

AUTODESK® CIVIL 3D

Dynamic 3D Computer-aided Design with Autodesk Civil 3D

Training Course for:
Autodesk® Civil 3D™ 2007



Lecture 3 – Supplementary Notes Create Surface template and label

August 2006

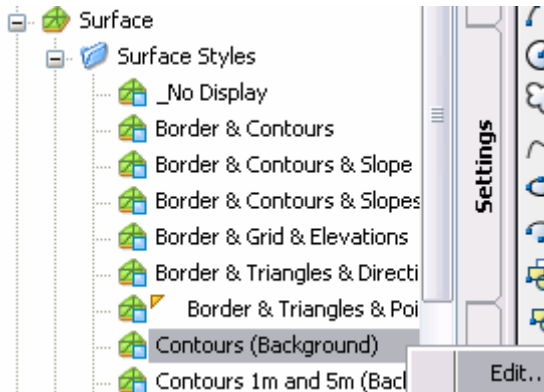
Autodesk®

Objective

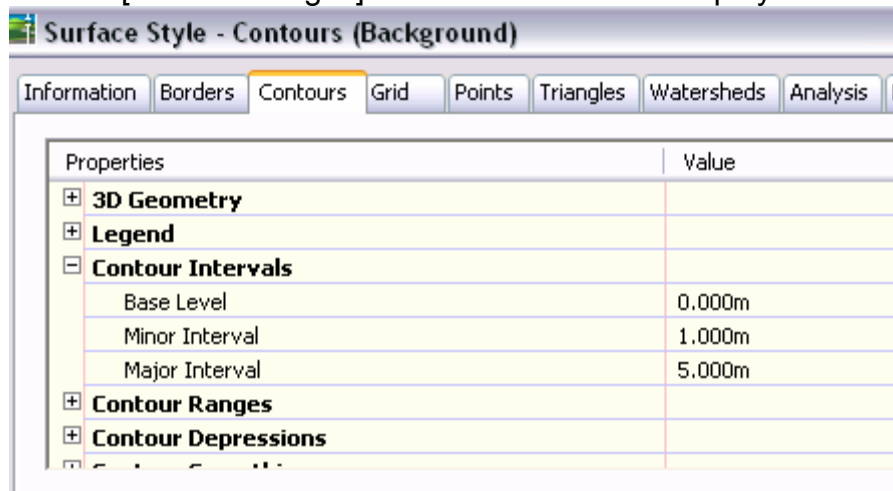
This document describes the steps to create Surface Template in Civil 3D.

Exercise

1. First, open the 「Survey_2.dwg」 drawing.
2. On the 「Setting」 tab→「Surface」→「Surface Styles」→「Contours (Background)」→[Edit]

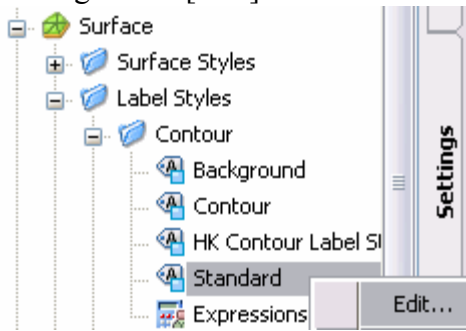


3. Select the [Contours], expand
 - [Legend] : can set the maximum & minimum elevation
 - [contour Intervals] : can set the minor & major interval
 - [contour Ranges] : can set the contour display colors

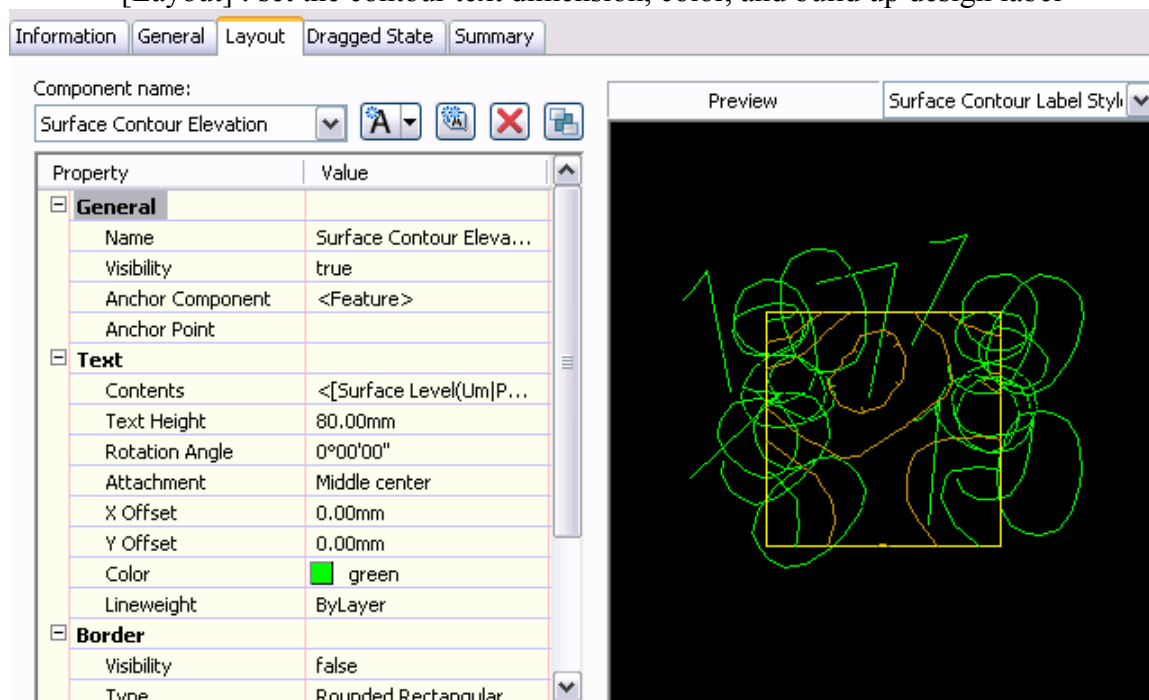


4. Press [Cancel]

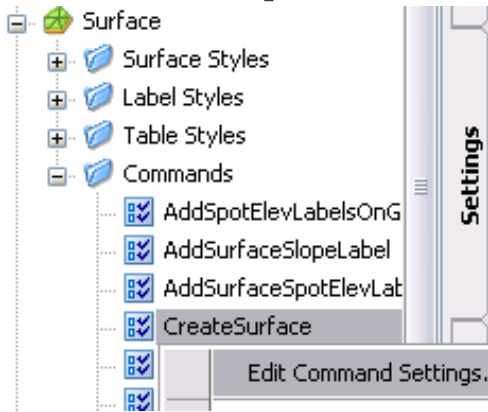
5. Select 「Surface」 → 「Label Styles」 → 「Contour」 → 「Standard」 ,
Right click[Edit]



6. In the Label styles dialog box :
 - [General] : set show the contour label
 - [Layout] : set the contour text dimension, color, and build up design label



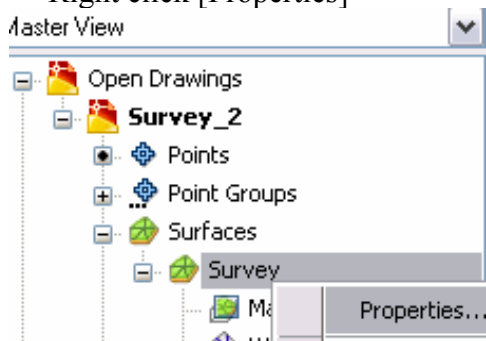
7. Press [Cancel]
8. Select 「Surface」 → 「Commands」 →right click 「Edit Command Setting」



9. In Edit Command Setting dialog box :
 - Expand the [Build Options]
 - Can click on the Exclude levels
 - Set the maximum & minimum level build up

Property	Value	Ove
Labeling		
Surface Creation		
Build Options		
Copy Deleted Dependent Objects	no	
Exclude Levels Less Than	no	
Level <	0.001m	
Exclude Levels Greater Than	no	
Level >	0.000m	
Use Maximum Triangle Side Length	no	
Maximum Triangle Length	50.000mm	
Convert Proximity Breaklines to Standard	no	
Allow Crossing Breaklines	no	

10. Press[Cancel]
11. On the 「Prospector」 tab→ expand 「Surface」 →select 「Survey」 → Right click [Properties]



12. In Surface Properties dialog box :
 - Click surface style icon can change the any style (e.g. Contours 2m and 10m Design)
 - Click render material style icon can add the any material to surface (e.g. Grass)
 - Press [OK]

Information Definition Analysis Statistics

Name:

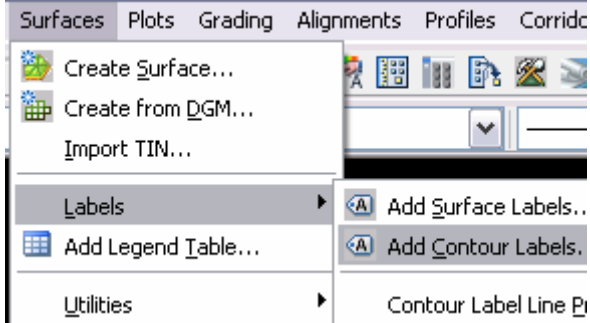
Description:

Default styles

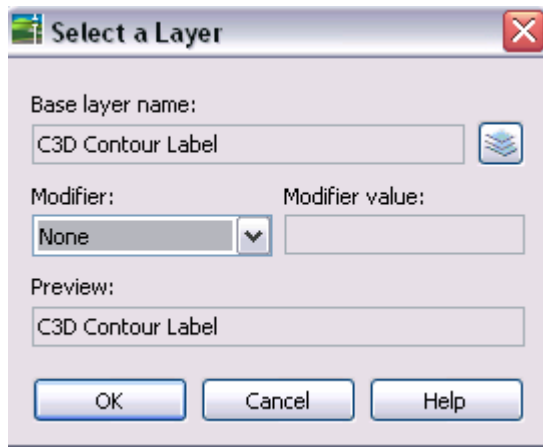
Surface style:

Render Material style:

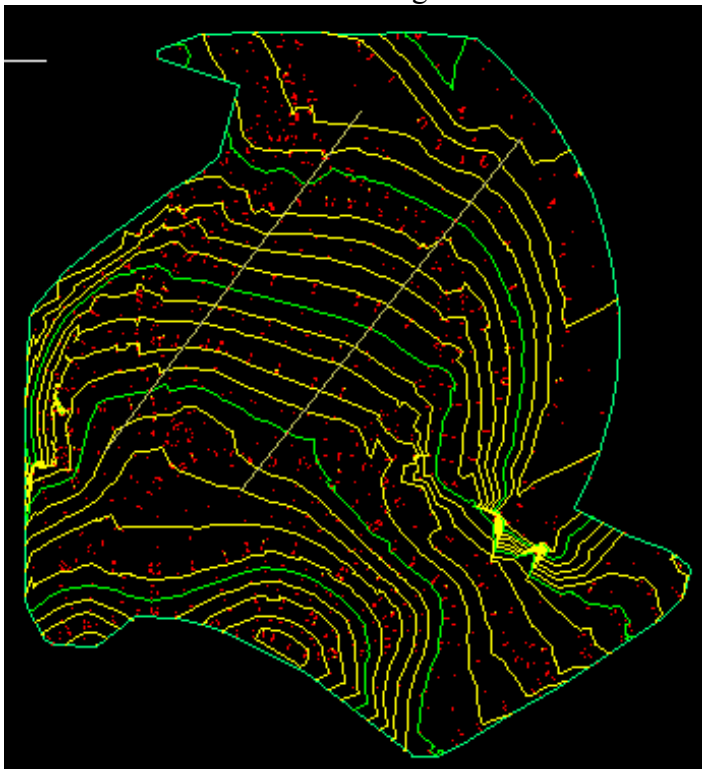
13. On Menu toolbar, select 「Surface」 → 「Labels」 → 「Add Contour Labels」



14. Click  icon, set the layer [C3D Contour Label], Press [OK]

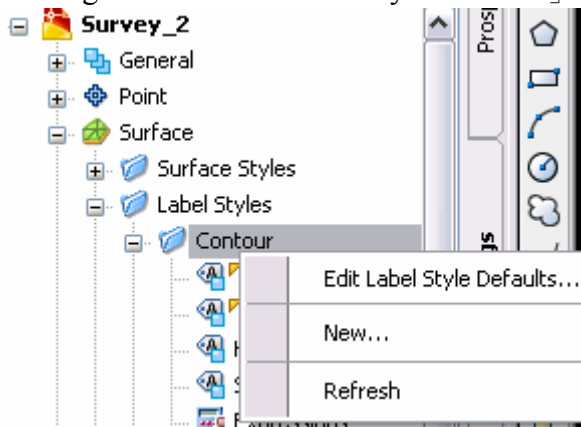


15. Draw two line in the drawing



16. Turn off the [C3D Contour Label] layer

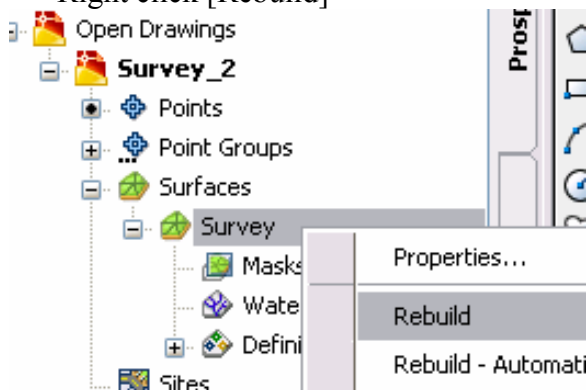
17. On the 「Setting」 tab→「Surface」→「Label Styles」→「Contour」
 Right click 「Edit Label Style Defaults」



18. In Edit Label Style Defaults dialog box :
- Set [Text Height] 800mm, Click on Override
 - Press [OK]

Property	Value	Override
Label		
Behavior		
Plan Readability		
Components		
Text Height	800.00mm	<input checked="" type="checkbox"/>
Color	■ green	<input type="checkbox"/>
Linetype	Continuous	<input type="checkbox"/>
Lineweight	ByLayer	<input type="checkbox"/>
Leader		
Dragged State Components		


19. On the 「Prospector」 tab→ expand 「Surface」 →select 「Survey」 →
 Right click [Rebuild]

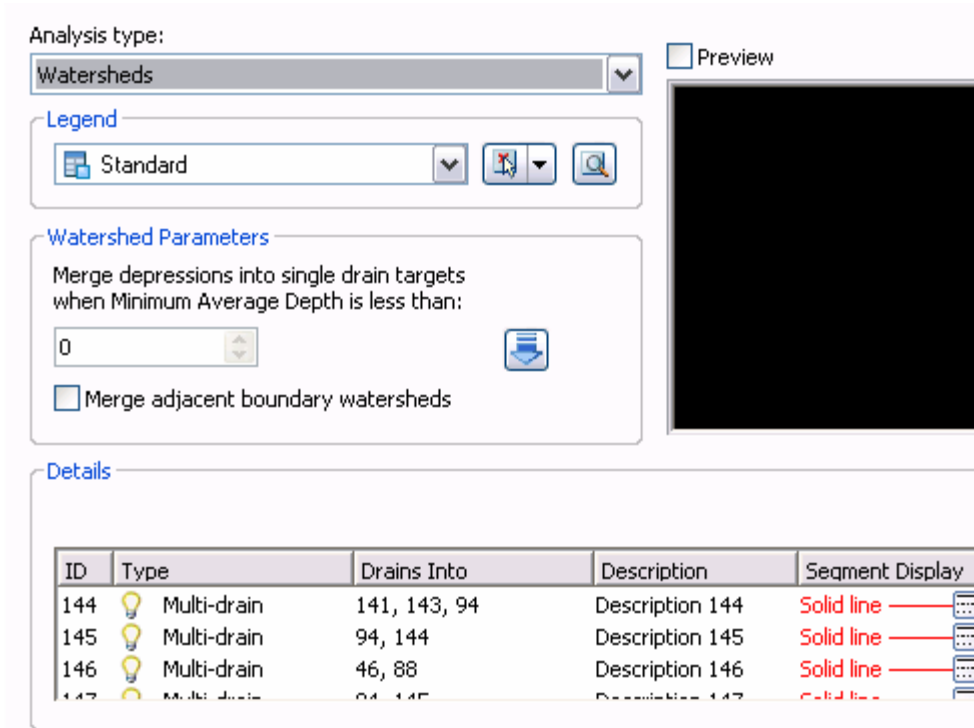


20. The Contour label was change

21. On the 「Prospector」 tab → expand 「Surface」 → select 「Survey」 → Right click [Properties]

22. In Surface Properties dialog box :

- Select [Analysis], click [watersheds] type
- Click  icon to build the line type
- Press [Apply]
- Go to [Information], select [watershed.org]
- Press [OK]



23. Close the drawing file. Do not save the change.