3D Modeling Tips and Questions
FDOTSS4 OpenRoads Technology

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Description

- In this session we will share ideas for creating 3D models using FDOTSS4 OpenRoads Technology tools

History and Background

- Bentley – best of breed and new technology
- FDOT – legacy software and open platforms
- Contractors – making models from plans ??? uugh
- Consultants – plans and models, oh my!
- Future- Design Office bulletin forth coming

Designing to deliver models

- What is delivered ?

- What level of detail ? Model like a professional!

- QA / QC the model ?

- I models and tablets for field review

- 3D pdf tools
  - Adobe Cross Section and measure
  - Bluebeam

Collaboration with OpenRoads

- Breaking up the design, story board
  - Separate by free corridors
  - Stop corridors at intersection areas
  - Consider backbone only corridors with linear templates for slopes

- Using multiple files for 2D design and 3D models
  - Based on the work share plan
  - Be aware of issues either way
  - Plan for frequent backup when 3D model and corridors get corrupted.

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