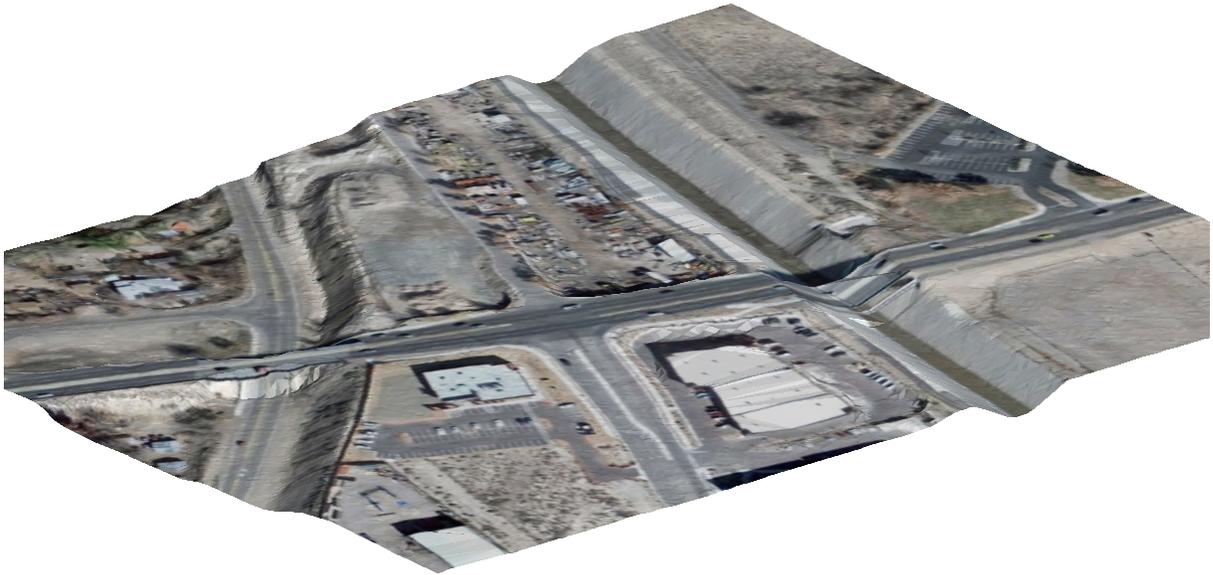


Workflow MS 13 - Image Draping

This document guides you through the basic functions for draping a aerial photo over a digital terrain model (DTM). It is used to create a visual representation of the image in 3D. Make sure the MicroStation design file, Raster Image, and InRoads DTM files coordinately match up.



Workflow Outline

Setting up Preferences - The default value for a dgn background color is black. However when making images for printed material, a white background is preferred.

- ◆ **Commands Used: Workspace > Preferences > View Options** - Used to change the background color from black to white.

Attaching the Raster Image - A raster image will be used to texture the triangles of the surface. In order to specify a raster image as a texture, it must be attached to the drawing.

- ◆ **Commands Used: Raster Manager** - Used attach a raster image to a dgn file.

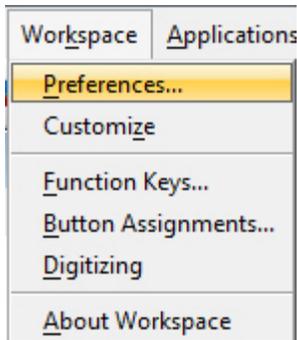
Displaying Triangles - Trinagles are used to give the image shape.

- ◆ **Commands Used: InRoads > Surface > View Surface > Triangles** - Used to display the surface triangles within the drawing.

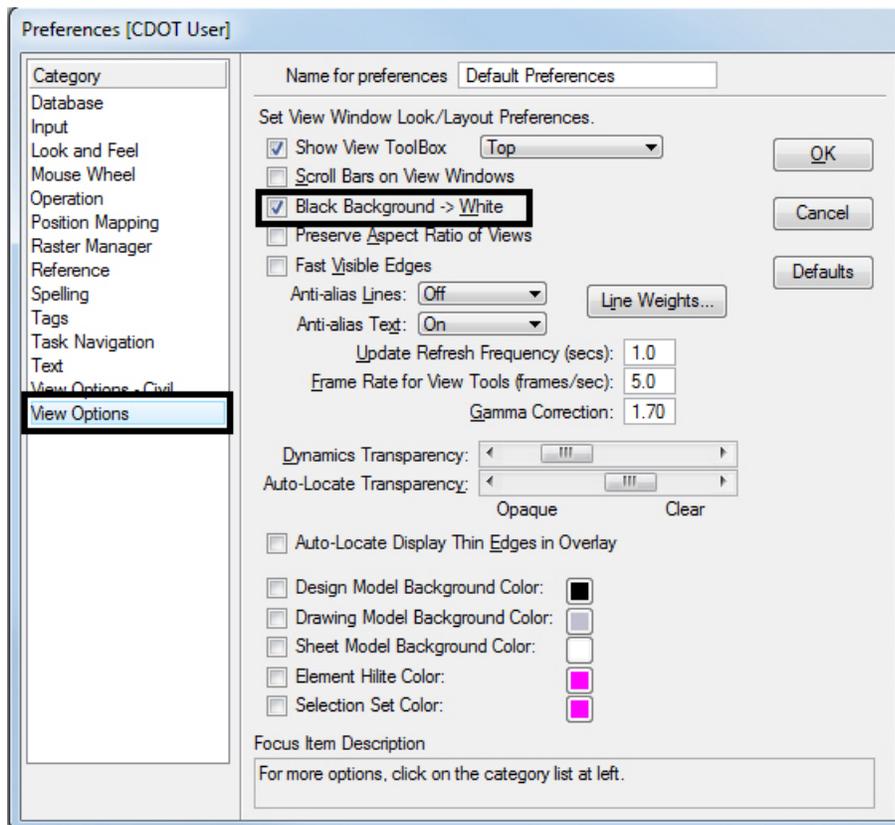
Draping the Image on to the Triangles - Now that both the image and the triangles are in the drawing, the image is draped on to the triangles to a textured surface.

- ◆ **Commands Used: Rotate View > Isometric** - Used to adjust the view angle so that the image and the triangles can be seen as separate elements.
- ◆ **Fit View** - Used to all elements within the drawing visible on the screen.
- ◆ **Visualization > Assign Material** - Used to drape the image to the triangles.
 - **Assign by Level/Color** - Used to Identify the level of the triangles so the the image will know what elements to drape to.
 - **Raster Manager > Draping** - Used to identify which image to drape.

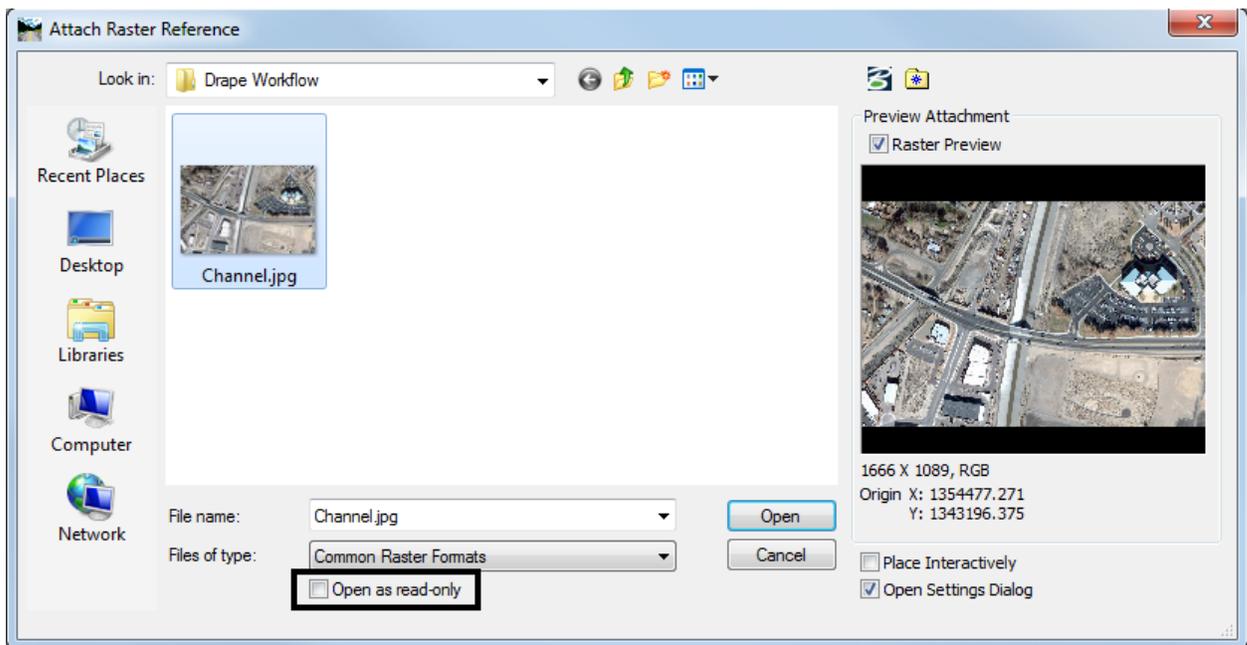
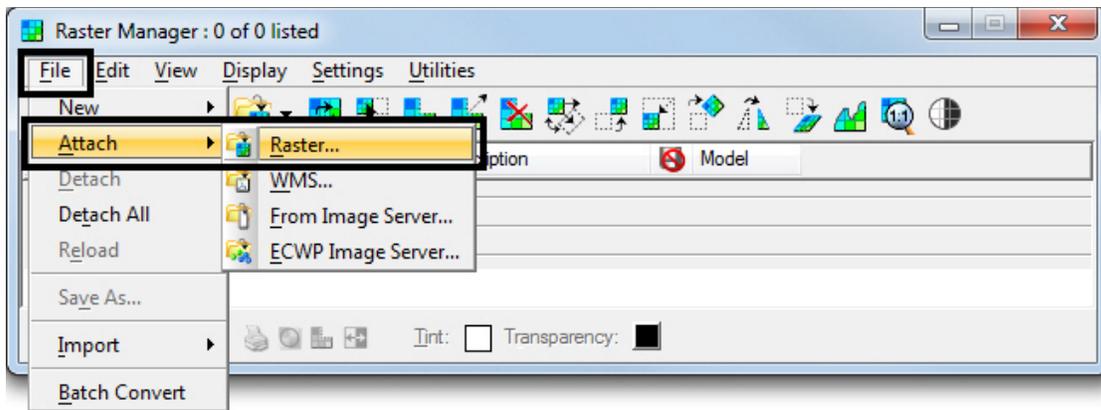
1. For printing purposes, begin by changing the background color of MicroStation to white. This can be completed through **Workspace > Preferences**. This will open up the **Preference** dialog box



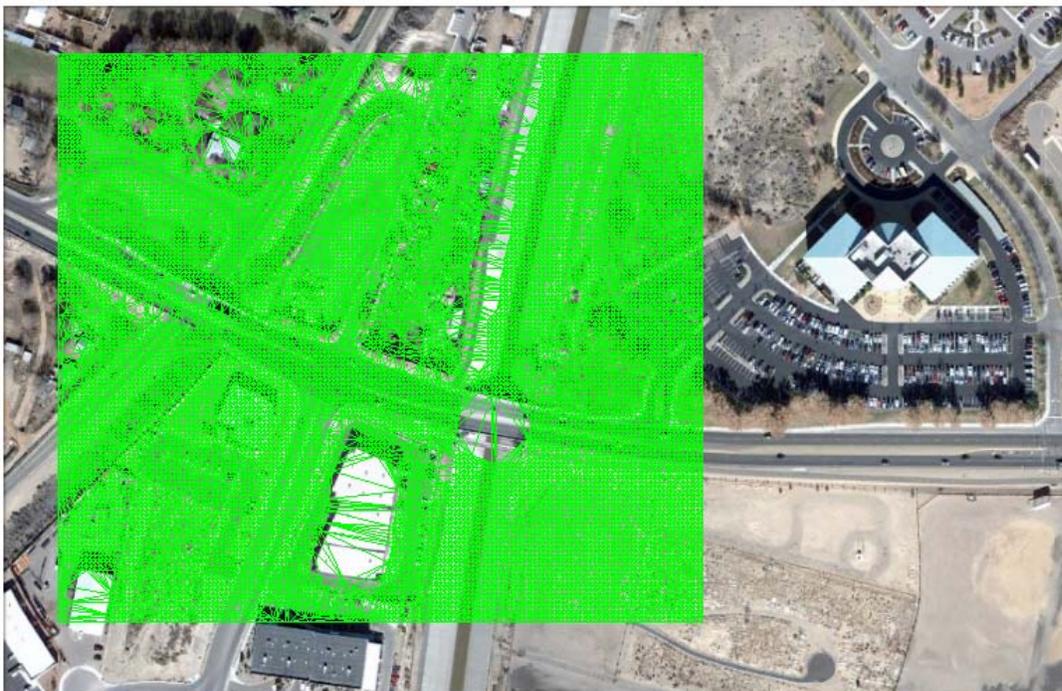
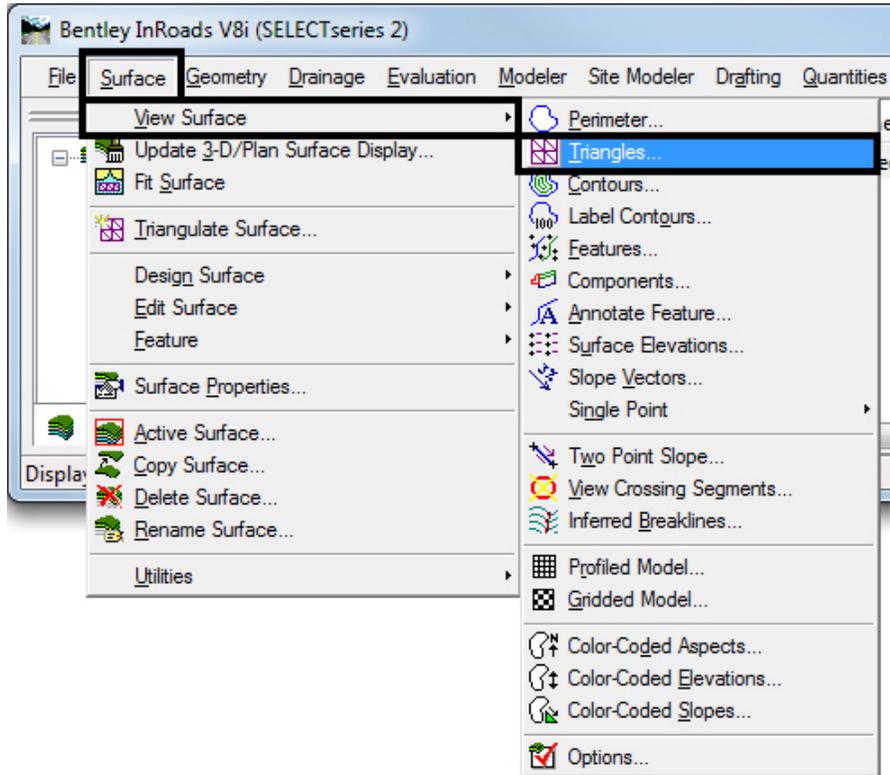
2. Under the **Category** column, select **View Options**. Toggle **ON** the box for **Black Background -> White** then select **OK** to close the dialog box.



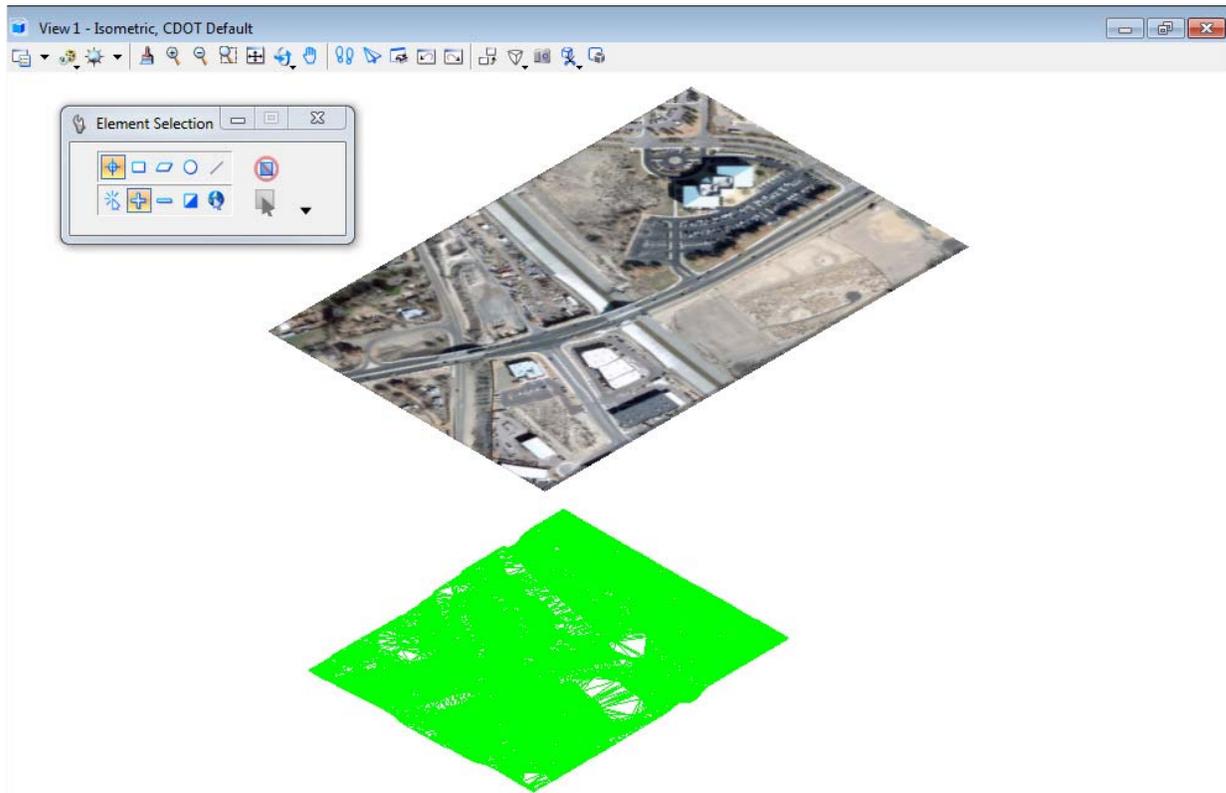
3. Begin by attaching an image using **Raster Manager**. Refer to the workflow document [CDOT Raster Manager.pdf](#) for guidance. Be sure Open as read-only is turned off.



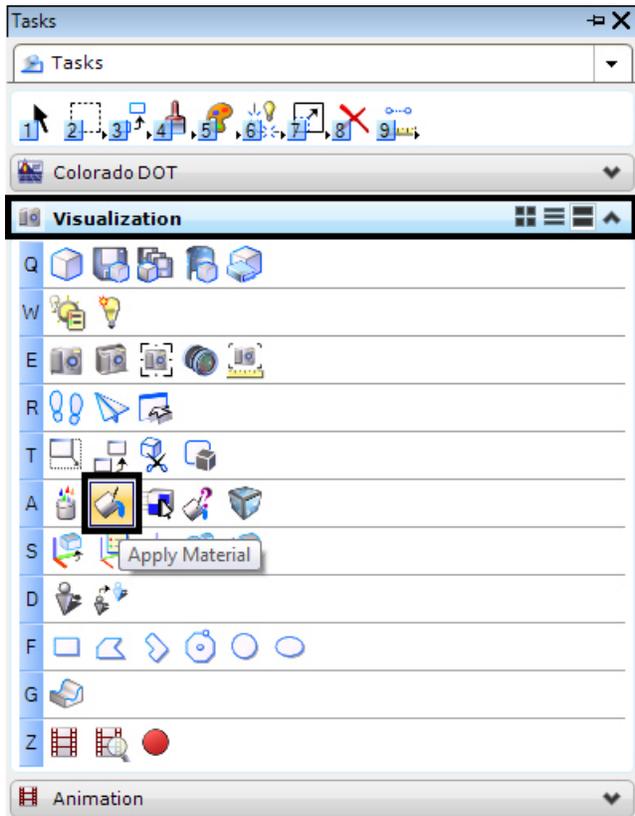
- 4. From InRoads, view the surface triangles for the DTM.



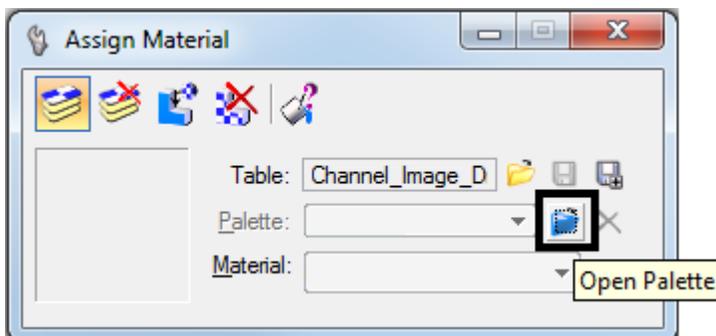
5. **Rotate** the view to **Isometric** and then complete a **Fit View**.



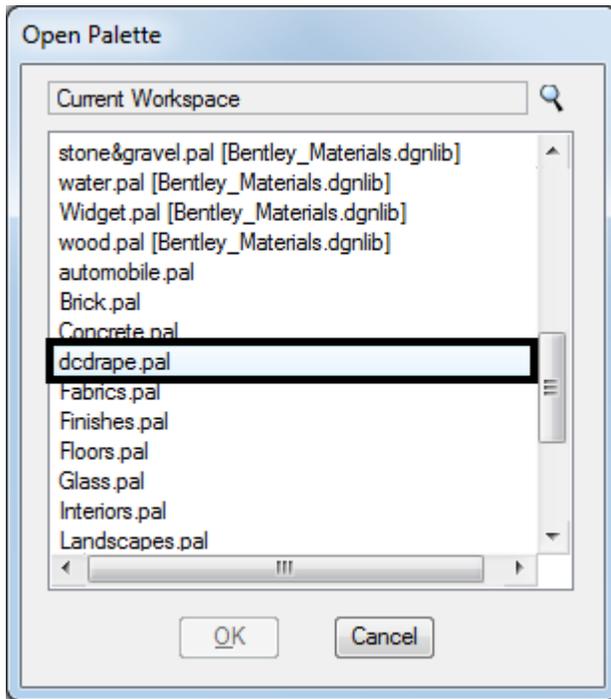
- From the **Task Menu**, select the **Visualization** tab.



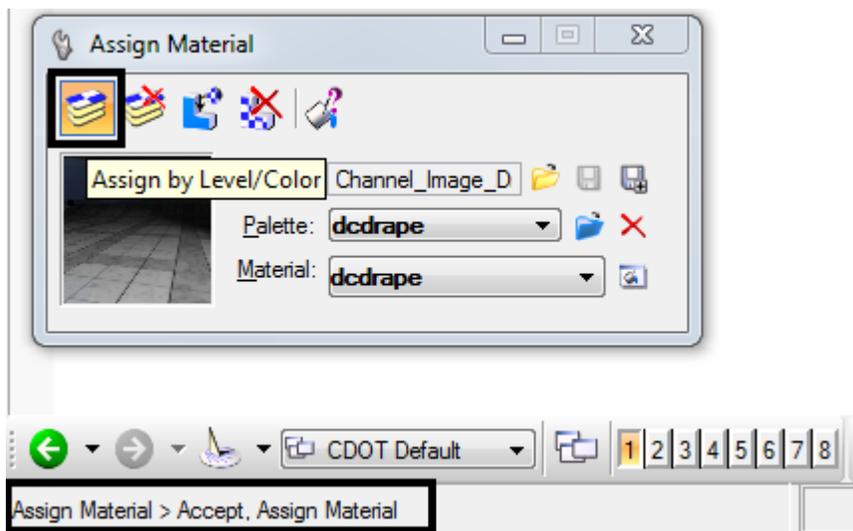
- Select** the **Apply Material** command. This will bring up the **Assign Material** dialog box.



8. **Select** the **Open Palette** icon and navigate to **dcdrape.pal** and **select OK**.

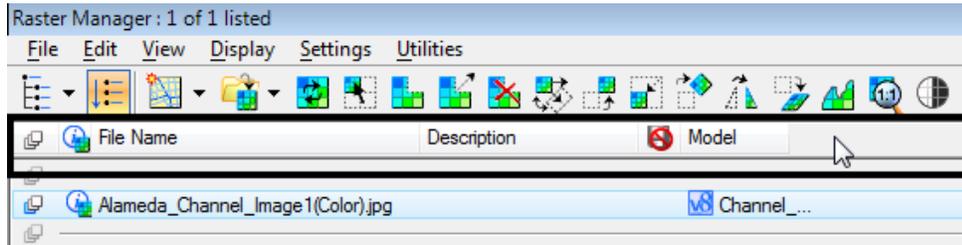


9. From the **Assign Material** dialog box, select **Assign by Level/Color**. MicroStation will ask you to **Assign Material**.

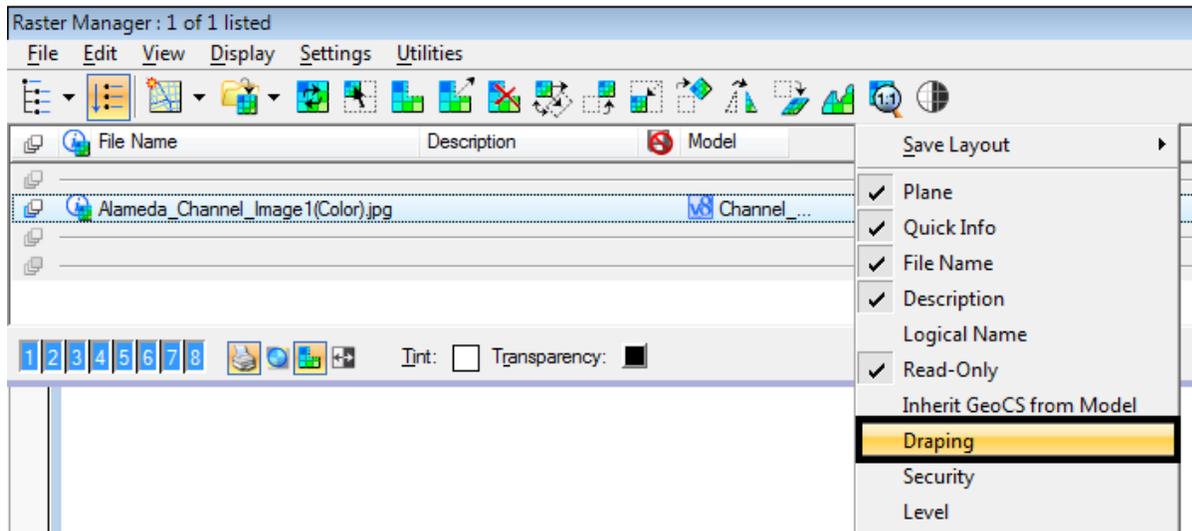


10. In the MicroStation Isometric view, **select** the DTM triangles and then accept by clicking a data point in the MicroStation view window.

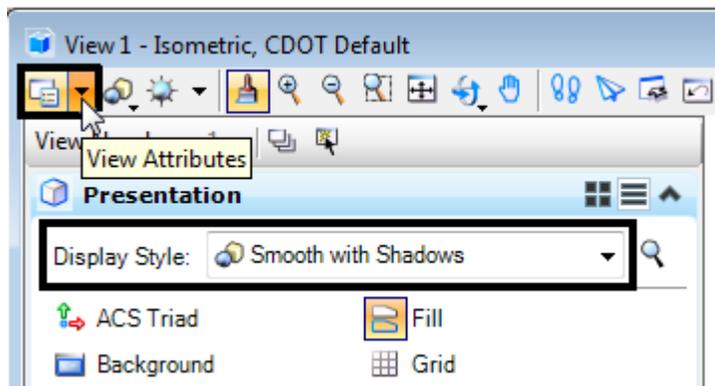
11. **Open Raster Manager** and **Right Click** on the column bar. This will bring up a drop down menu.



12. From the drop down menu, Toggle **ON** the **Draping** function.



13. From the **View Attributes**, change the **Display Style** to **Smooth with Shadows**.



14. Complete a **Fit View**.

Note: The image will be clipped to the DTM triangles. Any part of the image that is not draped onto the DTM will not show.

15. Using the **View Rotation** command, rotate the view to a final position.



Note: The image brightness can be controlled by turning on Default Lighting and adjusting the view brightness.

