

LAB 9 - Create Landscape Graphics

In this lab you'll create a Landscape & Environmental (L&E) model file and then use the CDOT Menu to place silt fence lines, hay bale cells and wetlands regions.

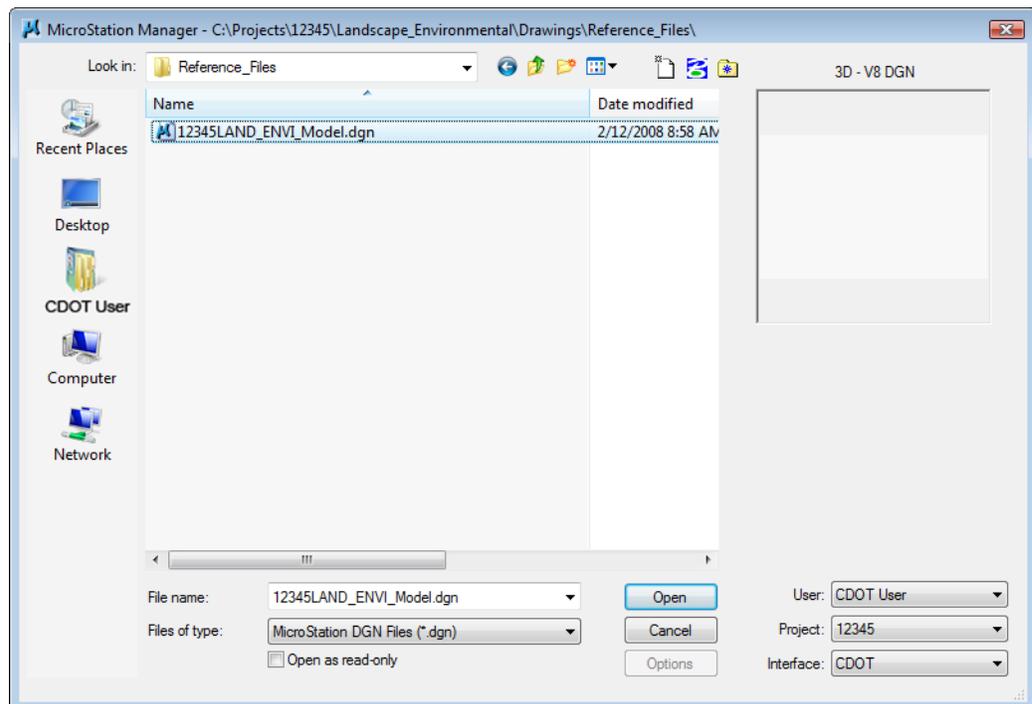
Chapter Objectives:

After completing this exercise you will know how to:

- Use the CDOT Menu to place L&E custom lines
- Use the CDOT Menu to place L&E cells
- Use the CDOT Menu to place L&E shapes (wetlands)
- Use the CDOT Menu to pattern areas

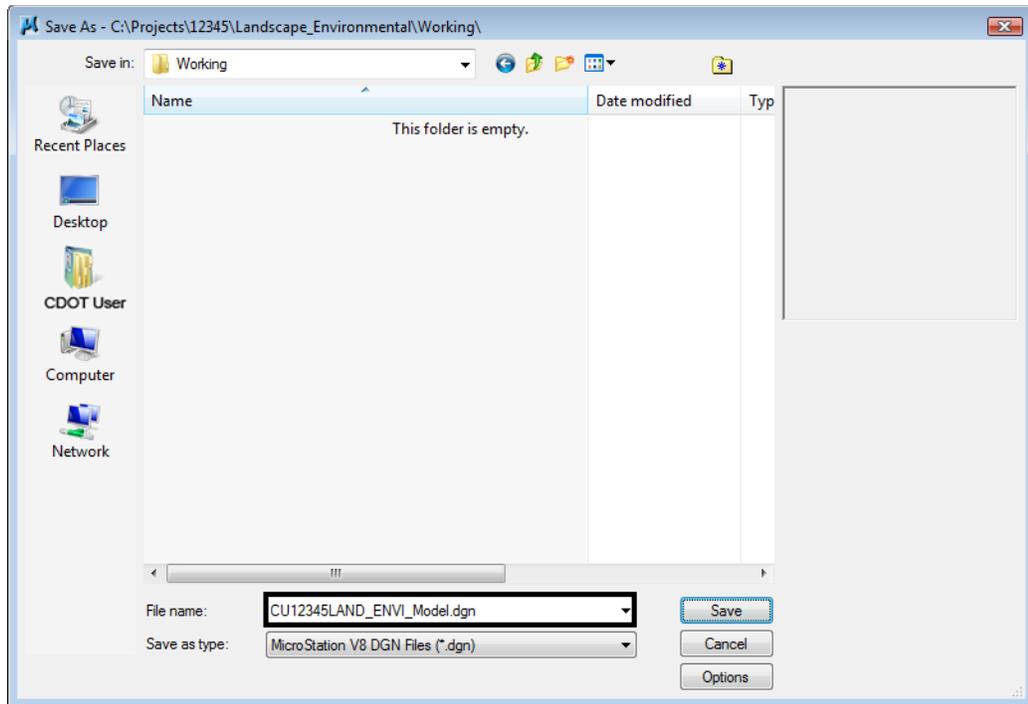
Lab 9.1-Create the L&E Model File

1. Start MicroStation.
2. Re-set Project to 12345.
3. Set the directory to \Landscape_Environmental\Drawings\Reference Files.
4. Select the file 12345LAND_ENVI_Model.dgn and select Open.

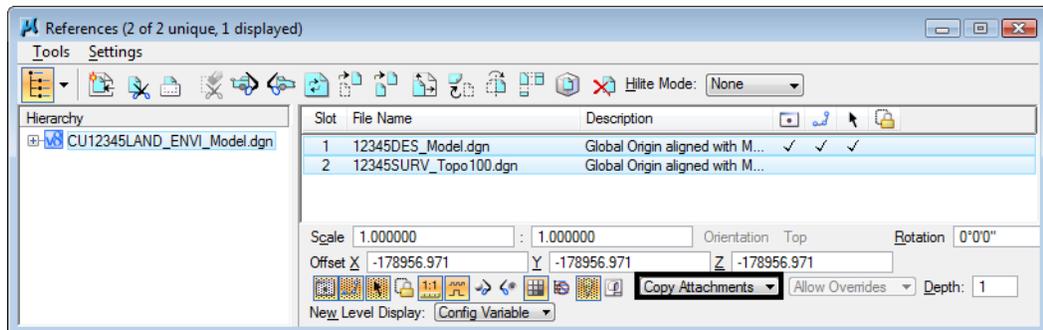


5. After opening the file, select File > Save As... and set the directory to C:\Projects\12345\Landscape_Environmental\Working.

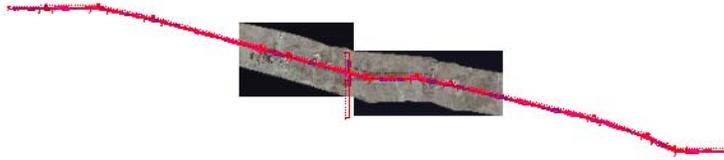
- Change the file name to **CU12345LAND_ENVI_Model.dgn** and select **Save** to save a copy to the **Working** folder.



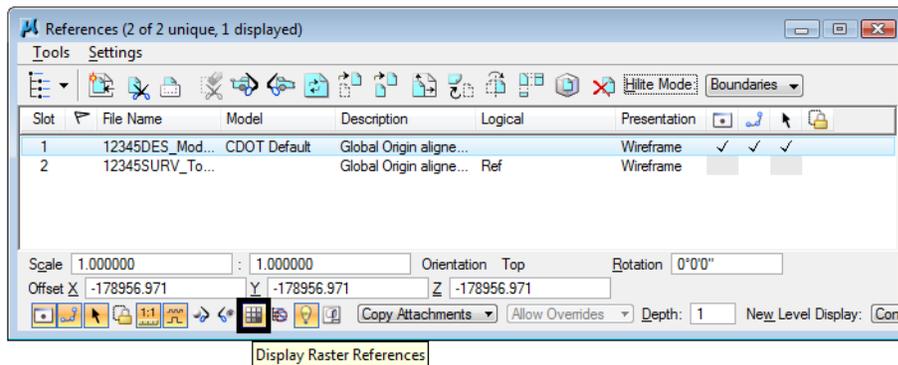
- Select **References** from the **Primary** toolbar.
- Using what you've learned, attach the Design model reference (from Design's **\Drawings\Reference_Files** folder), **Coincident-World** and at a **1:1** scale. **Copy Attachments** at a depth of **1** to bring in the **Survey/Topo** as direct attachments. See below.



- Fit the view.

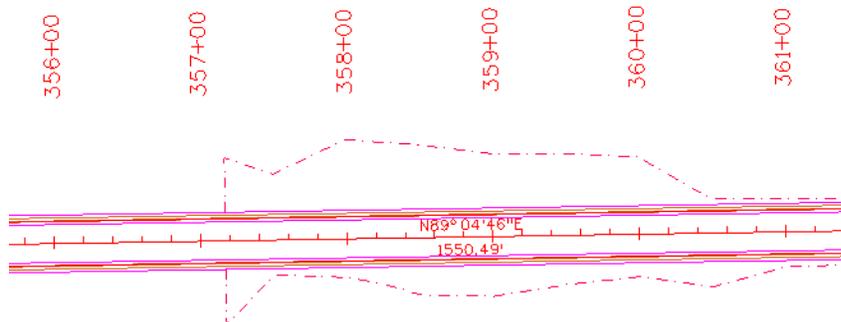


- From the **Reference** dialog, Turn *off* the display of Design's raster references.



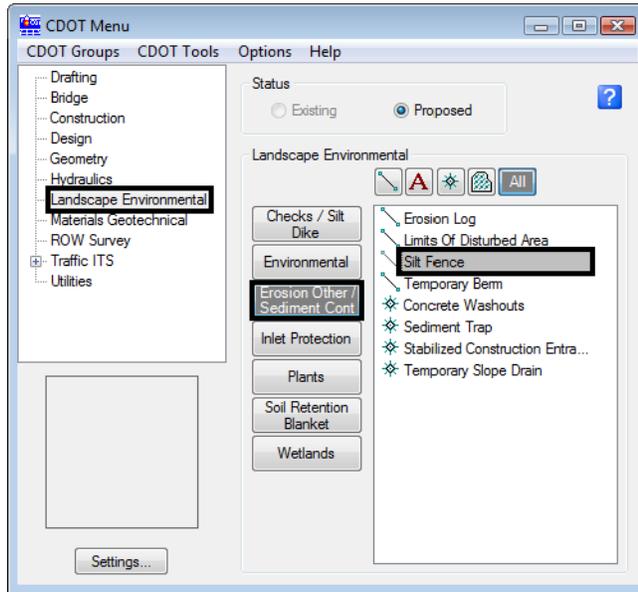
Place silt fence

- Window around the end of the project just east of the existing bridge.



- From the CDOT Menu, select the **Landscape Environmental Group**.
- Set **Status** to **Proposed**.
- Set the category to **Erosion Other / Sediment Control**.

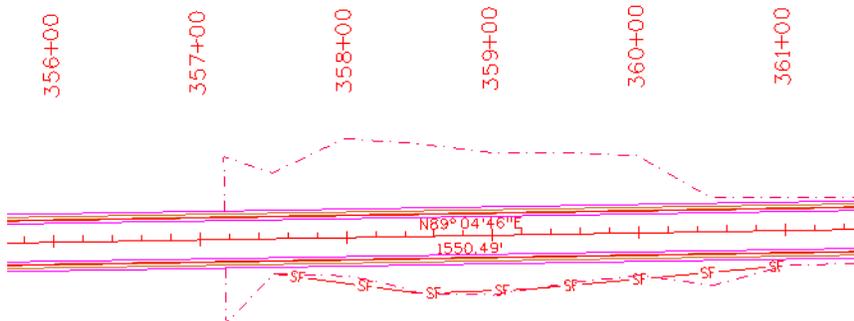
5. Select the Silt Fence item.



This automatically sets the active level to LAND_ENVI_Erosion-Silt-Fence and selects the Place SmartLine tool.



6. Place data points to draw the silt fence along the toe-of-fill line on the south side of the proposed road (similar to the one shown).

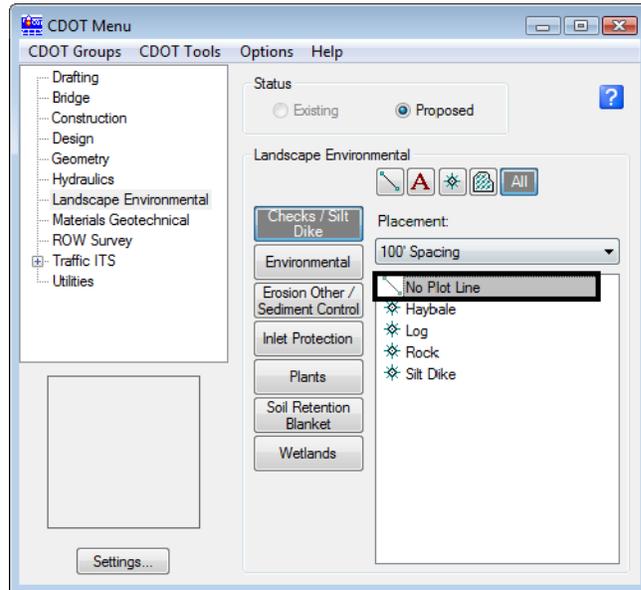


7. <R> when done.

Place Haybales

1. Set the category to Checks / Silt Dike.

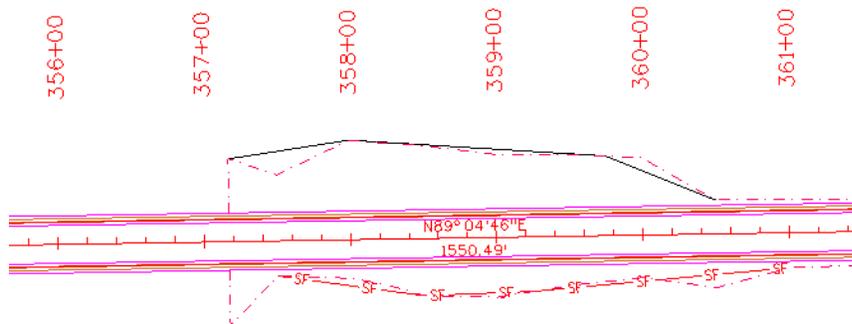
2. Select the item **No Plot Line**.



This automatically sets the active level to **DRAFT_INFO_No-Plot** and selects the **Place SmartLine** tool. The **No Plot** level allows you to place a construction line representing the location of haybales, silt dikes, etc. that you can later divide with a cell.

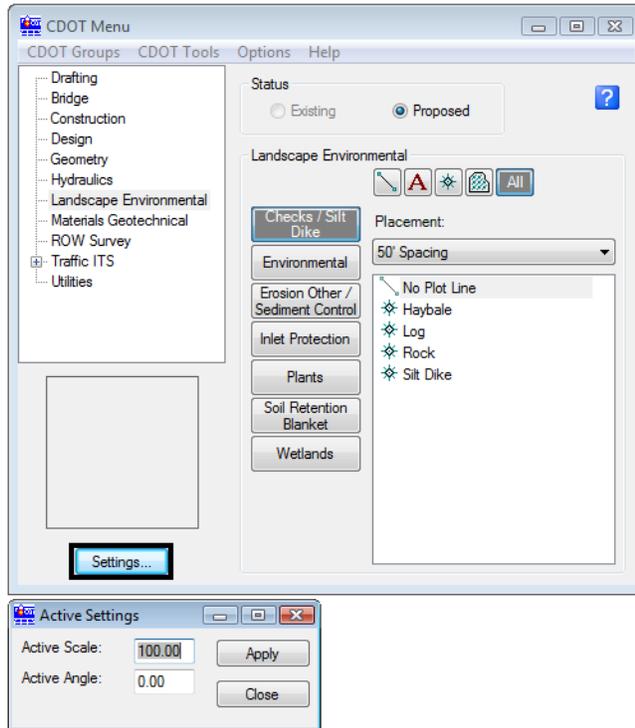


3. Place data points to draw the haybale construction line on the north side of the proposed road as shown.

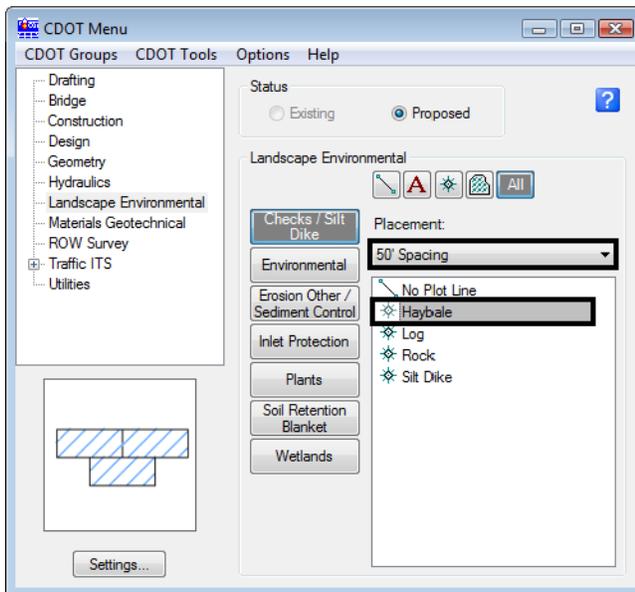


4. <R> when done.

- On the CDOT Menu, select **Settings** and set **Active Scale** to **100**, **Apply** and then **Close**.



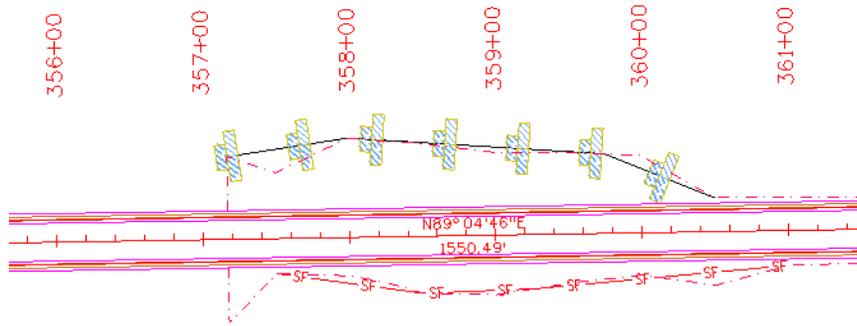
- Set **Placement** to **50' Spacing**.
- Set the item to **Haybale**.



This automatically selects the **Place Cell** command and starts the **Cell Divide** program.

- When prompted to **Identify Element**, <D> on the No Plot line you just placed.

9. <D> to accept.

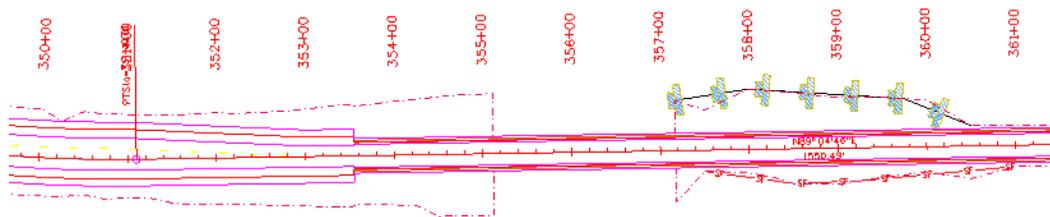


The No Plot line is divided with the haybale cells at 50 ft. intervals.

Create wetlands

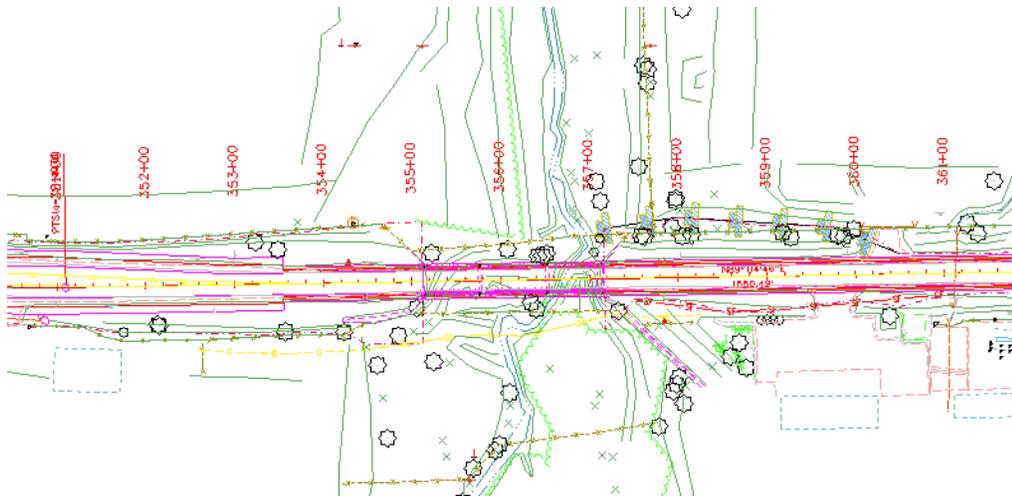
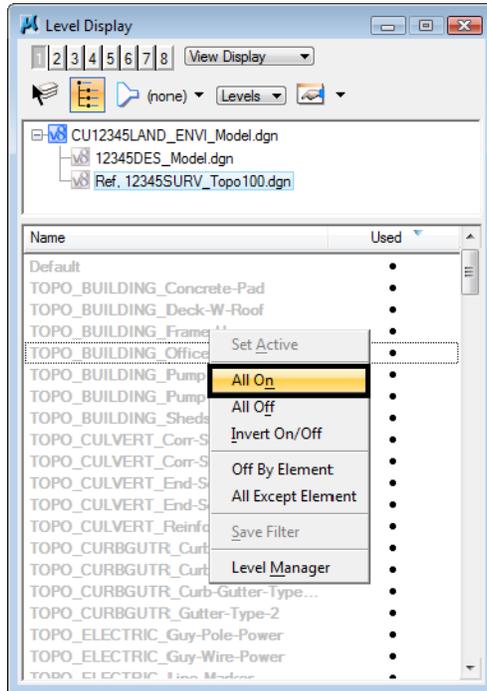
Draw the wetland shapes

1. Pan over to the left to the area around the bridge as shown.



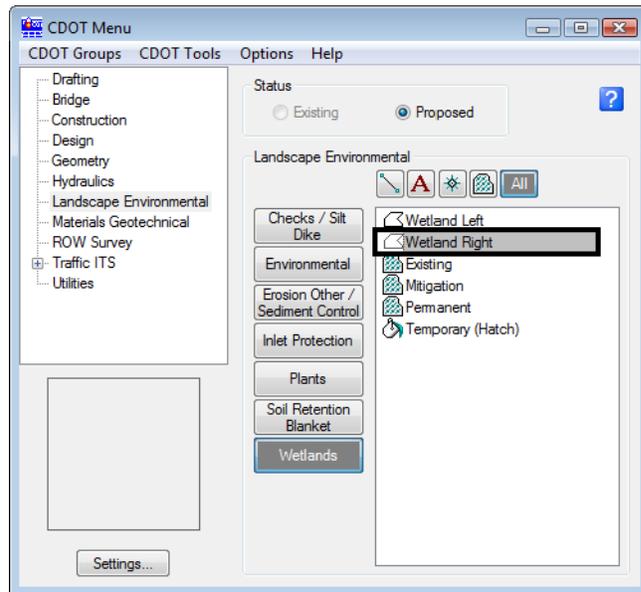
2. From the Reference File dialog box turn on the display of the Survey/Topo file.

3. Open **Level Display**, highlight the **Survey/Topo** reference, right-click in the list of levels and turn on all of the **Survey/Topo** reference levels.



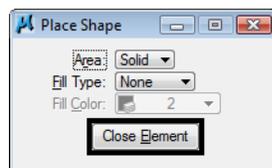
4. On the CDOT Menu, set the category to **Wetlands**.

5. Select the item **Wetland Right**.

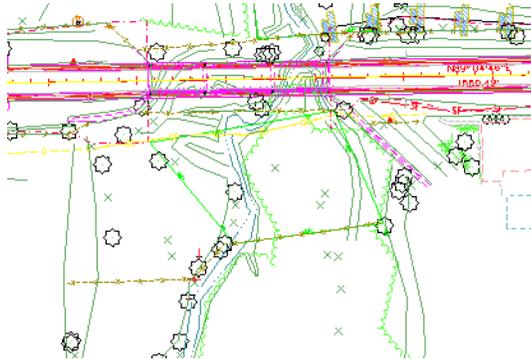


This automatically sets the active level **LAND_ENVI_Wetland-Right** and selects the **Place Shape** tool.

6. Place data points to define the wetlands region as shown. To close the shape, select **Close Element** in the **Place Shape Tool Settings** box.

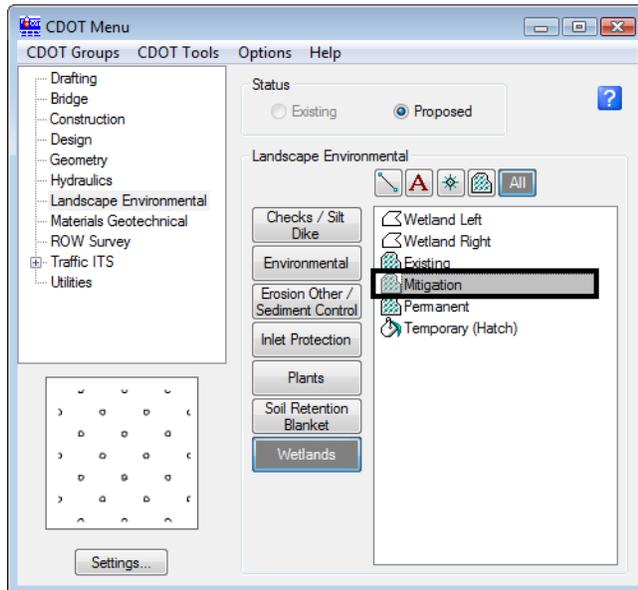


- Repeat for the area on the other side of the bridge as shown.



Pattern the wetlands

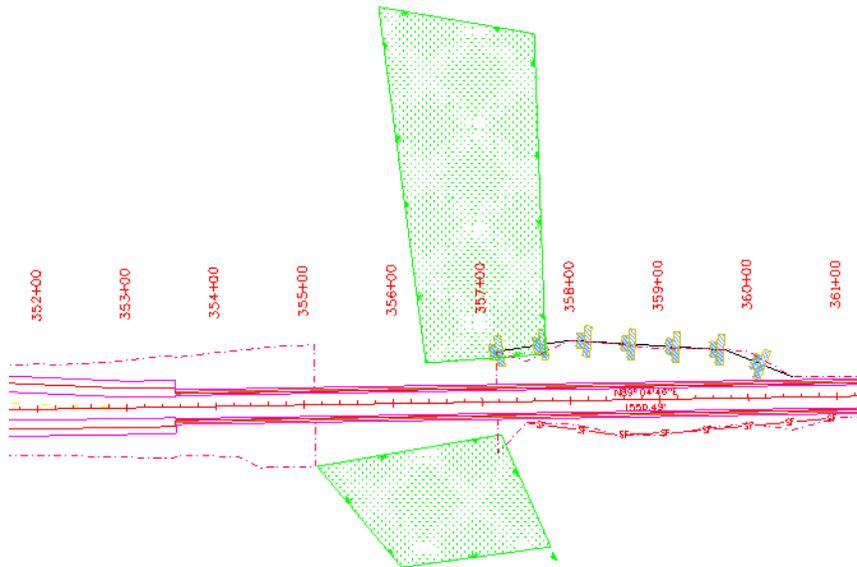
- On the CDOT Menu, select the **Mitigation** item from the **Wetlands** category.



This automatically selects the **Pattern Area** command and sets the active pattern cell.

- When prompted, <D> on the wetland shape you just drew and then <D> to accept.
- Repeat for the other wetlands shape on the north side of the bridge.

11. Turn *off* the display of the **Survey/Topo** reference.



12. Save Settings.

13. Proceed to the next lab.

