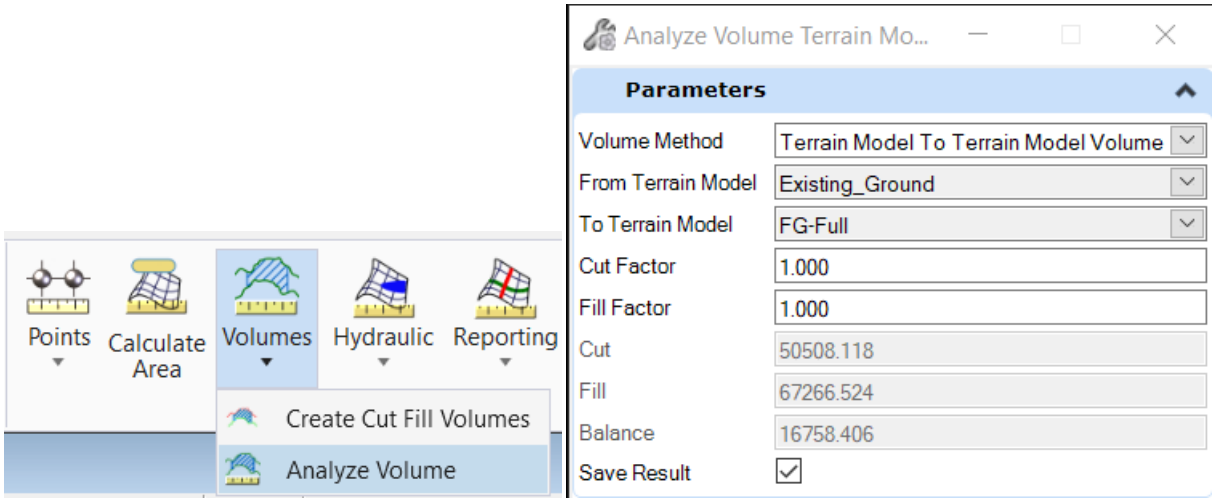
Determining Cut/Fill Volumes within a 2D boundary

This method is helpful for determining cut/fill volumes within a defined 2D area (construction pay areas, floodplains, etc.)

1. Create 2D file from seed
2. Reference in DGN files for OG terrain, FG terrain, and floodplain boundary (set nesting depth deep enough to expose the published terrain models)
3. Set the OG terrain as Active to create the Default-3D model
4. From the Terrain tab, select Terrain > Volumes > Analyze Volume



From the prompts, select:

- Volume Method – Terrain Model to Terrain Model
- From Terrain Model – select the **OG surface**[1]
- To Terrain Model – select the FG surface
- Apply cut/fill factors as desired
- At the prompt "Boundary Reset For None", select the floodplain boundary shape
- If "Save Result" was toggled off originally in the dialog box, click Yes when prompted
- For "Datapoint to Place Results", click in the drawing where to place the output text

Notes:

1) ***Selecting the OG surface as the "To" terrain model instead of the "From" terrain model will result in the cut/fill volumes being reversed in the output!***
2) ***Double-clicking on the text node placed will open up the text editor and allow for copying/pasting the results into another file.***

3) ***The units for the results are based on the Design File Settings. The default setting of Feet results in an output of cubic feet. To change to the results to cubic yards, set the Master Units from Feet to Yards prior to executing the command.***