MONTANA
Department of Transportation

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MDT Civil 3D State Kit - Create Wall Surface

YOUTUBE VIDEO DOCUMENTATION

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OVERVIEW

Civil 3D cannot create a true vertical edge on a surface. This is a limitation of the application. While it is possible to *approximate* a vertical edge or face, Civil 3D provides no automation to do this. The **Create Wall Surface** command will automate the creation of a nearly vertical surface to simulate a wall-like feature. The command achieves this by adding a very slight horizontal offset from the bottom of wall to the top of wall. The resulting wall surface can then be added to another surface, used as a corridor target, or used for visualization.

The **Create Wall Surface** command is developed and provided by WisDOT.

COMPANION DOCUMENTATION

YouTube Video Link: https://youtu.be/Kczw-fDqrac?si=NuAoJCaN659Zsnba

USING THE COMMAND

This command requires a feature line, survey figure, or 3D polyline representing the bottom of wall breakline to be present prior to running the command.

1. Create or locate a feature line, survey figure, or 3D polyline representing the bottom of the wall breakline.
2. Type **MDTCreateWallSurface** at the command line or press the **Create Wall Surface** ribbon button.
3. Select the feature line, survey figure, or 3D polyline.
4. Pick side to offset. (Offset side will be the “high” side.)
5. Choose [Height, Minimum Height, Elevation].
    a. Height
        i. The resulting top of the wall surface elevation will vary to achieve the specified height at all locations.
    b. Minimum Height
        i. The resulting top of wall surface elevation will be a constant elevation resulting in the specified minimum wall height.
    c. Elevation
        i. The resulting top of wall surface elevation will be at a constant elevation.
6. Enter top of wall value.
7. Enter name of surface.
8. The surface will be created.