



ADVANCED SURVEYING

T E C H N O L O G Y

NEW SURVEY FEATURES IN CIVIL 3D 2011

NEW FIELD CODES AND TECHNIQUES

Importing Points and Getting Linework too.

*You now have an easy to use **Wizard** for importing points to the drawing and to the **Survey Database**.*

New Field Coding Techniques will be compared with Field Book style coding

New Linework Code Sets

Using the Figure Prefix Database to assign Styles

***NEW FIGURE EDITING CONTENT ADDED**
Only in Civil 3D 2011. Civil 3D **is** for Surveyors!*

***These changes are huge,
you need to see them.***

POINTS AND SURFACES

This session covers the very basics. If you are new to Civil 3D this session streamlines the learning down to the "Need to Know"

Working with Points

Point Styles

Point Label Styles

Point Groups

Description Keys

Surfaces from Point Groups and Breaklines

Contour Styles

Contour Labels

"It's all baby steps"

- Bill Murray,
What about Bob

***Updated Workshop content**
Come see the
New Figure Editing Tools in
Civil 3D 2011*



ADVANCED SURVEYING

T E C H N O L O G Y

TRANSITIONING FROM LAND DESKTOP

We know you hate to change. We know how frustrating it is when you only get to go half way. You've heard about all the great features in Civil 3D just for Surveyors now find out how easy it is to step away from the past and into the future. Many of your competitors are realizing these benefits already. Don't be left behind. Don't put yourself at a competitive disadvantage.

Importing LDT Data

- Surfaces
- Description Keys
- Alignments
- LandXML data transfers
- Parcels
- Profiles
- Symbols
- Converting Points

USING CIVIL 3D FOR AS-IS LOCATIONS

What information to collect and how to present it clearly. What common mistakes to avoid.

Field Codes

Linework

Displaying the Engineer's drawing as background data

Pipe Profiles from Linework

Annotation techniques

Leaders

Dimensions

Text Masking

Strikethrough Text

Linetypes

**Florida Board Approved for CEU's Surveyors 7 CEU's – Engineers 4 PDH's
FLDOACS CE Provider #0001372 Exp 05/11**