## Geology, GeoTech and Construction Tasks using OpenSite Designer

Tasks routinely performed by Geology, GeoTech or Construction involved creating sloped quarry excavation surfaces, merging surfaces, calculating the triangle volumes of excavations, manipulating surface features, and creating vertical alignments that were draped along a surface. These tasks can be performed using OpenSite Designer or OpenRoads Designer, but the names of commands have changed over time.

In the OpenX products, most surface commands are found on the Terrain tab. Some of the surface utilities for modifying surfaces are found on the Model Detailing tab. When working with geometry, look for the word "profile" to refer to the 3D elevations along a horizontal alignment.

The word "profile" has several different meanings.

- A profile drawing shows vertical geometry and surface lines, as well as a grid, labels, and title block.
- The **profile of a surface** is a line of elevations shown in a section.
- The alignment profile is another name for the vertical geometry.

Check out the *OpenRoads Designer Help* for instructions on operating each tool; links are provided in the matrix below.

Task	OpenRoads/OpenSite Tab>Group>Button	OpenRoads/OpenSite Designer Command
Generate Sloped Surface / Generate Longitudinal Feature	Model Detailing>3D Tools>3D Elements	Create 3D By Slope To Target
Drape a Feature	Model Detailing>3D Tools>3D Elements	<u>Create 3D By Drape To</u> <u>Surface</u>
Create a surface from 3D elements	Terrain>Create>From Elements	<u>Create Terrain Model By</u> <u>Elements</u>
Create Isopach Surface (Difference Surface)	Terrain>Create>Additional Methods	<u>Create Delta</u>
Create a draped vertical alignment	<b>Geometry&gt;</b> <u>Vertical</u> >Profile Creation	<u>Profile From Surface</u>
Set Active Vertical Geometry	Geometry> <u>Vertical</u> > <u>Set Active</u> <a href="https://example.com/set/active/be/def-2">Profile</a>	Set Active Profile
Set Elevation	Geometry>Vertical> <u>Element</u> <u>Profiles</u>	<u>Profile By Constant Elevation</u>
Fillet Feature	Geometry>Horizontal>Arcs>Arc Between Elements	Simple Arc