

Walk-in Slide: AU 2014 Social Media Feed

1. Click on the link below, this will open your web browser

<http://aucache.autodesk.com/social/visualization.html>

2. Use “Extended Display” to project the website on screen if you plan to work on your computer. Use “Duplicate” to display same image on screen and computer.



CV6296

How Big is Big? Maximize AutoCAD Civil 3D Performance without Sacrifice

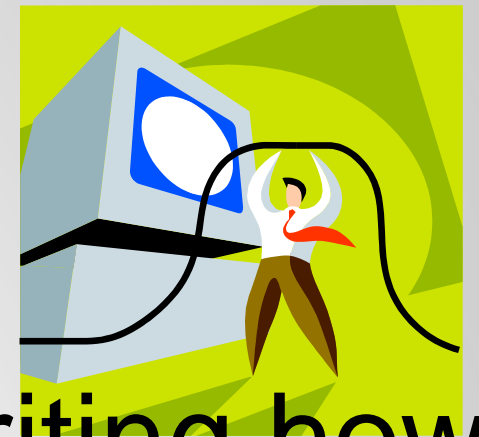
Lucy Kuhns

Autodesk Premium Support

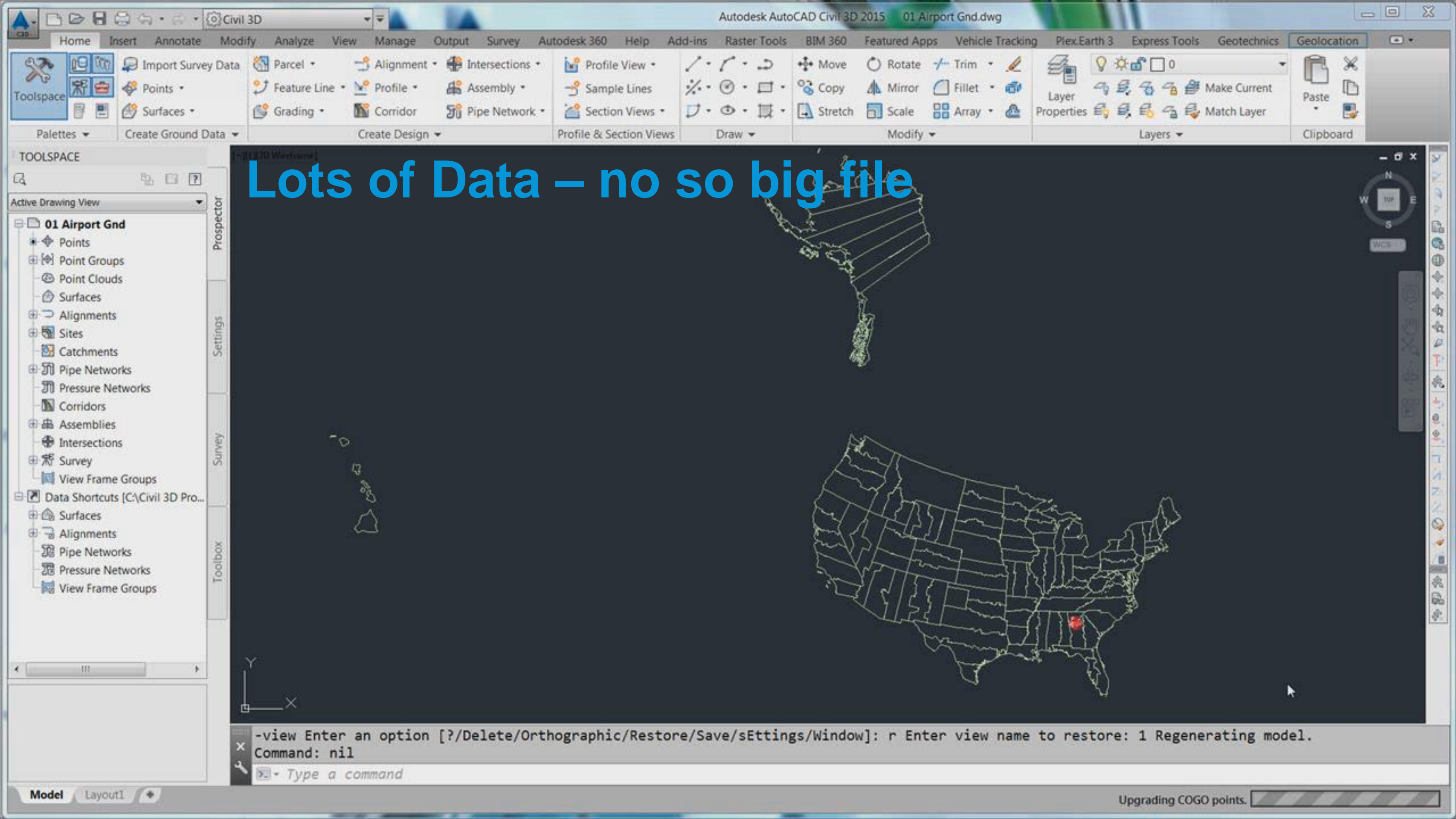
Nate Moore

Autodesk Premium Support

Technology, Tools, and Talented People

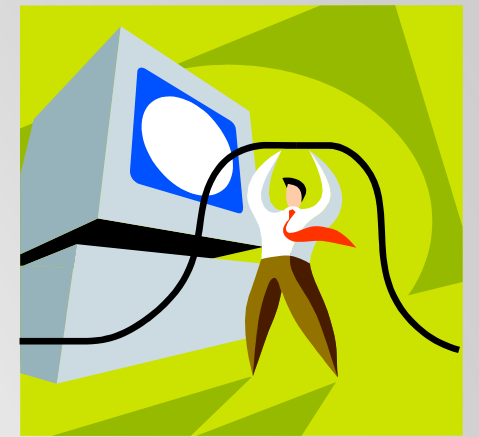


- Infrastructure projects all over the world are re-writing how we work successfully with Civil 3D.
- In Premium Support we see some of the successes and barriers to efficiency of Civil 3D
- There are re-occurring themes that we find our customers struggling with.
- One can greatly improve – or destroy - the power of Civil 3D by understanding how to avoid these themes...



Lots of Data – no so big file

What did we see



- Technology – GIS creates rich content
- Tools – XREF data management
- Talented People – know how to use NCOPY and EXPORTKML
- Technology – Geospatial awareness gives real world context

Why does this map look unusual?

- It is showing the State Planes Coordinate Zones



How Big is Big? - *What do you consider big*

- Surfaces - over 2 million surface points

Because mms files start to hold overflow data

MEMORY MAP
SURFACE

- Pipe Networks – over 500 pieces

Need to break down large networks and use data shortcuts – also use Catalog Manager

- Alignments – over 30 miles 50km

But why alignments??



Alignments

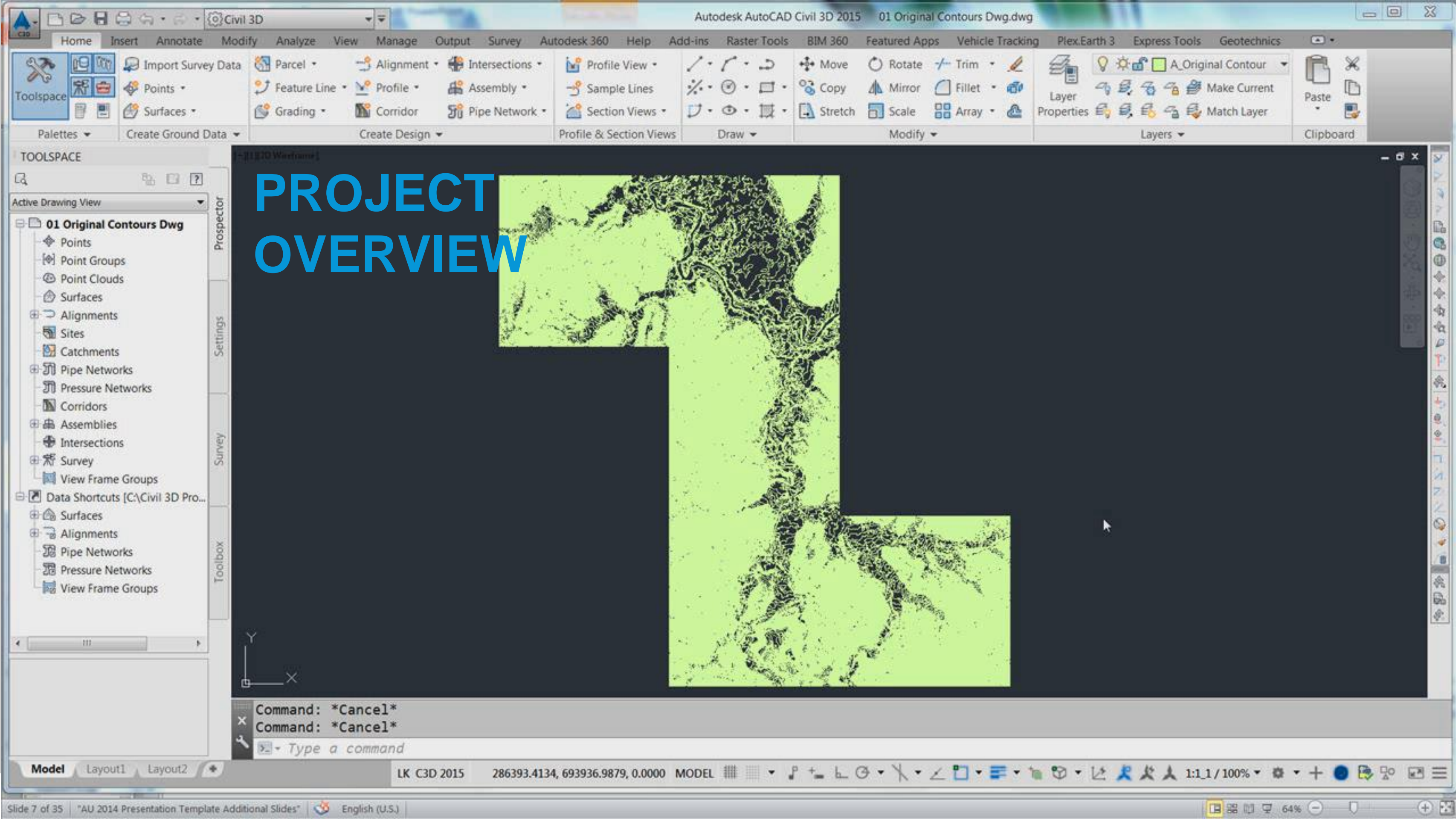
- Long lengths can be distorted by grid to ground and curvature of the earth
- Corridors that are built using complicated assemblies will choke down on long runs
- Sample lines must be in the same drawing as the cross-sections

And - *what do you consider big?*

- Points
- Corridors
- Cross-sections
- Layouts
- Grading Objects

Lets Look at Surfaces – generated from contours

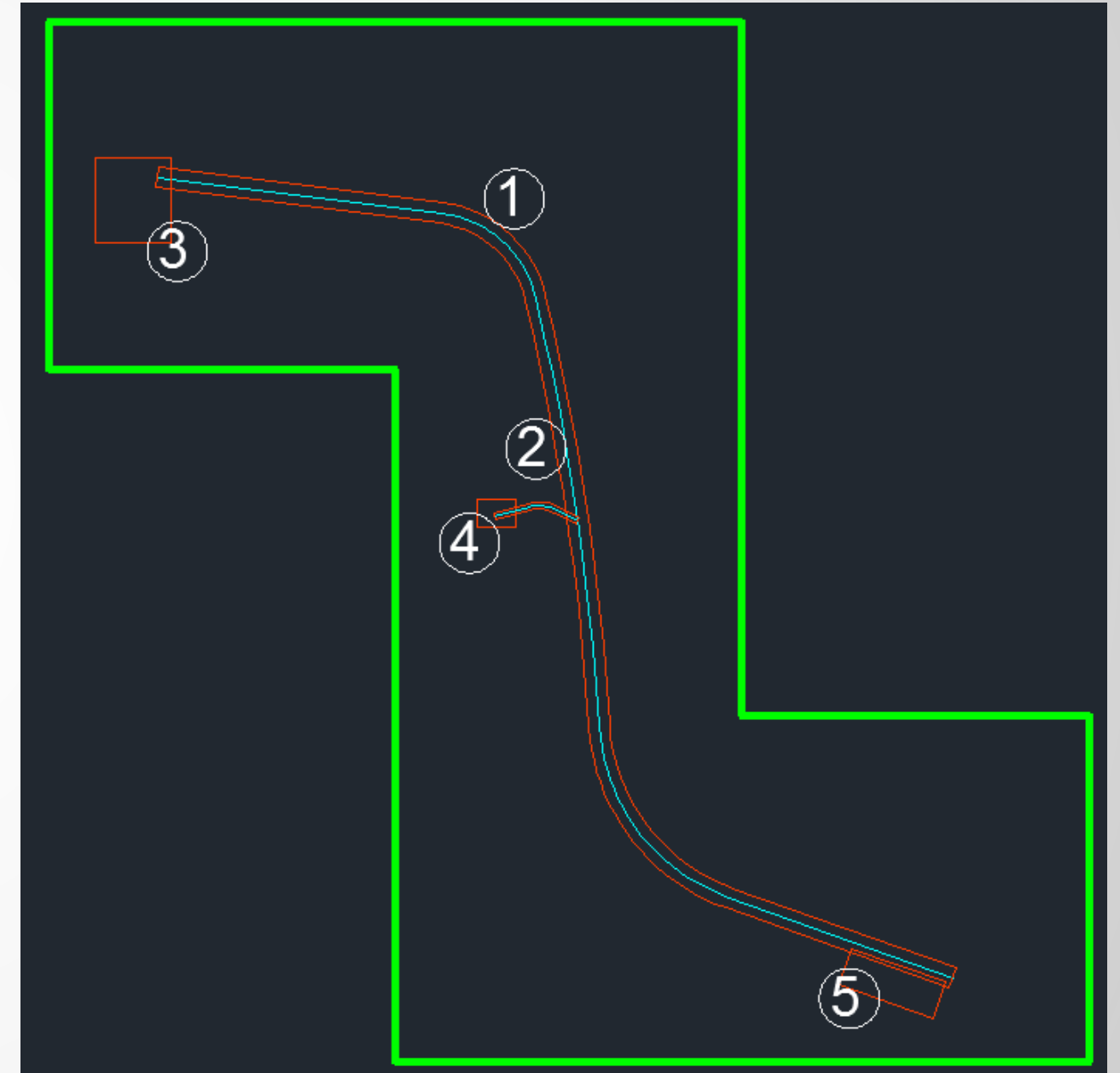
- Original Data from CAD line or pline entities that have elevation
- Contours generated from points



PROJECT OVERVIEW

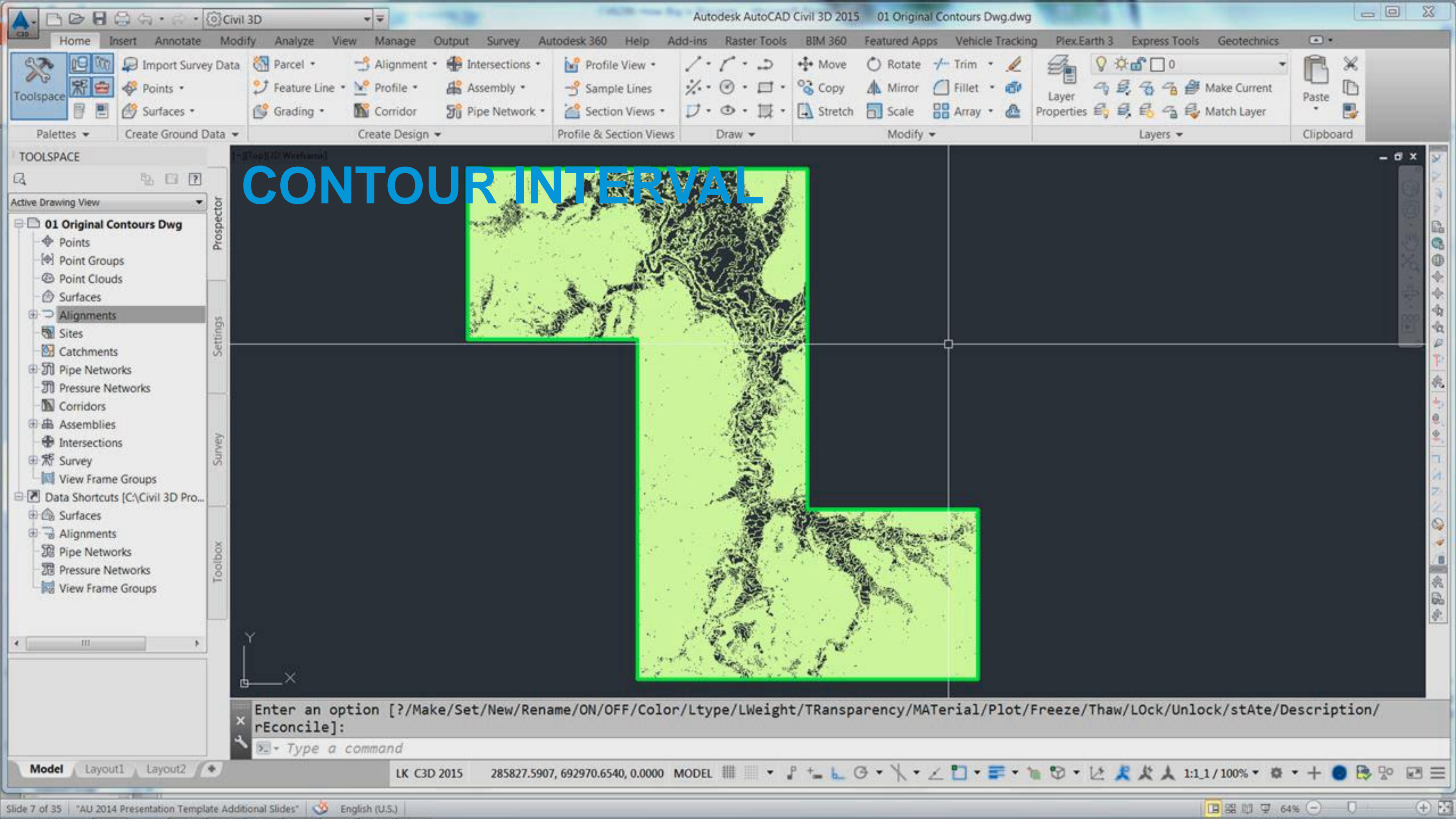
Define High and Low Detail Areas

- Define areas of high detail and low detail
- Additional Work Orders may be needed for difficult terrain or where more finesse is needed



Workflow to Use Contours to Simplify Surface

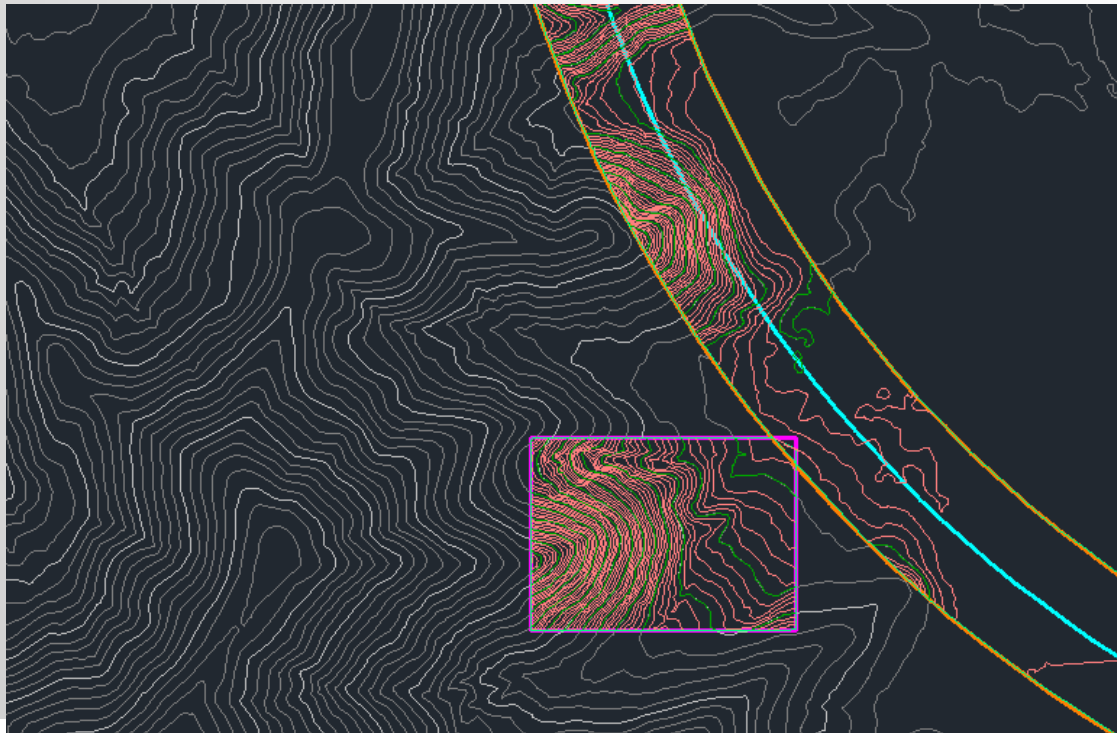
- Original data is contours and break lines
- Contours must have elevation values
- Remember you cannot create data that is not there
- Don't be misled - if original data is 2m intervals – why create 1m surface!

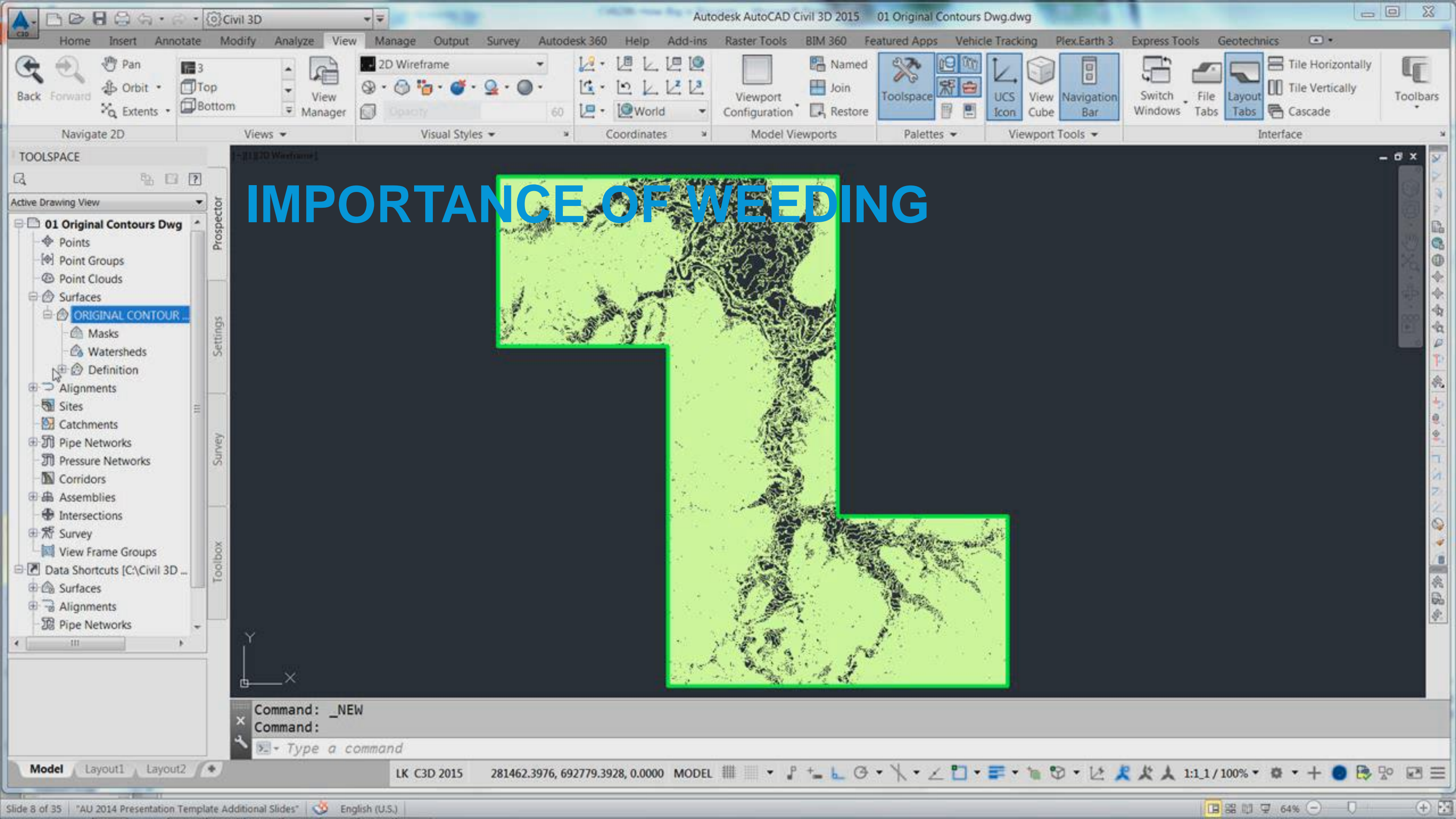


CONTOUR INTERVAL

Investigate the Original Data

- Contour Intervals = 0.5 m
- Data points ~ 0.5m
- Determine limits of coarse and detail surfaces

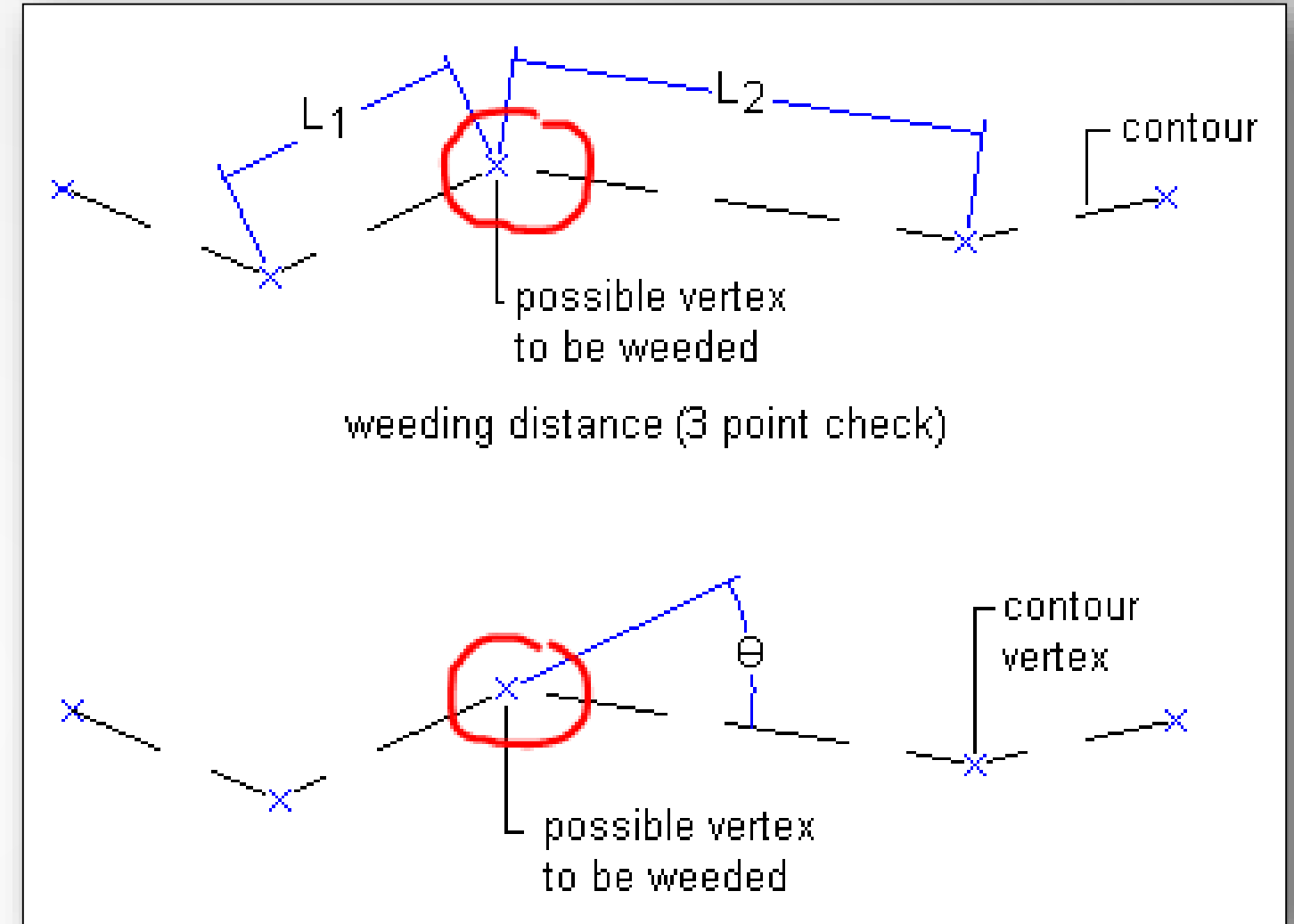




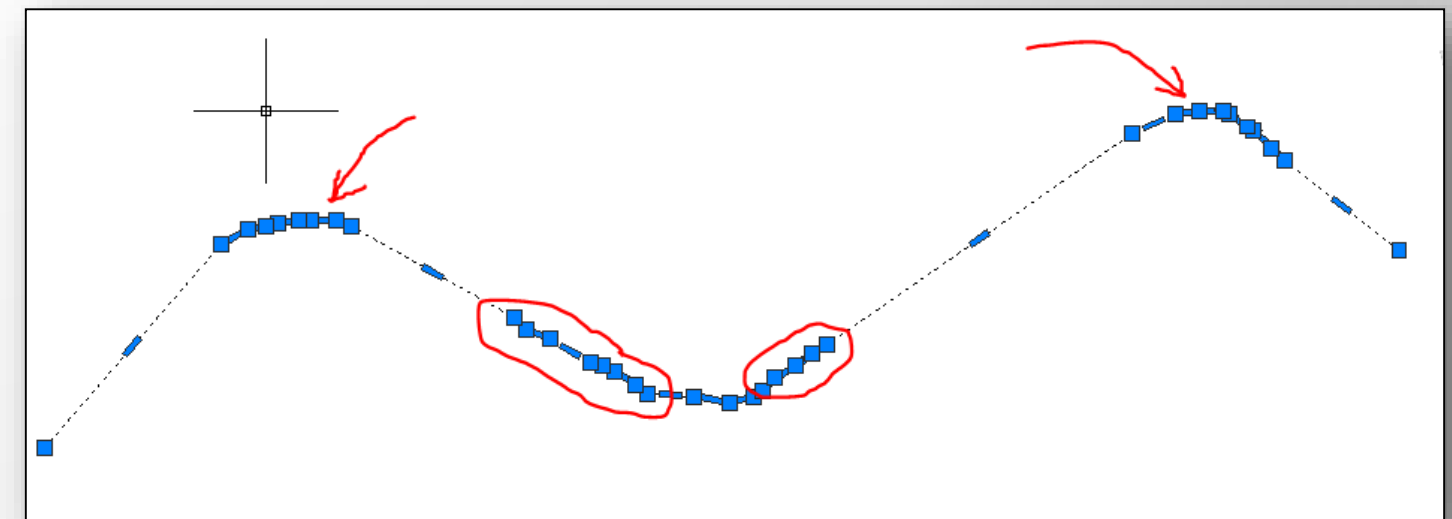
IMPORTANCE OF WEEDING

Contour Weeding – What is it?

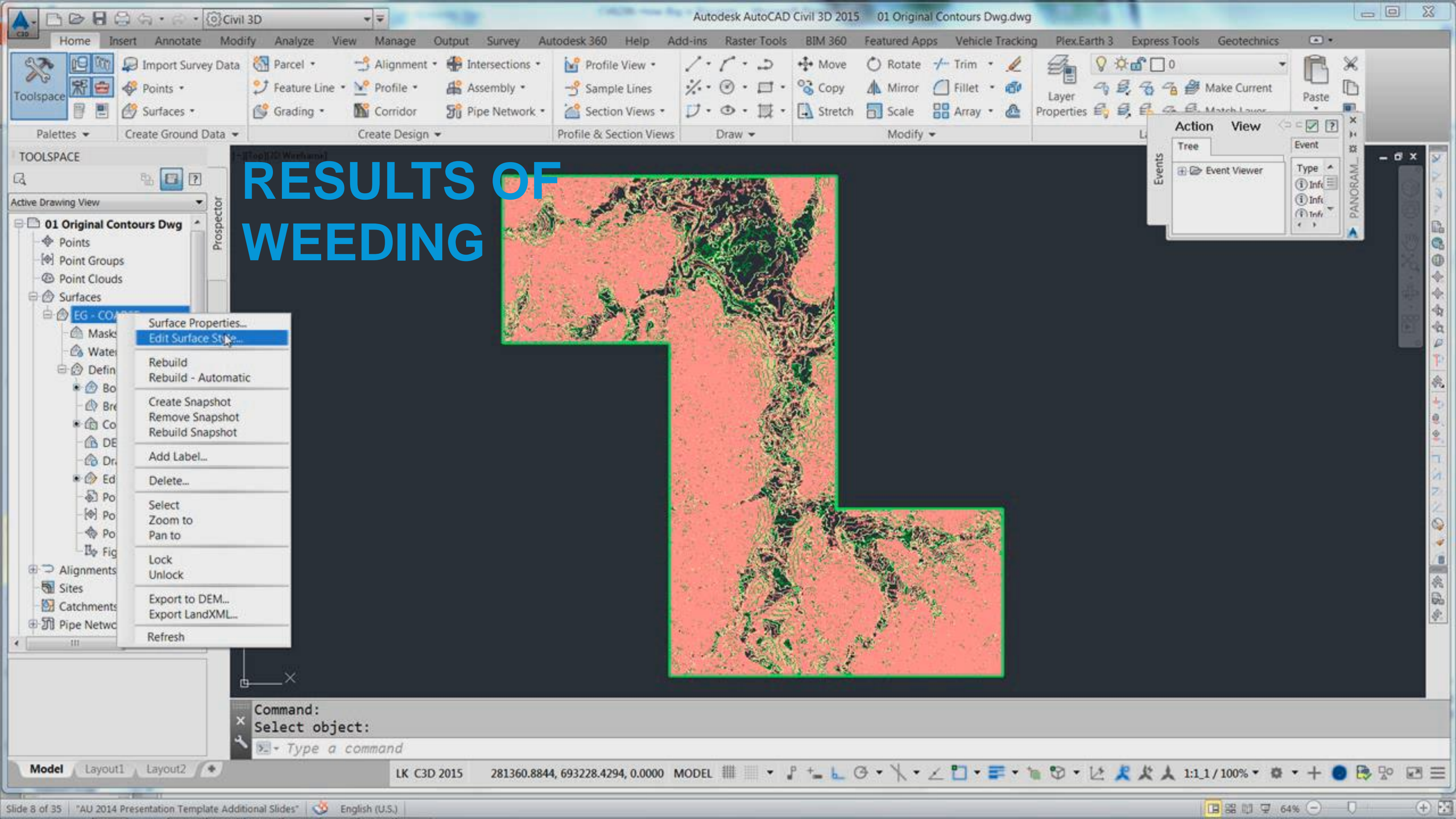
- Weeding – eliminates points based on distance and angle criteria



 Smoothing – adds points



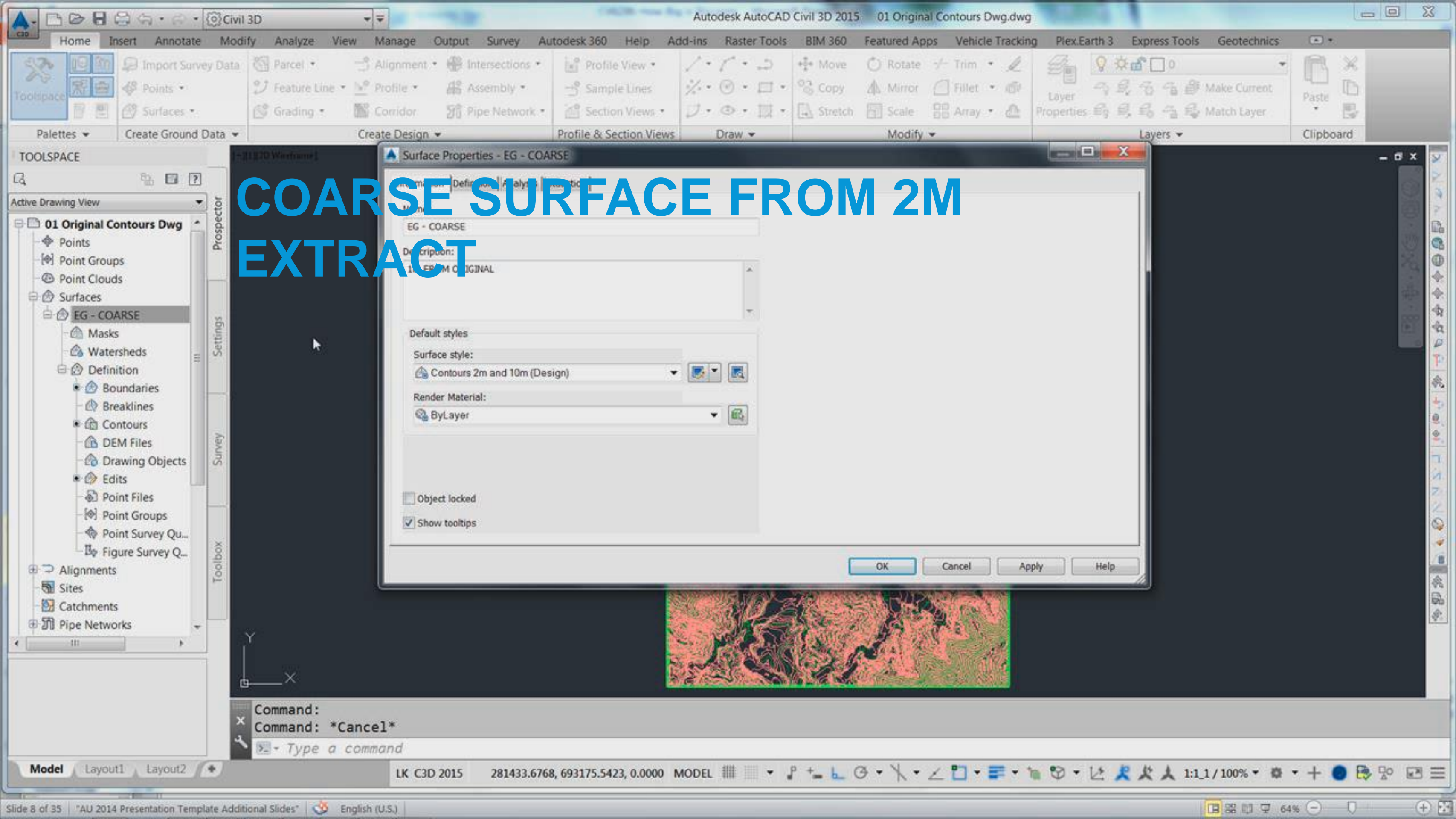
RESULTS OF WEEDING





IDEA - Try same procedure with 2m Interval

- Repeat process
- Change the surface display to a coarse value – 2m intervals
- Extract the 2m contours
- Build a coarse surface using the 2m contours
 - Compare surface sizes
 - Surface size reduced to ~ 30% of original

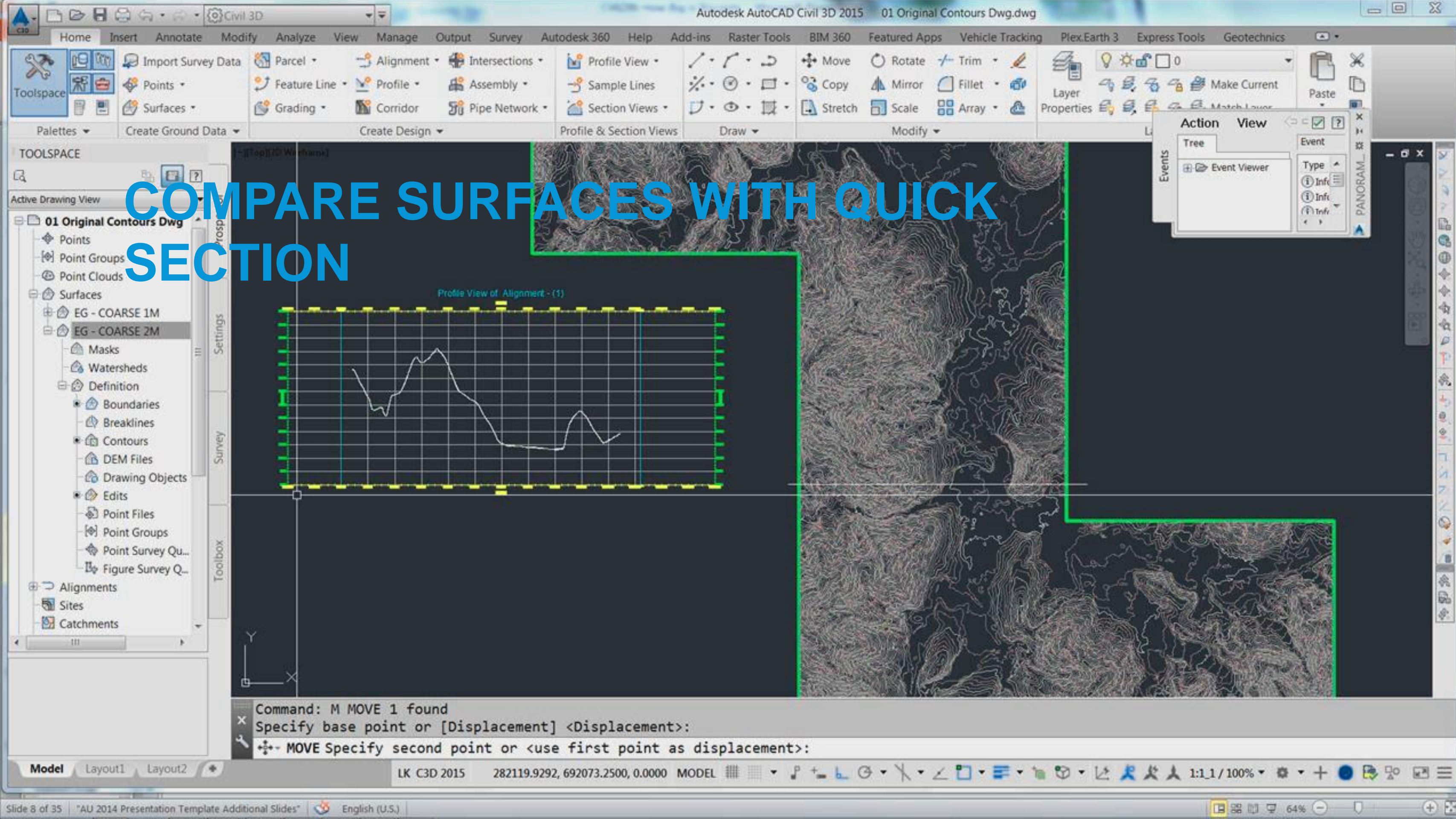


COARSE SURFACE FROM 2M EXTRACT

RESULTS OF 2M COARSE EG SURFACE

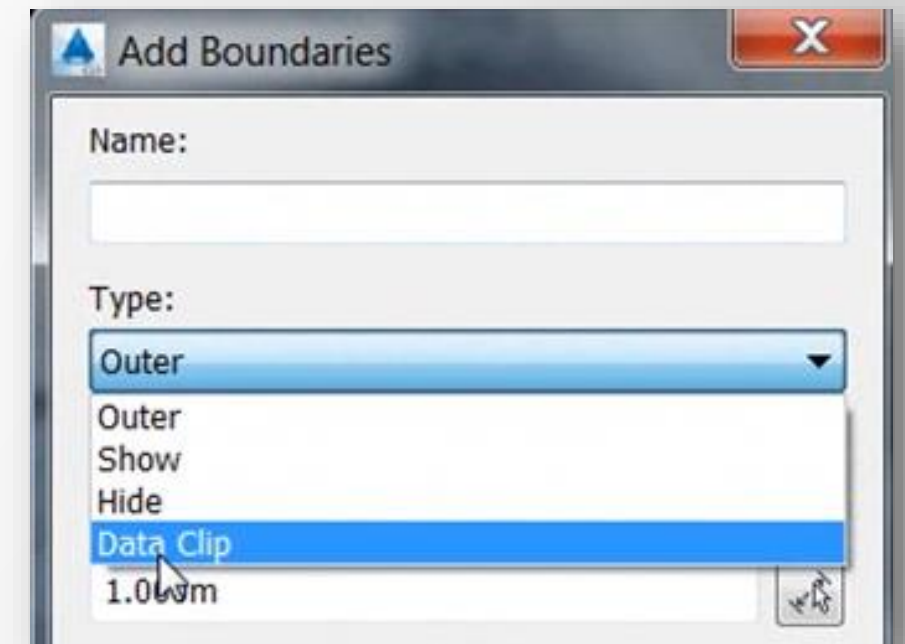
- Surface now 1/5 the size of original
From more than 1 million to 200,000

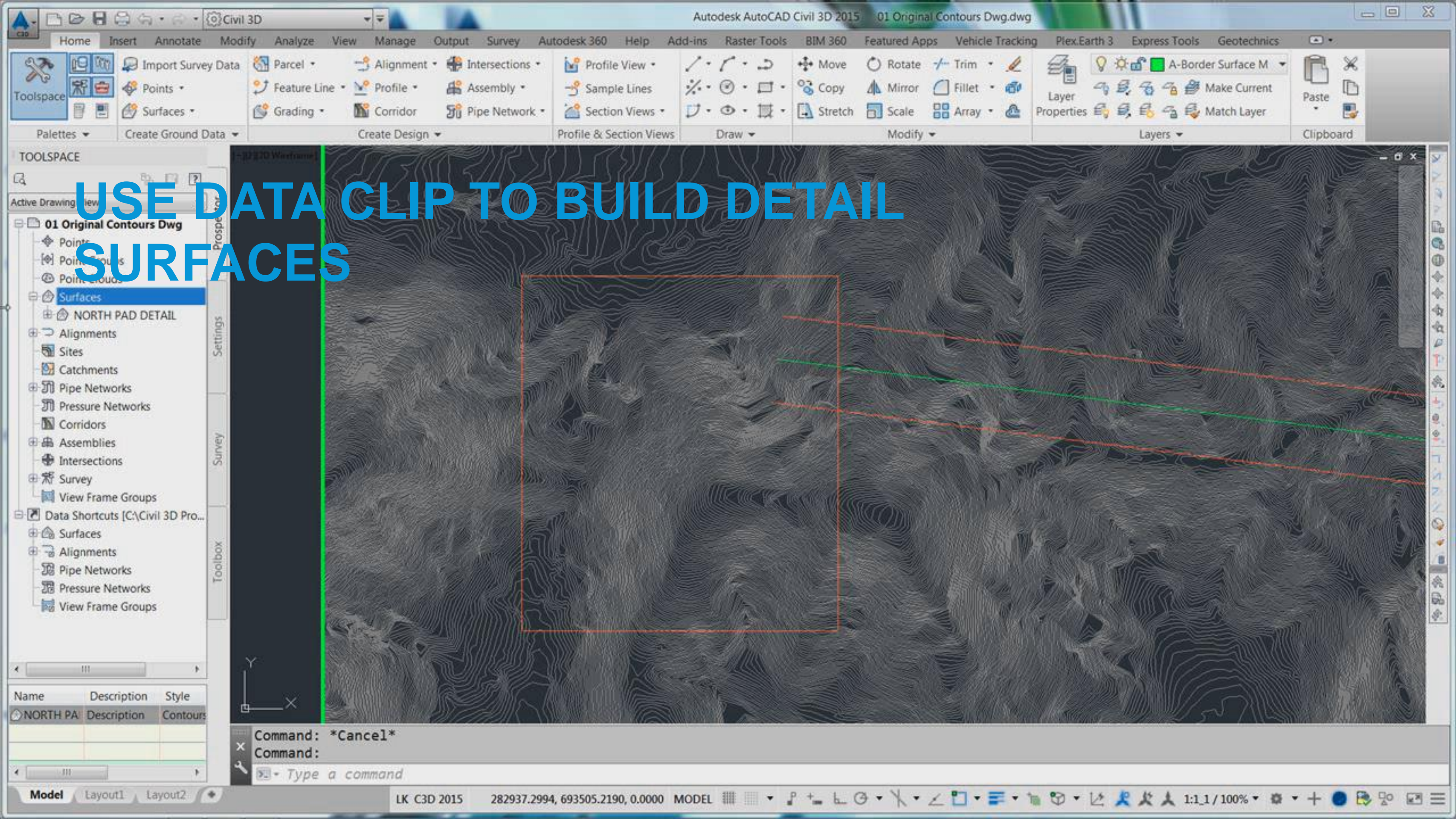
COMPARE SURFACES WITH QUICK SECTION



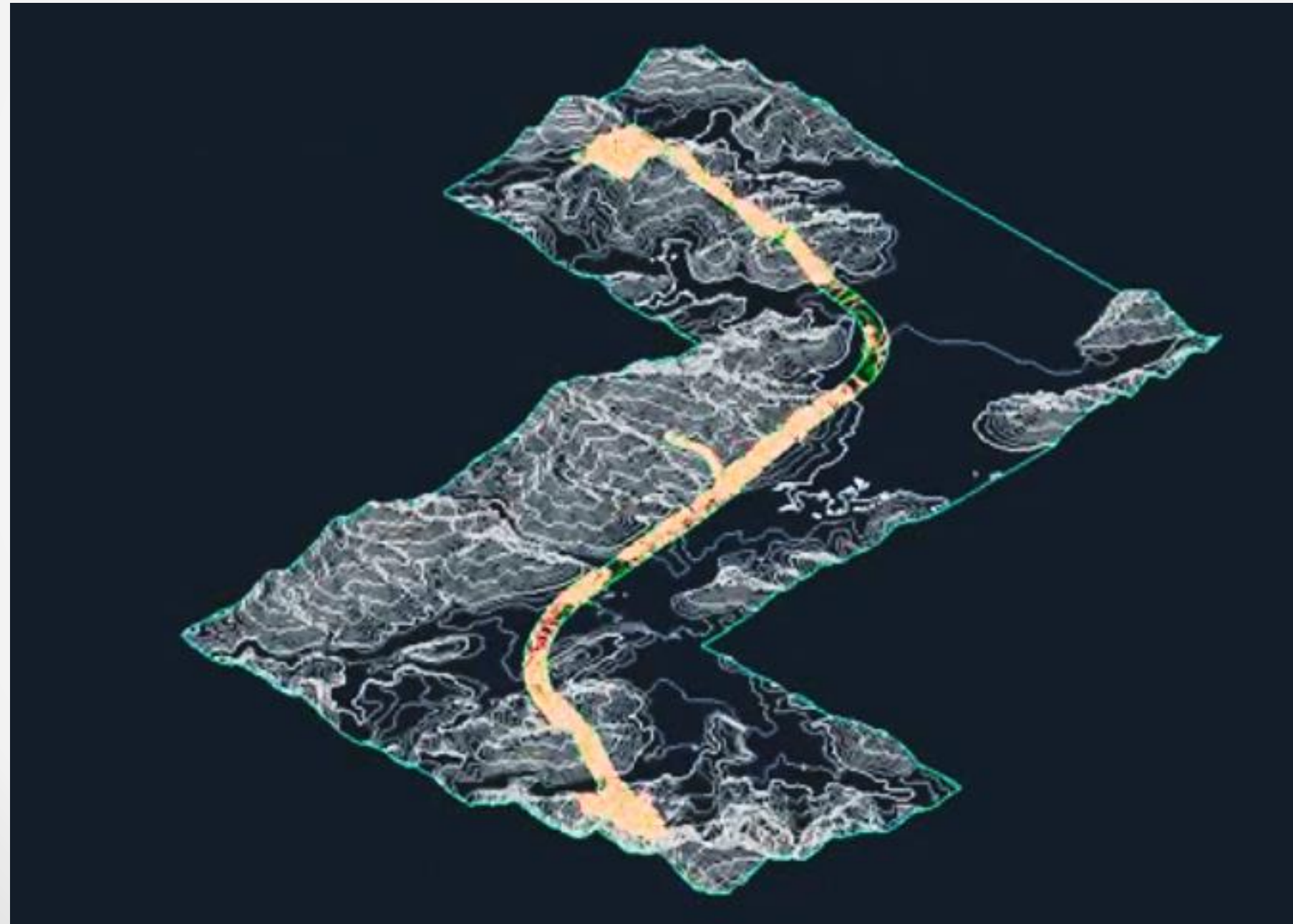
NOW BUILD THE DETAIL SURFACES

- Use the original contour entities
- Apply weeding as it does not loose fidelity
- Use Data Clip boundary



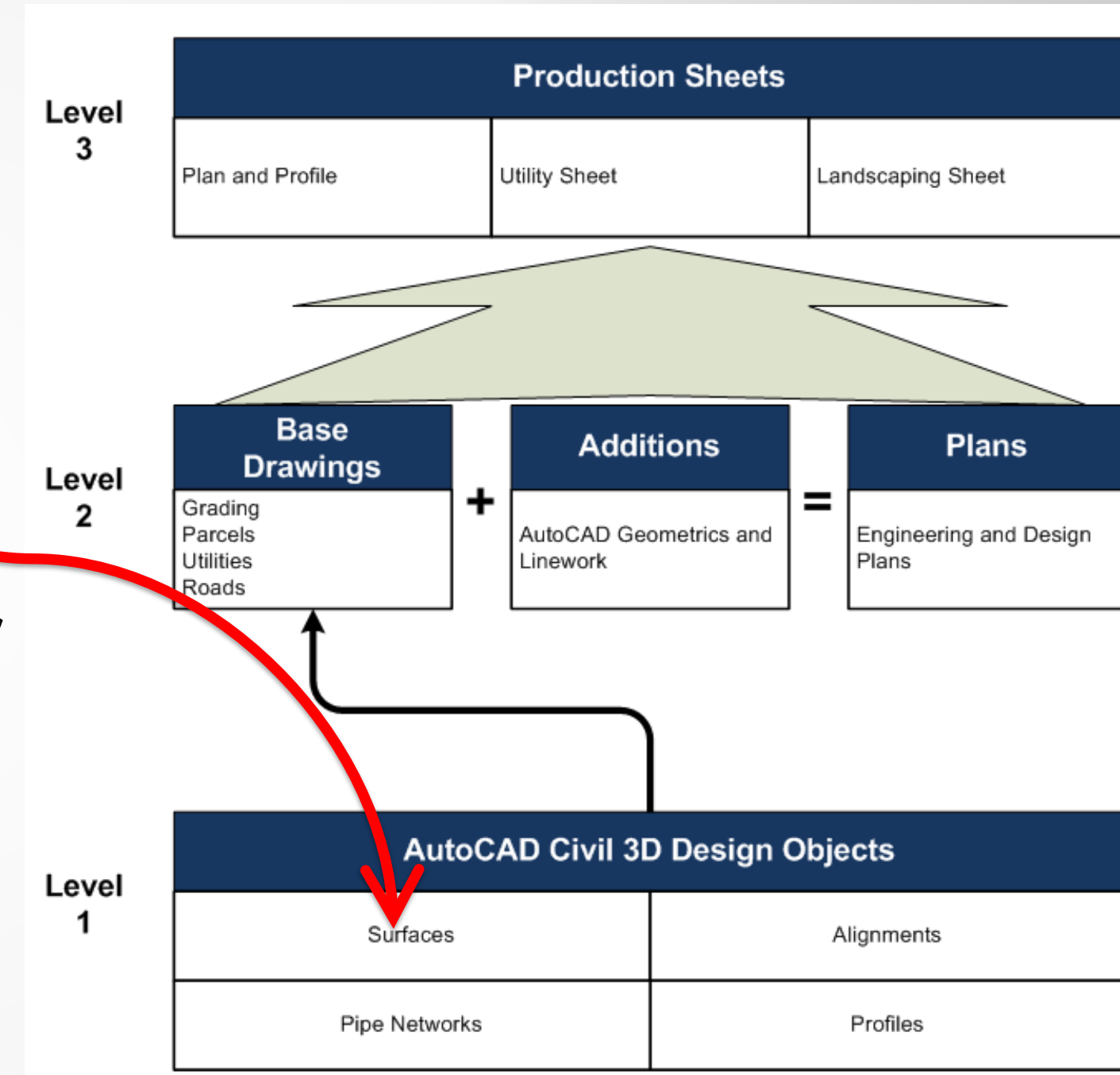


How the Project Looks – *Coarse Surrounds with Detail Areas*





BUILD THE SURFACE MASTER DWGs

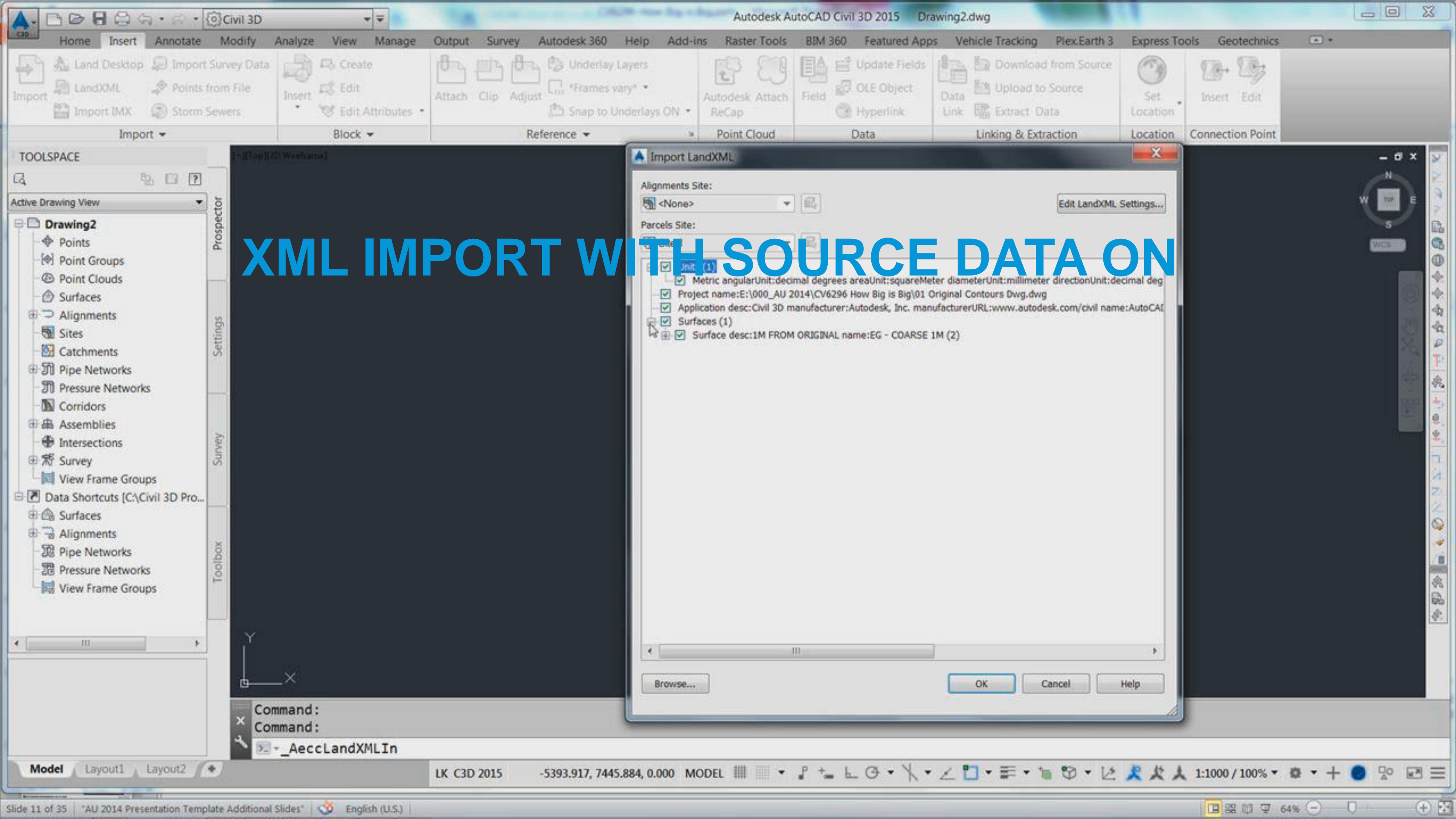
- Drawings that will be first principal data – Level 1
- Have an “owner”
- Managed via Data Shortcuts or Vault
- XML is the one data source referencing back to original entities



Remove the Underlying Contour Data

- The XML surface export also includes the original “CAD” polyline definitions that the surface was built from
- The surface import does not need these – make sure to toggle them off!

 2M COARSE SURFACE.xml	12/1/2014 8:29 AM	XML File	44,105 KB
 1M COARSE SURFACE.xml	12/1/2014 8:26 AM	XML File	241,919 KB

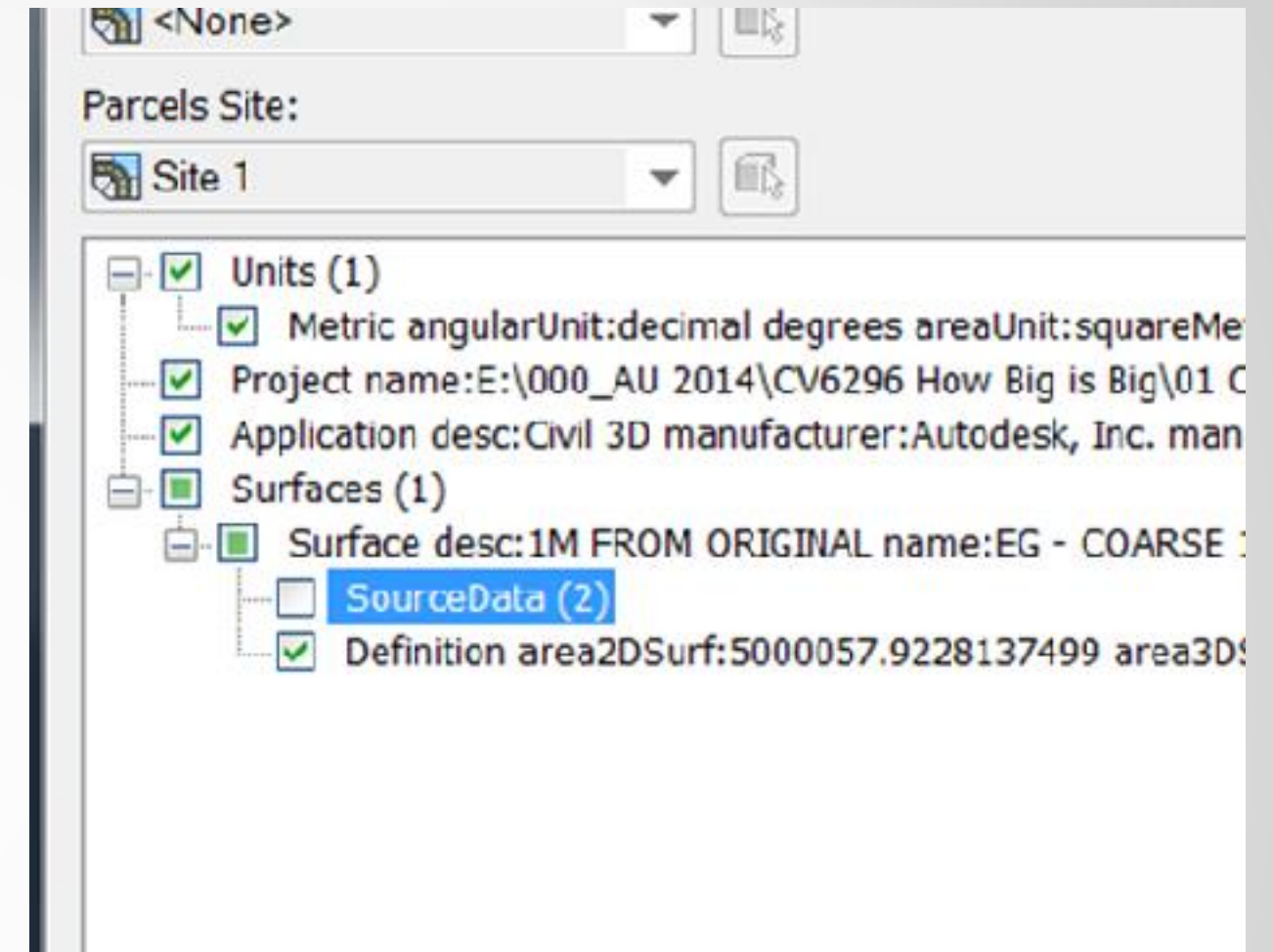


XML IMPORT WITH SOURCE DATA ON

Command:
Command:
_AeccLandXMLIn

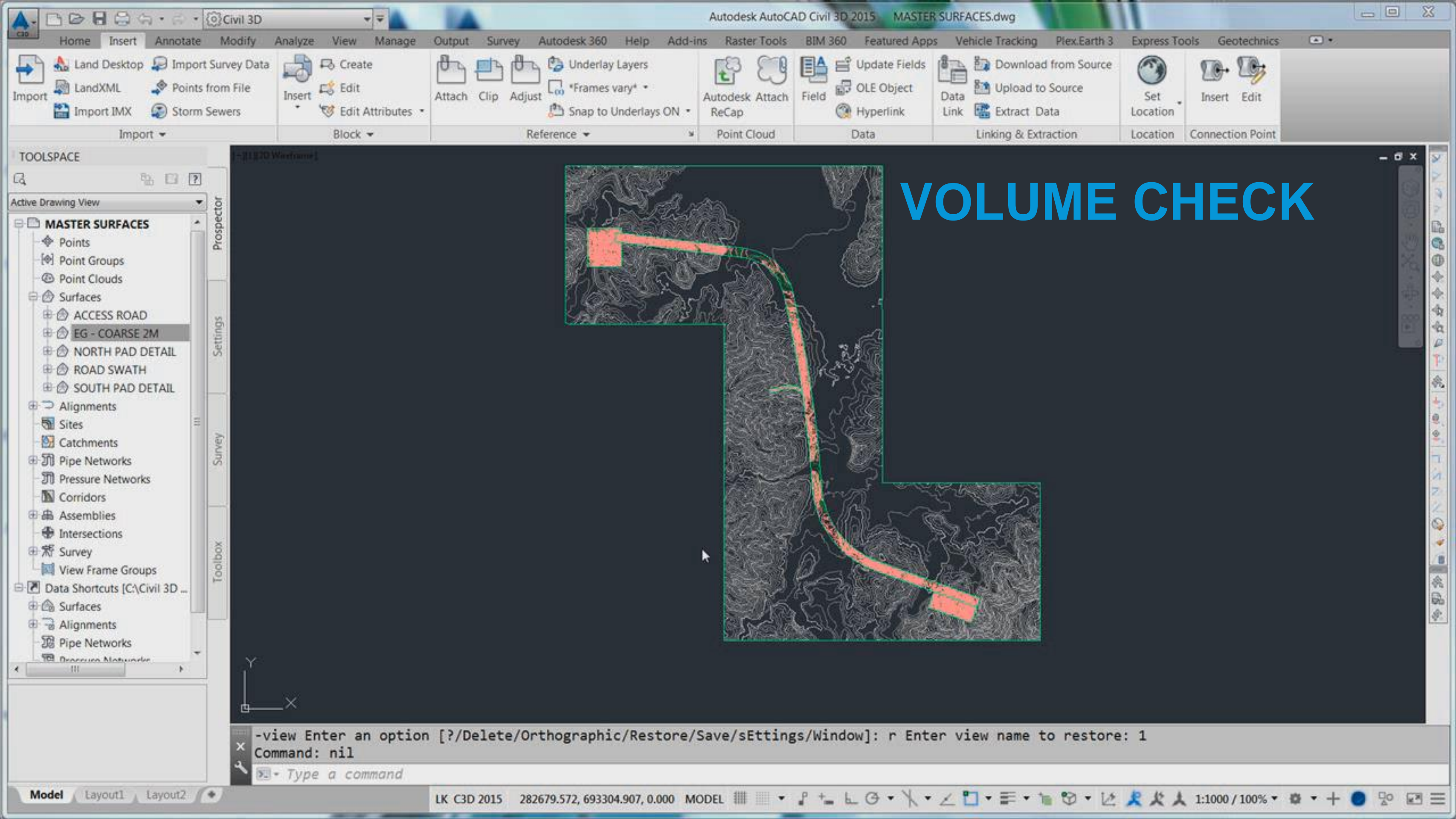
1.6 MILLION ADDED ENTITIES

- Remember this toggle!



DO YOU TRUST THE RESULTS

- Success at reducing the size of surface objects
- But what is sacrificed???



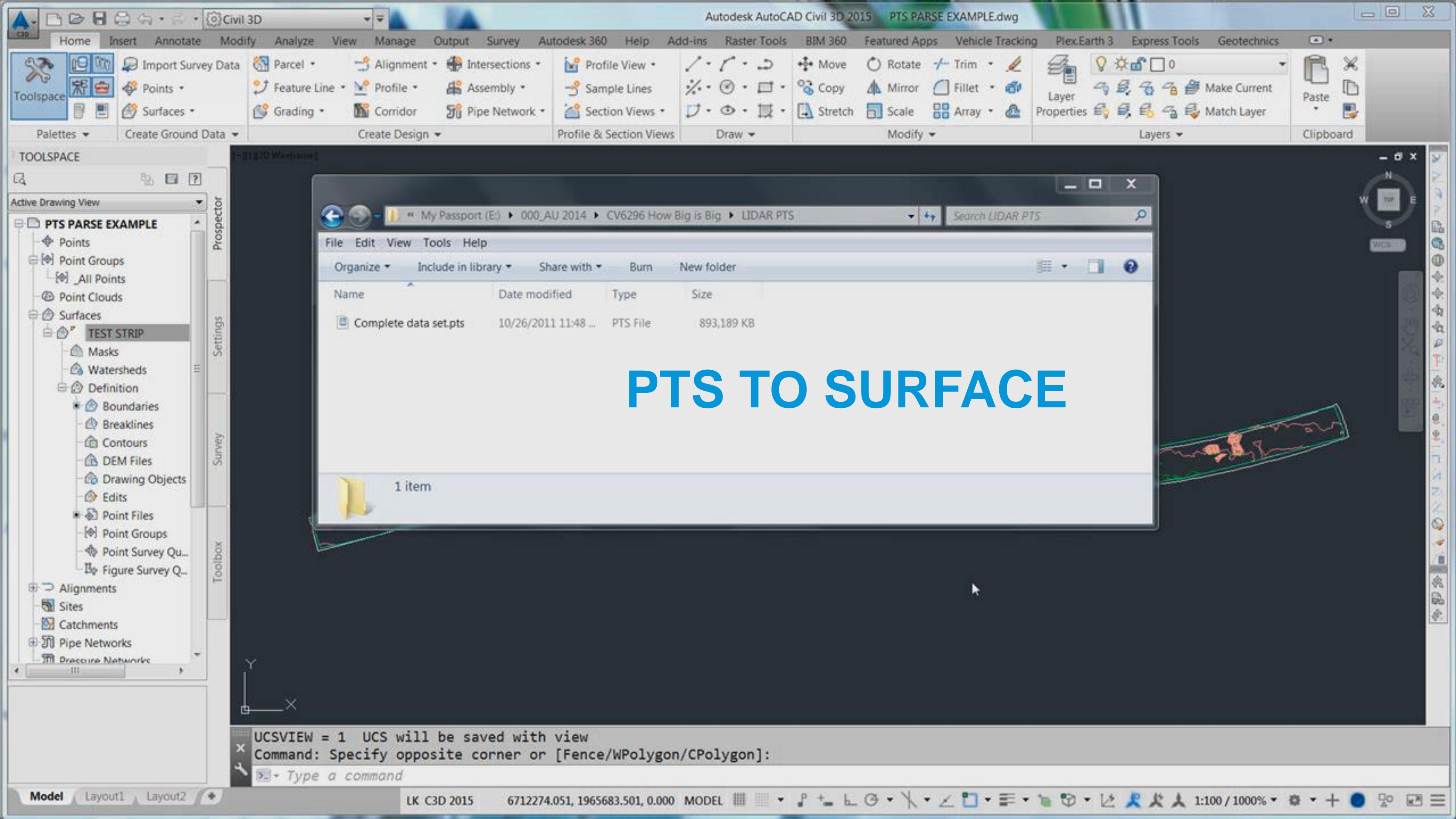
VOLUME CHECK

THAT'S CONTOUR SURFACES ... *WHAT ABOUT POINT DATA?*

- TECHNOLOGY – scanning devices are becoming commonplace!

PARSE AND DATA CLIP LIDAR POINTS

- Custom Point File Import
- Data Clip Boundary
- Generate Contours
- Create Useable surface from CONTOURS



But What about the built in Surface Simplify Tools?

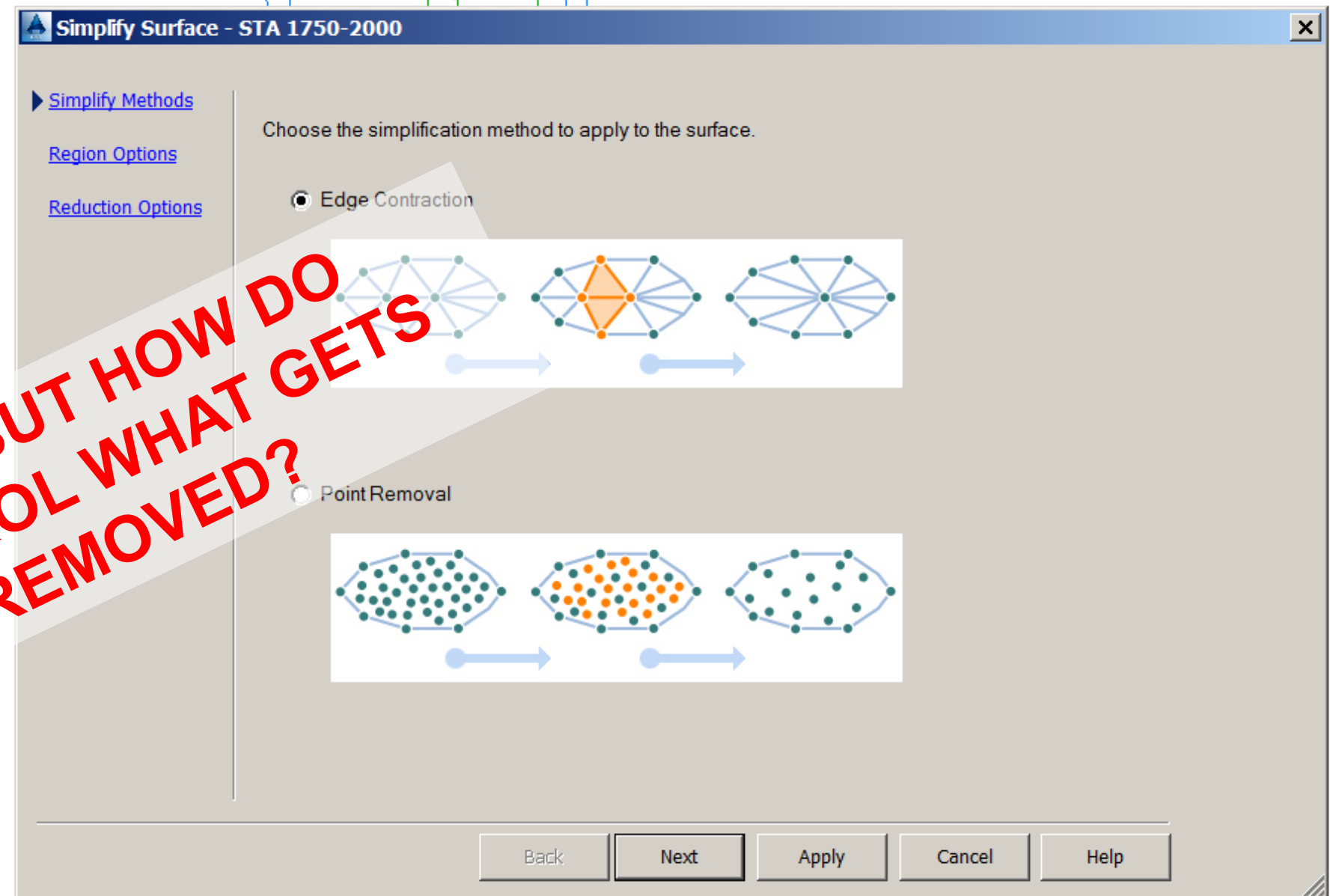
Edge Contraction

Contracts triangle edges to single points. Each edge contraction results in the removal of one point.

Point Removal

Selects and removes surface points. More points are removed from the denser areas of the surface.

**OK – BUT HOW DO
CONTROL WHAT GETS
REMOVED?**

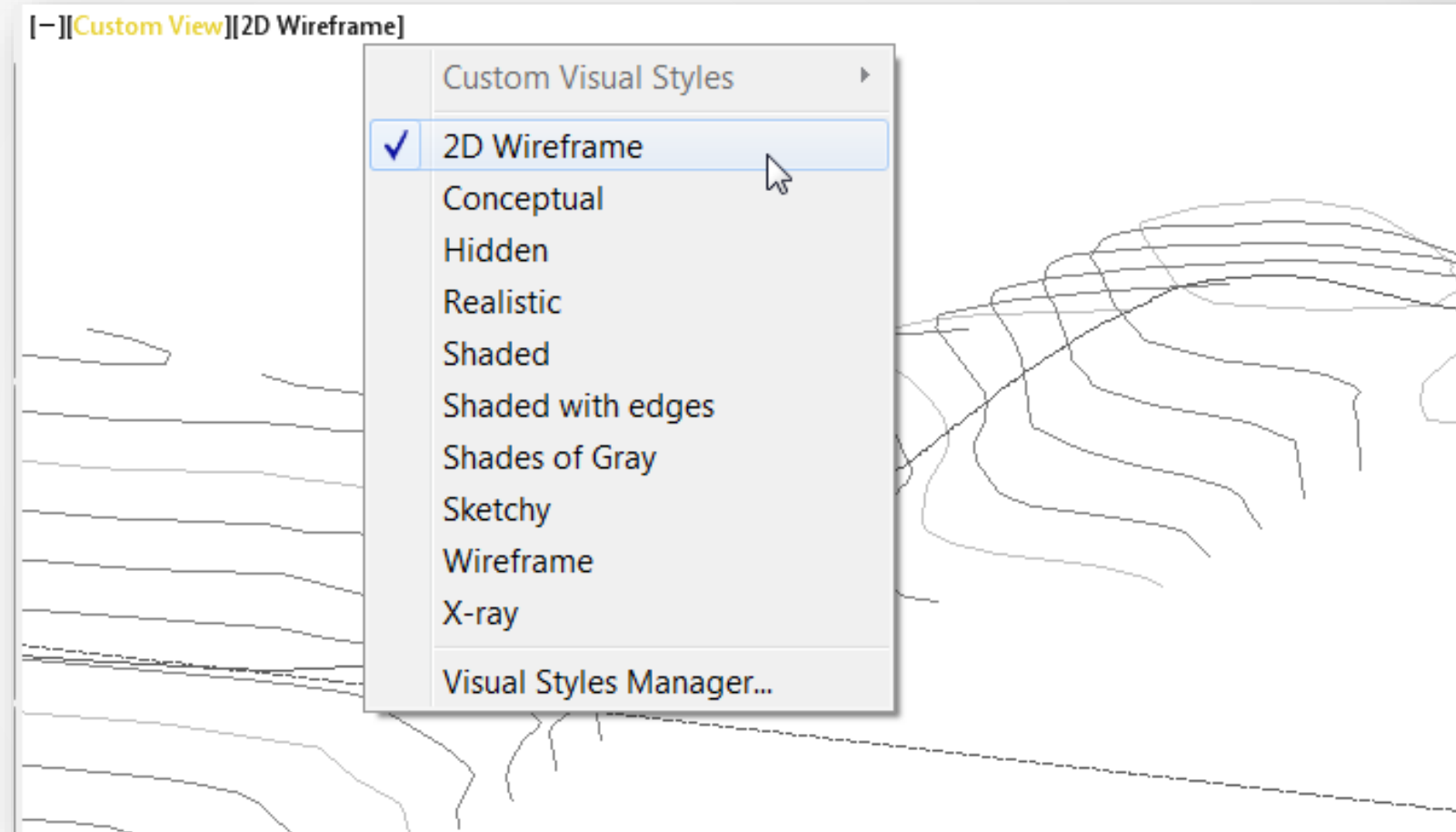


Sometimes it is just the little things...

- PURGE and WBLOCK
- Unregistered Applications – KILLZOMBIES
- Associative Hatches
- Entities in outer space - STATUS
- Service Packs and Hot Fixes – remember the scalelist issue!

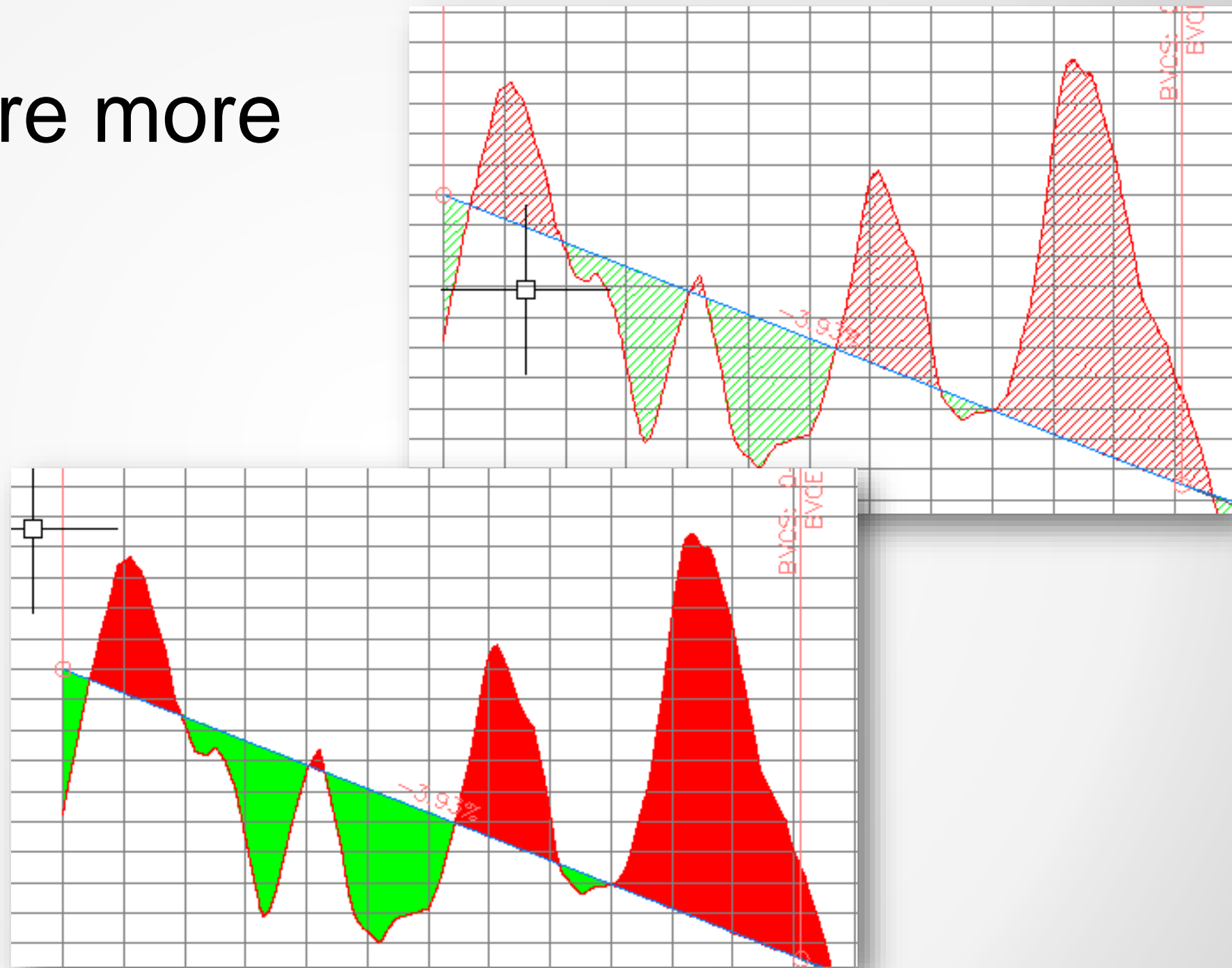
Sometimes it is just the little things...

- Visual Styles



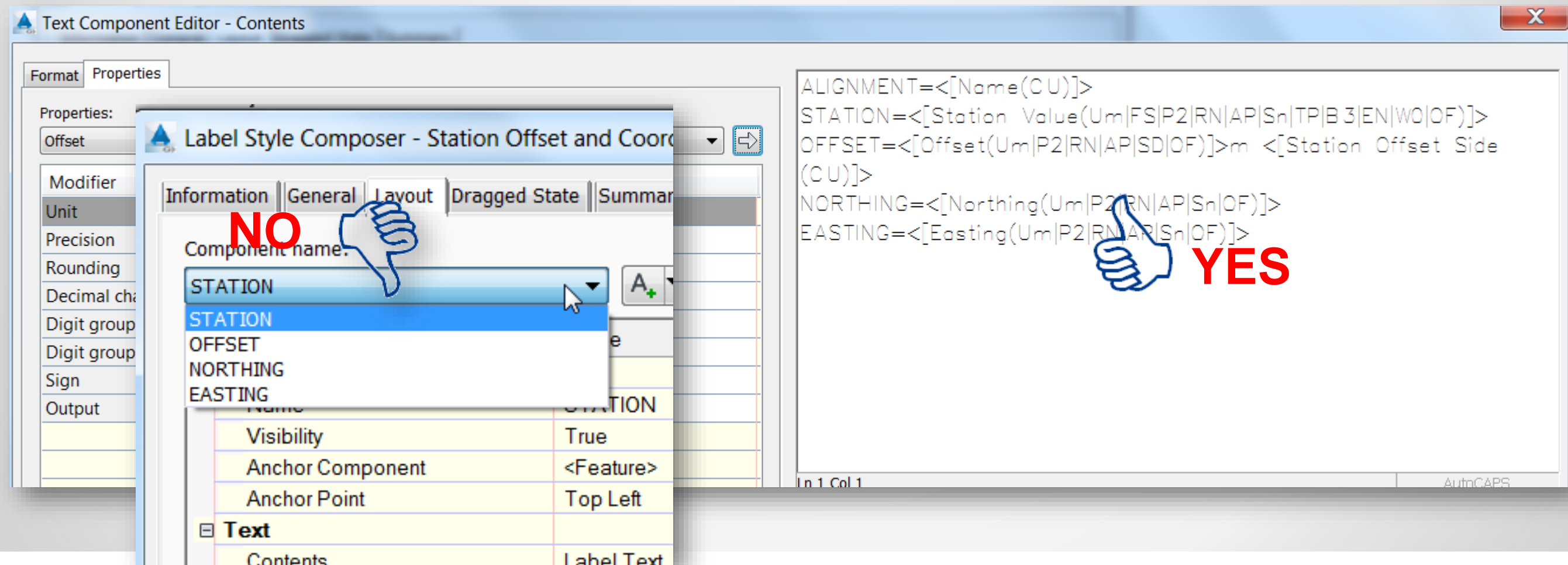
Sometimes it is just the little things...

- Solid Hatches are more efficient



Sometimes it is just the little things...

- Labels Styles - Multiple property values are more efficient than multiple components



Sometimes it is just the little things...

- Forgetting to check your drawing back into Vault



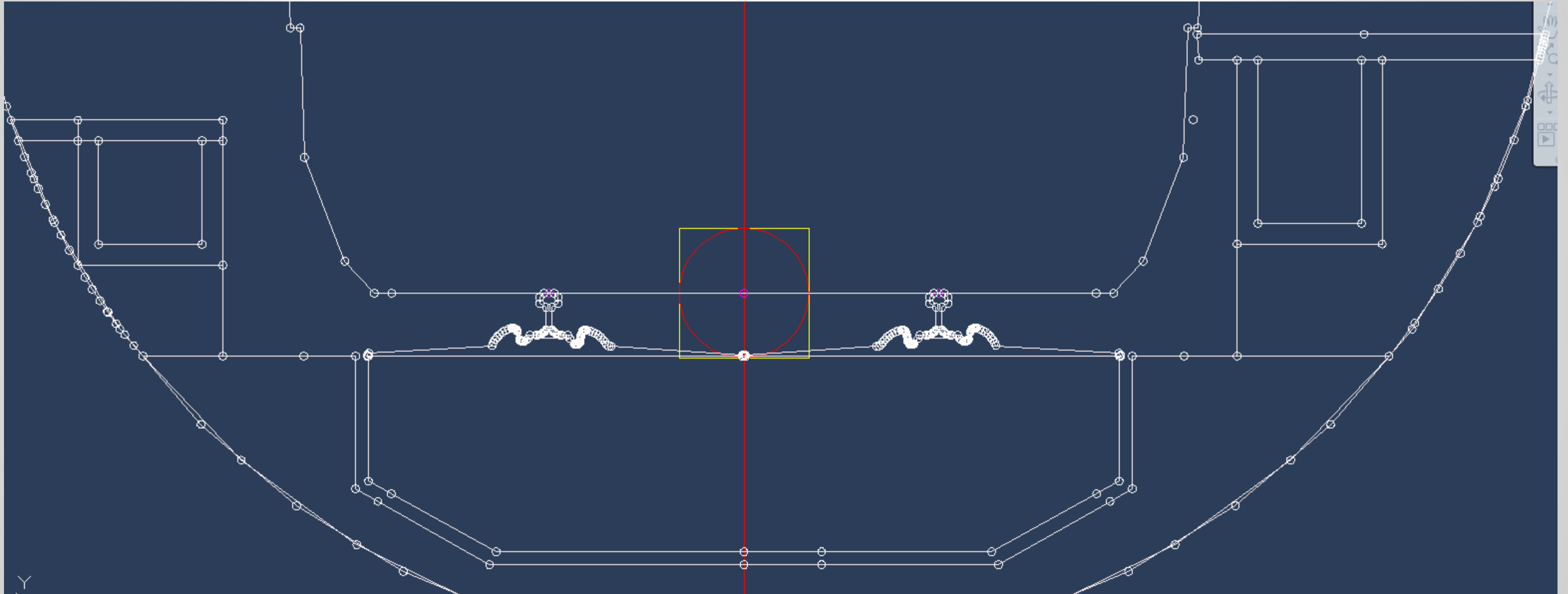
And Sometimes it is just your computer ...

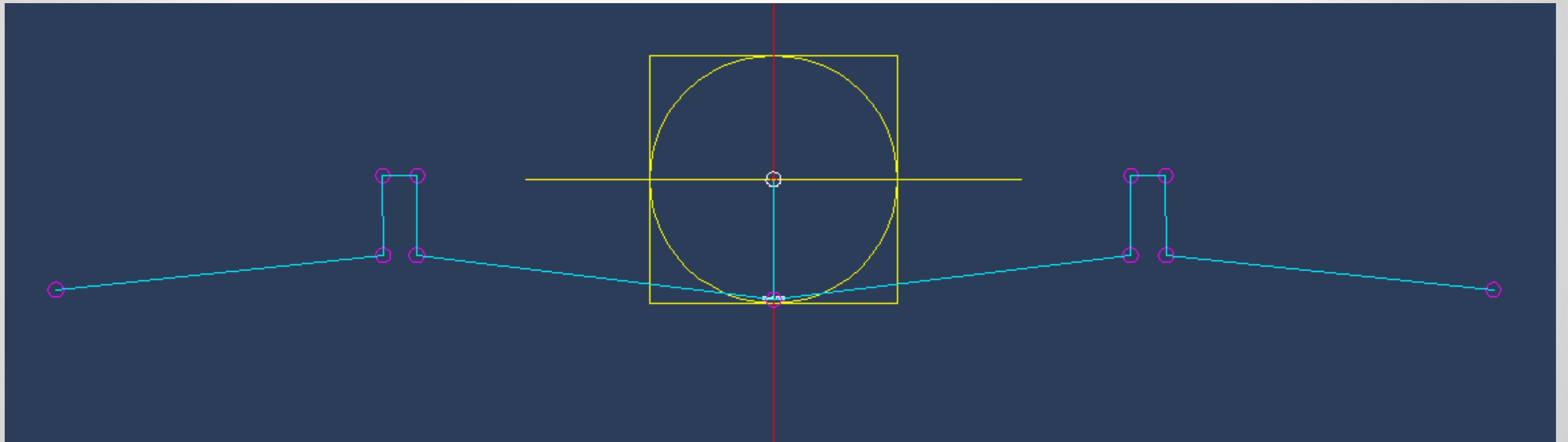
- **System Requirements – 64 bit - Multi-core ???**
 - Minimum vs. 3D modeling vs. Reality requirements
- **RAM**
 - 8GB (high density points or high res imagery 12-24GB)
- **Hard Drive**
 - 7200-10000RPM SATA drive
 - Solid State ???
- **Graphics Adaptor – [Autodesk Certified Hardware Page](#)**

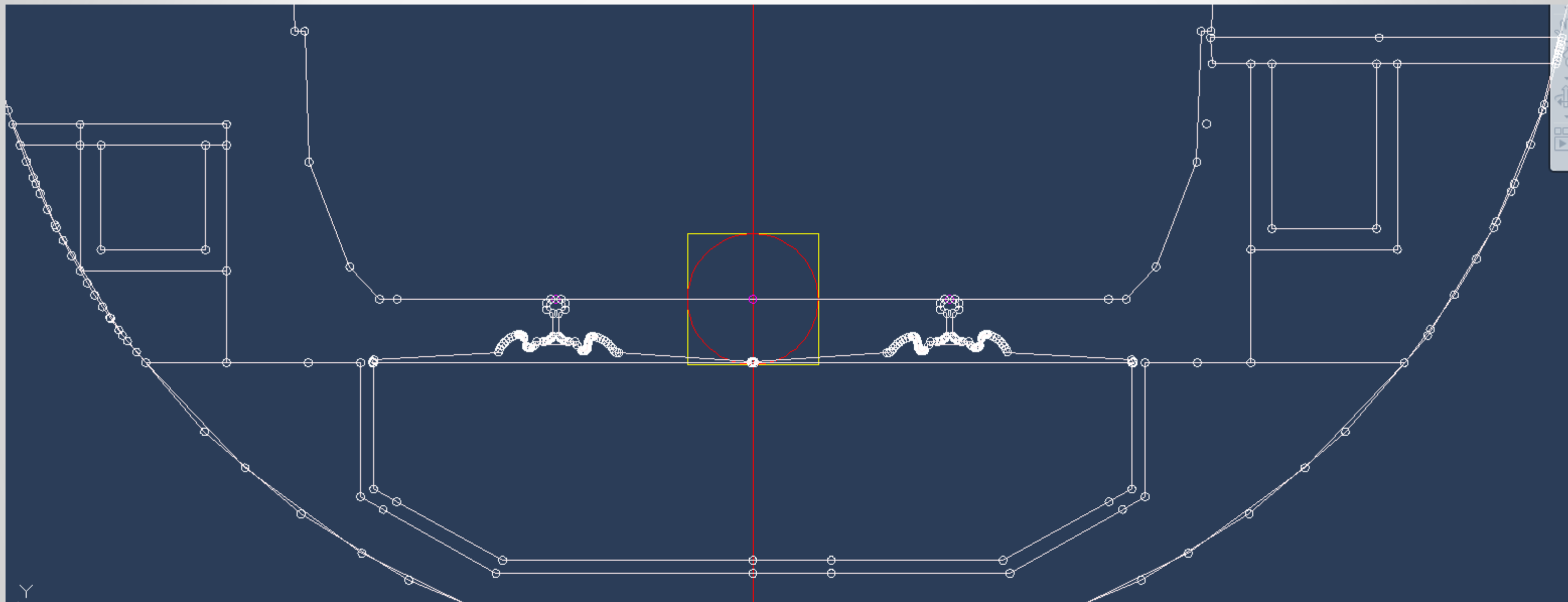
And Sometimes it is the REALLY BIG THINGS...

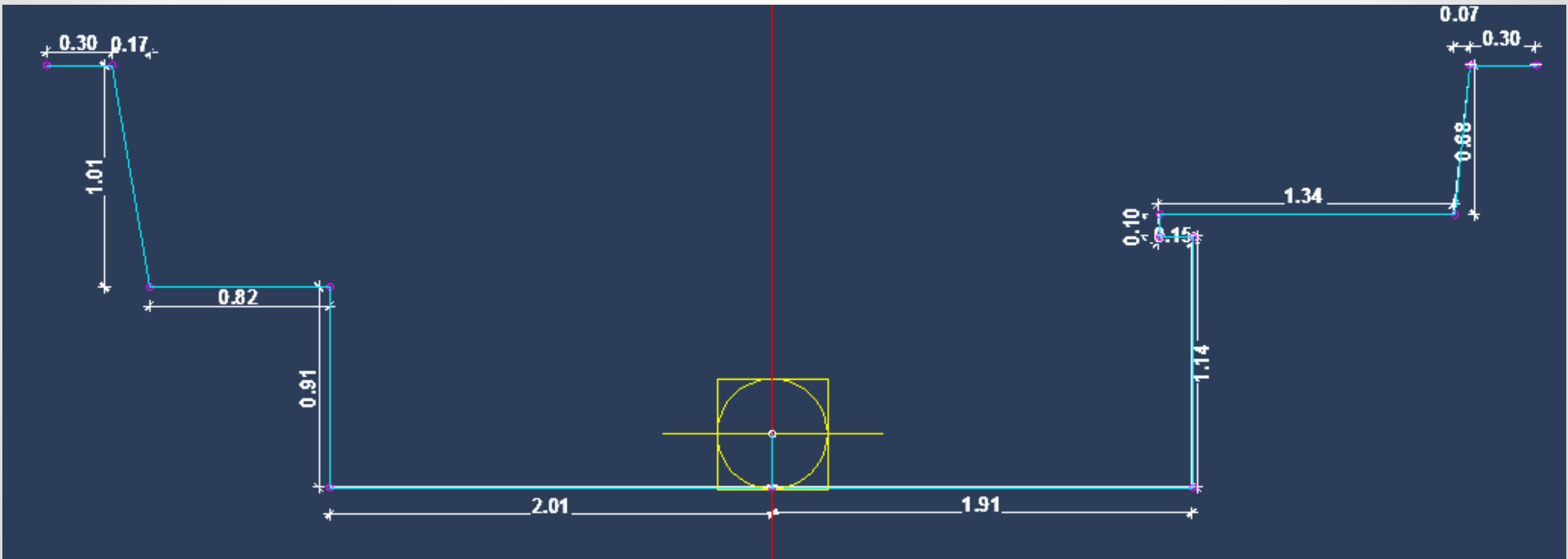
- LOD LOD LOD – understand the intent and deliverable
- Surface Management
- Logical Naming

And Sometimes it is the REALLY BIG THINGS...









What did we just see – *TECHNOLOGY TOOLS AND TALENT*

- Technology - Presents more challenges and data overload
- Talent – Understand Level Of Detail and Logical Naming
- Tools - Surface Management – is best done using contour data and XML source references

Session Feedback

- Via the Survey Stations, email or mobile device
- AU 2015 passes given out each day!
- Best to do it right after the session
- Instructors see results in real-time







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