Civil 3D Advance 2019

COURSE | 16 HOURS

Class Hours | 2:00 pm to 6:00pm

KEACADD

AUTODESK.

Authorized Training Center



Course Outline

Course Description

The AutoCAD[®] Civil 3D[®] Fundamentals training guide is

designed for Civil Engineers and Surveyors who want to take advantage of AutoCAD[®] Civil 3D[®] software's interactive, dynamic design functionality. The AutoCAD Civil 3D software permits the rapid development of alternatives through its model-based design tools. You will learn techniques enabling you to organize project data, work with points, create and analyze surfaces, model road corridors, create parcel layouts, perform grading and volume calculation tasks, and layout pipe networks.

Four-days, hands-on course covering the fundamentals of designing and modeling infrastructure within an intelligent, integrated Building Information Model. Going beyond basic picks and clicks

training, our industry-experienced instructors focus on the design and documentation process within Civil 3D. Learn how to use the powerful tools within Civil 3D to create a coordinated BIM model

Prerequisite: Basic knowledge of Windows Operating System,

drafting techniques, and computer keyboard skills.

Quantity Take Off/Sections □ Sample Line Groups □ Section Volume Calculations □Pav Items □ Section Views **Pipe Networks** □ Pipe Overview □ Pipes Configuration Creating Networks from Objects □ The Network Layout Toolbar □Network Editing □Annotating Pipe Networks □ Pressure Pipe Networks Parcels □Lines and Curves □ Introduction to Parcels Creating and Editing Parcels by Layout overview □Creating and Editing Parcels □ Renumbering Parcels □ Parcel Reports □ Parcel Labels □ Parcel Tables Grading □Grading Overview □ Feature Lines □Grading Tools Modifying AutoCAD Civil 3D Grading Project Management □ AutoCAD Civil 3D Projects □Sharing Data □Using Data Shortcuts for Project □Management

Plan Production □ Plan Production Tools □ Plan Production Objects □ Plan Production Object Edits □Creating Sheets □ Set sets Site Design - Mastering Corridor □ Modeling Cul-de-sac □ Modeling widening □ Modeling combined cross-section Editing Corridor baseline and region □ Calculating corridor quantities Vehicle tracking □ Modeling a Peer-Road □Parkings Design and Modeling of Roundabout Site Design - Mastering Assemblies □Working with Generic □ Subassemblies □Working with Conditional □ Subassemblies □Working with Assembly Offsets □Working with Assembly Codes Site Design - Advanced Cross Sections □ Labeling Cross Sections □Using grade break bands □Cross section sheets production □ Inserting right of way marker □ Project objects to section view

Location:

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