

InRoads Surface Modeling for Roadway Designers, V8 XM Edition 8.9 and V8i 8.11 with MicroStation

Course Type: Classroom Learning: Hands-on

Products Covered: InRoads

Target Audience: Civil Engineer; Civil Engineering Technician; Designer; Design Engineer

Course Description:

Students should have completed the InRoads Fundamentals and InRoads Roadway Designer courses or possess equivalent knowledge of the topics covered in those courses. Students should have experience designing roadways, producing design plans, and a working knowledge of the Windows operating system. Experience with appropriate versions of MicroStation equivalent to the topics taught in the Bentley Institute Essential MicroStation or Moving to MicroStation courses.

At the completion of this course, students will be able to use the InRoads surface design and editing commands to modify and create surface models. Specifically they will be able to:

Learning Objectives:

- Enhance existing surfaces with additional data
 - Improve Surface Quality
 - Model a Traffic Island
 - Model a Detention Pond
 - Model a Parking Lot
 - Model a Wall
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Course Topics:

- Edit Surface Commands
 - Design Surface Commands
 - Surface Visualization Commands
 - Workflow: Incorporating Additional Surface Data
 - Workflow: Improving Surface Quality
 - Workflow: Modeling a Traffic Island
 - Workflow: Modeling a Detention Pond
 - Workflow: Modeling a Parking Lot
 - Workflow: Modeling a Wall
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Course Details:

Course Prerequisites: Students should have completed the InRoads Fundamentals and InRoads Roadway Designer courses or possess equivalent knowledge of the topics covered in those courses. Students should have experience designing roadways, producing design plans, and a working knowledge of the Windows operating system. Experience with appropriate versions of MicroStation equivalent to the topics taught in the Bentley Institute Essential MicroStation or Moving to MicroStation courses.

Learning Units: 16 hours

