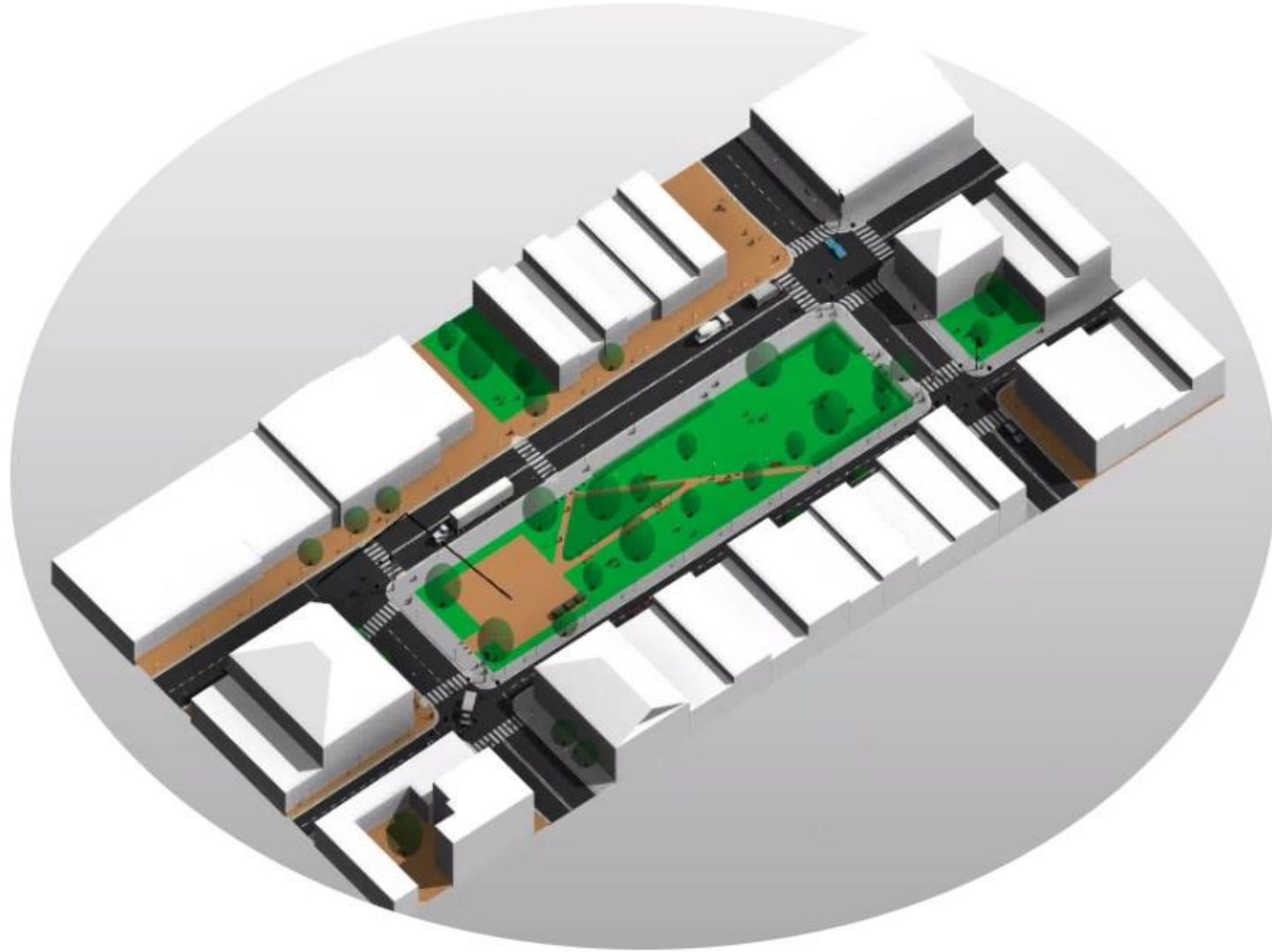

Modelling Roads and Kerbs

Using Revit and Dynamo

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TOP
RIGHT

The Challenge…

Revit is not great at site modelling

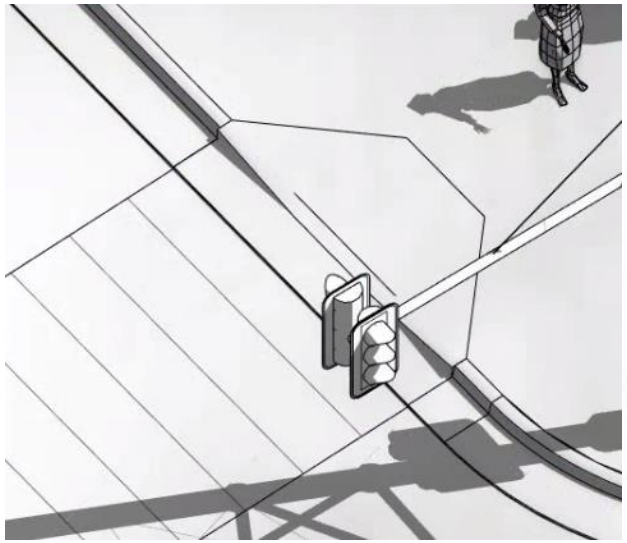
But it is capable…

Typically involves complex methods and cross platform operation/massing

Roads/kerbs in particular

The Goal…

Match roads to topography, then model line markings, kerbs and kerb ramps **in Revit**



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Without further ado…

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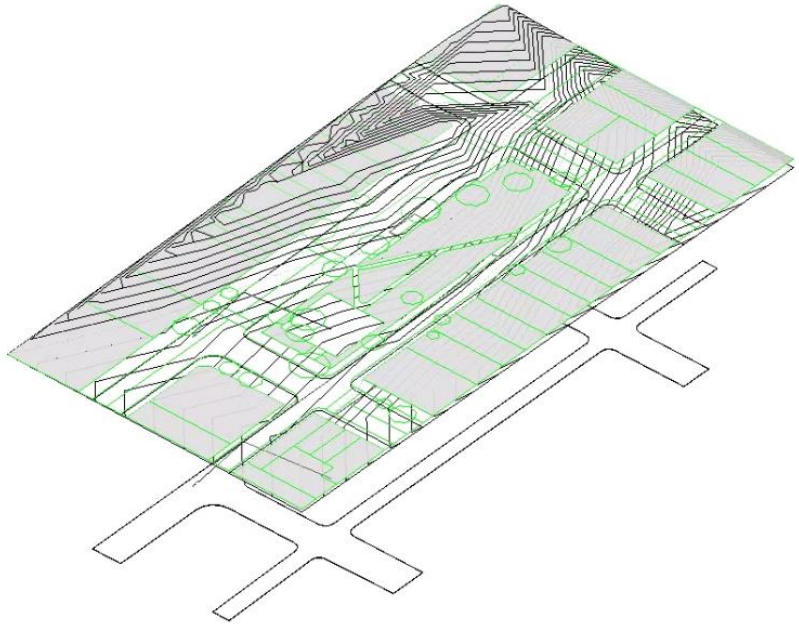
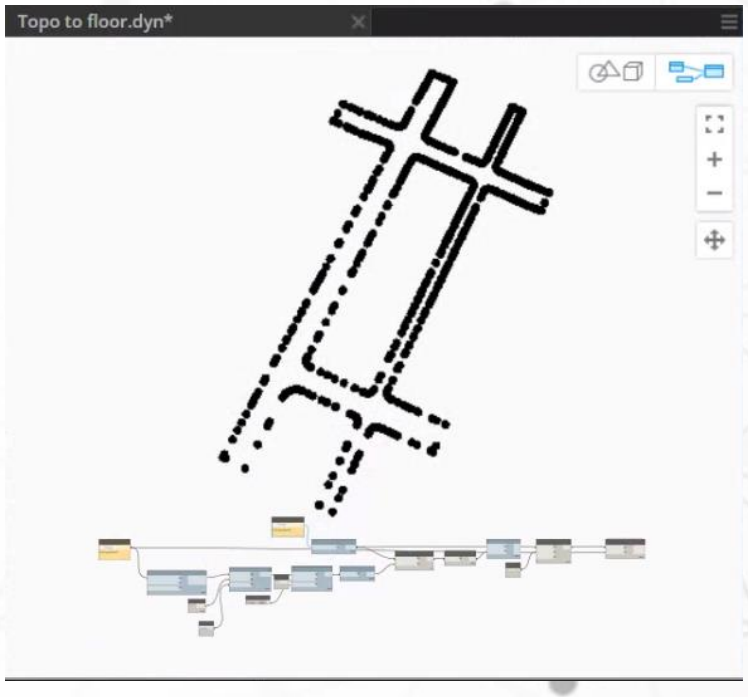
Step One

Creating roads from topography





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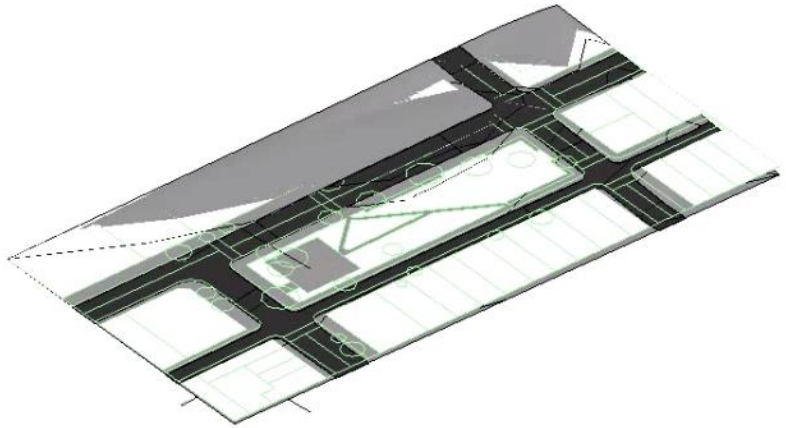
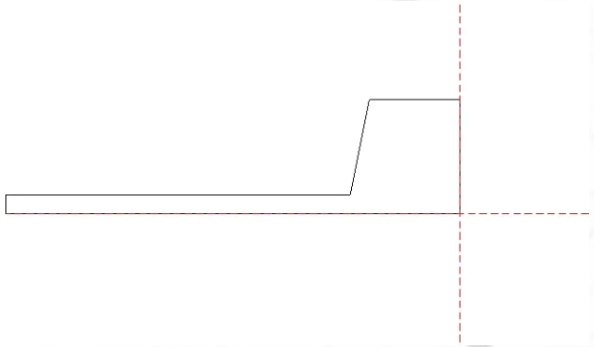
Workflow

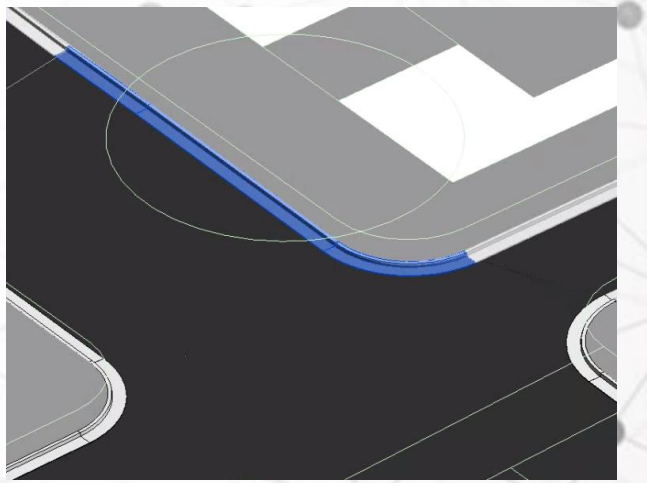
1. Create topography
2. Split the topography by road division
3. Model the road as floor(s)
4. Use Dynamo to drape the floor
5. Downset road and/or topography

Step Two

Modelling Kerbs







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Workflow

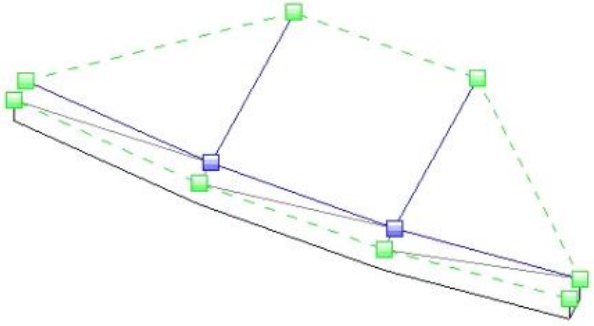
1. Simplify sub-points
2. Divide road into pieces
3. Make a profile family for the kerb

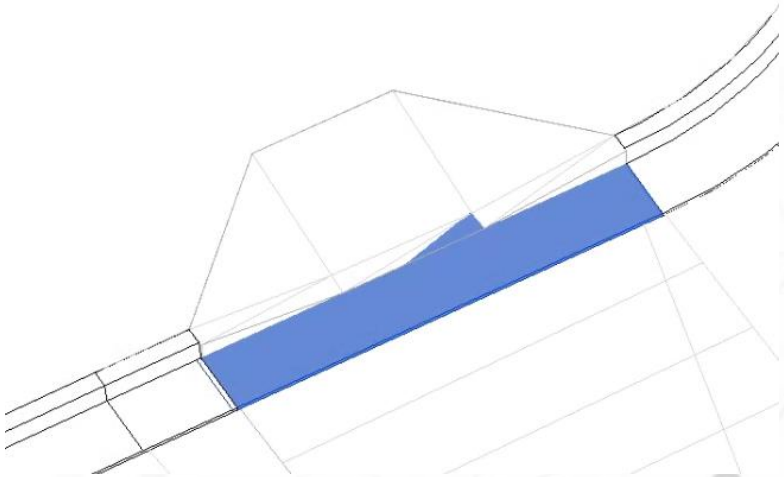
Optional: Inset the road edges

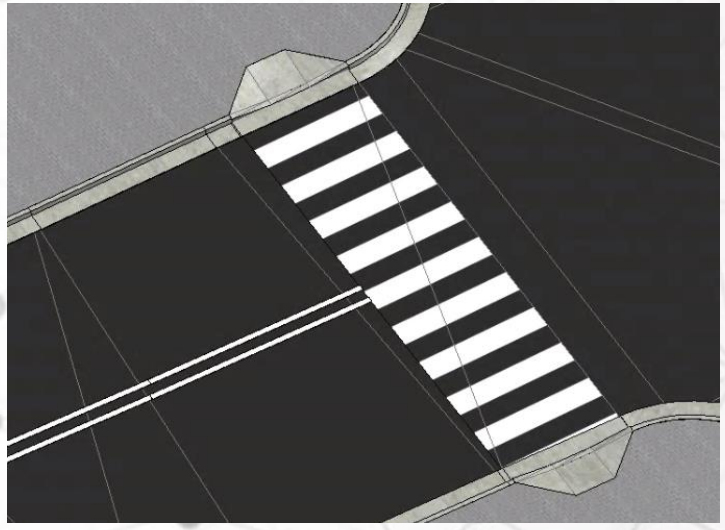
4. Model in place sweeps, picking road edges

Step Three

Kerb Ramps







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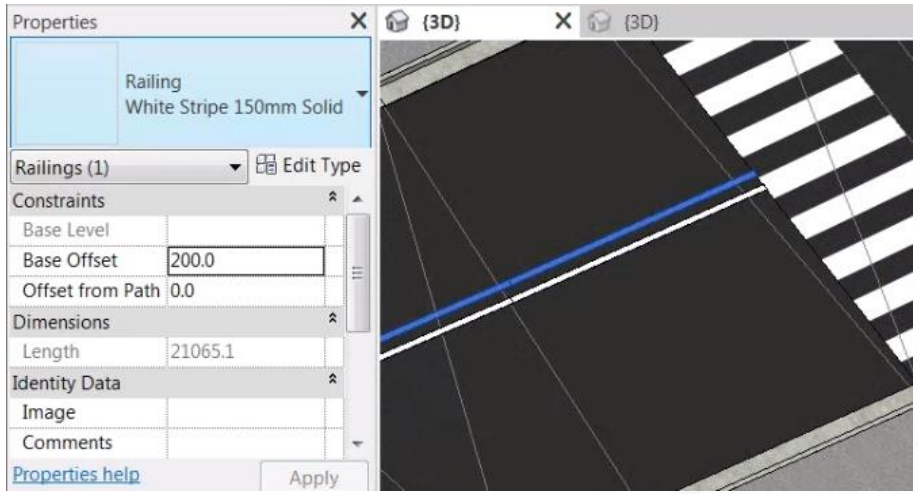
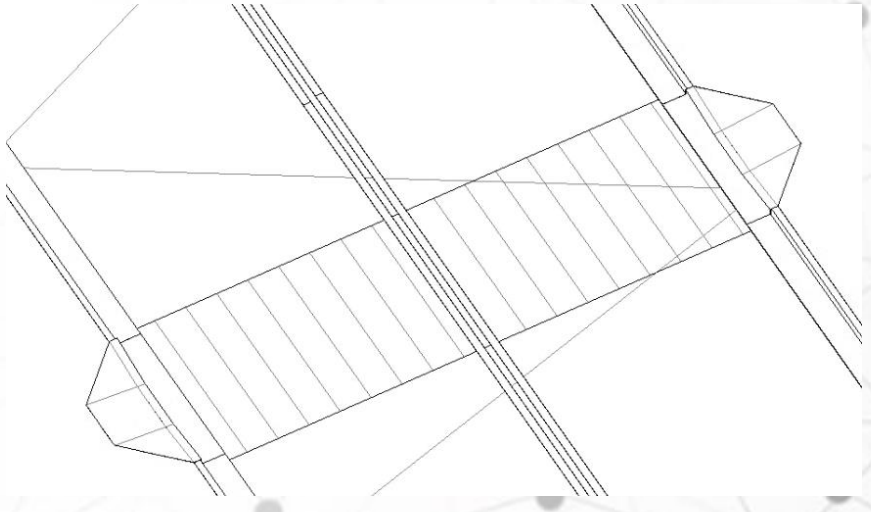
Workflow

1. Model kerb ramp profile
2. Split topography, delete or lower the piece
3. Elevate sub-points of kerb ramp
4. Modify kerbs to replace ramp segment of kerb with an infill piece of picked path

Step Four

Linemarking/crossings





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Workflow

1. Split face and paint crossings
2. Railings for linemarking

Some additional steps…

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