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Nota di contenuto	Mastering AutoCAD Civil 3D 2008; Acknowledgments; About the Authors; Contents at a Glance; Contents; Introduction; Who Should Read This Book; The Mastering Series; What Is Covered in This Book; How to Contact the Authors; Chapter 1: Getting Dirty: The Basics of Civil 3D; Windows on the Model; It's All About Style; The Underlying Engine; The Bottom Line; Chapter 2: Lines and Curves; Label Lines and Curves; Curves; Transparent Commands; Inquiry Commands; Drawing Settings; The Bottom Line; Chapter 3: Lay of the Land: Survey; Understanding the Concepts; Databases Everywhere!; The Bottom Line Chapter 4: X Marks the Spot: Points Anatomy of a Point; Creating Basic Points; Basic Point Editing; Changing Point Elevations; Point Styles; Point Label Styles; Point Tables; User-Defined Properties; The Bottom Line; Chapter 5: The Ground Up: Surfaces in Civil 3D; Digging In; Creating Surfaces; Refining and Editing Surfaces; Surface Styling and Analysis; Comparing Surfaces; Labeling the Surface; The Bottom Line; Chapter 6: Don't Fence Me In: Parcels; Creating and Managing Sites; Creating a Boundary Parcel; Creating a Wetlands Parcel; Creating a Right-of-Way Parcel Creating Subdivision Lot Parcels Using Precise Sizing Tools Creating

Open Space Parcels Using the Free Form Create Tool; Editing Parcels by Deleting Parcel Segments; Best Practices for Parcel Creation; Labeling Parcel Areas; Labeling Parcel Segments; The Bottom Line; Chapter 7: Laying a Path: Alignments; Alignments, Pickles, and Freedom; Creating an Alignment; Editing Alignment Geometry; Alignments As Objects; Styling Alignments; The Bottom Line; Chapter 8: Cut to the Chase: Profiles; Elevate Me; Profile Display and Stylization; The Bottom Line; Chapter 9: Slice and Dice: Profile Views in Civil 3DA Better Point of View; Editing Profile Views; The Bottom Line; Chapter 10: Templates Plus: Assemblies and Subassemblies; Subassemblies; Building Assemblies; Working with Generic Subassemblies; Working with Daylight Subassemblies; Saving Subassemblies and Assemblies for Later Use; The Bottom Line; Chapter 11: Easy Does It: Basic Corridors; Understanding Corridors; Creating a Simple Road Corridor; Corridor Anatomy; Adding a Surface Target for Daylighting; Applying a Hatch Pattern to Corridor; Creating a Corridor Surface Performing a Volume Calculation Creating a Corridor with a Lane Widening; The Bottom Line; Chapter 12: The Road Ahead: Advanced Corridors; Getting Creative with Corridor Models; Using Alignment and Profile Targets to Model a Roadside Swale; Modeling a Peer-Road Intersection; Modeling a Cul-de-sac; Modeling a Widening with an Assembly Offset; The Bottom Line; Chapter 13: Stacking Up: Cross Sections; The Corridor; Lining Up for Samples; Creating the Views; It's a Material World; A Little More Sampling; Annotating the Sections; The Bottom Line; Chapter 14: The Tool Chest: Parts Lists and Part Builder

Sommario/riassunto

Understand concepts, create perfect designs, and manage every stage of a project with this thorough guide to Autodesk's powerful civil engineering software. Authored by experts with close ties to Autodesk and the Civil 3D community, it features an in-depth, tutorial-based approach grounded in real-world examples so that you get the very most out of Civil 3D. This practical guide focuses squarely on how to use the software in a production environment and provides insights, insider tips, and advanced techniques you won't find anywhere else.
