

That CAD Girl

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Terrain Modeling Rules

- Never let breaklines cross or touch. Land Desktop performs best when maintaining a minimum separation of 0.05' between different breaklines.
- Always say, "NO" when asked if you want to delete your original polylines when defining breaklines through Terrain Model Explorer.
- Before building a surface, look at entities to be used in TIN creation in 3D using 3D View Presets (DDVPOINT) to make sure there are no stray entities with zero elevation.
- Be cautious when selecting TIN Data by Layer instead of Entities. Unwanted entities may exist on the selected layer.
- After building any surface, use elevation tracking and water drop analysis to make sure grading and drainage is as desired. Also import the 3D lines and view in 3D to locate stray zero elevations.
- Use discretion when building a surface from 3D faces. The edges of the faces are not breaklines because the faces are considered POINT data to Land Desktop. If possible, always use 3D lines instead of 3D faces.
- Contours are a result of the surface. If the contours for a surface you have built do not reflect the desired grading and drainage plan, adjust the TIN data used to build the surface and NOT the contours.
- Keep all 3D entities for surface modeling on layers starting with "3D".
- Before building proposed surface, make sure that all grading entities needing to tie to existing grade have been properly "daylighted".