



A Practical Guide to Autodesk Civil 3D® 2025

Rick Ellis



A CADapult Press Publication

Copyright

Copyright © CADapult Press, Inc. 2024

All rights reserved. No part of this publication may be reproduced in any form, or by any means electronic, mechanical, recording, photocopying, or otherwise, without written permission from the publisher, except for brief quotations used in reviews, or for marketing purposes specific to the promotion of this work.

ISBN - Physical Book 978-1-934865-82-8

ISBN - Digital Book 978-1-934865-83-5

Although CADapult Press has made every attempt to ensure the accuracy of the contents of this book, the publisher and author make no representations or warranty with respect to accuracy or completeness of the contents in this book, including without limitation warranties of fitness for a particular purpose. The datasets included in this book are for training purposes only.

Autodesk screen shots reprinted with the permission of Autodesk, Inc.

Autodesk, AutoCAD, DWG, the DWG logo, AutoCAD Map 3D, and Civil 3D are registered trademarks or trademarks of Autodesk, Inc., and/or its subsidiaries and/or affiliates in the USA and other countries. All other trademarks are the property of their respective owners.

Published in the United States of America by:

CADapult Press, Inc.

(503) 266-2488

books@cadapult-software.com

Printed and manufactured in the United States of America

About the Author

Rick Ellis has worked with and taught Autodesk Civil 3D, along with Map 3D and other Autodesk products since the mid-90s. He is the Author of several critically acclaimed books on Autodesk Civil 3D, Map 3D and Land Desktop.

Rick continues to use Autodesk Civil 3D on projects in a production environment, in addition to teaching classes to organizations both large and small.

This practical background and approach has made him an award winning speaker at Autodesk University and a sought after instructor by organizations around the world.

Rick can be reached at: rick@cadapult-software.com

About the Technical Editor

Russell Martin is an independent consultant who has worked with AutoCAD since 1985. He pioneered the position of Staff Geographer, and later served as CAD/GIS Manager at a multi-disciplinary engineering consulting firm. Russell has served as technical editor for many of CADapult Press training books, and has co-authored and contributed to several other books on CAD, GIS and technical graphics software.

Russell can be reached at: russell@cadapult-software.com

Exercise Data

I would like to thank the City of Springfield, Oregon for providing the data for this book. The dataset provided is for illustration purposes only. While it is based on real world information to add relevance to the exercises, it has been altered and modified to more effectively demonstrate certain features as well as to protect all parties involved. The data should not be used for any project work and may not represent actual places or things. It is prohibited to redistribute this data beyond your personal use as a component of training.

A Practical Guide to Autodesk Civil 3D 2025

Introduction

Congratulations on choosing this course to help you learn how to use Autodesk Civil 3D 2025. The term “practical” is used in the title because this course focuses on what you need to effectively use Autodesk Civil 3D 2025 and does not complicate your learning experience with unnecessary details of every feature in the product. Should you want to pursue aspects of features and functionality in greater detail than provided in this course, you are directed and guided to that information.

Each lesson contains the concepts and principles of each feature to provide you with the background and foundation of knowledge that you need to complete the lesson. You then work through real world exercises to reinforce your understanding and provide you with practice on common tasks that other professionals are performing with Autodesk Civil 3D 2025 in the workplace every day.

You can take the lessons in this course in whatever order is appropriate for your personal needs. If you want to concentrate on specific features, the lesson for those features does not require that you complete prior lessons. With this course organization, you can customize your own individual approach to learning Autodesk Civil 3D.

When you complete this course, you will be armed with the background and knowledge to apply Autodesk Civil 3D to your job tasks, and become more effective and productive in your job.

Course Objectives

The objectives of this course are performance based. In other words, once you have completed the course, you will be able to perform each objective listed. If you are already familiar with Autodesk Civil 3D, you will be able to analyze your existing workflows, and make changes to improve your performance based on the tools and features that you learn and practice in this course.

After completing this course, you will be able to:

- Understand and work with Object Styles.
- Create, manage and apply Label Styles.
- Import and manage Points, and work with Point Groups.
- Create and edit Alignments.
- Define Parcels.
- Create and edit Profiles and Profile Views.
- Create Corridors and extract information from them.
- Sample Sections and plot Section Views.
- Import and leverage GIS Data in your Civil 3D projects.
- Use Queries to manage and share data.
- Layout Pipe Networks and edit them in plan and profile.
- Layout Pressure Networks and edit them in plan and profile.
- Create Sheets with the Plan Production tools.
- Work with the Grading tools.
- Create reports for Civil 3D objects.
- Calculate Volumes.
- Share project data with Data Shortcuts.

Prerequisites

Before starting this course, you should have a basic working knowledge of AutoCAD. A deep understanding of AutoCAD is not required, but you should be able to:

- Pan and Zoom in the AutoCAD drawing screen.
- Describe what layers are in AutoCAD, and change the current layer.
- Create basic CAD geometry, such as lines, polylines and circles.
- Use Object Snaps.
- Describe what blocks are, and how to insert them.
- Perform basic CAD editing functions such as Erase, Copy, and Move.

If you are not familiar with these functions, you can refer to the AutoCAD Help system throughout the course to gain the fundamental skills needed to complete the exercises.

For a more in-depth AutoCAD tutorial check out our book, ***A Practical Guide to AutoCAD 2025***.

Conventions

The course uses the following icons and formatting to draw your attention to guidelines that increase your effectiveness in Autodesk Civil 3D, or provide deeper insight into a subject.



The magnifying glass indicates that this text provides deeper insights into the subject.



The compass indicates that this text provides guidance that is based on the experience of other users of Autodesk Civil 3D. This guidance is often in the form of how to perform a task more efficiently.

Downloading and Installing the Datasets

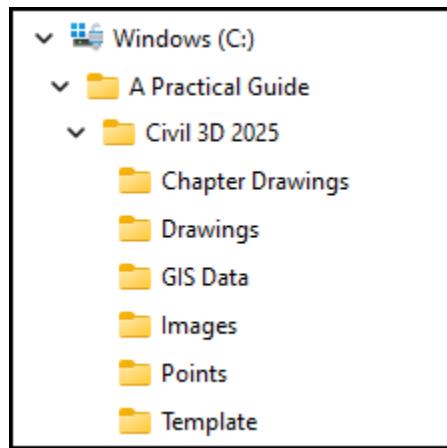
In order to perform the exercises in this book, you must download a zip file and install the datasets.

Type the address below into your web browser to load the page where you can download the dataset.
www.cadapult-software.com/data

If you are using a previous version of Civil 3D you can download previous versions of the dataset to use with this book.

Unzip the Files

Unzip the file **APG_C3D2025.zip** directly to the C drive. The zip file will create the following folder structure:



A folder called *Chapter Drawings* is created that contains a drawing that can be used to begin each exercise. This will allow you to jump in at the beginning of any exercise in the book, and do just the specific exercises that you want, if you do not have time to work through the book from cover to cover. The drawings in the Chapter Drawings folder are not necessary and only need to be used if you want to start in the middle of the book, or if you want to overwrite any mistakes that you may have made in previous chapters.

Three drawing templates called *_Practical Guide Training by Style.dwt*, *_Practical Guide Plan & Profile.dwt* and *_Practical Guide Section.dwt* are also available in the template folder.

Exercises

The exercises in this course have been designed to represent common tasks that are performed by civil engineers, surveyors, designers and drafters. The data included in the exercises are typical drawings, point files and other data used by professionals like you. You work with drawings, point files, aerial photos, GIS data, and much more; as you work through a road design project that also includes a sewer extension and detention pond.

Exercises provide higher level process information throughout the exercise tasks. You are given information about not only what to do, but why you are doing it. In most cases, an image is included to help guide you.

Table of Contents

Chapter 1 Autodesk Civil 3D User Interface	1
1.1 Lesson: Navigating the Autodesk Civil 3D User Interface	2
1.1.1 Navigating the Autodesk Civil 3D Interface	11
1.2 Lesson: Project Overview	14
Chapter 2 Data Collection and Base Map Preparation	17
2.1 Lesson: Importing GIS Data.....	18
2.1.1 Importing ESRI Shapefiles	21
2.1.2 Controlling the Display of Polygons.....	27
2.1.3 Viewing GIS Attributes in AutoCAD.....	28
2.1.4 Inserting a Registered Image (Rectified Aerial Photography).....	28
2.1.5 Assigning a Coordinate System to the Drawing	31
2.1.6 Adding an Online Map	33
2.1.7 Adding the Project Area.....	35
2.2 Lesson: Using Queries to Manage and Share Data	37
2.2.1 Attaching Source Drawings	44
2.2.2 Defining a Query.....	47
2.2.3 Saving Changes Back To the Source Drawings	49
2.2.4 Defining a Compound Query.....	51
Chapter 3 Preliminary Layout.....	59
3.1 Lesson: Creating a Preliminary Existing Ground Surface.....	60
3.1.1 Creating a Surface.....	63
3.1.2 Adding Surface Data	65
3.1.3 Changing the Surface Style to Control Display	68
3.1.4 Managing Drawing Settings.....	70
3.1.5 Using the Object Viewer	71
3.2 Lesson: Creating a Preliminary Alignment.....	72
3.2.1 Drafting the Preliminary Alignment Using Transparent Commands	74
3.3 Lesson: Creating Points from an Alignment.....	77
3.3.1 Establishing the Point Settings	80
3.3.2 Setting Points on an Alignment	82
3.3.3 Creating a Point Group.....	84
3.3.4 Creating a Point Import/Export Format.....	85
3.3.5 Exporting Points to an ASCII File	88

Chapter 4	Creating a Survey Plan	89
4.1	Lesson: Importing Survey Points.....	90
4.1.1	Creating a Description Key Set.....	93
4.1.2	Importing Points from an ASCII File.....	96
4.1.3	Confirming the Description Keys Worked Properly.....	97
4.2	Lesson: Working with Point Groups	98
4.2.1	Locking Points and Group Properties	101
4.2.2	Creating a Point Group for Property Corners	102
4.2.3	Creating a Point Group for Center Line Points	104
4.2.4	Creating a Point Group for Breakline Points	104
4.2.5	Creating a Point Group for Tree Points.....	105
4.3	Lesson: Controlling Point Display.....	106
4.3.1	Creating Point Styles.....	111
4.3.2	Creating Point Label Styles.....	114
4.3.3	Controlling Point Display with Point Groups	123
4.3.4	Controlling the Dragged State.....	124
4.3.5	Controlling Point Label Size in Model Space.....	125
4.3.6	Controlling Point Group Display Order.....	126
4.4	Lesson: Drawing Linework with Transparent Commands	127
4.4.1	Drawing Lines by Point Number	130
4.4.2	Drawing Lines by a Range of Point Numbers	131
4.4.3	Drawing Lines by Point Object.....	132
4.5	Lesson: Working with Parcels	134
4.5.1	Defining a Parcel from Existing Geometry.....	136
4.5.2	Creating a Parcel Area Report.....	139
4.5.3	Creating a Parcel Legal Description Report	140
4.6	Lesson: Labeling Linework	142
4.6.1	Labeling Parcel Lines.....	145
4.6.2	Working with Parcel Segment Labels	147
4.6.3	Creating a Line Table.....	147
4.6.4	Creating a Parcel Area Table.....	150
4.6.5	Labeling AutoCAD Objects	157
Chapter 5	Building a Survey Quality Surface.....	161
5.1	Lesson: Building Surfaces from Survey Data.....	162
5.1.1	Creating a Point Group to Be Used As Surface Data	167
5.1.2	Creating the Survey Surface.....	168
5.1.3	Adding Point Group Data to a Surface.....	168

5.1.4	Creating Breaklines by Point Number	169
5.1.5	Creating Breaklines by Point Selection	170
5.1.6	Adding Breaklines to the Surface	172
5.1.7	Viewing the Surface.....	173
5.2	Lesson: Editing Surfaces	174
5.2.1	Editing Point Data.....	177
5.2.2	Editing Breaklines	178
5.2.3	Deleting Lines	179
5.2.4	Pasting Surfaces	181
5.3	Lesson: Surface Analysis.....	183
5.3.1	Displaying Slope Arrows.....	185
5.3.2	Elevation Banding.....	186
5.3.3	Slope Analysis	191
5.4	Lesson: Working with Contours	195
5.4.1	Displaying a Surface as Contours	197
5.4.2	Creating a Surface Style to Display Contours	198
5.4.3	Controlling Contour Display.....	202
5.4.4	Labeling Contours	202
5.4.5	Moving Contour Labels.....	203
5.4.6	Deleting Contour Labels	203
5.4.7	Labeling Only the Major Contours.....	204
5.4.8	Editing Contour Labels	205
5.4.9	Controlling Surface Display for Performance	208
Chapter 6	Working with Alignments and Parcels.....	209
6.1	Lesson: Creating Alignments	210
6.1.1	Default Curve Settings.....	212
6.1.2	Creating Tangents with Curves	214
6.2	Lesson: Editing Alignments.....	216
6.2.1	Editing Alignments Graphically.....	218
6.2.2	Editing Alignments in Grid View	218
6.3	Lesson: Working with Alignment Labels	220
6.3.1	Working with Alignment Station Labels	224
6.3.2	Changing the Stationing of an Alignment	225
6.3.3	Labeling Station and Offset Values	226
6.3.4	Creating Polyline Offsets of an Alignment.....	227
6.3.5	Creating Offset Alignments.....	228

6.4 Lesson: Laying Out Parcels.....	229
6.4.1 Merging Parcels	232
6.4.2 Creating Parcels Manually	232
6.4.3 Creating Parcels with the Slide Line Tool	234
6.4.4 Creating Parcels with the Slide Line Tool Automatically.....	236
6.4.5 Editing Parcels	238
6.4.6 Deleting Parcels	239
6.4.7 Renumbering Parcels.....	239
6.5 Lesson: Working with Parcel Styles and Labels.....	241
6.5.1 Controlling Parcel Display.....	244
6.5.2 Creating Parcel Styles.....	245
6.5.3 Creating Parcel Area Label Styles	249
6.5.4 Changing the Styles of Multiple Parcels	253
Chapter 7 Working with Profiles.....	255
7.1 Lesson: Creating Existing Ground Profiles.....	256
7.1.1 Sampling and Drawing the Profile.....	259
7.1.2 Changing the Profile View Style.....	266
7.1.3 Creating a Profile View Style	267
7.1.4 Creating Additional Profile Views.....	274
7.2 Lesson: Creating Finished Ground Profiles.....	276
7.2.1 Constructing the Finished Ground Centerline.....	280
7.2.2 Editing the Profile Graphically.....	282
7.2.3 Editing the Profile in Grid View	283
7.2.4 Working with Profile Labels.....	284
7.2.5 Adding Profile Labels	286
7.2.6 Working with Profile View Bands	287
7.2.7 Adding Profile View Bands.....	288
Chapter 8 Corridor Modeling	291
8.1 Lesson: Working with Assemblies	292
8.1.1 Creating an Assembly	294
8.2 Lesson: Working with Corridors.....	300
8.2.1 Creating a Corridor.....	303
8.2.2 Editing a Corridor	308
8.2.3 Creating Corridor Surfaces	309
8.2.4 Viewing and Editing Corridor Sections.....	311
8.2.5 Exporting Corridor Points	312

8.3 Lesson: Working with Sections	315
8.3.1 Creating Sample Lines	318
8.3.2 Creating a Section Group Plot Style.....	320
8.3.3 Creating Section Views	323
8.3.4 Creating Section Sheets.....	329
8.3.5 Volume Calculations.....	330
8.3.6 Creating a Mass Haul Diagram	332
8.3.7 Editing a Corridor to Update Surfaces, Sections, and Volumes.....	335
8.3.8 Creating a Surface Showing Final Site Conditions	336
8.4 Lesson: Plan Production	338
8.4.1 Creating View Frames	341
8.4.2 Editing View Frames.....	347
8.4.3 Editing Match Lines	347
8.4.4 Creating Plan and Profile Sheets	348
Chapter 9 Pipes.....	351
9.1 Lesson: Working with Pipe Networks in Plan.....	352
9.1.1 Laying Out a Pipe Network.....	355
9.1.2 Editing a Pipe Network in Plan	357
9.2 Lesson: Working with Pipe Networks in Profile	358
9.2.1 Adding a Pipe Network to a Profile.....	360
9.2.2 Editing a Pipe Network in Profile	361
9.2.3 Labeling a Pipe Network in Profile	362
9.3 Lesson: Working with Pressure Networks in Plan	363
9.3.1 Laying Out a Pressure Network	365
9.3.2 Editing a Pressure Network in Plan.....	367
9.3.3 Adding a Lateral to a Pressure Network.....	368
9.4 Lesson: Working with Pressure Networks in Profile	370
9.4.1 Creating a Profile View with a Pressure Network.....	372
9.4.2 Editing a Pressure Network in Profile.....	376
Chapter 10 Grading	377
10.1 Lesson: Working with Grading Groups	378
10.1.1 Creating a Grading Group	381
10.1.2 Creating a Grading Object.....	383
10.1.3 Creating a Grading Infill.....	388
10.1.4 Reviewing Grading Group Properties.....	389
10.1.5 Calculating Stage Storage.....	391

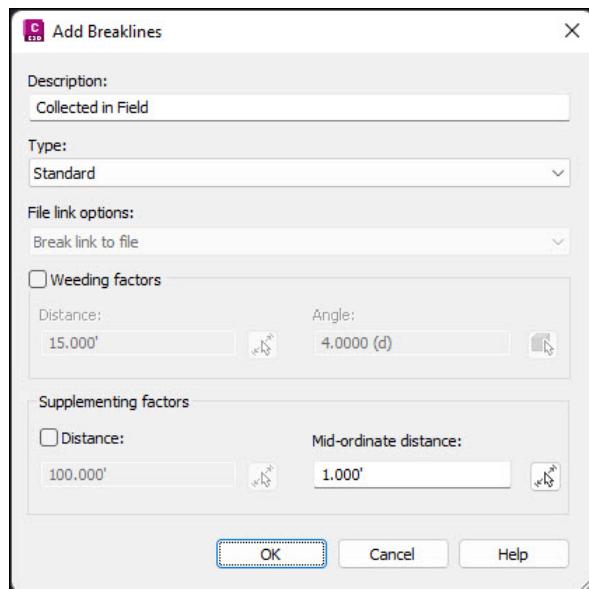
10.2 Lesson: Volume Calculations	394
10.2.1 Creating a Grid Volume Surface	397
10.2.2 Creating a TIN Volume Surface	400
10.2.3 Displaying Cut and Fill with Surface Styles.....	401
10.2.4 Creating a Legend for Cut and Fill Depths	403
Chapter 11 Data Shortcuts	405
11.1 Lesson: Sharing Project Data with Data Shortcuts	406
11.1.1 Setting the Working Folder	411
11.1.2 Creating a Data Shortcut Project	412
11.1.3 Creating Data Shortcuts.....	413
11.1.4 Creating Data Shortcut References	414
Index	421

Sample Lesson

5.1 Lesson: Building Surfaces from Survey Data

Introduction

Any time you build a surface the most important step is to understand what data you have available to work with. In this chapter, you will work with points that will be managed with a *Point Group* and breaklines that you will create based on some of those same survey points.



Key Concepts

Concepts and key terms covered in this lesson are:

- Surface
- Points
- Point Group
- Breaklines
- Surface Styles

Objectives

After completing this lesson, you will be able to:

- Create a Point Group for use building a Surface
- List the types of data that can be used to build a Surface.
- Describe what a breakline is.
- Draw and define breaklines.

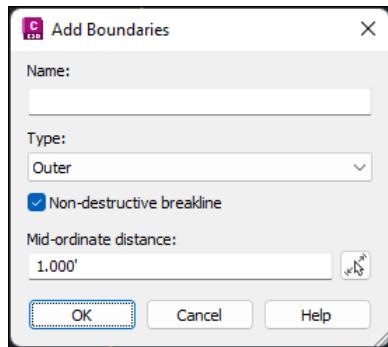
Types of Surface Data

Surfaces can be built from a combination of many different types of data:

- Boundaries
- Breaklines
- Contours
- DEM files (Digital Elevation Models)
- Drawing Objects
- Point Files
- Point Groups
- Point Survey Queries
- Figure Survey Queries

Boundaries

A boundary is a closed polygon that limits the triangulation of a surface.



Boundary Types:

- Outer
 - Defines the outer boundary of a surface
 - Triangles outside of this boundary are removed
- Show
 - Displays the triangles inside the boundary
 - Can be used inside of a Hide boundary
- Hide
 - Removes triangles inside of the boundary
 - Creates a hole in the surface
 - Can be used for building footprints to keep contours from crossing through them
- Data Clip
 - Keeps data outside this boundary from being added to the surface
 - Must be added before other surface data or moved up in priority in the surface definition
 - Useful for limiting the size of large datasets

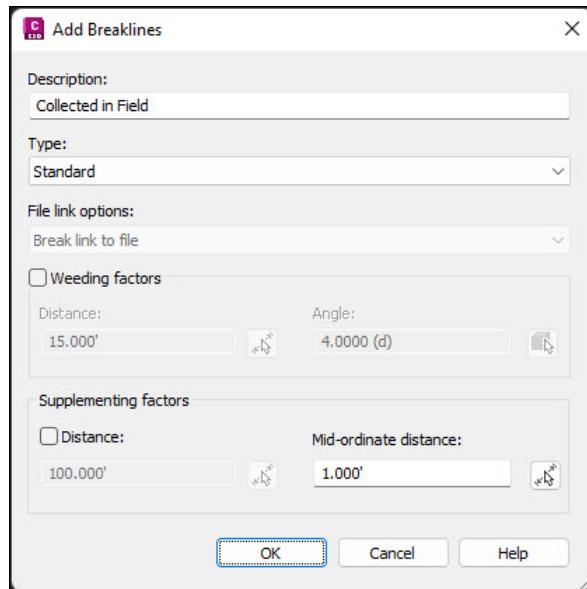
Non-destructive breakline boundaries

Outer, Show and Hide boundaries have the option to be created as non-destructive breaklines. When this option is enabled it trims the TIN lines at the boundary. When it is not used it erases all the TIN lines that touch the boundary.

This can be a good option if you have good surface data on each side of the boundary as it will cut a clean and straight boundary through the surface. However, if this option is used on an outer boundary where all of the surface data is inside the boundary and the only triangle touching it are long and inaccurate, then you may be left with short triangles along the edge that are still at the wrong slope.

Breaklines

Breaklines define grade breaks in a surface. They are lines in a TIN that represents a distinct interruption in the slope of a surface; like road centerlines, curbs, gutters, streams, tops and toes of slopes, or any other grade break. No triangle in a TIN may cross a breakline (in other words, breaklines are enforced as triangle edges).

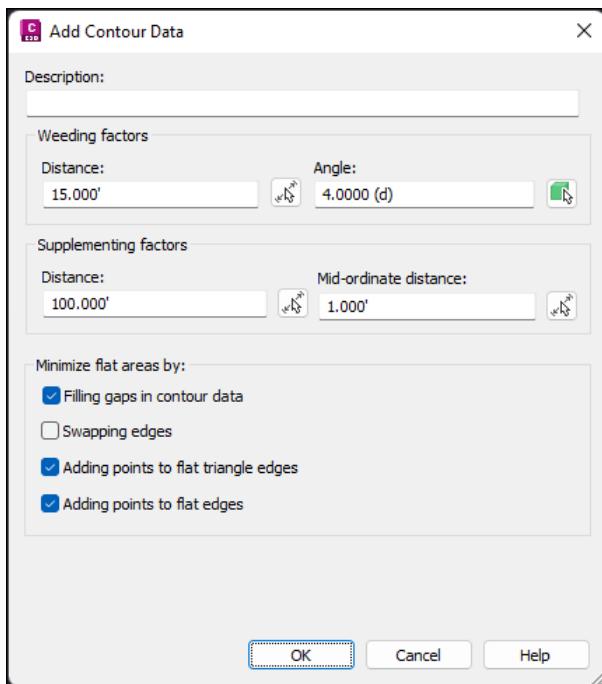


Types of breaklines:

- Standard
 - Defined by selecting 3D polylines, 3D lines, feature lines, or splines
- Proximity
 - Defined by selecting a 2D polyline, feature line or spline
 - The vertices of the breakline are snapped to the nearest point in the TIN, or closest proximity
 - Accuracy is dependent on how close the vertices of the proximity breakline are to the points in the TIN
 - Can be very accurate and efficient if you have drawn the selected object from point to point
- Wall
 - Defined by selecting 3D polylines, 3D lines, feature lines, splines or by selecting points.
 - You enter the elevation on each side of the wall at each vertex
- From file
 - Can be imported from an ASCII FLT file
- Non-destructive
 - Break the triangles in the TIN without changing the slope of the lines

Contours

Contour data in the form of 2D polylines can be added to your surface.



Weeding factors can help you skip over extra, unnecessary vertices when the data is added to the surface. While supplementing factors will allow you to sample extra points off long contours with minimal vertices.

Since by its nature, contour data tends to create flat triangles that do not accurately reflect the surface, there are several options to minimize those flat triangles. In most cases it is a best practice to enable all four options to minimize flat areas when adding contour data to a surface.

DEM Files

DEM files (Digital Elevation Models) are grid based surfaces. This is a format that is used by many different Civil, Survey, and GIS programs.



DEM files are a format that is commonly used by the USGS and there is a tremendous amount of data that is available online for free in this format.

Drawing Objects

AutoCAD objects that have elevations can be used to build a surface. These objects include:

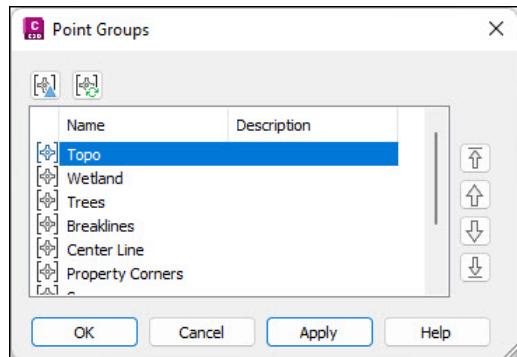
- Points
- Lines
- Blocks
- Text
- 3D Faces
- Polyface

Point Files

ASCII point files can be imported directly into the surface. This is a good option for large datasets or points that you do not need in the drawing for anything other than building a surface.

Point Groups

Point groups can be used to add a specific selection set of points to a surface. It may be common that some of the points in your drawing are not related to a surface. For example, you would not want to include a point representing the invert of a manhole in the surface. A point group consisting of only surface related points is an efficient way to add only the appropriate points to the surface.



Point Survey Queries

Point Survey Queries are a dynamic reference to a selection of survey points that are included in a survey database. If the points in the survey database are updated, the surface will be marked as out of date and will use the updated values when it is rebuilt.

Figure Survey Queries

Figure Survey Queries are a dynamic reference to a selection of survey figures that are included in a survey database. If the figures in the survey database are updated, the surface will be marked as out of date and will use the updated values when it is rebuilt.

Exercises: Build a Surface from Survey Data

In these exercises, you create a new surface from point group data. You will draw breaklines from survey points and add them to the surface. Then you will view the surface in the Object Viewer to examine it in 3D from different angles.

You do the following:

- Create a Point Group of surface related points.
- Create a Surface.
- Draw Breaklines.
- Add Breaklines to the Surface.
- View the Surface in 3D using the Object Viewer.

5.1.1 Creating a Point Group to Be Used As Surface Data

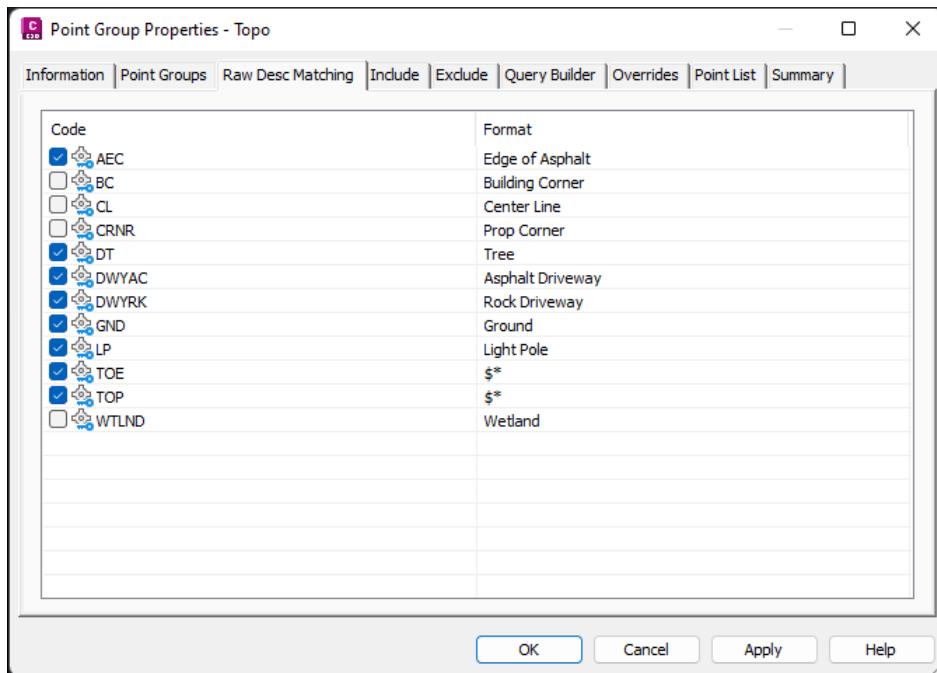
Before you create the surface you need to create a *Point Group* that will be used to select only the points that you want to use for the surface data. Points that should not be included in the surface should not be included in the point group. Points for utility potholes or points that are part of the project for horizontal control and do not have accurate surface elevations are examples of points that should not be included in this group.

1. Continue working in the drawing **Design.dwg**.

This drawing contains the *Points*, *Alignment*, *Parcels*, and *Surface* from the previous chapters. Currently only the parcel lines and labels are displayed.

Reminder: You can also open the drawing with this exercise number in the *Chapter Drawings* folder of the dataset if you prefer a fresh start at this point.

2. On the *Prospector* tab of the *Topspace*, right-click on **Point Groups** and select \Rightarrow **New**.
3. Enter **Topo** for the **Name**.
4. Select the **Raw Desc Matching** tab in the *Point Group Properties* dialog box.

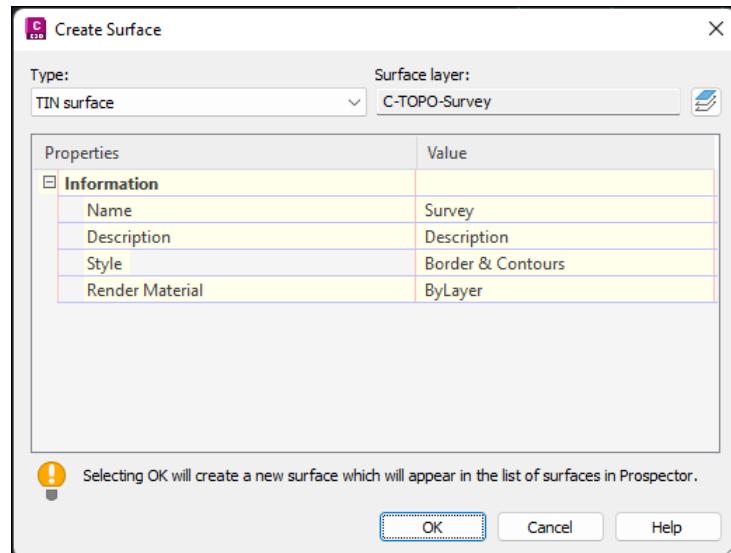


5. Select the description keys **AEC**, **DT**, **DWYRK**, **DWYAC**, **GND**, **LP**, **TOE**, and **TOP**.
6. Click **<<OK>>** to create the *Point Group*.

5.1.2 Creating the Survey Surface

1. On the *Prospector* tab of the *Topspace*, right-click on **Surfaces** and select \Rightarrow **Create Surface**.
2. Confirm that **TIN surface** is selected as **Type**.
3. Enter **Survey** for the **Name**.
4. Set the **Style** to **Border & Contours**.
5. Confirm the *Surface layer* is set to **C-TOPO-Survey**.

This layer name that includes the surface name as a suffix was setup in an earlier exercise through the Drawing Settings command.



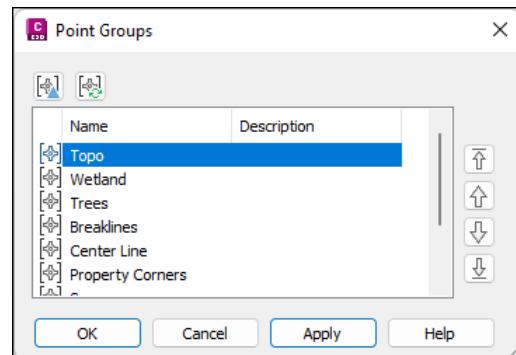
6. Click **<<OK>>** to close the *Create Surface* dialog box and create the surface.

At this time the surface has not been given any data so it is not displayed. However, it has been created and you will see it in the *Prospector*. This is where you will access the surface definition commands and add data to the surface.

5.1.3 Adding Point Group Data to a Surface

Point information contained in a *Point Group* can be added to a *Surface* through the *Prospector*. Once the *Point Group* is added the *Surface* is automatically rebuilt to incorporate and display the new data.

1. On the *Prospector* tab of the *Topspace*, expand **Surfaces**.
2. Expand the **Surface Survey**.
3. Expand the **Definition** node under **Survey**.
4. Right-click on **Point Groups** under *Definition* and select \Rightarrow **Add**.
5. Select the *Point Group Topo*.
6. Click **<<OK>>** to add the point group data to the surface.



The surface is built with the point group data and displays 5 foot contours colored brown and green with a yellow border. This display is controlled by the surface style you selected when you created the surface. If the surface is not visible turn on and thaw the layer C-TOPO-Survey.

5.1.4 Creating Breaklines by Point Number

Civil 3D does not use special commands for drawing and defining breaklines the way that Land Desktop and many other programs do. Instead, you draw the breaklines with standard AutoCAD commands, like the 3D Polyline command, and then define these objects as breaklines after they have been drawn.

1. Create a new Layer named **Breaklines-Survey** and set it **Current**.
2. Thaw the layers **PNTS-AEC**, **PNTS-BREAK**, and **PNTS-DRIVEWAY**.
3. Freeze the layers **C-ANNO**, **C-PROP**, **C-PROP-LINE**, **C-PROP-TABL**, **EX-WETLAND-LINE**, and **PNTS-WTLND**.

The drawing will now display the surface as contours and points that you will use for breaklines. You may need to *Regen* to clean up the display.

4. Enter **3P** at the command line to start the **3D Polyline** command.
5. Enter '**PN**' to change the prompt to **Point Number**.

Alternatively, you can also select the *Point Number* button  from the *Transparent Commands* toolbar.

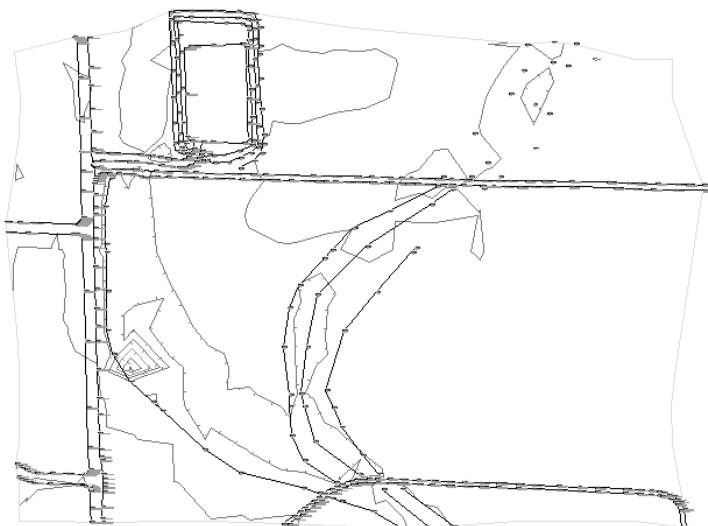
6. At the command line enter: **1408-1447** and **[Enter]** to draw the line.
7. **[Esc]** to end the Point Number prompt.
8. **[Enter]** to end the line.
9. Enter **3P** at the command line to start the **3D Polyline** command.

-
10. Use the points in the following list of points to draw the breaklines the same way that you drew the previous line. Be sure to use the **Point Number** transparent command to change the prompt to Point Number and to end the command completely after drawing each line. Also be sure to **[Enter]** after each non-sequential point number as shown below in the list.

Point Numbers

1448-1486
1008-1021
1191-1209
1226-1257
1258-1278
1281-1324
1295 [Enter] 1661-1710
1622-1660 [Enter] 1294
1286 [Enter] 1348-1398 [Enter] 1287
1022-1074
1075-1105
1155-1158
1159-1160
1153-1154
1143-1151
1130-1142
1121-1129

The new *3D Polylines* will look like the graphic below. However, they have not yet been added to the surface as breaklines.



5.1.5 Creating Breaklines by Point Selection

1. On the *Prospector* tab of the *Toolspace*, select the *Point Group Breaklines*.

This will display a list of all the points used in the surface in the preview window at the bottom of the *Prospector*, if the *Prospector* is docked. If the *Prospector* is not docked it will display on the side.

2. Find point number **1110** in the preview window.

3. Right-click on point **1110** and select **Zoom to**. You may want to zoom out some to see the surrounding points.
4. Enter **3P** at the command line to start the **3D Polyline** command.
5. Enter '**PO**' to change the prompt to **Point Object**.

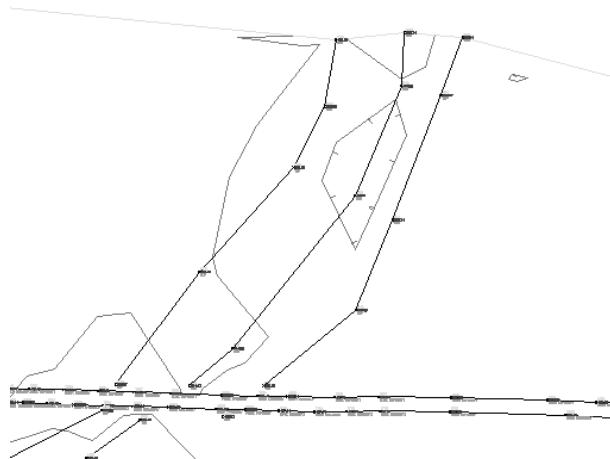
Alternatively, you can also select the *Point Object* button  from the *Transparent Commands* toolbar.

6. Pick point **1110** from the screen.
7. Then pick points **1109, 1108, 1107, and 1106** to draw a breakline between the TOP points toward the northeast corner of the site.

When using the *Point Object* transparent command to draw lines between point objects you will not see the rubber band line that you normally see with the line command.

8. **[Enter]** to end **the Point Object** prompt.
9. **[Enter]** again to end the line.
10. Starting at point **1116**, define a second breakline along the bottom of the ditch using the **3D Polyline** command with the '**PO**' transparent command and points **1116, 1117, 1118, 1119, and 1120**.
11. **[Enter]** to end the Point Object prompt.
12. **[Enter]** again to end the line.
13. Starting at point **1111**, define a third breakline along the bank of the ditch using the **3D Polyline** command with the '**PO**' transparent command and points **1111, 1112, 1113, 1114, and 1115**.
14. **[Enter]** to end the Point Object prompt.
15. **[Enter]** again to end the line.
16. Save the drawing.

The three new *3D Polylines* will look like the graphic below. However, they have not yet been added to the surface as breaklines.



5.1.6 Adding Breaklines to the Surface

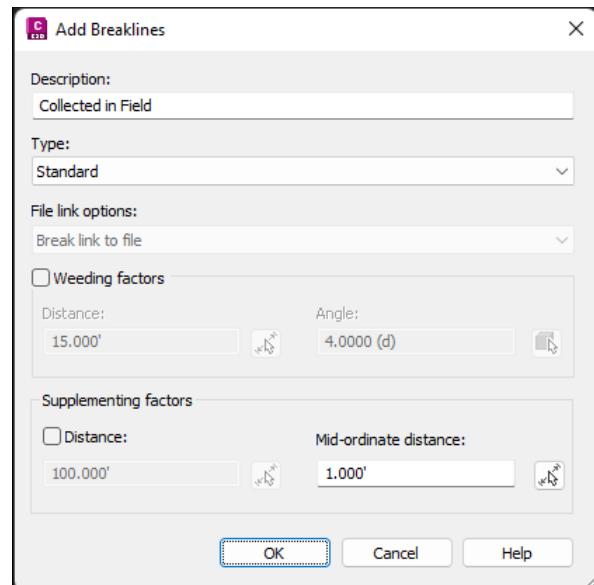
1. Select **Ribbon: Home ⇒ Layers ⇒ Isolate**.



2. Pick one of the breaklines and one of the contours from the surface to isolate the **Breaklines-Survey** and **C-TOPO-Survey** layers.
3. Confirm that the **Definition** under the **Surface Survey** is expanded on the *Prospector* tab of the *Toolspase*.
4. Right-click on **Breaklines** under the **Definition** and select ⇒ **Add**.
5. Enter a **Description** for the breakline set of **Collected in Field**.
6. Confirm that the **Type** is set to **Standard**.

You will not use any *Weeding* or *Supplementing factors* in this exercise. These options allow you to remove or add vertices to breaklines respectively. These are useful options if you have breaklines that have been over digitized and may have thousands of extra vertices very close together or if you need to add vertices to a breakline that has long distances between vertices.

7. Click <<OK>>.



8. Select the **Breaklines** with a crossing window.
9. **[Enter]** to add the breaklines to the surface.

The surface is now updated to include the new breakline data.

10. Select **Ribbon: Home ⇒ Layers ⇒ Unisolate** to restore the previous layer state.



11. Save the drawing.

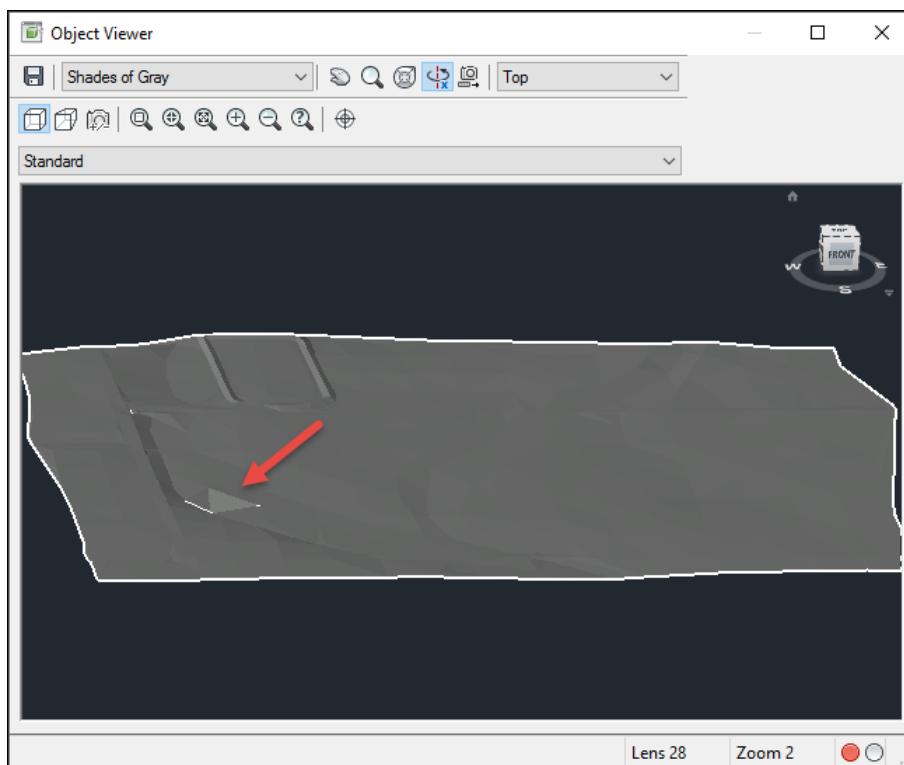
5.1.7 Viewing the Surface

The Object Viewer is a separate window that will allow you to view a selected object or objects in 3D and rotate them in real-time.

1. Pick one of the **contours** to highlight the entire surface.
2. **Right-click** and select **Object Viewer**.
3. In the **Object Viewer**, click and drag while holding down the left mouse button to rotate the surface in 3D.

Once you rotate to a 3D view the contours will change to 3D faces. This is controlled by the surface object style.

4. If the surface is not shaded right-click and select **Visual Styles** \Rightarrow **Shades of Gray**.
5. Continue to rotate the surface to examine it from different angles. You will notice a large hole, or spike, in the surface.



6. When you are finished viewing the surface close the object viewer window to return to the drawing editor. You should also be able to identify this hole by looking at the contours in plan view.

In the next lesson, you will learn to edit the surface to fix this and other errors.

Index

Alignment	73, 211	Labeling Parcel Segments	143
Alignment Editing	217	Layout Profiles	257, 277
Alignment Label Sets	221	Legal Description	136
alignment label styles	221	Location Queries	40
Alignment Layout	211	Locking Point Groups	99
appurtenances	364	Locking Points	99
ASCII File	92	Map Explorer	7
Assemblies	293	Map Import	19, 20
Baselines	301	Mass Haul Diagrams	317
Boundaries	163	Match Line	340
Breaklines	164	Meets and Bounds	136
Capture Area	34	Multiple Parcel Properties	243
Command Line	9	Network Parts List	353, 364
Compound Queries	42	Object Data	20
Contextual Ribbons	3	Offset Alignments	223
Contours	165, 196	Online Map	33
Coordinate system	31	Parcel Area Label Styles	242
Coordinate System	19	Parcel Area Labels	136
Corridor	301	Parcel Editing	230
Corridor Surfaces	302	Parcel Layout Tools	231
Cut and Fill Depths	396	Parcel Reports	136
Data Shortcuts	407	Parcel Segment Label Styles	243
Data Shortcuts Project Folder	409	Parcel Styles	242
Delete PI	217	Parcels	135, 230
DEM Files	165	Paste Surface	175
Description Keys	91	Pipe Network Layout Tools	354, 365
Display Manager	7	Pipe Network Profiles - Projected	359, 372
Drafting Settings	9	Pipe Networks	353, 364
Editing Surfaces	175	Pipe Networks in Profile	359, 371
Elevation Banding	184	Pipe Run Profile	371
External References	407	pipes	353, 364
fittings	364	Plan Production Tools	338
Frequency	302	Point	78
GIS Data	19	Point Files	166
Grading Criteria	379	Point Group	79
Grading Groups	379	Point Group Display Order	109
grading objects	379	Point Groups	99, 166
Grading Tools	380	Point Import/Export formats	80
Grid Volume Surfaces	395	Point Label Style	78
Import Attributes	19	Point Label Styles	108
Import Coordinate Systems	19	Point Settings	79
Import Geometry	19	Point Style	78
Import Interface	20	Point Styles	107
Import Spatial Filters	19	Pressure Network Layout	365
Importing Points	92	Pressure Network Parts List	364
Insert PI	217	Pressure Networks	364
Inverse	136	pressure pipes	364
Labeling AutoCAD Objects	144	Profile Editing	277
Labeling Contours	196	Profile Label Sets	278

profile label styles	278	Subassemblies	293
Profile Layout Tools	277	Surface	61
Profile View Bands	279	Surface Analysis	184
Profile View Styles	258	Surface Data	163
Profile Views	258	Surface Profiles	257
Profiles	257	Surface Style	62
Property Queries	41	Surface Styles	196
Query	38, 39	Surveyors Certificate	136
Query Tools	40	Tables	144
Regions	301	Tags	143
Ribbon	3	Targets	301
Sample Line Groups	316	Task Pane	7
Sample Lines	316	Task-Based Ribbon	8
Saved Queries	43	TIN Volume Surfaces	396
Section Based Volumes	317	Tool-Based Ribbon	8
Section View Styles	317	Transparent commands	73
Section Views	316	Transparent Commands	128
Sites	135	User Interface	1
Stage Storage	391	View Frame	339
Station and Offset Labels	222	Working Folder	408
Stationing	222	Workspaces	8
structures	353, 364		