

Get Civil 3D Rolling with Styles - Overcome Adoption Inertia



You've seen it all: the road shows, the webcasts, and the magazine articles. You're convinced the future of the industry is a new design paradigm. You want the ability to automate your quantity take-offs. You want linked dynamic plans and profiles. You want to attach Revit Architecture data

exports for an enhanced interface between disciplines. You want to use the new design and analysis tools because you know you can do more with less! You anticipate you'll save on your drafting costs because you know some of the drafting is now a by-product of the engineering design.

You've made your decision and you load up Civil 3D to leverage all this great stuff. Wow! The design tools are impressive! But wait...there's nothing like a dose of reality to stop you... and you've just hit reality head-on. Your project deliverable is still a 2D drawing and it's supposed to look like someone drafted it... Oh no! You just can't seem to make that happen. Why? ...Styles! You need to address Civil 3D Styles...and in Civil 3D, we're talking miles and miles of Styles. Fortunately for you, Civil 3D 2010 ships with some aid on the disk. But many people don't know about it.

FROM PROMISE TO PRODUCTION

Whether you call it BIM, Intelligent Design, or Dynamic Modeling, you've got some expectations. The product demonstrations you saw at the road show led to an anticipation of finished quality design output, easily achieved and integrated into the workflow... and it can, once you've established your styles.

Let's discuss styles for a moment. Styles are a foundational element in Civil 3D. In regular AutoCAD, object visibility is limited and primarily layer based with basic controls such as On/Off, Color, and Linetype. In Civil 3D, however, your object visibility is much more robust. You use Styles not only to control your object visibility but also to vary the object's actual appearance. As an example, depending upon the style applied, you can display your surface object as contours, triangles, slopes, elevations, solids, invisible, or any combination of those elements and more. Styles control whether the viewed surface is red or black or grayscale or thick or thin or dashed or continuous...and that's just the object styles.

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Like Civil 3D design objects, your dynamic Civil 3D annotation objects are also style based. Civil 3D annotation objects are linked to their specific design objects and so their powerful capabilities are regulated by the requirements of those design objects as defined in their assigned style. Regular AutoCAD text objects do not possess a link with design objects and are handled differently; they can be placed anywhere, anyhow. This may seem like an advantage, but in the grand scheme of things, it's not. AutoCAD text is static and requires manual data re-entry any time you modify your design. Civil 3D annotation objects are dynamic and update when the design does.

Civil 3D Annotation Styles determine whether your annotation objects have leaders, have no leaders, are vertical, are horizontal, are right-handed at a 45° rotation, are left-handed at 135° rotation, are stacked, are in a single line, use a particular font, include

formulas or expressions, or contain any number of other necessary and critical settings.

Based on the sheer number of variations possible, it's clear you need an effective and efficient style management plan. Inevitably, you'll need to generate

deliverables for different agencies with different standards. To accomplish this, your Civil 3D style count will rise exponentially and when it does, you'll need a robust style naming convention to keep both your sanity and your project(s) on track.

INCLUDED ON THE DISK

Civil 3D 2010 ships with content to help you better understand styles and provide you a solid starting point from which to build your standard styles. When you install Civil 3D 2010, look for the Content Pack page and be sure to include the US California Content pack in your installation.

The US California Content pack, also known as the USCA Country Kit, includes a set of preconfigured Civil 3D styles and is an excellent starting point for a firm to develop their own Styles library. Even if you don't use the included styles as-is, you can still benefit from the analysis and critical thinking used to create the USCA style naming convention. After all, why start from

scratch? The Country Kit includes PDF documentation that fully describes the USCA style name nomenclature and an explanation as to the reason for its development. There's even an explanation as to why other derivative choices were ruled out. In short, there's a lot of research you no longer have to do yourself.

I spoke with Autodesk's Civil Engineering Technical Specialist, Angel Espinosa, about the USCA kit. He told me he was surprised by the sheer quantity of the content. He described it as an exhaustive set of components which users can dissect and learn from. Angel believes the kit will be beneficial for those individuals who wish to see how a completed project comes together and should get their imaginations going as to how to set up their own projects.

The USCA Country Kit contains over 2000 Styles and a robust Template collection, see Figure 1.

But wait! There's more! The folks at CADPilot.com are the original developers and offer plenty of free resources (free registration required) to support the USCA kit, known as Jump Station 2010 on their website. You can access this content at <http://www.cadpilot.com/Resources/Downloads.aspx>

Civil 3D 2009 users aren't left out. You'll want to download the free Jump Station 2009 for your version. 2010 users will want to access all the free information on the website over and above what ships on the Civil 3D 2010 disk. Of significant note: The Jump Station version of the USCA kit includes a lot more content than the shipping version, about 75MB more! It's not simply a set of templates and styles. The kit contains an entire finished Civil 3D project ready for you to analyze. The goal is for you understand how styles work in an actual production environment with less experimentation so you can achieve a faster, more fully leveraged implementation.

While at the website, be sure to view some of the video archives. See Figure 2. Two outstanding videos are the "Jump Start Installation" video archive listed under "Jump Station Goodies" and the "Civil 3D 2010 at Jump Speed" video archive listed under "Free Video on Demand Training". The former helps you understand the inner workings of the USCA style set so that you'll be able to deploy your own, if desired. The latter is an overview of new Civil 3D 2010 release which uses and features the USCA style set. CADPilot.com also offers for-fee styles in larger packages and maintenance.

Folks who wish to focus on the shipping version of the USCA Content Kit should also visit the site to view the "USCA Known Issues" page at http://www.cadpilot.com/Products/US_Country_Kit/USCA_2010_Issues.aspx. See Figure C. The page contains an explanation and solution of a known disk installation issue. That way you'll be able to leverage the entire package.

Are you going to attend AU2009 this year? Be sure to catch session CV-104-1 "I Manage 2500+ AutoCAD® Civil 3D® Styles

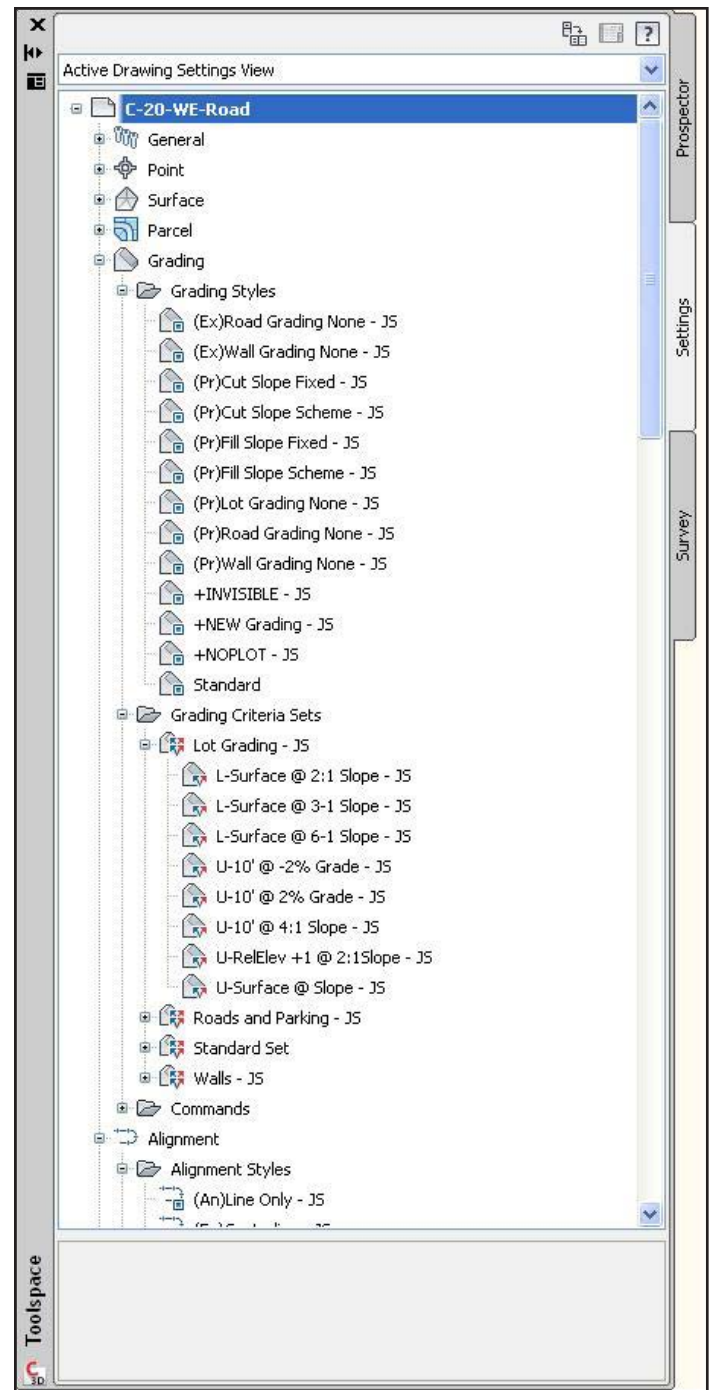


Figure 1- Some of the 2000 included Styles

and I'm Not Crazy". You'll get Civil 3D Styles and Template advice straight from the USCA kit developer himself.

OTHER RESOURCES

Of course, USCA/Jump Station is not the only style set available. Visit Autodesk's Civil 3D Country Kit page at <http://usa.autodesk.com/adsk/servlet/index?siteID=123112&id=7271531>

Jump Station 2009 = Autodesk USCA Country Kit for AutoCAD Civil 3D

Jump Station 2009
 ZIP file (55.92 KB)
 Jump Station 2009 with all files including documentation and example project. The installation instructions and complete documentation is included. Please read above for the End User License Agreement.
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Jump Station 2010 = Autodesk USCA Country Kit for AutoCAD Civil 3D

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[2010 Jump Station](#)
 ZIP file (88.13 MB)
 Complete 2010 version of Jump Station. Includes all resources files in the USCA and complete installation instructions
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More Helpful Information

The following list contains the outlines of the essential [Jump Template Collection Video on Demand Training](#) that is available for purchase.
 Get **Jump Station** up and running and in production More quickly. < Work + > \$ = ;)
[Get the Jump](#)

Jump Training Outlines

[Expand all](#)

- [The Jump #1 - The Hows & Whys of Template Construction](#)
- [The Jump #2 - Style Essentials & Maintenance](#)
- [The Jump #3 - Essentials of Label Styles and Sets](#)
- [The Jump #4 - Maintain & Customize Jump Start](#)

Figure 2- View archived webcasts

&linkID=9240698 for free style set downloads from North Carolina, Texas, Ontario Canada, Australia, New Zealand, United Kingdom and Ireland among others.

Another good styles resource is your own Autodesk reseller. Be sure to contact them and see what services they have to offer. Some, such as USCAD (www.uscad.com), offer pre-packaged style sets for a fee and can develop styles sets to order for your local agency requirements. Many resellers offer Civil 3D Styles training and include style sets as part of the class courseware.

On a different note: CAD Masters offers a for-fee Standards Manager that not only manages AutoCAD Standards but also manages Civil 3D Styles as well. View the CAD Masters AutoCAD Civil 3D Style Management video at http://www.cad-masters.com/standardsmanager.asp

DON'T OVERLOOK THIS GEM

While the software itself is relatively easy to use, a full implementation of Civil 3D involves agency/user specific configuration via styles. The easy output and workflow you see in Autodesk presentations requires a styles foundation to realize. Autodesk recognizes proprietary development is needed and has provided you some assistance to build it. Be sure to make use of the included content to get Civil 3D rolling for your firm.

Jump Station Goodies

[VIEW ARCHIVE](#)

Recording of Jump Start Basic Installation in XP (Vista install similar and detailed in documentation)
 Jump Station uses the exact same installation process.

[Support and Wish Lists](#)
[Training Video on Demand](#)

Free Video on Demand Training

[Expand all](#)
[Civil 3D 2010 at Jump Speed](#)

[VIEW ARCHIVE](#)

A **Jump Speed** Tour of what we did for 2010 Join us for a preview of the new Civil 3D power coming to your desktop "real soon now". Oh we've been quiet but we've been REALLY BUSY.

The Jump for 2010 - to See is to Believe Some of it even scares us a little. So **Get the Jump**... The equation is simple: **Less Work+More \$ = ;)** AutoCAD Civil 3D 2010 Powered by The Jump What you get for free will simply blow you away Install the **USCA Country Kit** when you get your 2010.


A long-time AUGI member, Michael Partenheimer spent many years as the Corporate CAD Manager for a multi-office Civil Engineering firm. Today Mike is employed by STV, Inc. where he works in the firm's transportation division. Mike continues as an active member of the CAD Manager based Civil CAD Consortium (C3 group). Contact Mike at mikepartenheimer@hotmail.com.



2010 USCA Country Kit Known Issues and Help

Technical Support for the USCA_CK is supplied by Autodesk to *Subscription Customers* via typical Autodesk email support processes.
 Support for all Jump Template Collection products is supplied by upgrading to *Jump Start*.
 The 2010 version of the USCA Country Kit (USCA_CK) is included on the disk and can be installed with the rest of AutoCAD Civil 3D 2010. The install places the USCA_CK support files in the Autodesk "default" install locations.
 USCA_CK documentation are included as Microsoft Word document files for these releases and can be found in the default install Help support folder. Pdf versions are available in the Downloadable file on this page.
 You can check [The Autodesk Country Kit Home Page](#) for availability downloads and updates.

You can purchase access to the highly recommended [Jump Collection Training Video Here](#)
 The Course Outlines for this training can be found on this page >>>>



[Blog](#) [Get The Jump](#)

Jump Kit
 The Construction Kit for The Jump

Jump Training Outlines

[Expand all](#)

- [The Jump #1 - The Hows & Whys of](#)

Known 2010 Issues

[Expand all](#)

- [Important Facts and Notes](#)
- [Install and Evaluate as a Project](#)
- [Fixes and Clean up Required](#)
- [Where is the USCA in the Civil 3D Install?](#)
- [Where do I get fixes for the USCA Country Kit?](#)

Figure 3- Check out the USCA Kit installation fixes