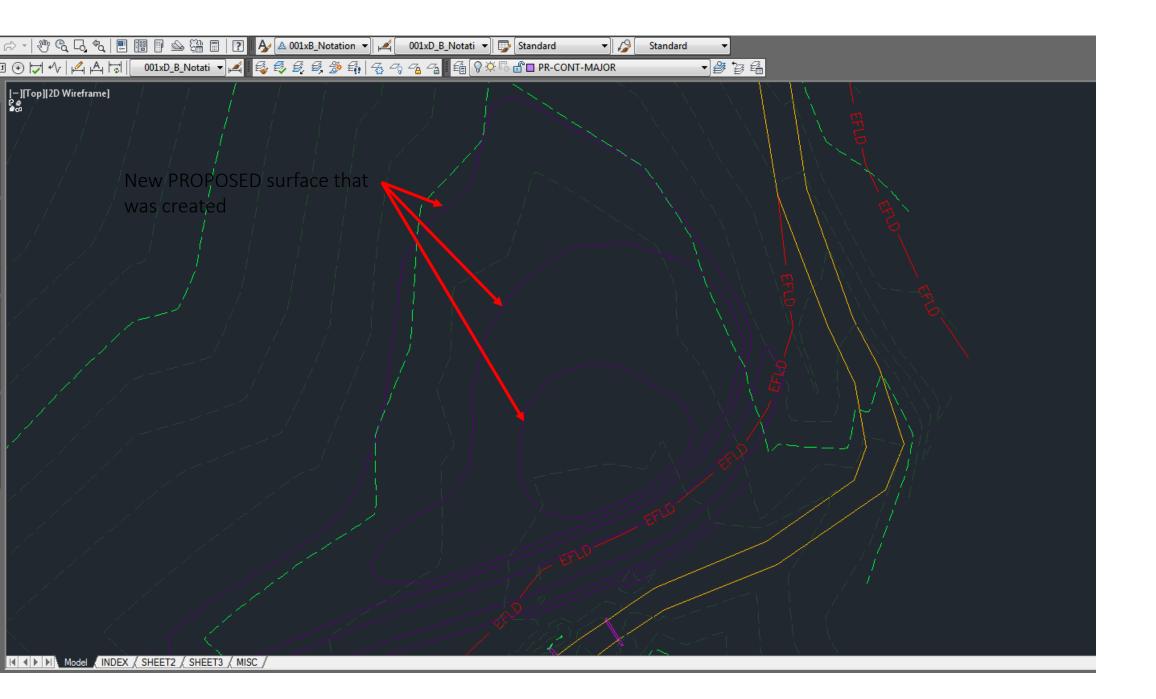
Toolspace>Surfaces>Proposed>Definition>Contours>Right Click>Add...



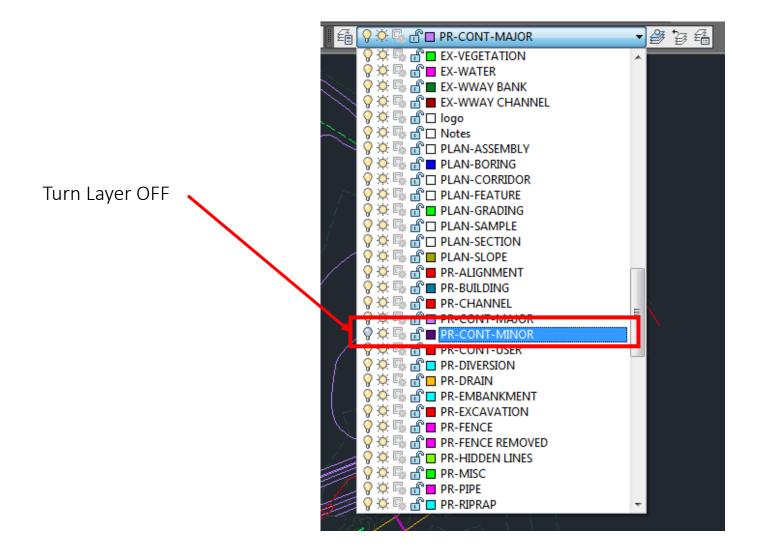
• Description: PROPOSED



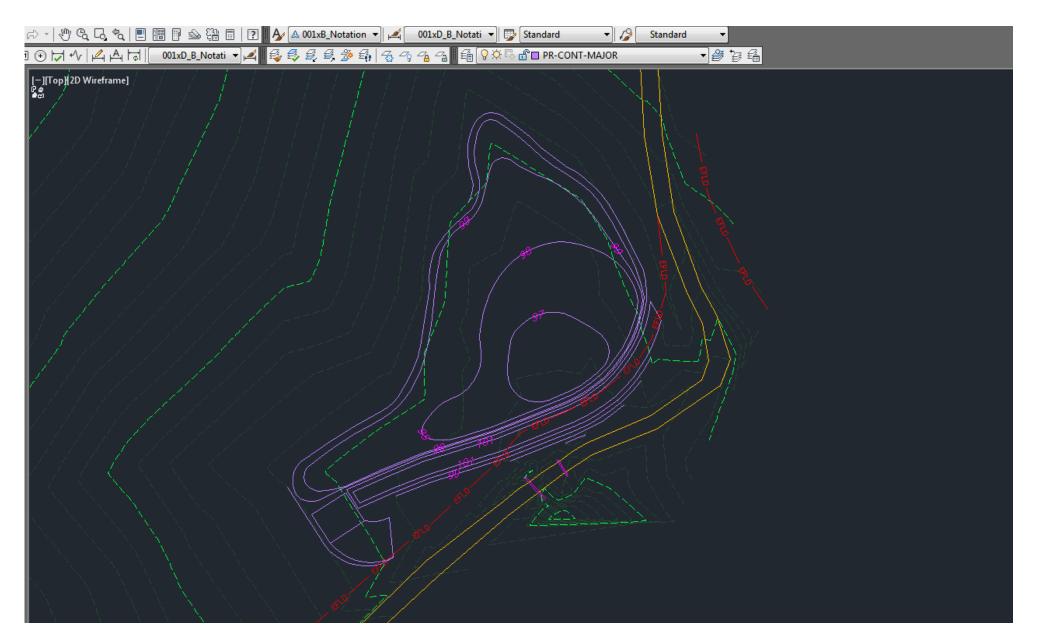


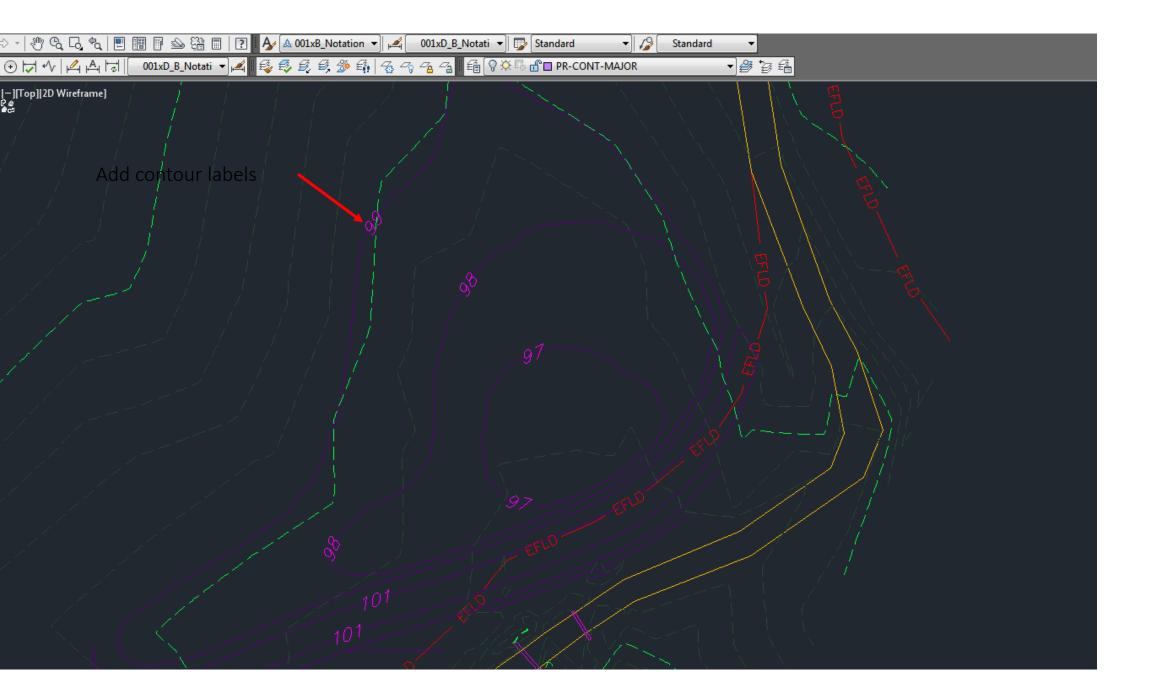


• Turn off the PROPOSED surface layer, this should be under LAYERS>PR-CONT-MINOR



#### • What the drawing will look like after turning off the layer



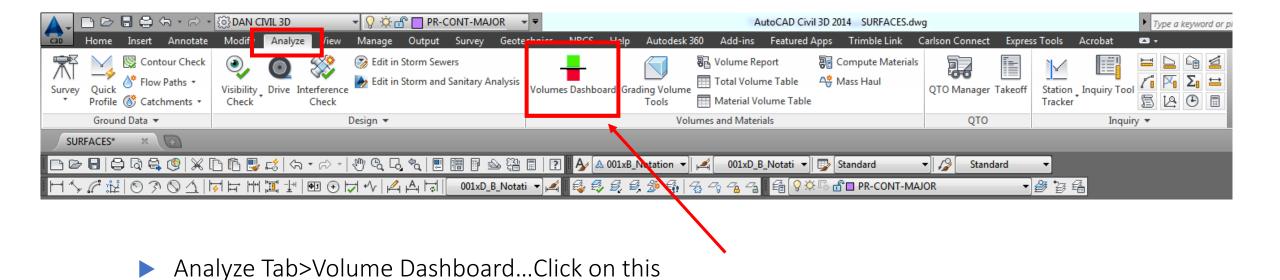


You can see any elevation in the existing surface and the PROPOSED surface that you created by just holding the mouse over a location

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[-][Top][2D Wireframe] இத					
	SHEET2 / SHEET2		Existing Ground Z   PROPOSED Z	98.208' 97.000'	

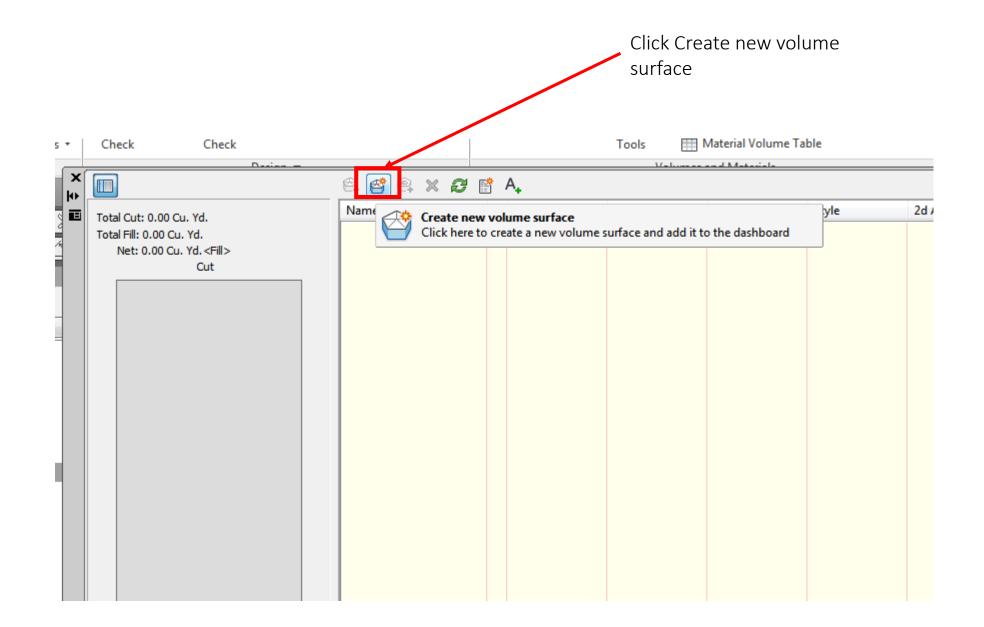
# **Cut/Fill Calculations**

Now that you have an Existing Surface and a Proposed Surface created, you can now compare the two to come up with your volumes.



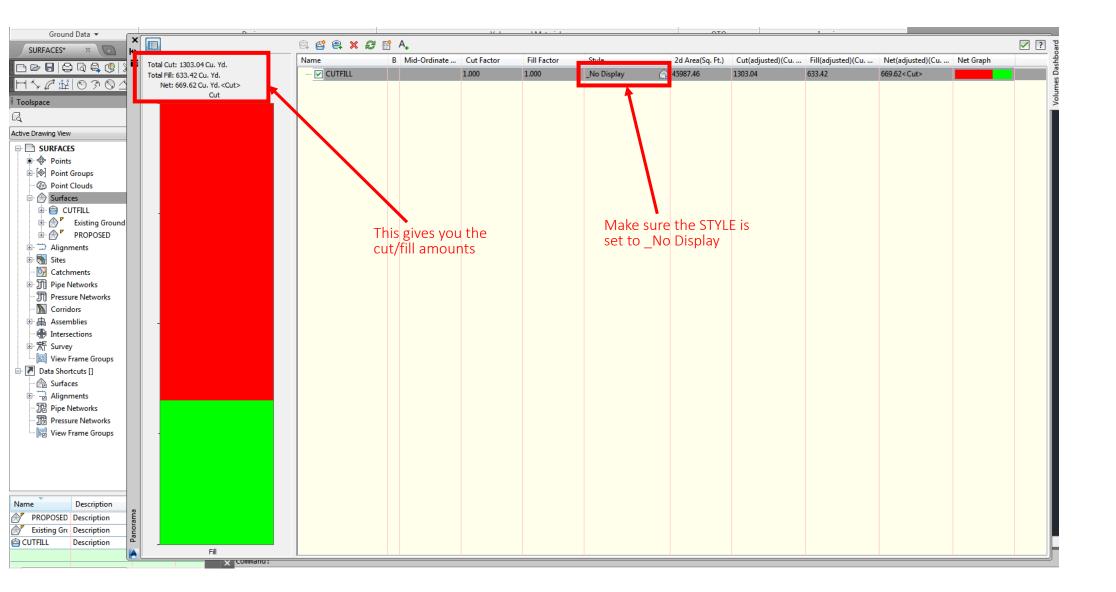
	Panorama O	pens up	o for the	Cut/Fill	Dashboard
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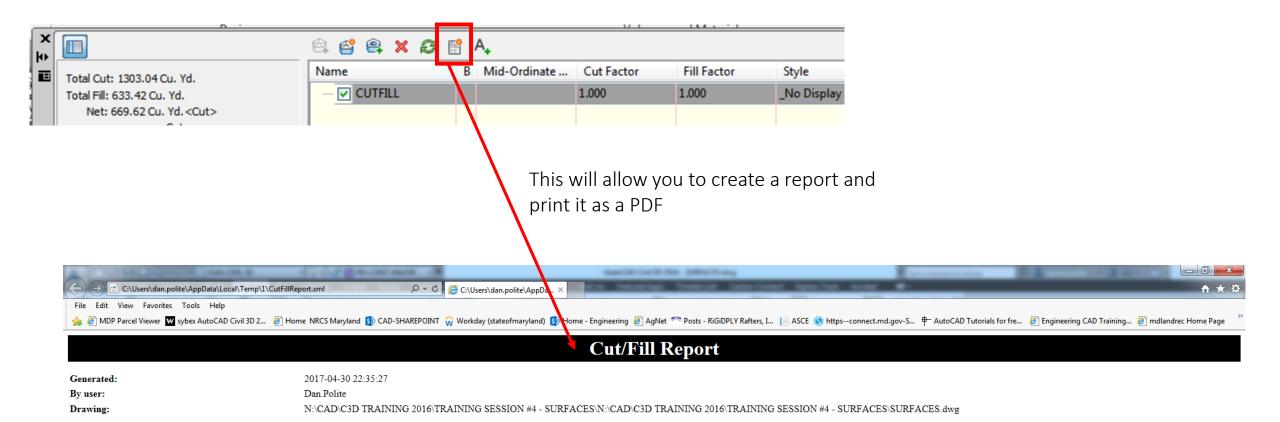
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•+ ■ ■		, al Cut: 0.00 Cu. Yd.				Name		Mid-Ordinate	Cut Factor	Fill Factor	Style	2d Area(Sq. Ft.)	Cut(adjusted)(C	u Fill(adjusted)(Cu	Net(adjusted)(Cu	Net Graph	shbo
	Tota	al Fill: 0.00 Cu. Yd.															s Da
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Panorama		Fill															



Fill out the information as shown

IN volume surface	▼ PR-SURFACE
	▼ PR-SON ACL
Properties	Value
Information	
Name	CUTFILL
Description	Description
Style	
Render Material	ByLayer
Volume surfaces	
Base Surface	Existing Ground
Comparison Surface	PROPOSED
Cut Factor	1.000
Fill Factor	1.000
2	
Selecting OK will create a ne	w surface which will appear in the list of surfaces in Prospector.

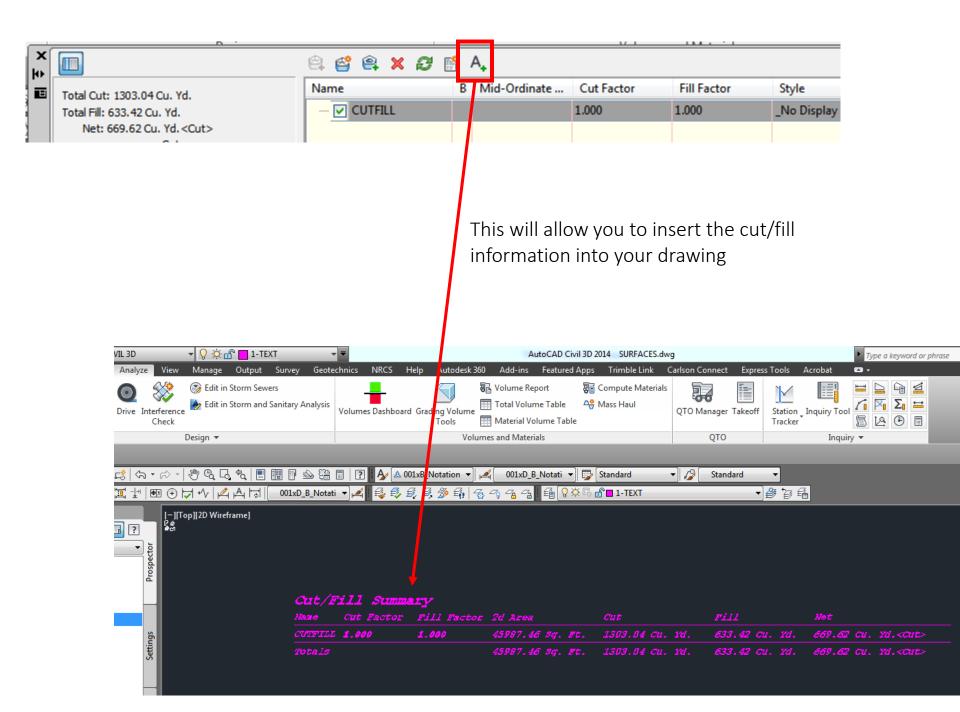


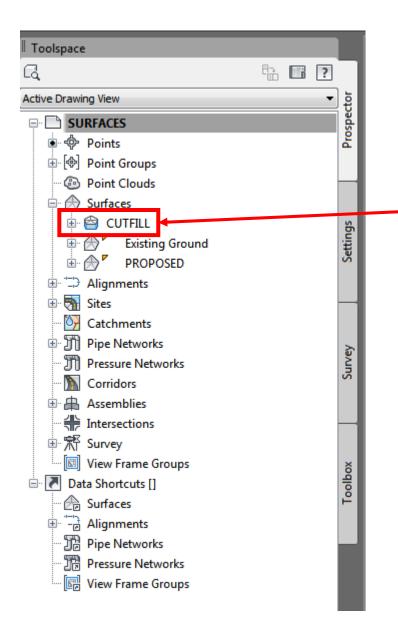


Volume Summary									
Name	Туре	Cut Factor	Fill Factor	2d Area (Sq. Ft.)	Cut (Cu. Yd.)	Fill (Cu. Yd.)	Net (Cu. Yd.)		
CUTFILL	full	1.000	1.000	45987.46	1303.04	633.42	669.62 <cut></cut>		
Totals									

	2d Area	Cut	Fill	Net
	(Sq. Ft.)	(Cu. Yd.)	(Cu. Yd.)	(Cu. Yd.)
Total	45987.46	1303.04	633.42	669.62 <cut></cut>

\* Value adjusted by cut or fill factor other than 1.0





This is the CUTFILL surface that you created. It should not be displayed if you set the STYLE correct.

You can see all 3 surfaces that have been created when you hoover over any location within the proposed area

