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Autodesk Civil 3D 2006 Fundamentals

- Tuition: \$995
- Prerequisite: Working knowledge of AutoCAD or Autodesk Map.
- Available times: 3 days, 9:00am-5:00pm; 6 mornings, 9:00am-1:00pm; 6 late afternoons, 3:00pm-7:00pm; 6 evenings, 6:00pm-10:00pm.

Objective: This course introduces you to the essentials of Autodesk Civil 3D 2006.

Topics Include:

- **Working with Point Data:** Create Points based on a parcel, surface or alignment; View and edit point data; Change point styles and label styles; Create description key sets and point groups; Create points by using transparent commands.
- **Surface Modeling:** Import LandXML data; Edit surface triangles by deleting or swapping triangle edges; Identify breakline types and a breakline to a surface; Adjust elevation criteria, generate a surface analysis, and display the results in the drawing; Add a volume surface and calculate the volume difference between two surfaces; Create a 3D view of a surface and use 3D viewing tools; Create boundaries, masks, and contour labels for surfaces.
- **Site Development:** Create a parcel using an object or by subdividing an existing parcel; Change parcel object style and change the display order for parcels in a site; Add and modify parcel segment labels; Create parcel tables and both quick and standard parcel reports.
- **Road Design:** Create a new site and parcel boundary; Create and edit an alignment; Create and edit profiles and Profile Views; Create layout profiles; Create sample lines and Section Views.
- **Corridor Modeling, Subassemblies and Cross Sections:** Identify corridor components and create simple corridors; Create assemblies and assembly offsets; Identify corridor creation options and create corridor models; Edit corridor models; Calculate corridor volumes and create quantity takeoff reports; Create section views using corridor models.
- **Grading:** Create grading criteria; Create a grading object and create a surface from grading objects; Create a grading solution and adjust grading volumes using the grading volume tools.
- **Sharing Data:** Identify the Land Desktop data that you can import into Autodesk Civil 3D; Import the contents of a Land Desktop project into Autodesk Civil 3D; Describe the properties of imported Land Desktop objects.
- **Pipe Networks:** Create a pipe network and present the flow and function of a utility system such as a storm or sanitary sewer; Change the properties of pipe network parts; Customize your views of pipe networks in Profile and Section Views; Edit a pipe network in a Profile View.