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Altri autori (Persone)	McEachronScott <1965->
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Nota di contenuto	Mastering AutoCAD Civil 3D 2011; Credits/Copyright; Letter from the Publisher; Acknowledgments; About the Authors; Contents at a Glance; Contents; Introduction; Who Should Read This Book; What You Will Learn; What You Need; 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: Back to Basics: Lines and Curves; Labeling Lines and Curves; Creating Curves; Using Transparent Commands; Using Inquiry Commands Establishing 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; 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; Point Cloud Surfaces; 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 3D; A Better Point of View; Profile Utilities; 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 a 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; Using a Feature Line as a Width and Elevation Target; The Bottom Line; Chapter 13: Stacking Up: Cross Sections; The Corridor

Lining Up for Samples

Sommario/riassunto

The only comprehensive reference and tutorial for Civil 3D 2011 Civil 3D is Autodesk's popular, robust civil engineering software, and this fully updated guide is the only one endorsed by Autodesk to help students prepare for certification exams. Packed with expert tips, tricks, techniques, and tutorials, this book covers every aspect of Civil 3D 2011, the preferred software package for designing roads, highways, subdivisions, drainage and sewer systems, and other large-scale civic projects. This is the official, Autodesk-endorsed guide to Civil 3D, the leading software for designing
