How To Create A Wireframe Of Your Design, Create B-Spline Surfaces and Prepare Your Design For Rendering

USING MICROSTATION V8

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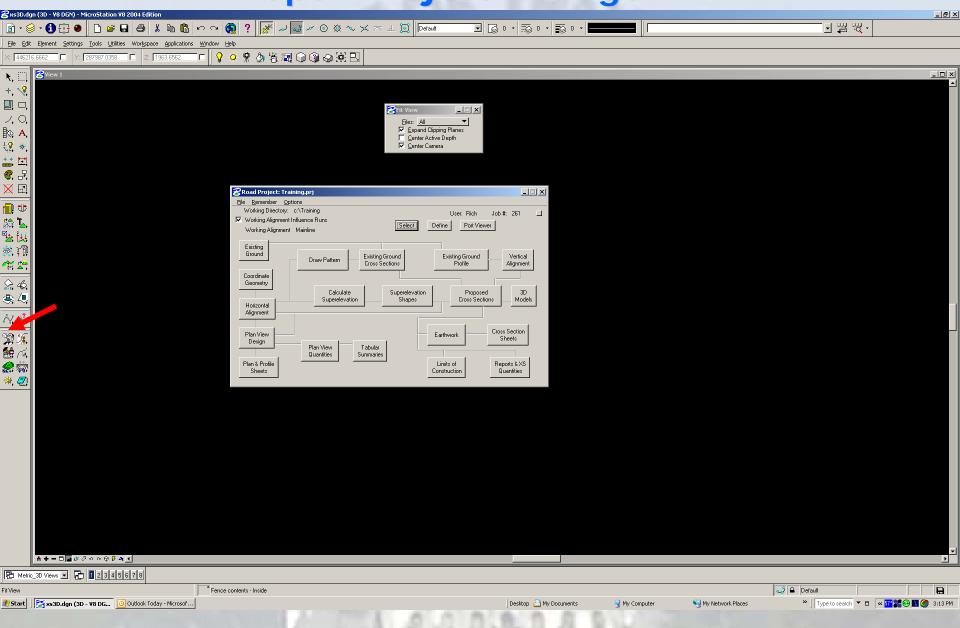
Sterling, VA 20166

Richard.mcdaniel@fhwa.dot.gov

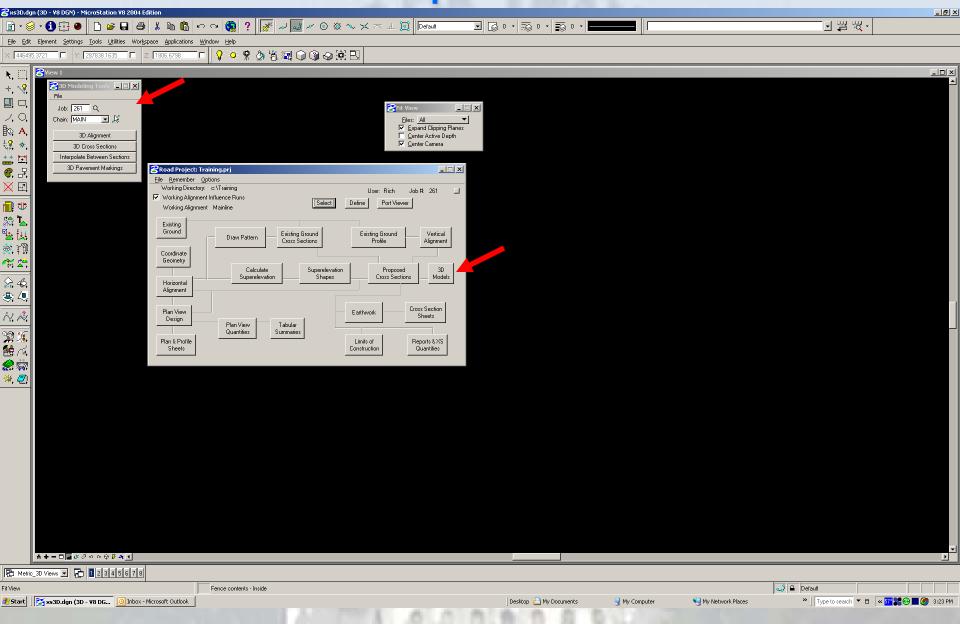
Office Phone: 571-434-1580

Cell Phone: 703-303-7523

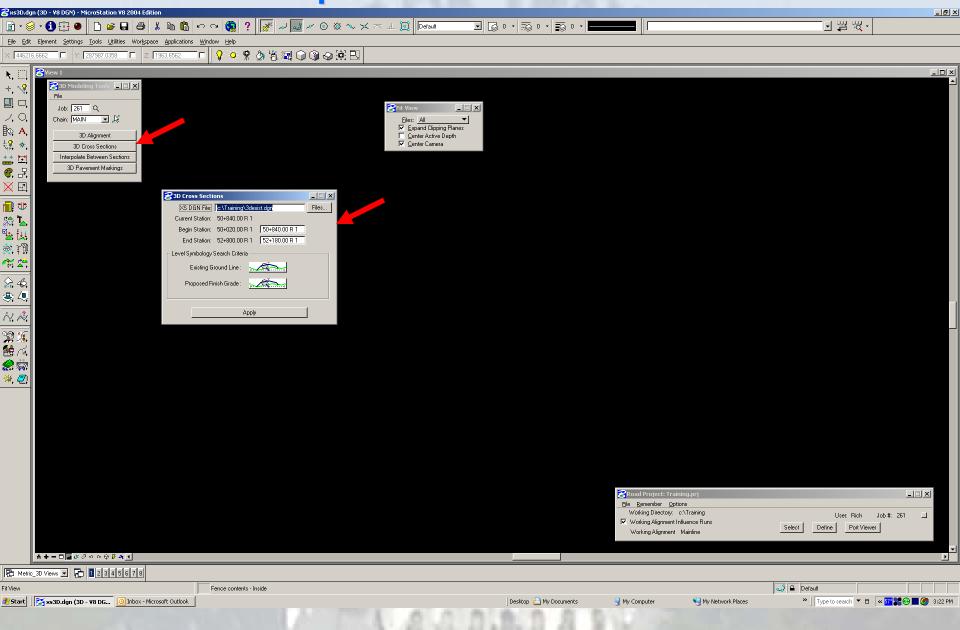
Open Project Manager



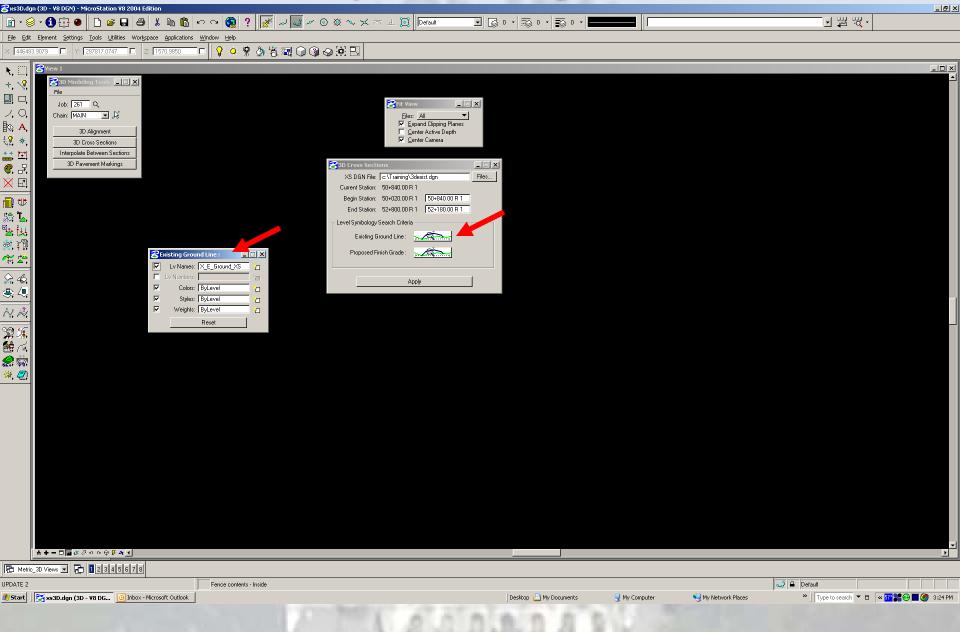
Click And Open 3D Model



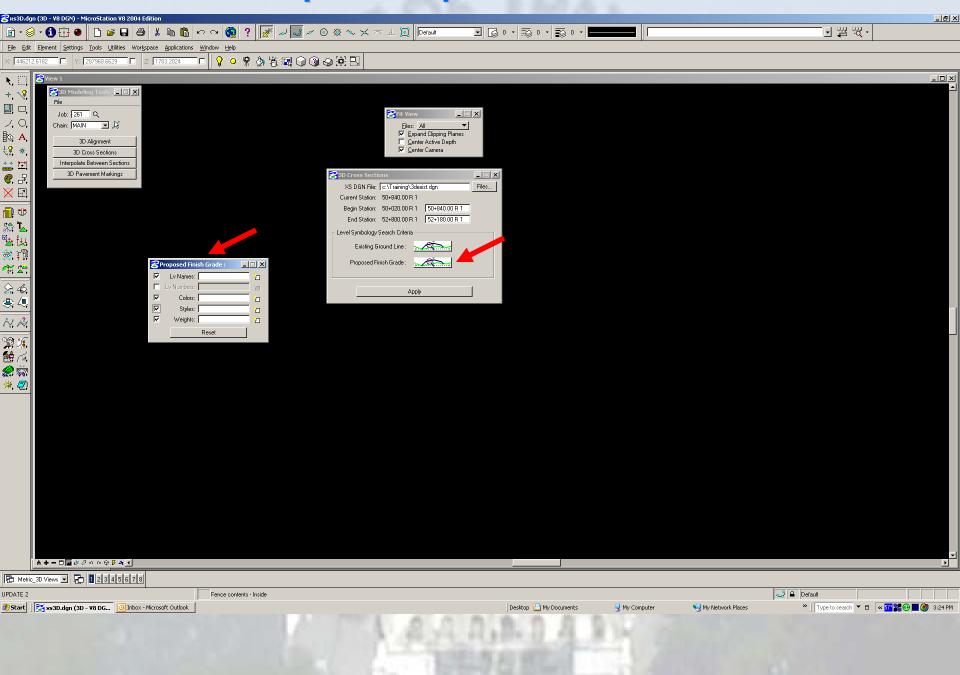
Open 3D Cross Sections



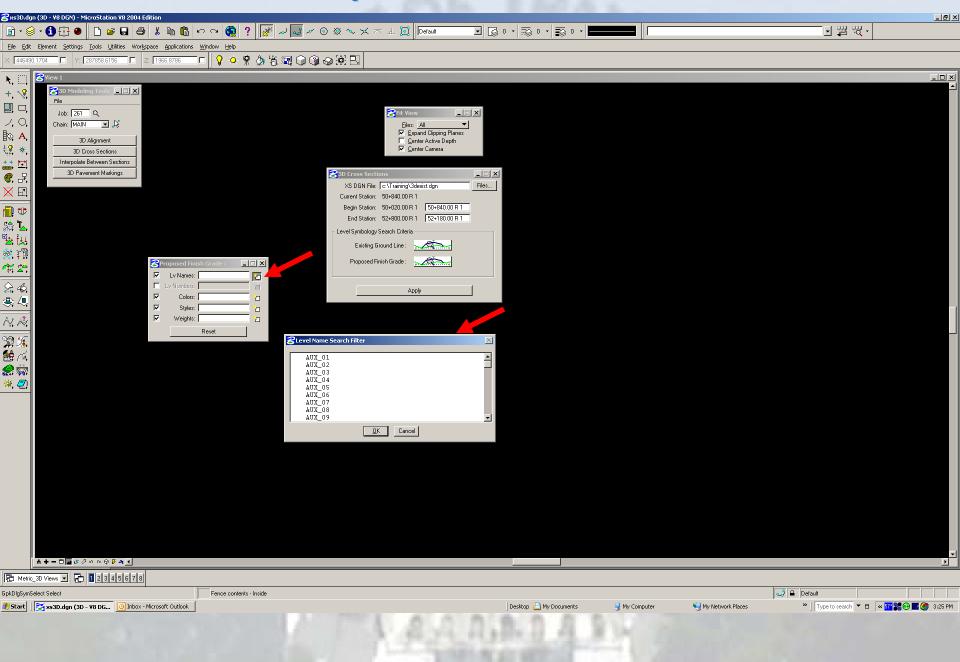
Click And Open Existing Ground Line



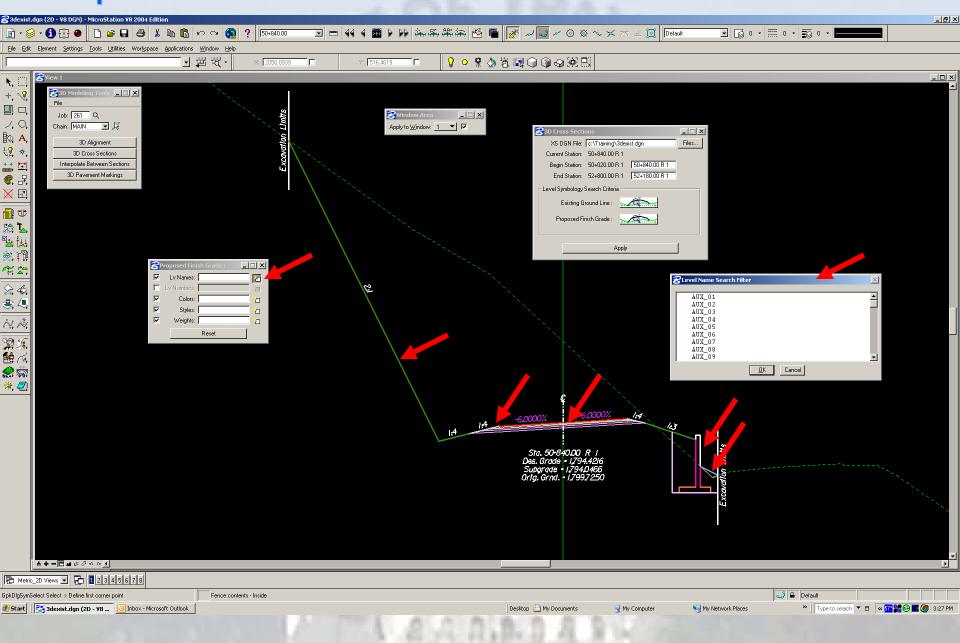
Click And Open Proposed Finished Grade



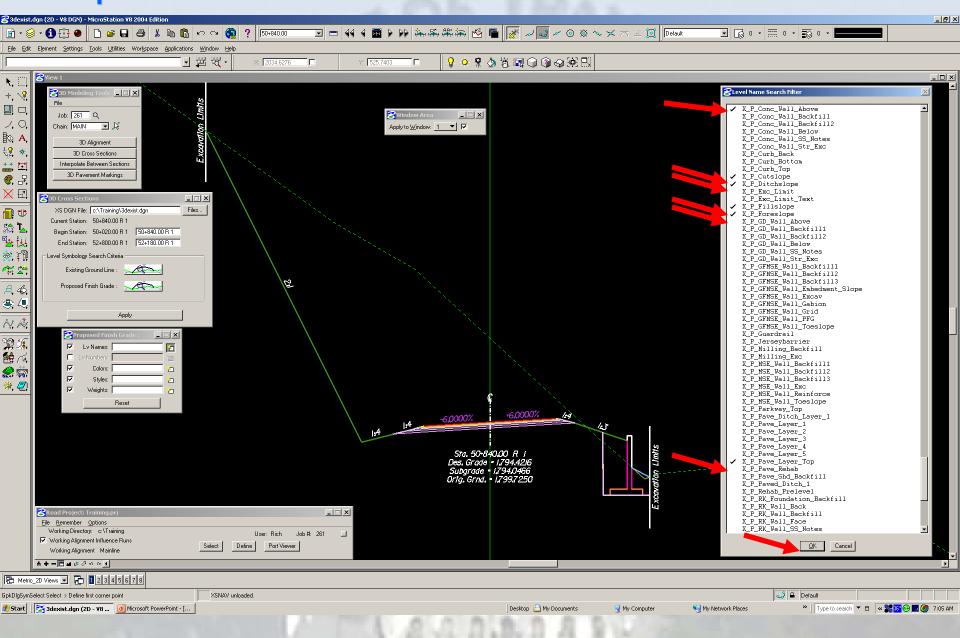
Click And Open Lv Names Button



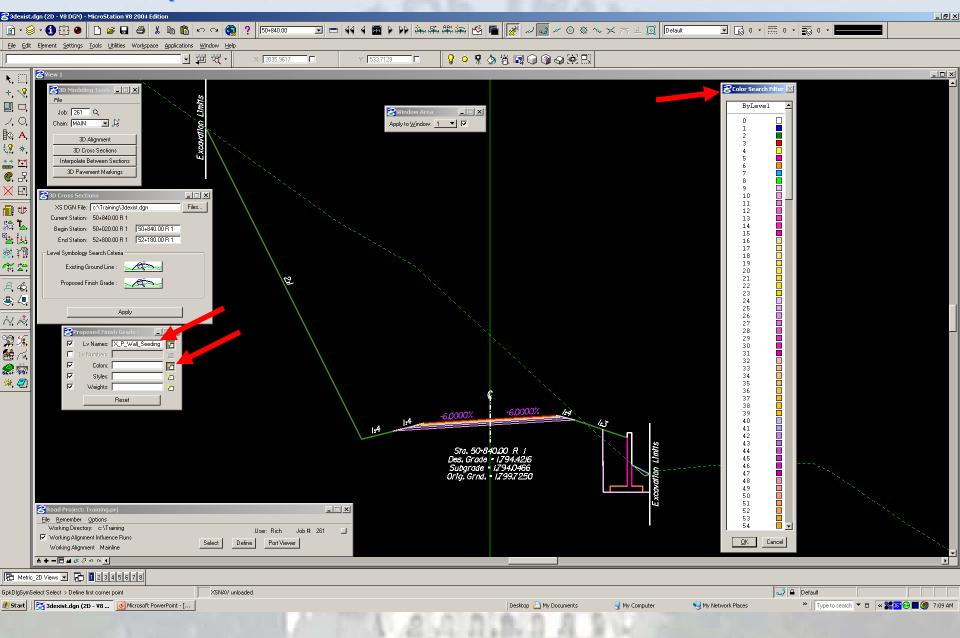
Populate The Lv Names With Level Name Search Filter



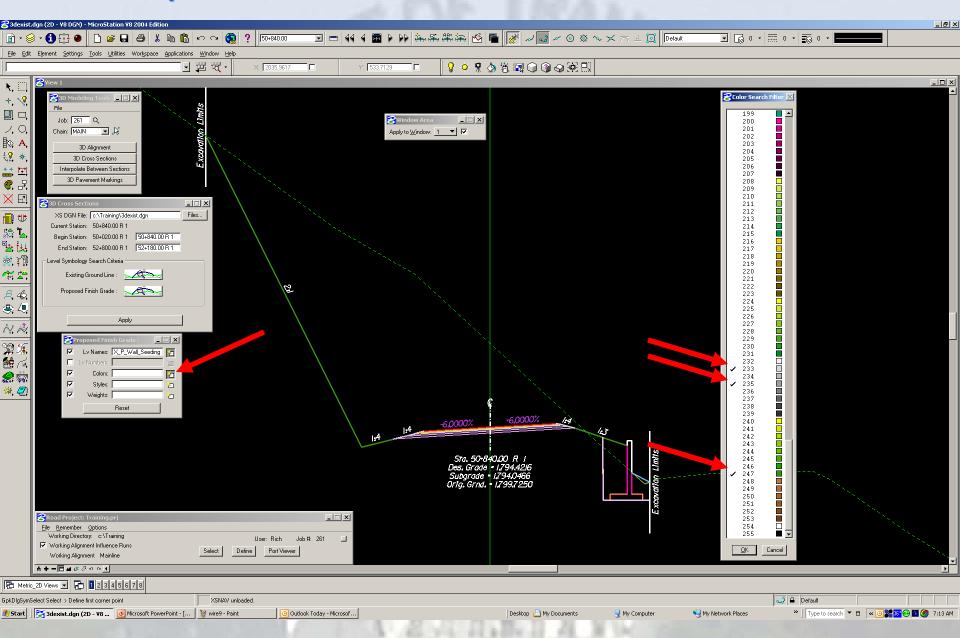
Populate The Lv Names With Level Name Search Filter



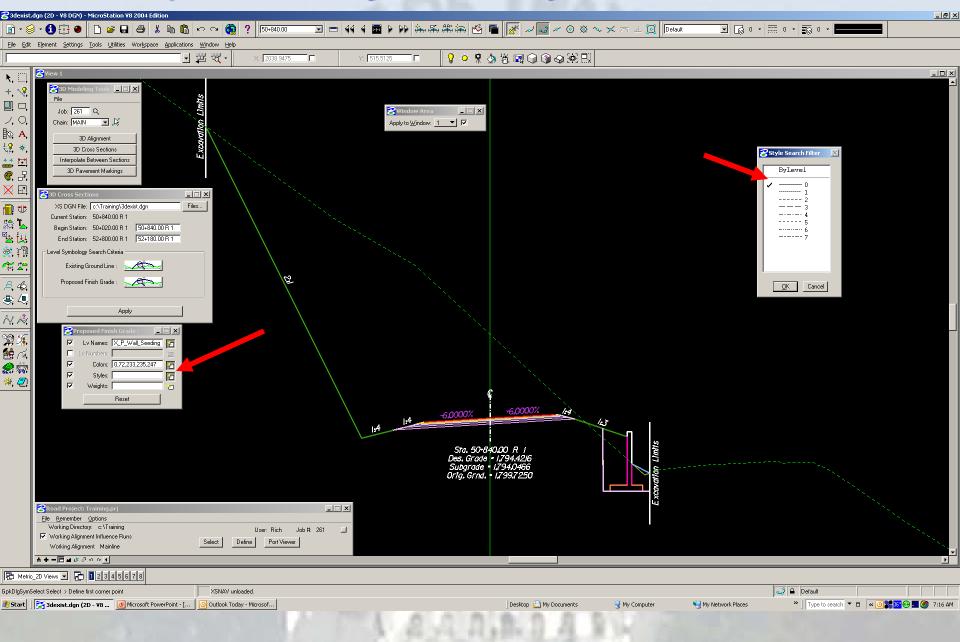
Populate The Color With Color Search Filter



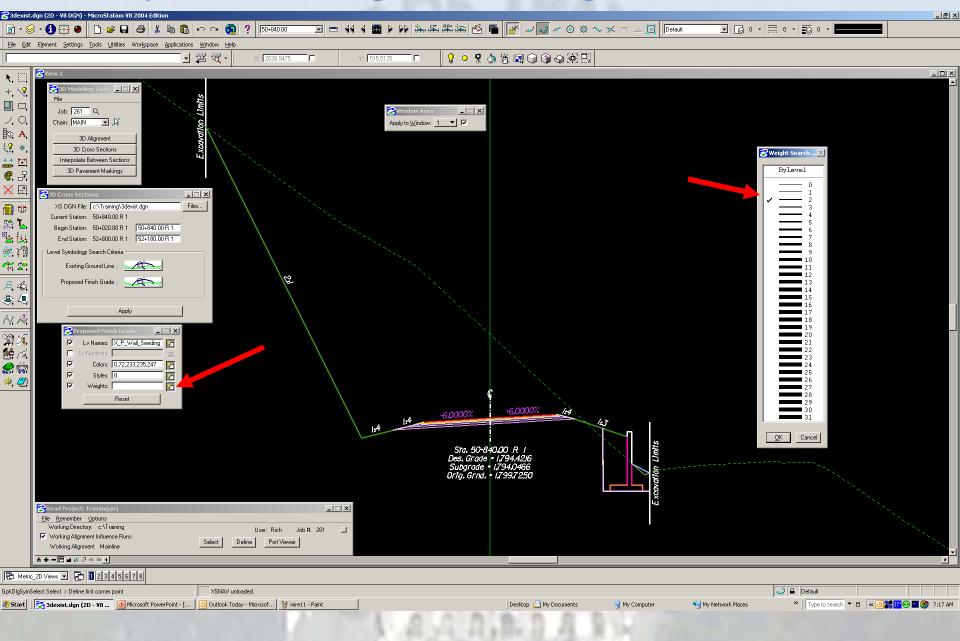
Populate The Color With Color Search Filter



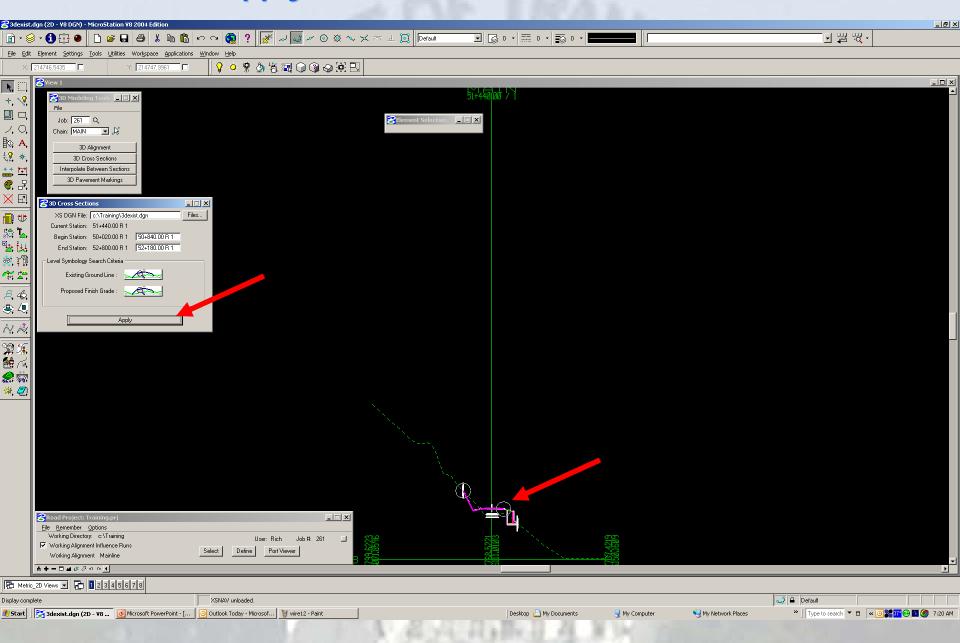
Populate The Styles With Styles Search Filter



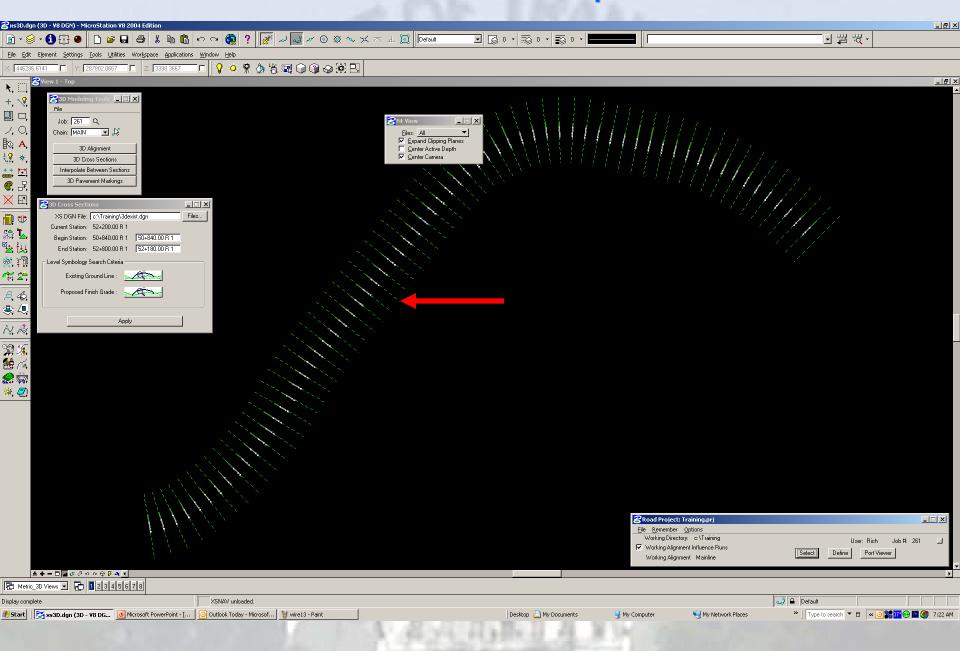
Populate The Weights With Weights Search Filter



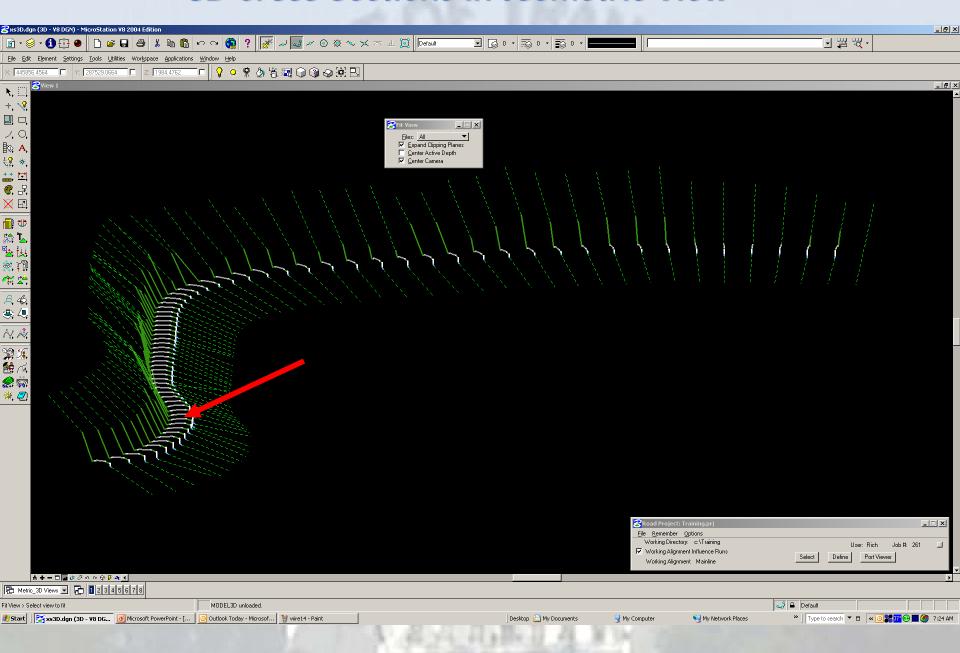
Press Apply To Process the 3d Cross Sections



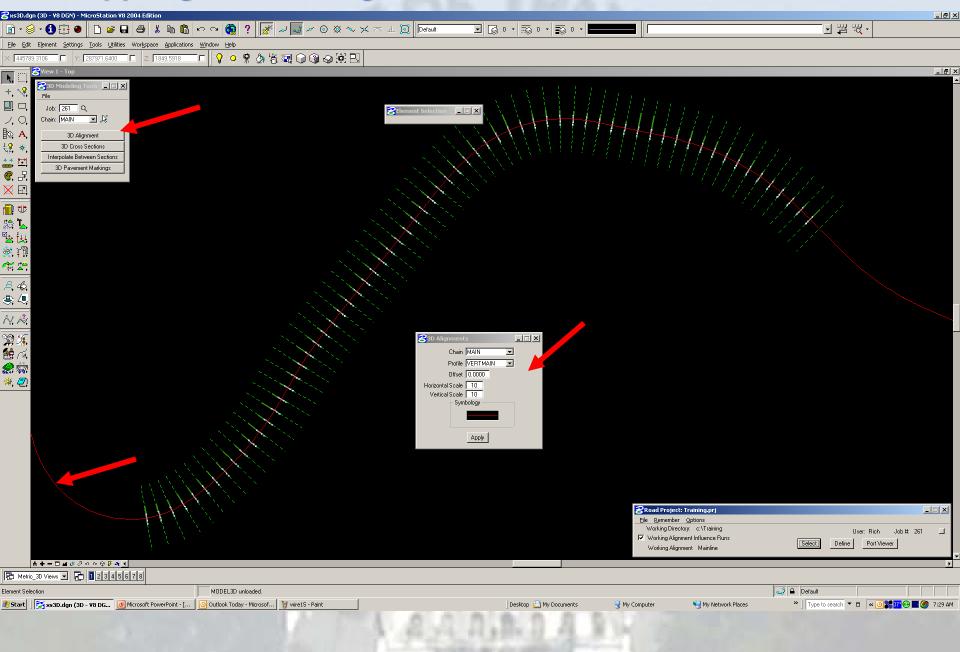
3D Cross Sections in Top View



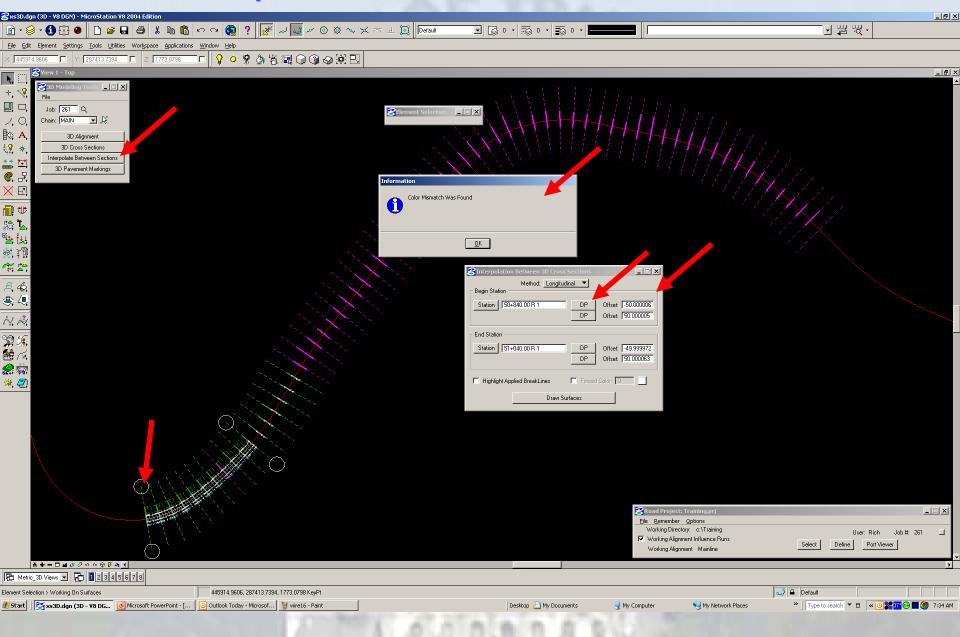
3D Cross Sections in Isometric View



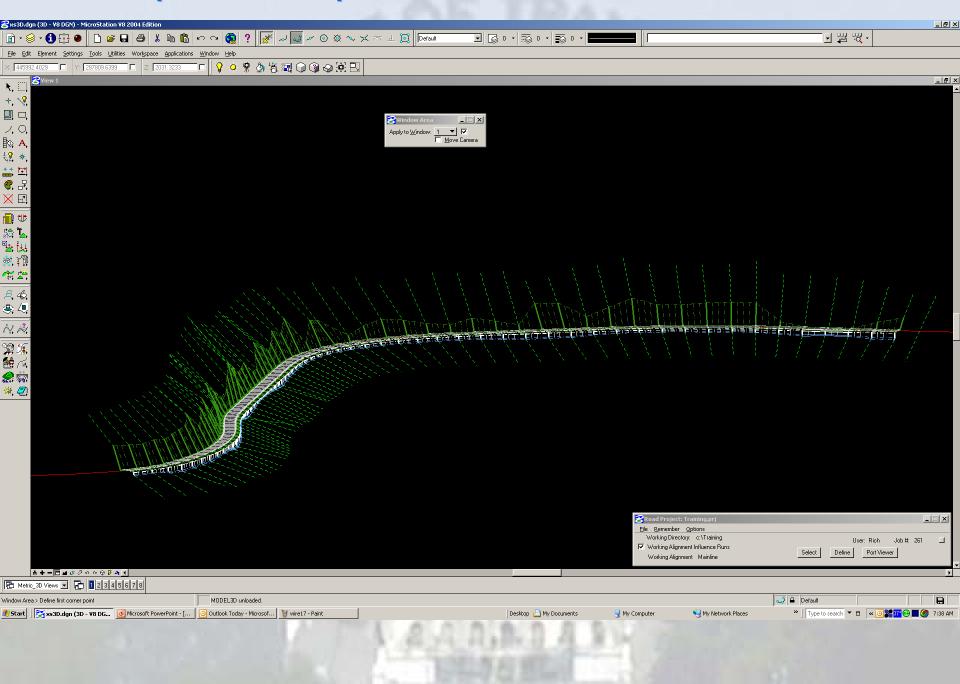
Appling The 3D Alignment To The 3D Cross Sections



Interpolate Between Cross Sections



Completed Interpolation Between Cross Sections



Quick Rendered Cross Sections

