

AutoCAD Civil 3D 2017

258 lessons : 19:43:36 (hh:mm:ss)

Description:

CADLearning for AutoCAD® Civil 3D® teaches the use of AutoCAD Civil 3D as a surface construction modeling tool for infrastructure professionals. The content in this course has been devised to help users quickly learn the most efficient methods for designing a surface model, starting with points and working toward a completed corridor.

- **Getting Started**

- Introducing Civil 3D
- Understanding the User Interface
- Understanding Workspaces in the User Interface
- Using the Ribbon
- Managing Your Drawings
- Understanding the Toolspace
- Understanding the Toolspace Prospector Tab
- Configuring Your Drawing Settings
- Configuring the Toolspace Settings Tab
- Understanding the Command Settings for Objects

- **Styles and Objects**

- Understanding Objects and Their Properties
- Understanding Objects and Their Styles
- Understanding Object Styles
- Switching and Deleting Styles
- Understanding Reference Styles
- Sharing and Updating the Reference Style Template
- Sharing Styles between Drawings
- Understanding How to Work with Label Styles
- Labeling Your Objects
- Adding a Leader to a Label
- Creating Drawing Templates
- Working with Label Sets and Manipulating Labels
- Manipulating Labels Using Annotative Properties
- Re-Associating Labels to a Different Object
- Understanding the Inquiry Tool Palette
- Creating Lines in Conjunction with the Transparent Commands
- Creating Curves in Conjunction with the Transparent Commands
- Understanding Property Data Sets

- **Feature Lines**

- Working with Feature Lines
- Creating Feature Lines
- Working with Feature Line Styles
- Working with Feature Line Labels
- Creating Feature Lines from Objects
- Creating Feature Lines from Corridors
- Creating Feature Lines from Alignments

- Editing Feature Lines
- **Working with Survey Tools**
 - Understanding the Survey Tools
 - Understanding the Survey User Settings
 - Creating an Equipment Database
 - Working with Survey Databases
 - Creating a Figure Prefix Database
 - Setting up Linework Code Sets
 - Importing Point Files and Field Books
 - Working with Survey Queries
 - Creating and Analyzing a Survey Network and Using the Survey Command Window
 - Understanding and Creating Figures
 - Creating a Complete Traverse in the COGO Editor
 - Balancing a Traverse in the COGO Editor
 - Opening a Traverse in the COGO Editor
 - Inserting a Polyline with the COGO Editor
 - Inserting COGO Points with the COGO Editor
- **Working with Points**
 - Understanding Points
 - Working with Point Settings
 - Creating Points in a Drawing
 - Working with Point Label Styles and Point Marker Styles
 - Creating Description Key Sets
 - Importing Description Keys and Other Land Desktop Project Data
 - Importing Points
 - Displaying Points
 - Creating Point Groups
 - Adding a Label to a Point Group
 - Understanding Point Group Display Order
 - Using Point Groups
 - Moving Points
 - Manipulating the Point Label
 - Locking and Unlocking Points
 - Creating Point Tables
 - Creating Reports for Points
- **Transferring Data**
 - Importing Data from Land Desktop
 - Working with LandXML Data
 - Using eTransmit
- **Working with Parcels**
 - Understanding Parcels
 - Understanding Parcel Object Styles
 - Creating Parcels from Objects and Controlling Their Hierarchy
 - Creating Right-of-Way Parcels
 - Working with the Parcel Creation Tools Toolbar
 - Editing Parcels
 - Renumbering Parcels
 - Labeling Parcel Areas

- Editing Label Precision and Creating Block Labels
- Labeling Single Parcel Segments
- Labeling Multiple Parcel Segments
- Creating Parcel Tables
- Creating Parcel Reports
- **Working with Surfaces**
 - Understanding Surfaces
 - Creating Surfaces with Point Groups and Point Files
 - Working with Surface Styles
 - Labeling Single Surface Contours
 - Labeling Multiple Surface Contours
 - Modifying Contour Label Precision
 - Labeling Slope and Spot Elevations
 - Creating Surfaces from a Point Cloud
 - Creating Surfaces Using Existing Polyline Contours
 - Creating Surfaces with Existing Elevated Objects and Text
 - Adding Breaklines to a Surface
 - Adding Standard Breaklines to Surfaces
 - Adding Walls to a Surface
 - Adding Boundaries to a Surface
 - Editing Surfaces
 - Working with Surface Operations
 - Creating a Finished Ground Surface by Pasting a Surface
 - Finishing the Pasted Surface
 - Lowering and Raising a Surface
 - Performing a Slope Analysis
 - Using the Inquiry Tool on a Surface
 - Extracting Objects from a Surface
 - Creating a Water Drop Path Along a Surface
 - Creating Storm Water Catchment Areas
 - Calculating Surface Volumes
 - Creating Earthwork Construction Plans
 - Deleting an Earthwork Construction Plan
 - Creating an Expression for Use with a Block in a Label
 - Understanding Point Clouds
 - Creating Point Clouds
 - Creating a 3D Solid from a Surface and Exporting it to IFC
 - Creating a Volume Label
 - Labeling a Volume Surface
 - Applying Object Styles to a Point Cloud
 - Configuring Point Cloud Objects
- **Sharing Data**
 - Sharing Data within Civil 3D
 - Creating Data Shortcuts
 - Using Data Shortcuts
 - Labeling an Object Through an Xref
 - Managing and Editing Data Shortcuts
 - Understanding the Data Shortcut Editor

- Importing Data from InfraWorks 360
- Exporting Data to InfraWorks and InfraWorks 360
- **Working with Alignments**
 - Understanding Alignments
 - Understanding Sites
 - Creating Alignments from Objects
 - Working with Alignment Styles
 - Understanding and Working with Alignment Labels
 - Creating Alignments with the Layout Tools
 - Editing Alignments
 - Creating Offset Alignments and Widenings
 - Adjusting Alignment Stations
 - Working with Alignment Design Criteria
 - Adding Superelevations
 - Working with Alignment Tags and Tables
 - Adding Points to an Alignment
 - Creating an Alignment from a Pipe Network and Pressure Network
- **Working with Profiles**
 - Understanding Profiles
 - Working with Profile Views
 - Working with Profile View Styles
 - Creating Existing Ground Profiles
 - Creating a Proposed Ground Profile
 - Working with Profile Styles
 - Editing Profiles
 - Locking a Profile
 - Using Profile Design Criteria
 - Labeling Profiles and Profile Views
 - Working with Profile Tools
- **Assemblies & Subassemblies**
 - Understanding Assemblies
 - Understanding Subassemblies
 - Creating Assemblies
 - Working with Shape Styles
 - Creating Subassemblies from Polylines
 - Understanding Assembly Properties and Object Styles
 - Adding Subassemblies to an Assembly and Editing Them
 - Editing Assemblies
 - Creating a Code Set
 - Adding Labels to a Code Set
- **Designing Corridors**
 - Working with Corridors
 - Creating a Corridor
 - Adding a Baseline to a Corridor
 - Adding a Transition to a Corridor
 - Understanding Intersections
 - Creating an Intersection
 - Finishing the Corridor

- Creating a Surface from a Corridor
- Viewing Corridor Sections
- Editing Corridor Sections
- Extracting Feature Lines from a Corridor
- Extracting Solids from a Corridor
- Assigning Property Data Sets to Corridor Solids
- Configuring Roundabout Tools Settings
- Editing the Roundabout Library
- Creating a Roundabout
- Modifying a Roundabout
- Adding a New Road to a Roundabout
- Prepping for a Cul-de-Sac
- Creating a Cul-de-Sac
- Modifying a Cul-de-Sac
- Creating a Corridor From a Feature Line
- **Grading**
 - Working with the Grading Tools
 - Using the Grading Creation Tools to Create a Building Pad
 - Using the Grading Volume Tools to Balance a Building Pad
 - Understanding Grading Styles
 - Using the Grading Creation Tools to Create a Detention Pond
 - Calculating the Detention Volume of a Pond
 - Understanding the Volumes Dashboard
 - Using Stage Storage to Calculate Volumes
- **Working with Sections**
 - Understanding Sections
 - Creating Sample Lines
 - Creating Section Views
 - Producing Sheets of Section Views
 - Setting Up Earthwork Quantity for Reports
 - Generating a Materials Quantity Report
 - Creating Earthwork Quantity and Volume Reports
 - Working with Mass Haul Diagrams
 - Creating a Mass Haul Diagram
 - Assigning Pay Items and Generating a Report
- **Working with Pipe Networks**
 - Understanding Pipe Networks
 - Working with Pipe Network Styles and Settings
 - Creating Pipe and Structure Rules
 - Creating a Parts List
 - Creating a Pipe Network Using Objects
 - Creating a Pipe Network Using the Creation Tools
 - Adding Pipes to a Network
 - Understanding the Pipe Network Vista
 - Editing a Pipe Network Structure
 - Modifying a Pipe Network Pipe
 - Swapping and Moving Pipe Network Parts
 - Splitting and Merging Pipe Networks

- Creating Pipe Network Profiles
- Modifying Pipe Profiles
- Labeling Pipe Networks
- Checking Pipe Interferences
- Selecting the Part Catalog For Your Parts List
- Understanding and Editing the Part Catalog
- **Working with Pressure Pipe Networks**
 - Understanding Pressure Pipe Networks
 - Creating a Pressure Pipe Network Parts List
 - Working with Pressure Pipe Network Styles and Settings
 - Creating a Pressure Pipe Network by Layout
 - Creating a Pressure Pipe Network Using Objects
 - Editing a Pressure Pipe Network Part
 - Creating Pressure Pipe Network Profiles
 - Modifying Pressure Pipe Network Profiles
 - Adding a Pressure Pipe Network to Section Views
 - Creating Pressure Pipe Network Tables
 - Labeling Pressure Pipe Networks
 - Creating a Connection Point on a 3D Solid
 - Creating a Content File from a 3D Solid
 - Importing a Content File into the Pressure Parts Catalog
 - Adding a Pipe to the Pressure Parts Catalog
- **Working with Plan Production Tools**
 - Working with the Plan Production Tools
 - Creating View Frames
 - Creating Construction Documents or Sheets
 - Understanding the Sheet Set Manager
 - Creating a Sheet Set
 - Repathing a Lost Sheet File in a Sheet Set
 - Creating Custom Fields for a Sheet Set
 - Editing Custom Sheet Properties
 - Creating a Template for Sheets
 - Adding Callout and Label View Blocks to a Template
 - Adding Views and Callouts Using Sheet Set Manager
 - Creating a Page Setup Overrides Template
 - Mapping the Page Setup Override File in a Sheet Set
 - Creating and Moving Subsets
 - Creating New Sheets in a Sheet Set
 - Renaming and Renumbering a Sheet
 - Removing a Sheet from a Sheet Set
 - Importing a Sheet into a Sheet Set
 - Creating a Drawing Index from a Sheet Set
- **Rendering**
 - Adding Rendering Materials to Corridors
 - Adding Render Materials to Surfaces
 - Adding Multi-View Blocks
 - Creating an Animation