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Nota di contenuto	Cover; Title page; Credits; Copyright; Dedication; Acknowledgments; About the Author; Introduction; What's New in This Book?; Who Should Read This Book?; What Is Covered in This Book?; The Essentials Series; Chapter 1: Navigating the User Interface; Getting to Know the Civil 3D User Interface; Working with the Application Menu; Working with the Ribbon; Working with the Toolspace; Using the Drawing Area; Using the Command Line; Using Panorama; Using the Transparent Commands Toolbar; Using the Inquiry Tool; Chapter 2: Leveraging a Dynamic Environment; Connecting Objects and Styles Connecting Labels and Label Styles Connecting Objects to Objects; Connecting Objects to Labels; Appreciating the Richness of the 3-D Model; Sharing Data in a Dynamic Environment; Chapter 3: Establishing Existing Conditions Using Survey Data; What Is Survey Data?; Creating a Survey Database; Importing Survey Data; Automating Field-to-Finish; Editing Survey Points; Editing Survey Figures; Creating Additional Points; Chapter 4: Modeling the Existing Terrain Using Surfaces; Understanding Surfaces; Creating a Surface from Survey Data; Using Breaklines to Improve Surface Accuracy; Editing Surfaces Displaying and Analyzing Surfaces Annotating Surfaces; Chapter 5: Designing in 2-D Using Alignments; Understanding Alignments; Creating Alignments from Objects; Creating Alignments Using the

Alignment Creation Tools; Editing Alignments; Applying Design Criteria Files and Check Sets; Chapter 6: Displaying and Annotating Alignments; Using Alignment Styles; Applying Alignment Labels and Label Sets; Creating Station/Offset Labels; Creating Segment Labels; Using Tag Labels and Tables; Chapter 7: Designing Vertically Using Profiles; Creating Surface Profiles; Displaying Profiles in Profile Views Creating Design Profiles Editing Profiles; Using Design Check Sets and Criteria Files; Chapter 8: Displaying and Annotating Profiles; Applying Profile Styles; Applying Profile View Styles; Applying Profile View Bands; Applying Profile Labels; Creating and Applying Profile Label Sets; Creating Profile View Labels; Projecting Objects to Profile Views; Chapter 9: Designing in 3D Using Corridors; Understanding Corridors; Creating an Assembly; Creating a Corridor; Applying Corridor Targets; Creating Corridor Surfaces; Chapter 10: Creating Cross Sections of the Design; Using the Section Editor Creating Sample Lines Creating Section Views; Sampling More Sources; Chapter 11: Displaying and Annotating Sections; Applying Section Styles; Applying Section Labels; Controlling Corridor Section Display with Code Set Styles; Applying Labels with Code Set Styles; Applying Section View Styles; Applying Section View Bands; Applying Group Plot Styles; Creating Section View Labels; Chapter 12: Designing and Analyzing Boundaries Using Parcels; Understanding Parcels; Creating Parcels from Objects; Creating Parcels by Layout; Editing Parcels; Chapter 13: Displaying and Annotating Parcels Applying Parcel Styles

Sommario/riassunto

Start designing today with this hands-on beginner's guide to AutoCAD Civil 3D 2016. AutoCAD Civil 3D 2016 Essentials gets you quickly up to speed with the features and functions of this industry-leading civil engineering software. This full-color guide features approachable, hands-on exercises and additional task-based tutorials that help you quickly become productive as you master the fundamental aspects of AutoCAD Civil 3D design. Each chapter opens with a quick discussion of concepts and learning goals, and then briskly moves into tutorial mode with screen shots that illustrate each step of
