RAIL DESIGN WITHIN CIVIL 3D
ONLINE COURSE OUTLINE

TOPCON

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This class focuses on the key components that make up railway design within Civil 3D. Designing a rail system is a complex process that requires the management of cant, turnouts, and rail crossover information. The rail design features found in Civil 3D allow designers to expedite the planning, design, and delivery of rail networks. The rail design feature allows you to create, edit, and delete rail elements and information all from one location.

Prerequisite: Working knowledge of alignments, profiles, and corridors is preferred but not required

Course Length: 1 day

Getting Started
- Overview of Rail components within Civil 3D
- InfraWorks surface capturing

Rail Alignments
- Rail Alignment Overview
- Alignment Creation Tools
- Creating from Objects
- Alignment Creation Toolbar
- Alignment Properties
- Creating Rail Alignment

Editing and Labeling
- Graphical Grip Editing
- Tabular Editing
- Labels
- Station Frequency

Rail Profiles
- Profiles Overview
- Creating (Sampling) an Existing Ground Profile View
- Profile View Style Review
- Profile Creation Tools
- Transparent Commands – Profile Panel

Editing and Labeling Profiles
- Graphical Grip Editing
- Grid View Editing
- Label Set Discussion

Rail Corridors
- Turnout Catalog
- Rail Subassemblies

Rail Lines
- About Rail lines
- Creating Rail lines
- Editing
- Exporting

Platforms
- Platform creation
- Editing Platforms
- Exporting

Cant
- Calculating Cant
- Tabular Editing
- Create Cant View

Turnouts
- Creating Turnouts
- Creating Crossovers
- Diverted Profiles
- Turnouts in Profile View

Misc. Tools
- DWG Compare
- Transparent Commands
- Project Explorer
- Data Shortcuts

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