

Civil 3D Fundamentals: Junction Design

COURSE DESCRIPTION

This Civil 3D training course is designed for Civil Engineers who want to take advantage of the Corridor Modelling and Road Junction generation tools inside of Civil 3D. Autodesk Civil 3D design software is the ideal tool for civil engineers to design and model complex infrastructure projects in a familiar and intuitive AutoCAD environment. The course will teach you how to model road junctions, such as T-Junctions, Roundabouts and Slip Roads, and tie your new road into an existing road. This course covers the more detailed aspects of the software for the Road Engineer.

COURSE MODULES

- Junction Wizards
 - Using the Junction Wizard to Create T-Junctions
 - Using the Roundabout Wizard to Create a Roundabout
- Manually Creating Junctions
 - Offset and Connected Alignments and Profiles
 - Junction Assemblies
 - Coding Subassemblies
 - Using Civil 3D Feature Lines as Baselines
- Tying into an Existing Road
 - Multiple Baseline Types
 - Extracting Horizontal and Vertical Geometry
- Creating a Stockdale Roundabout
 - Creating a Tilted Plane
 - Creating Tie-In Surface Levels
 - Tying in Vertical Geometry
 - Modelling the Roundabout
- Grade Separated Junctions
 - Offset Assemblies

OTHER INFORMATION

Prerequisites

Experience with AutoCAD Civil 3D and a good understanding of the Microsoft Windows environment.

Course Duration

2 Days

Next Steps

Optional development routes or a bespoke course.



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