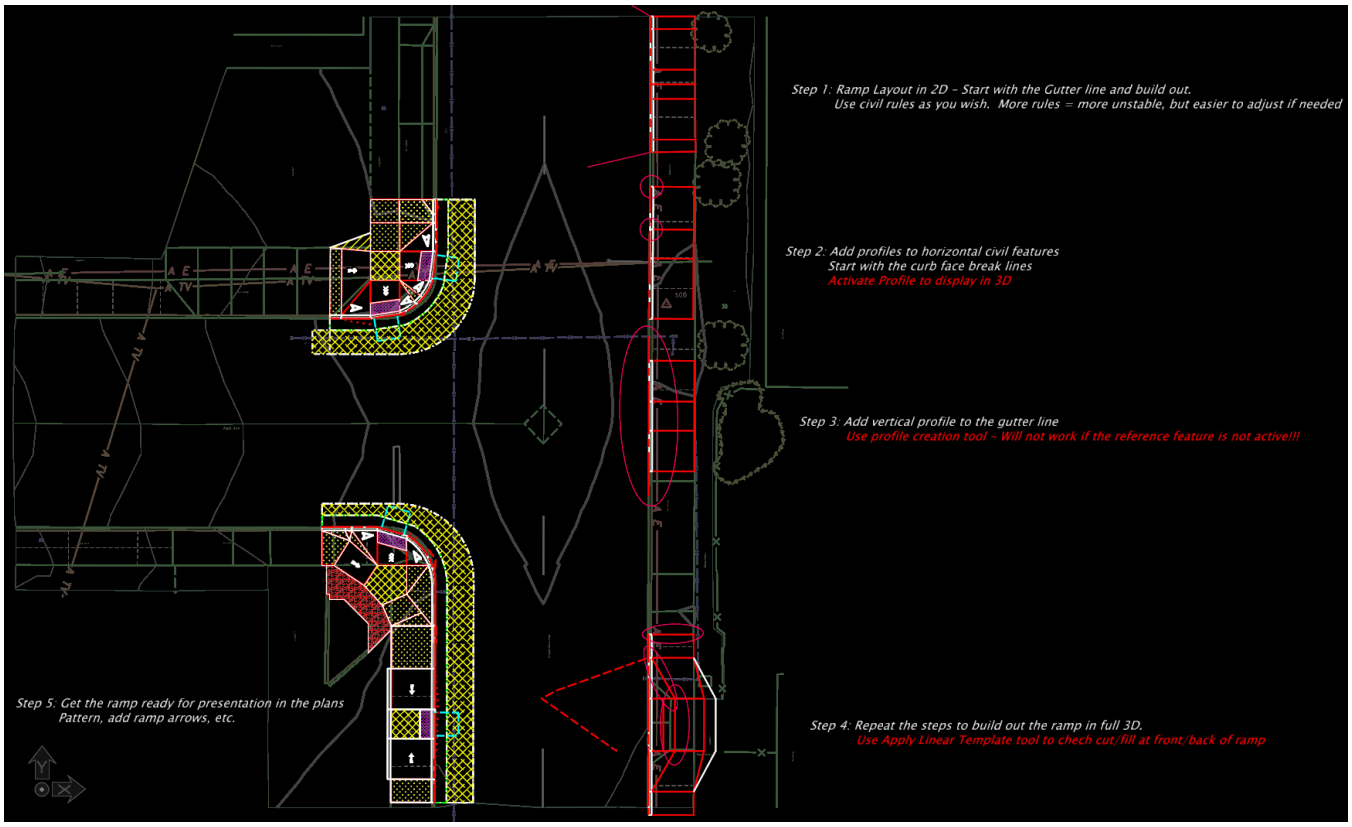
ODOT Region 3 Webinar Demo Steps



Step 1: Ramp Layout in 2D – Using Offsets and Tapers command

Use civil rules, as you wish. More rules can be more unstable, but easier to adjust offsets later, if needed.

Step 2: Add profiles to horizontal civil features - Start at the gutter line and build outward

Start with drawing the profile for the curb face break lines
Set Profile Active to create and display in 3D

Step 3: Add vertical profile to the Gutter Line

Use **Profile Creation>Profile Intersection Point** tool - Will not work if the reference features (curb faces) do not have an active profile set!!! Creates a rule to the gutter elevation of the curb face features.

Step 4: Repeat the steps to build out the ramp in full 3D

Use **Model Detailing>Apply Linear Template** tool to check the catches of cut/fill at the front/back of ramp: sawcut check and RW footprint.

Step 5: Get the ramp ready for presentation in the plans

Pattern, add ramp arrow cells, etc. Can use a project-specific pattern cache file or a project-specific pattern cell library.