



Autodesk Vehicle Tracking Essentials

COURSE DESCRIPTION

This course teaches you how to evaluate vehicle movement and develop access options for drive, turn and park scenarios using movement simulation of various vehicle types. In addition to tracking vehicles, you will learn how to layout car parks, including accessible parking, as well as how to create a roundabout to your region's standards.

COURSE MODULES

- Introduction to the Vehicle Tracking User Interface
- Getting Started with a New Model
- Understanding the System and Drawing Settings
- Working with the Vehicle Library
- Editing a Vehicle and Saving to a New Library
- Creating a Driving Path
- Creating a Parking Layout
- Creating and Editing a Roundabout
- Understanding the Reports Wizard
- Animating your Vehicle Paths
- Viewing your Vehicle Tracking Properties
- Working in Civil 3D with Vehicle Tracking*

*If required, Vehicle Tracking must be installed into Civil 3D.



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OTHER INFORMATION

Prerequisites

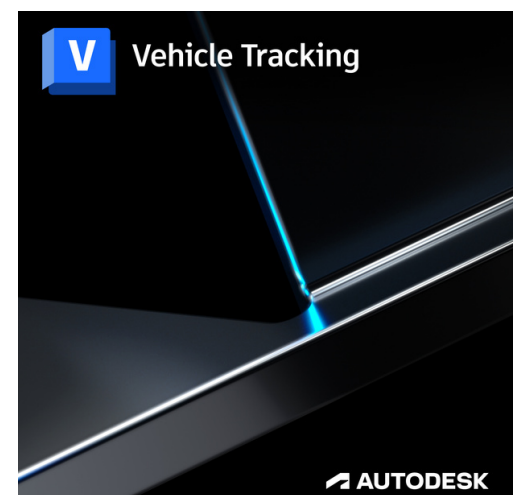
A good working knowledge of AutoCAD or Civil 3D. A good understanding of the Windows Operating System.

Course Duration

1 Day

Next Steps

Civil 3D Fundamentals



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